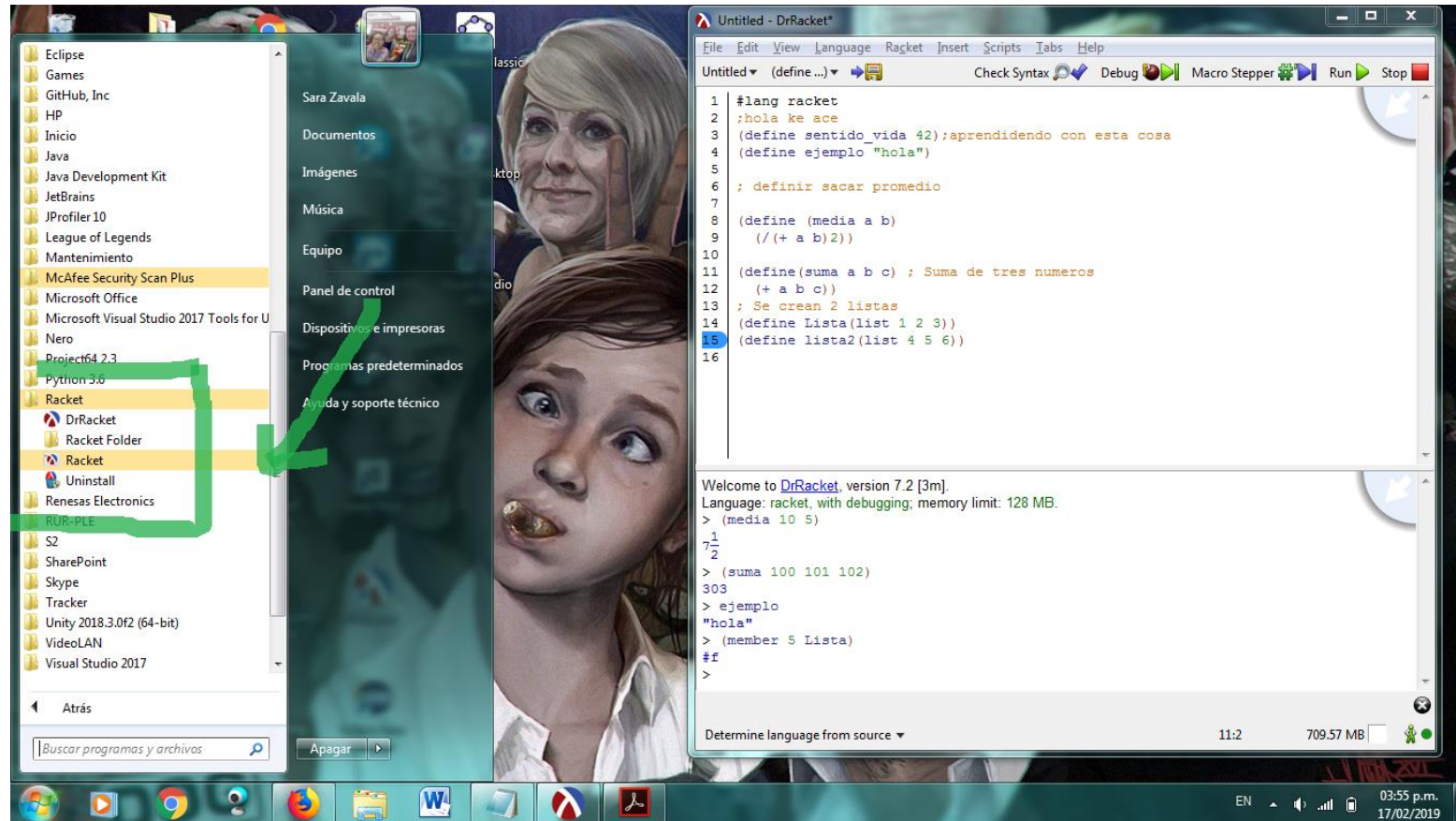
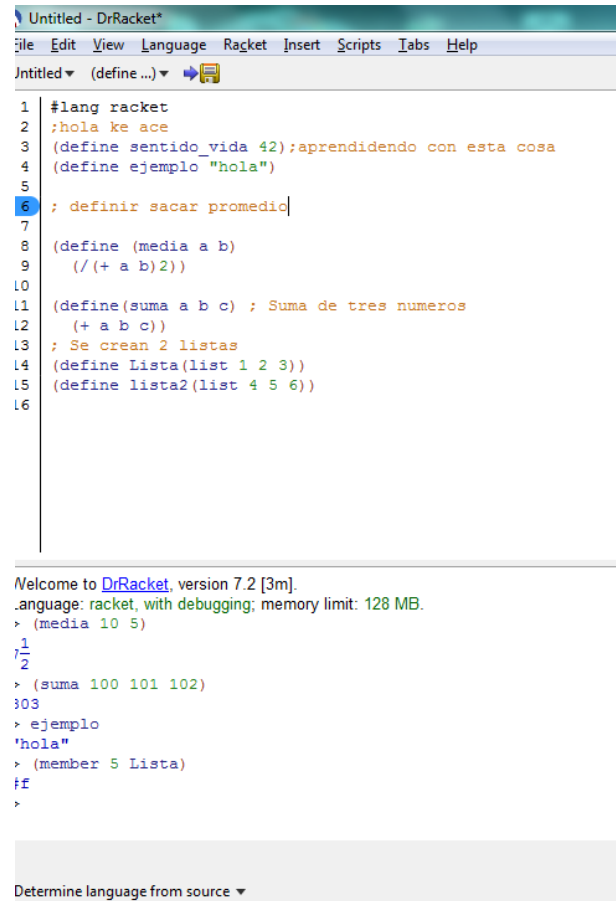


Instalación de LISP en una computadora



Pequeños programas utilizando Leguaje Racket

Imagen del código y que si funciona



The screenshot shows the DrRacket IDE interface. The top menu bar includes File, Edit, View, Language, Racket, Insert, Scripts, Tabs, and Help. Below the menu bar, the code editor displays the following Racket code:

```
1 #lang racket
2 ;hola ke ace
3 (define sentido_vida 42);aprendiendo con esta cosa
4 (define ejemplo "hola")
5
6 ; definir sacar promedio
7
8 (define (media a b)
9   (/ (+ a b) 2))
10
11 (define (suma a b c) ; Suma de tres numeros
12   (+ a b c))
13 ; Se crean 2 listas
14 (define Lista(list 1 2 3))
15 (define lista2(list 4 5 6))
16
```

Below the code editor, the Welcome message and the execution results are shown:

Welcome to [DrRacket](#), version 7.2 [3m].
Language: racket, with debugging; memory limit: 128 MB.

```
> (media 10 5)
1
2
> (suma 100 101 102)
303
> ejemplo
'hola'
> (member 5 Lista)
#f
>
```

At the bottom of the interface, there is a button labeled "Determine language from source".

Código

`#lang racket`

`;hola ke ace`

`(define sentido_vida 42);aprendiendo con esta cosa`

`(define ejemplo "hola")`

`; definir sacar promedio`

`(define (media a b)`

`(/ (+ a b) 2))`

`(define (suma a b c) ; Suma de tres numeros`

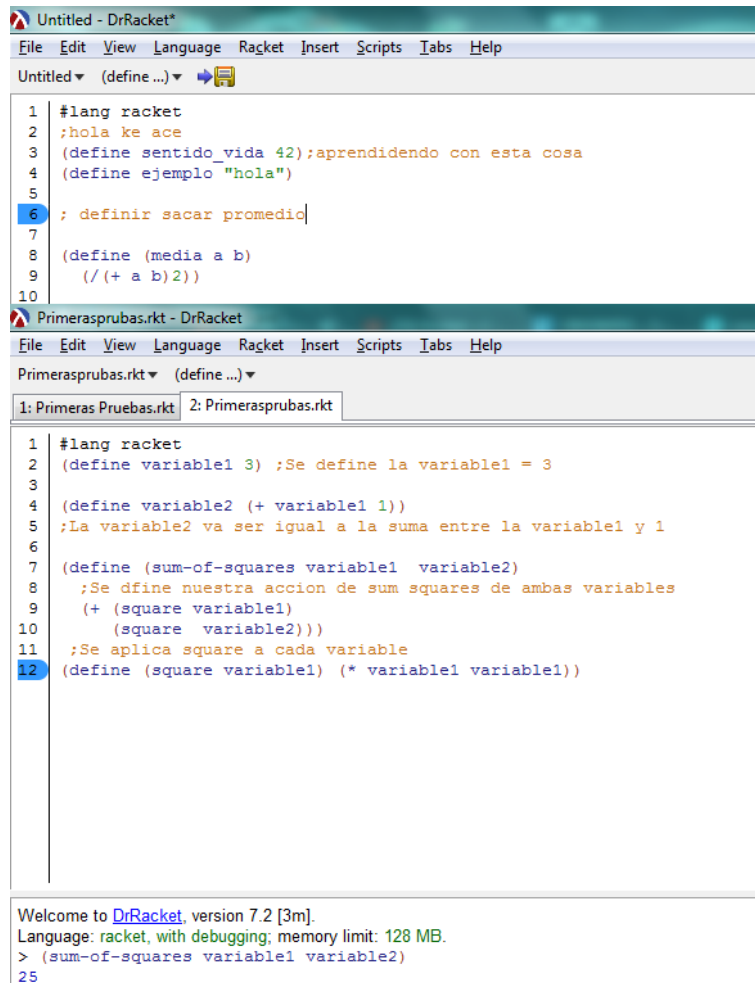
`(+ a b c))`

`; Se crean 2 listas`

`(define Lista(list 1 2 3))`

`(define lista2(list 4 5 6))`

Imagen del código y que si funciona



```
1 #lang racket
2 ;hola ke ace
3 (define sentido_vida 42);aprendiendo con esta cosa
4 (define ejemplo "hola")
5
6 ; definir sacar promedio
7
8 (define (media a b)
9   (/ (+ a b) 2))
10
```

```
1 #lang racket
2 (define variable1 3) ;Se define la variable1 = 3
3
4 (define variable2 (+ variable1 1))
5 ;La variable2 va ser igual a la suma entre la variable1 y 1
6
7 (define (sum-of-squares variable1 variable2)
8   ;Se define nuestra accion de sum squares de ambas variables
9   (+ (square variable1)
10      (square variable2)))
11 ;Se aplica square a cada variable
12 (define (square variable1) (* variable1 variable1))
```

Welcome to [DrRacket](#), version 7.2 [3m].
Language: racket, with debugging; memory limit: 128 MB.
> (sum-of-squares variable1 variable2)
25

#lang racket

(define variable1 3) ;Se define la variable1 = 3

(define variable2 (+ variable1 1))

;La variable2 va ser igual a la suma entre la variable1 y 1

(define (sum-of-squares variable1 variable2)

;Se define nuestra accion de sum squares de ambas variables

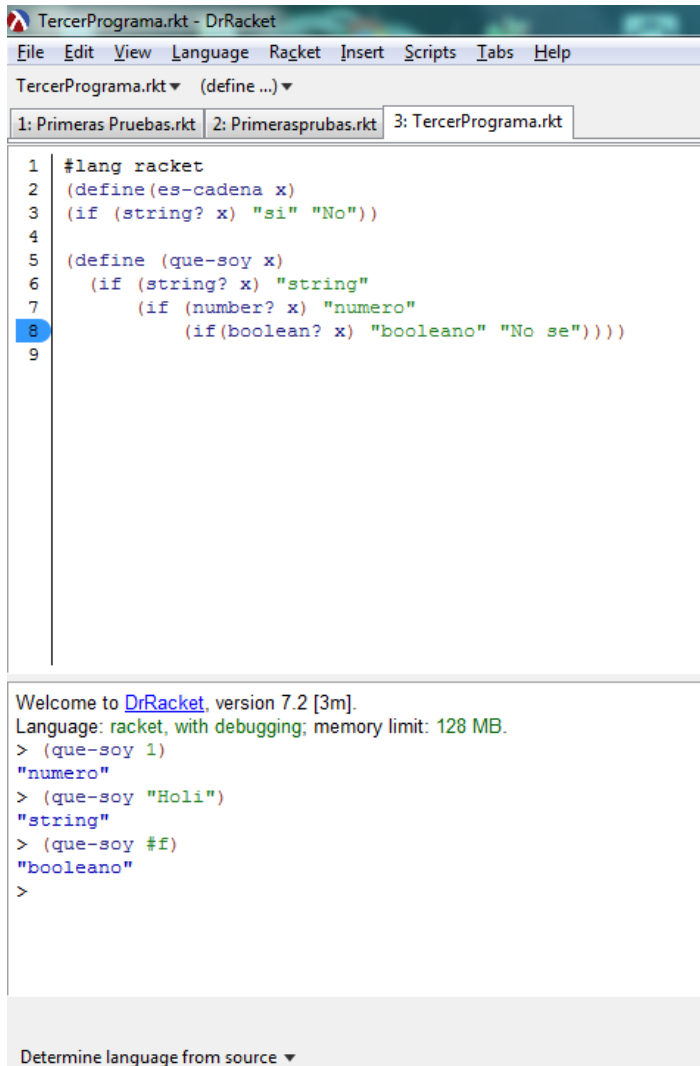
(+ (square variable1)

(square variable2)))

;Se aplica square a cada variable

(define (square variable1) (* variable1 variable1))

Imagen del código y que si funciona



The screenshot shows the DrRacket IDE interface. The top menu bar includes File, Edit, View, Language, Racket, Insert, Scripts, Tabs, and Help. Below the menu is a toolbar with icons for file operations and a dropdown menu currently showing 'TercerPrograma.rkt' and '(define ...)'. The main editor window displays three tabs: '1: Primeras Pruebas.rkt', '2: Primerasprubas.rkt', and '3: TercerPrograma.rkt'. The active tab, '3: TercerPrograma.rkt', contains the following Racket code:

```
1 #lang racket
2 (define (es-cadena x)
3   (if (string? x) "si" "No"))
4
5 (define (que-soy x)
6   (if (string? x) "string"
7       (if (number? x) "numero"
8           (if (boolean? x) "booleano" "No se"))))
9
```

Below the editor, the console window shows the following output:

```
Welcome to DrRacket, version 7.2 [3m].
Language: racket, with debugging; memory limit: 128 MB.
> (que-soy 1)
"numero"
> (que-soy "Holi")
"string"
> (que-soy #f)
"booleano"
>
```

At the bottom of the console, there is a button labeled 'Determine language from source'.

#lang racket

(define (es-cadena x)

(if (string? x) "si" "No"))

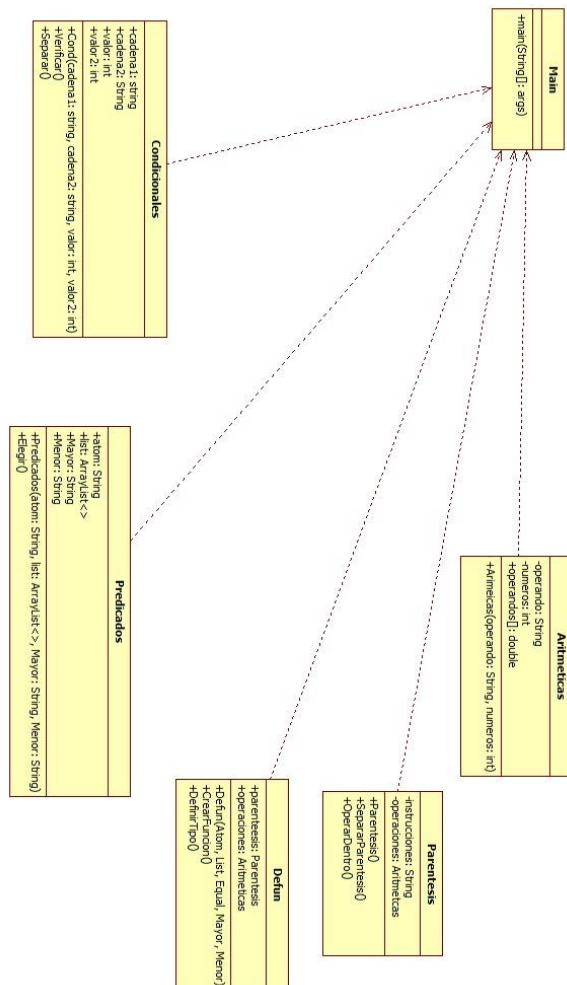
(define (que-soy x)

(if (string? x) "string"

(if (number? x) "numero"

(if (boolean? x) "booleano" "No se"))))

UML



Tutoriales Consultados

Canal: makigas Publicado el 5 jun. 2014

Nombre de Video: Es una lista de videos pero el formato es:

Racket – 4. Listas: manipulación, iteración y recursión

Link:

<https://www.youtube.com/watch?v=H3ExAU7QKt4&t=483s>

Canal: makigas Publicado el 5 jun. 2014

Racket – 5. Todo sobre las condicionales

<https://www.youtube.com/watch?v=tfP8FFugfXM&t=2s>

