

## Soluciones de la clase adicional 1

*Todo el código generado con el software Java™.*

### Problemas de la clase adicional

1.

- a) 1 entero
- b) 1.5 doble
- c) 1.5 float
- d) 1.5 float

2.  $1 \% 3$  es 1,  $7 \% 3$  es 1

3. d es 0 y i es 1

4. Los datos de salida del código son:

i = 1, j = 1

i = 1, j = 2

i = 2, j = 1

i = 2, j = 2

i = 3, j = 1

i = 3, j = 2

5.

b1: 6.0

b2: 20.0

6.

```
int counter = 2;
do {
    System.out.println (counter);
    counter += 2;
} while (counter <= 100);
```

### Ejercicios de diseño:

```
public MyClass {
public static void main (String args [])
{
int counter = 1;
do {
if ((counter %3)==0 || (counter%5)==0)
{}
else
System.out.println(counter);
counter+=2;
} while (counter <=101);
}
```

```
}
```

Or

```
public MyClass {
```

```
    public static void main (String args [])
```

```
    {
```

```
        for (int counter=1; counter <=101; counter+=2)
```

```
        {
```

```
            if ((counter %3)!=0 && (counter%5)!=0)
```

```
                System.out.println(counter);
```

```
        }
```

```
    }
```

```
}
```