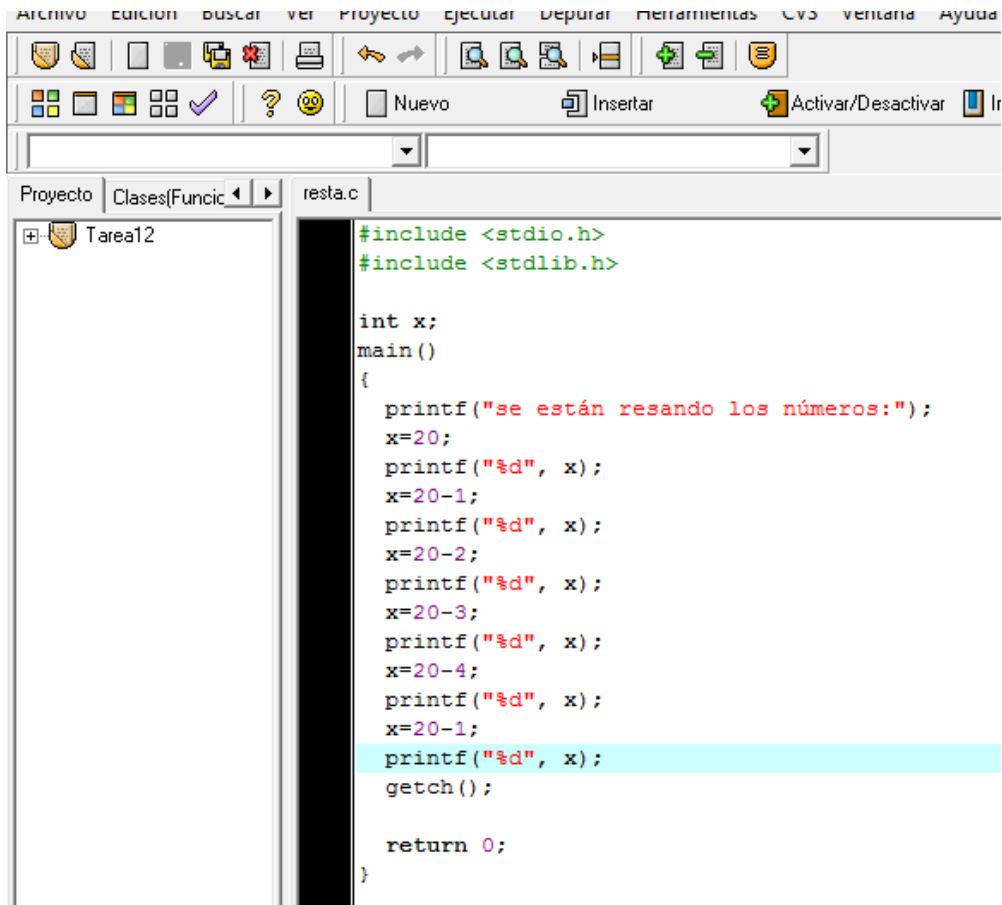


Alan Gómez Hdez.

Gpo. 1125

TAREA 12

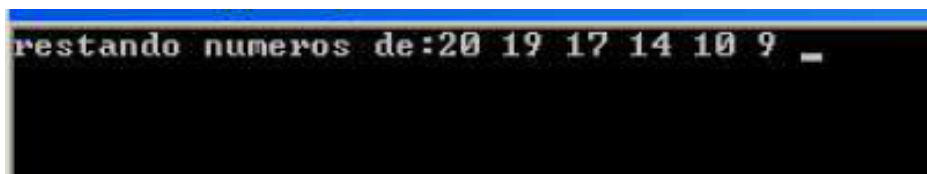
Ejercicio 1



```
Archivo  Edición  Buscar  ver  Proyecto  Ejecutar  Depurar  Herramientas  CVS  Ventana  Ayuda
[Icons]
Nuevo  Insertar  Activar/Desactivar  [Icon]
Proyecto  Clases(Funcion)  resta.c
Tarea12
#include <stdio.h>
#include <stdlib.h>

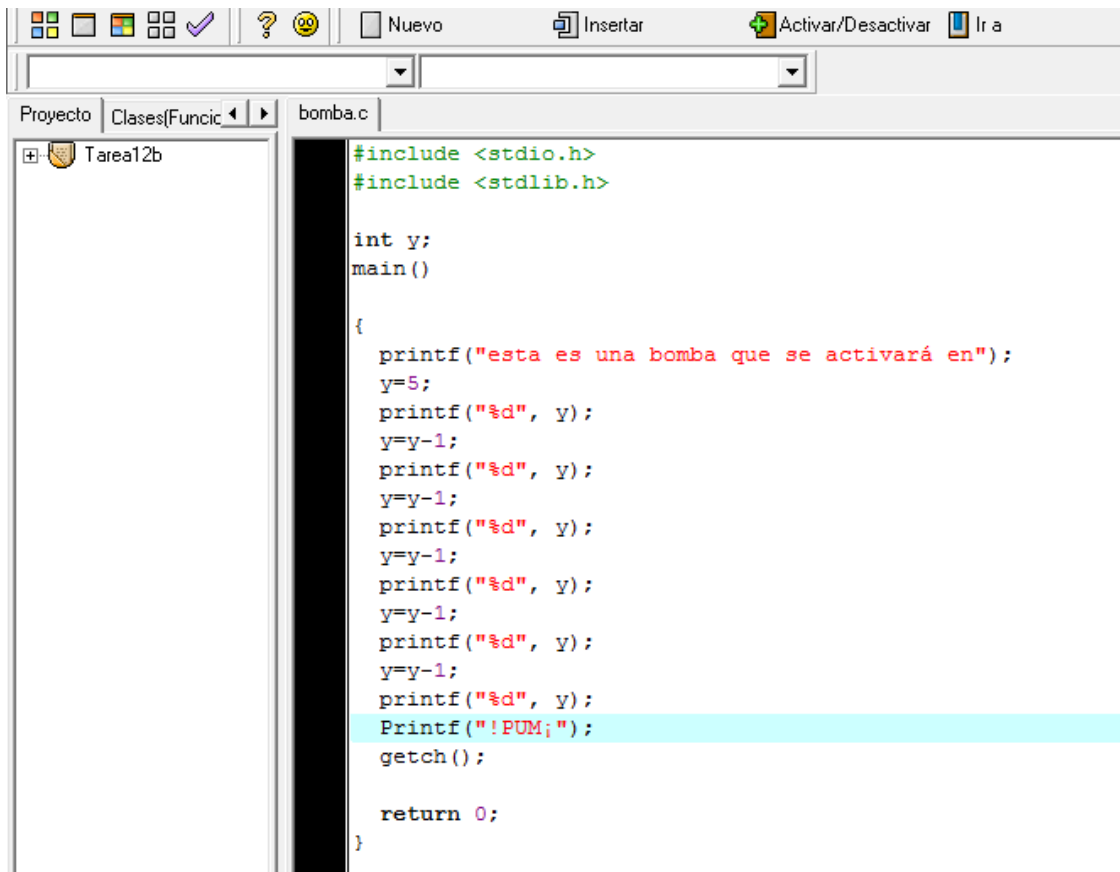
int x;
main()
{
    printf("se están restando los números:");
    x=20;
    printf("%d", x);
    x=20-1;
    printf("%d", x);
    x=20-2;
    printf("%d", x);
    x=20-3;
    printf("%d", x);
    x=20-4;
    printf("%d", x);
    x=20-1;
    printf("%d", x);
    getch();

    return 0;
}
```



```
restando numeros de:20 19 17 14 10 9 _
```

Ejercicio 2



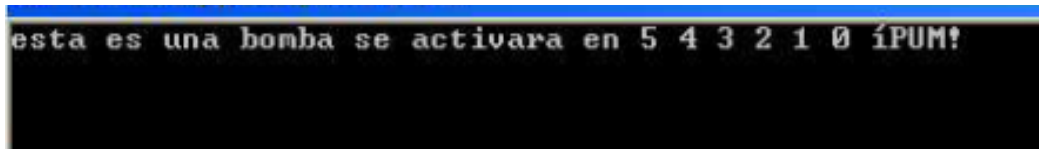
The image shows a code editor window with a toolbar at the top containing icons for 'Nuevo', 'Insertar', 'Activar/Desactivar', and 'Ir a'. The editor displays a C program named 'bomba.c'. The code includes standard headers, declares an integer variable 'y', and defines a 'main()' function. Inside the function, it prints a message, initializes 'y' to 5, and then enters a loop that prints the current value of 'y' and decrements it by 1, repeating this five times. The final line of the loop is 'Printf("¡PUM;");', which is highlighted in cyan. The function ends with 'getch();' and 'return 0;'. The left sidebar shows a project named 'Tarea12b'.

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

int y;
main()

{
    printf("esta es una bomba que se activará en");
    y=5;
    printf("%d", y);
    y=y-1;
    printf("%d", y);
    y=y-1;
    printf("%d", y);
    y=y-1;
    printf("%d", y);
    y=y-1;
    printf("%d", y);
    y=y-1;
    printf("%d", y);
    Printf("¡PUM;");
    getch();

    return 0;
}
```



The image shows a terminal window with a black background and white text. The output of the program is: 'esta es una bomba se activara en 5 4 3 2 1 0 ¡PUM!'. The text is displayed in a monospaced font.

```
esta es una bomba se activara en 5 4 3 2 1 0 ¡PUM!
```