

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");
```

```
}
```

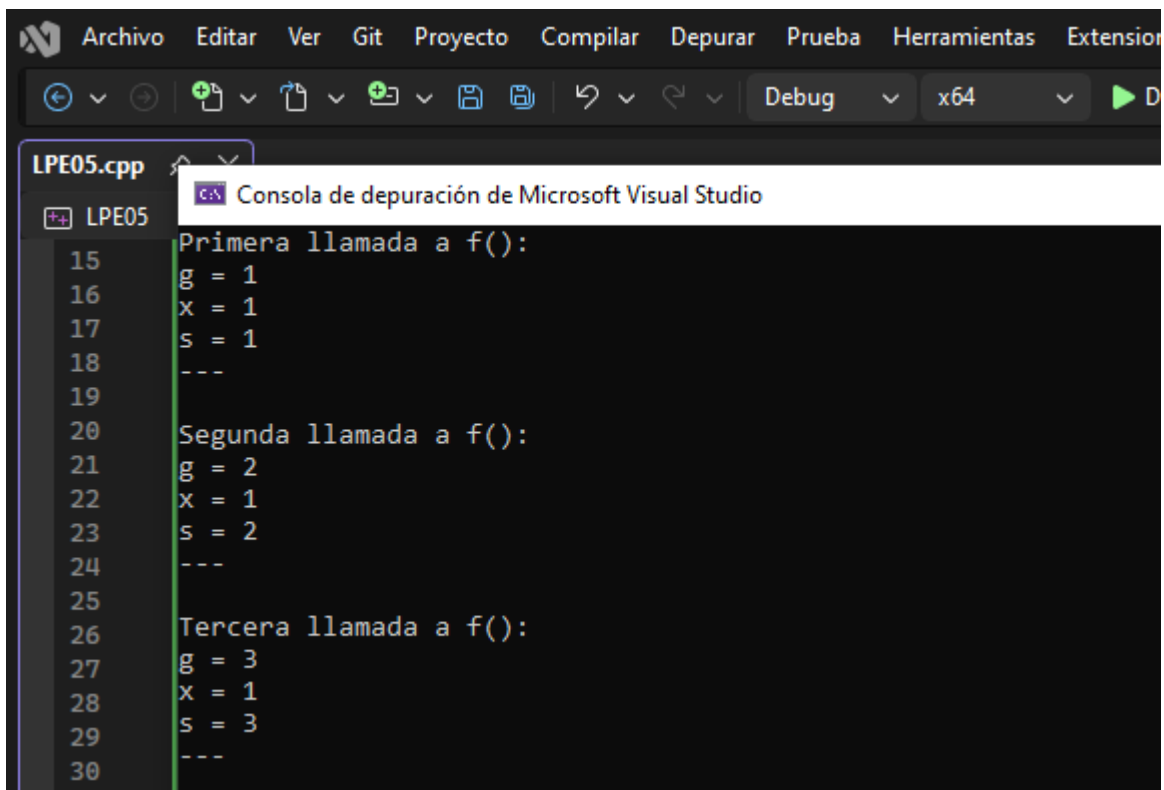
```
int main(void)
```

```
{
```

```
    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 IDE. The top menu bar includes 'Archivo', 'Editar', 'Ver', 'Git', 'Proyecto', 'Compilar', 'Depurar', 'Prueba', 'Herramientas', and 'Extensiones'. The toolbar below the menu bar contains icons for navigation and debugging, with 'Debug' and 'x64' selected. The main editor window displays the file 'LPE05.cpp' with the following code:

```
15  
16 g = 1  
17 x = 1  
18 s = 1  
19 ---  
20 Segunda llamada a f():  
21 g = 2  
22 x = 1  
23 s = 2  
24 ---  
25 Tercera llamada a f():  
26 g = 3  
27 x = 1  
28 s = 3  
29 ---  
30
```

A 'Consola de depuración de Microsoft Visual Studio' window is overlaid on the code, showing the output of the program:

```
Primera llamada a f():  
g = 1  
x = 1  
s = 1  
---  
Segunda llamada a f():  
g = 2  
x = 1  
s = 2  
---  
Tercera llamada a f():  
g = 3  
x = 1  
s = 3  
---
```