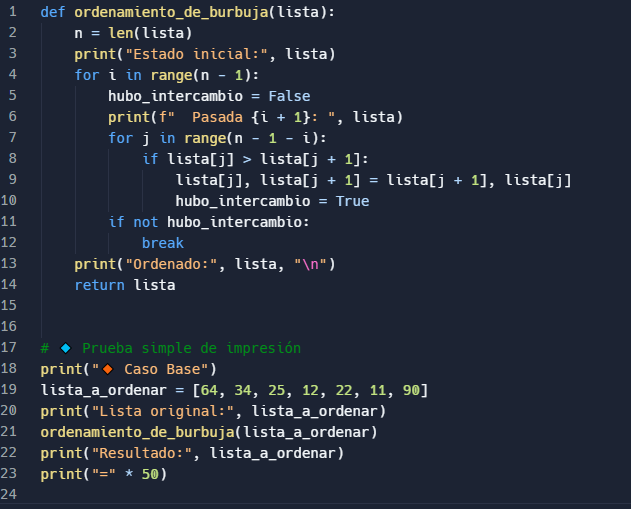
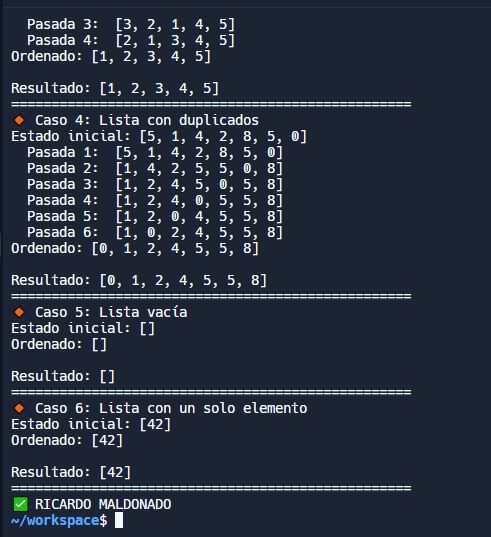
**Programación II**

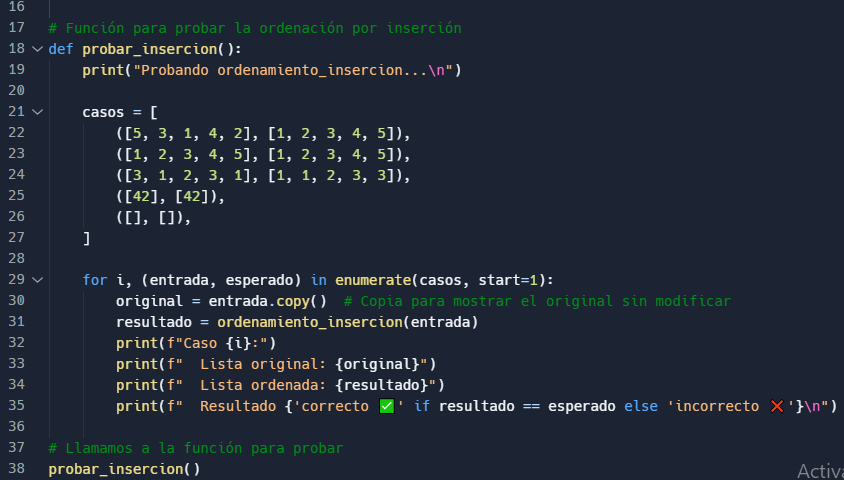
capturas de ejercisio

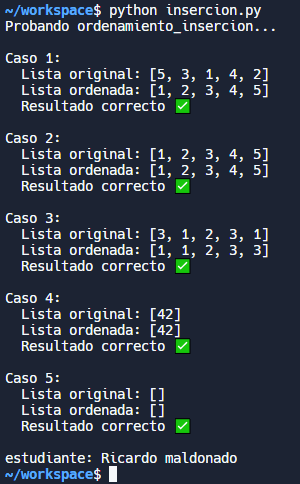
Ricardo Maldonado Suarez

Ordenamiento burbuja

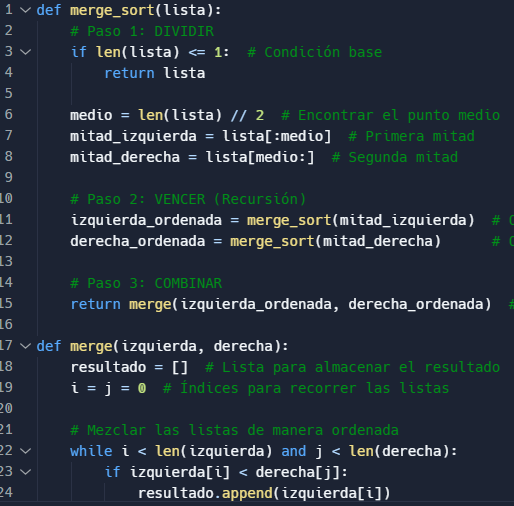


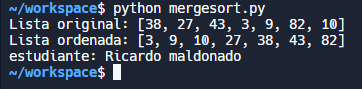
Ordenamiento inserccion



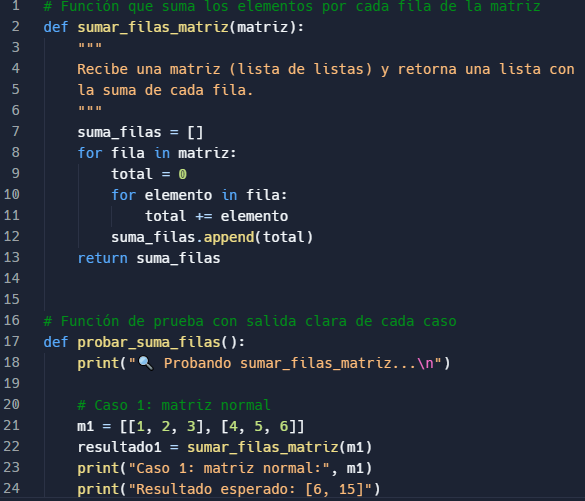


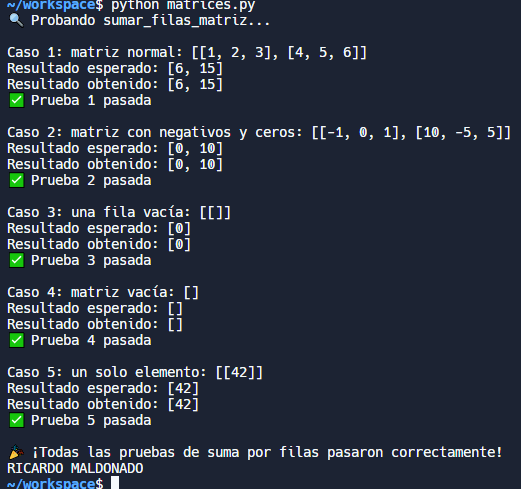
Mergesort



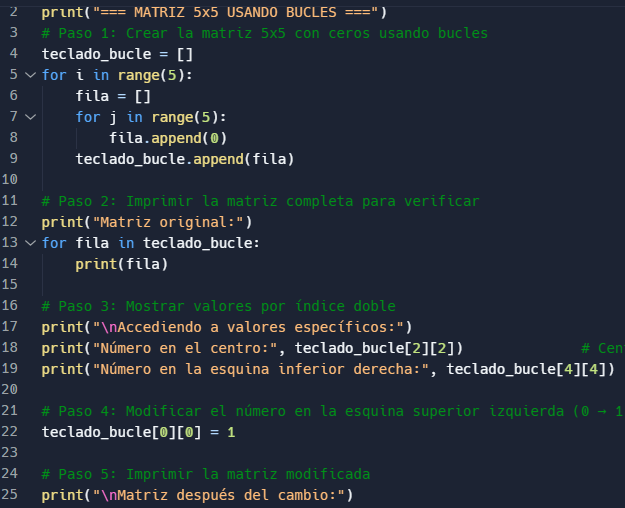


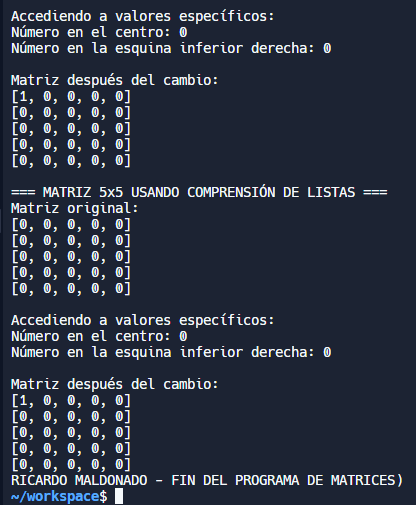
matrices



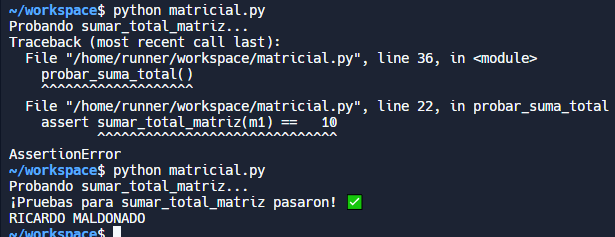


Matriz cuadricula

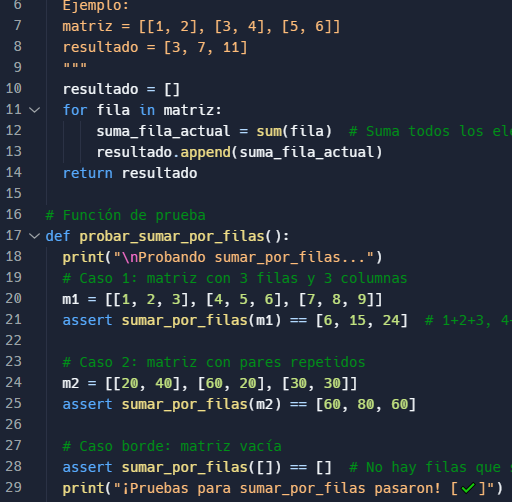


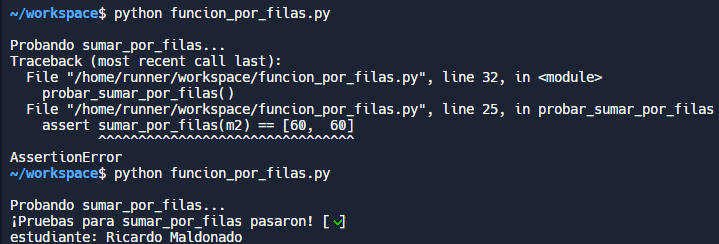


Matricial

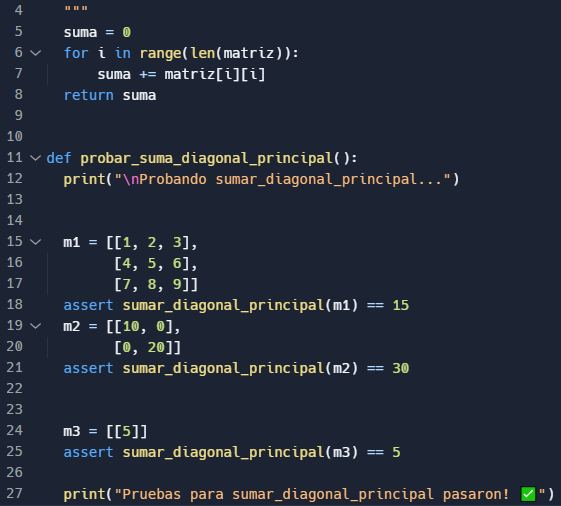


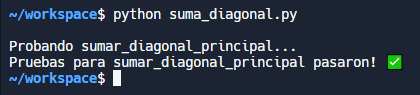
Función por filas



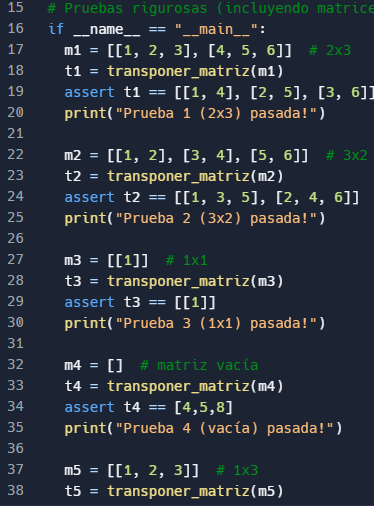


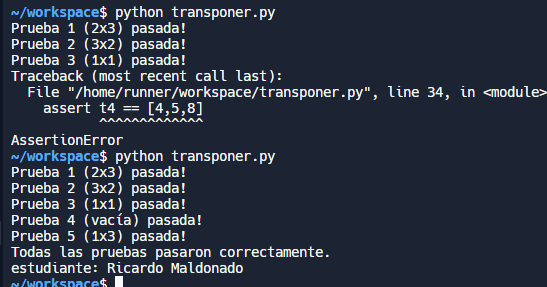
Suma diagonal



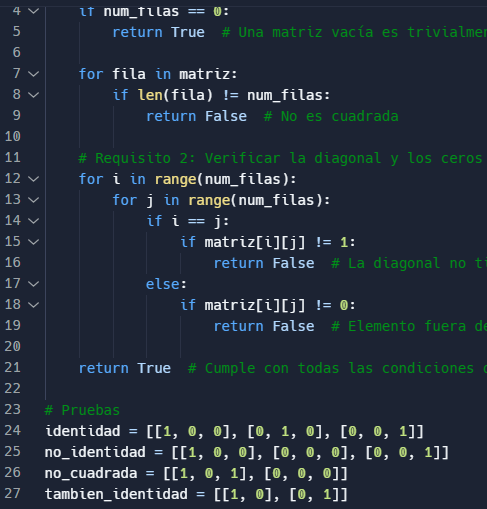


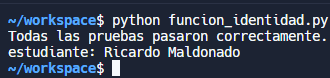
Matriz transponer



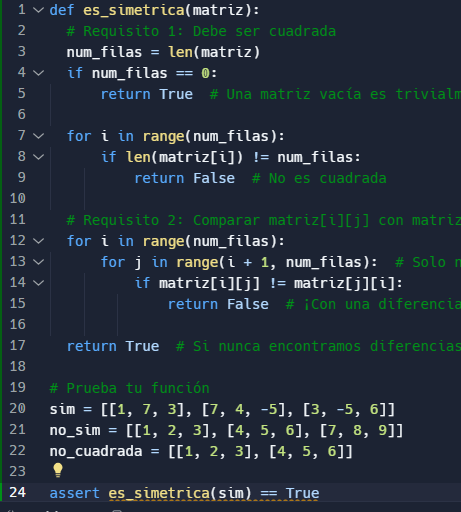


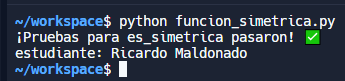
Función de identidad



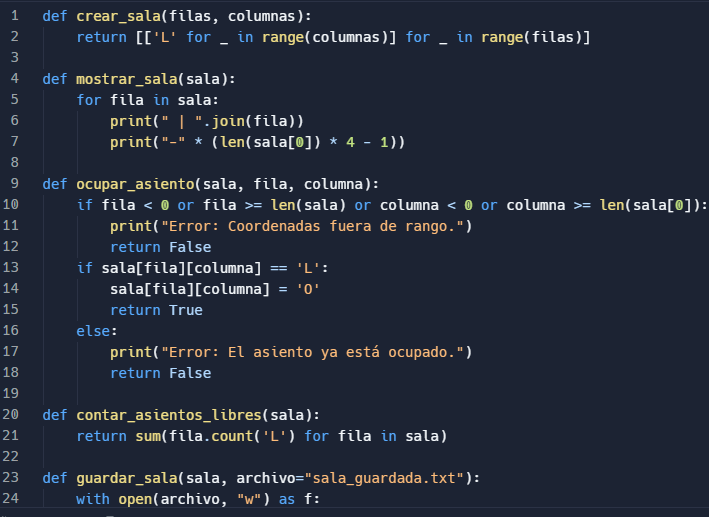


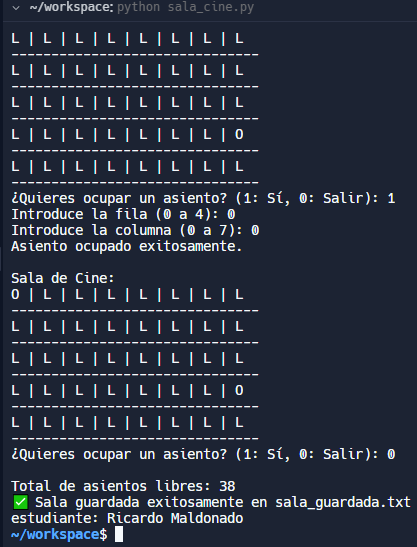
Funcion simétrica



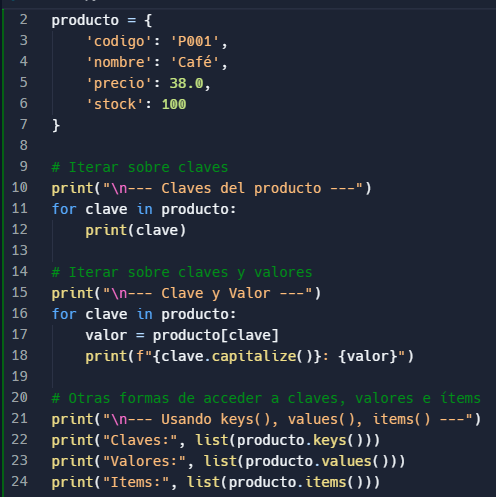


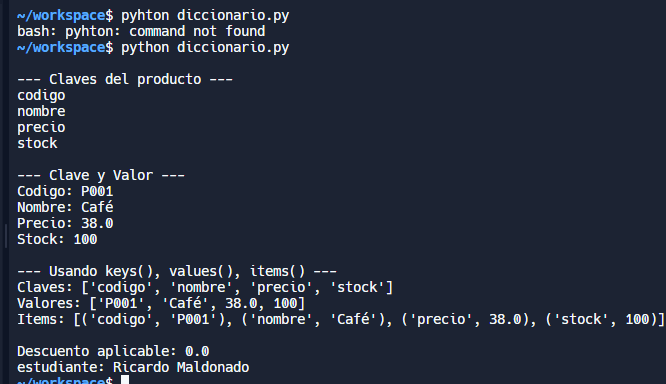
Sala de cine





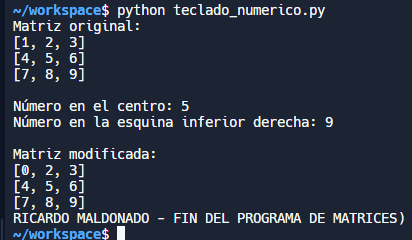
Diccionario



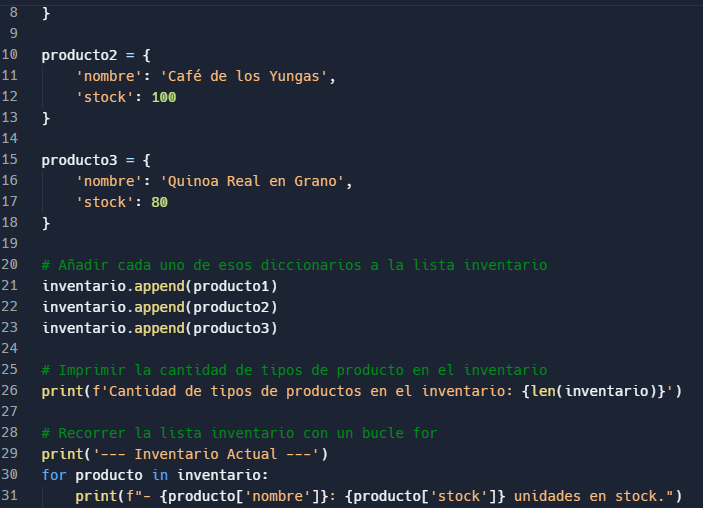


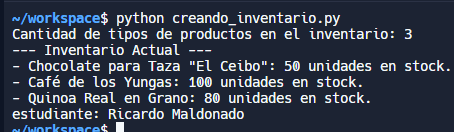
Teclado numérico





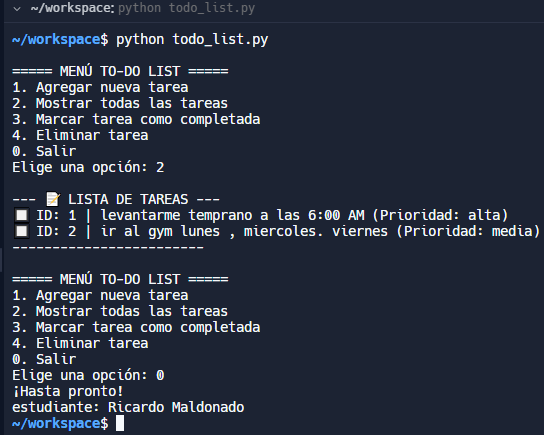
Inventario



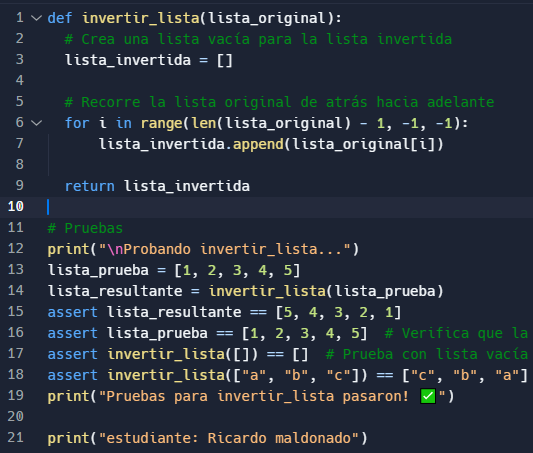


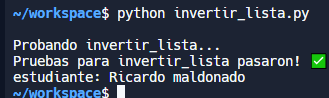
Lista de tareas



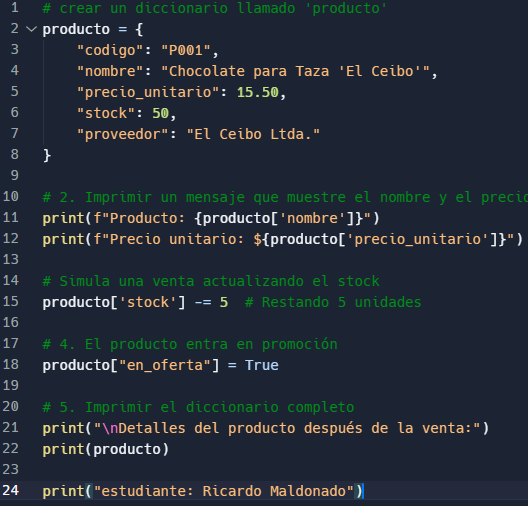


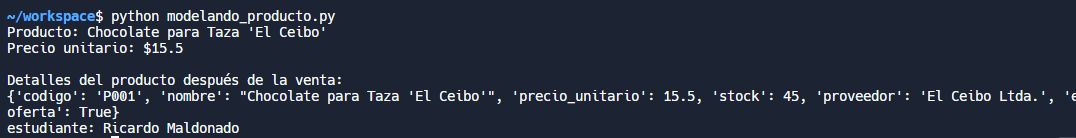
Invertir lista



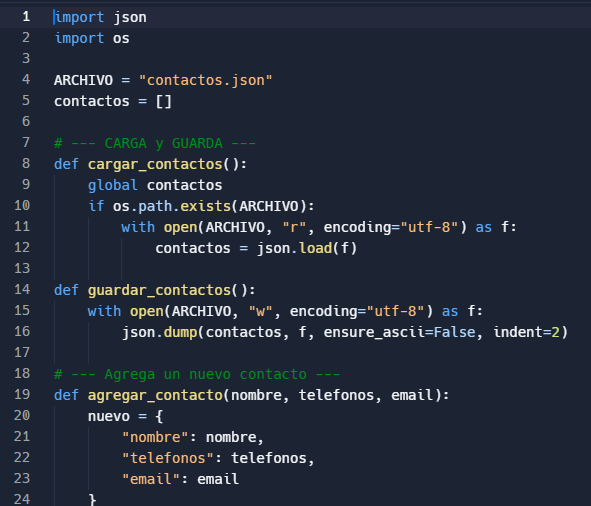


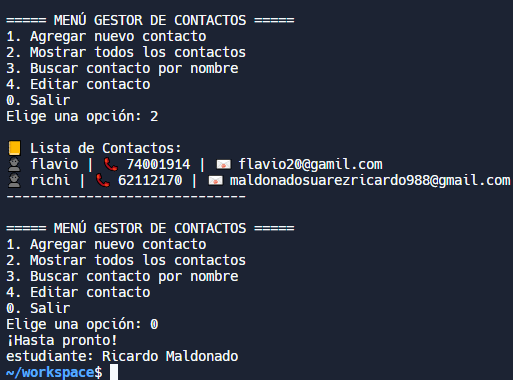
Modelando productos



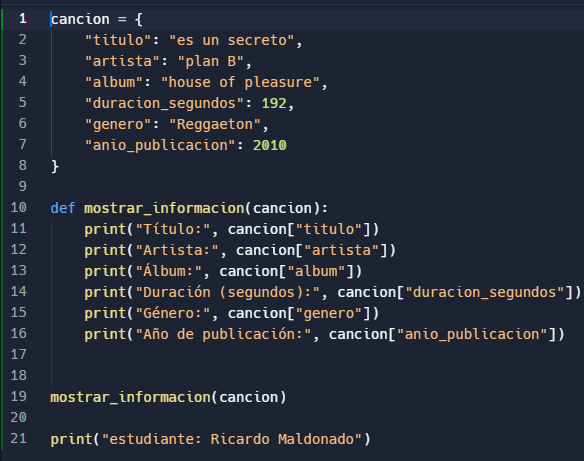


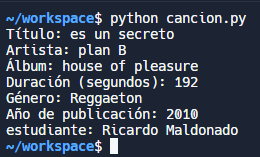
Gestor de contactos



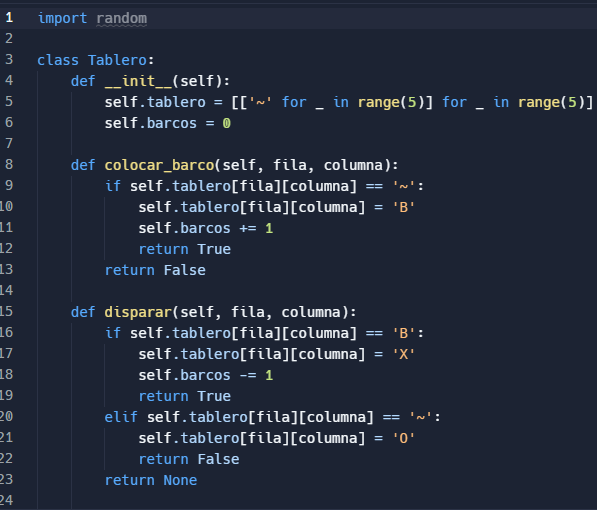


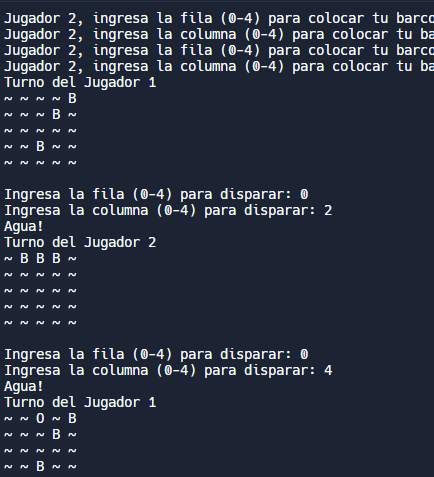
Canción





Batalla naval





Diagonal secundaria

