

Programación Estructurada

Equipo:

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```
#include <stdio.h>
```

```
int g = 0;
```

```
void f(void)
```

```
{
```

```
    int x = 1;
```

```
    static int s = 0;
```

```
    g++;
```

```
    s++;
```

```
    printf("g = %d\n", g);
```

```
    printf("x = %d\n", x);
```

```
    printf("s = %d\n", s);
```

```
    printf("---\n");
```

```
}
```

```
int main(void)
```

```
{
```

```
    printf("Primera llamada a f():\n");
```

```
    f();
```

```
printf("\nSegunda llamada a f():\n");
f();

printf("\nTercera llamada a f():\n");
f();

return 0;
}
```

The screenshot shows the Microsoft Visual Studio interface with the title bar "LPE05". The menu bar includes Archivo, Editar, Ver, Git, Proyecto, Compilar, Depurar, Prueba, Herramientas, and Extensiones. The toolbar has various icons for file operations. The status bar shows "Debug" and "x64". The main window displays the code "LPE05.cpp" with three sections of output from the debugger:

```
LPE05.cpp  Consola de depuración de Microsoft Visual Studio
LPE05      Primera llamada a f():
15         g = 1
16         x = 1
17         s = 1
18         ---
19
20         Segunda llamada a f():
21         g = 2
22         x = 1
23         s = 2
24         ---
25
26         Tercera llamada a f():
27         g = 3
28         x = 1
29         s = 3
30         ---
```