



INFORMATICA I

Criterios de selección usando **and** y **or**

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Selección de *intervalos*

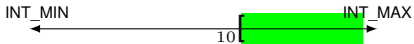


```
1 #include <stdio.h>
2
3 int main (void)
4 {
5     int A;
6
7     if (A <= 10)
8     {
9         sentencias
10    }
11    return (0);
12 }
```

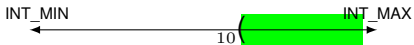


```
1 #include <stdio.h>
2
3 int main (void)
4 {
5     int A;
6
7     if (A < 10)
8     {
9         sentencias
10    }
11    return (0);
12 }
```

Selección de *intervalos*

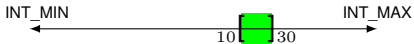


```
1 #include <stdio.h>
2
3 int main (void)
4 {
5     int A;
6
7     if (A >= 10)
8     {
9         sentencias
10    }
11    return(0);
12 }
```

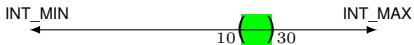


```
1 #include <stdio.h>
2
3 int main (void)
4 {
5     int A;
6
7     if (A > 10)
8     {
9         sentencias
10    }
11    return(0);
12 }
```

Selección de *intervalos*

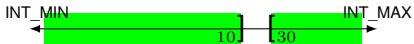


```
1 #include <stdio.h>
2
3 int main (void)
4 {
5     int A;
6
7     if ((A >= 10 && A <= 30))
8     {
9         sentencias
10    }
11    return(0);
12 }
```

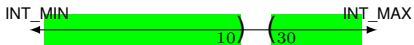


```
1 #include <stdio.h>
2
3 int main (void)
4 {
5     int A;
6
7     if ((A > 10 && A < 30))
8     {
9         sentencias
10    }
11    return(0);
12 }
```

Selección de *intervalos*

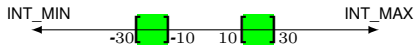


```
1 #include <stdio.h>
2
3 int main (void)
4 {
5     int A;
6
7     if ((A <= 10 || A >= 30))
8     {
9         sentencias
10    }
11    return(0);
12 }
```

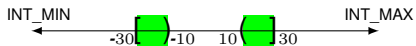


```
1 #include <stdio.h>
2
3 int main (void)
4 {
5     int A;
6
7     if ((A < 10 || A > 30))
8     {
9         sentencias
10    }
11    return(0);
12 }
```

Selección de *intervalos*



```
1 #include <stdio.h>
2
3 int main (void)
4 {
5     int A;
6
7     if ((A >= -30 && A <= -10) || (A >= 10 && A <= 30))
8     {
9         sentencias
10    }
11    return(0);
12 }
```



```
1 #include <stdio.h>
2
3 int main (void)
4 {
5     int A;
6
7     if ((A >= -30 && A < -10) || (A > 10 && A <= 30))
8     {
9         sentencias
10    }
11    return(0);
12 }
```