

Problema:

1

Diseñar un algoritmo para visualizar el recorrido de un asterisco al momento de presionar las teclas de la computadora.

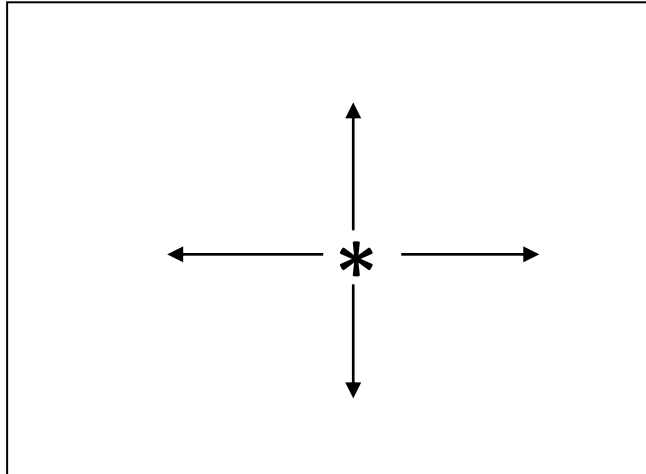
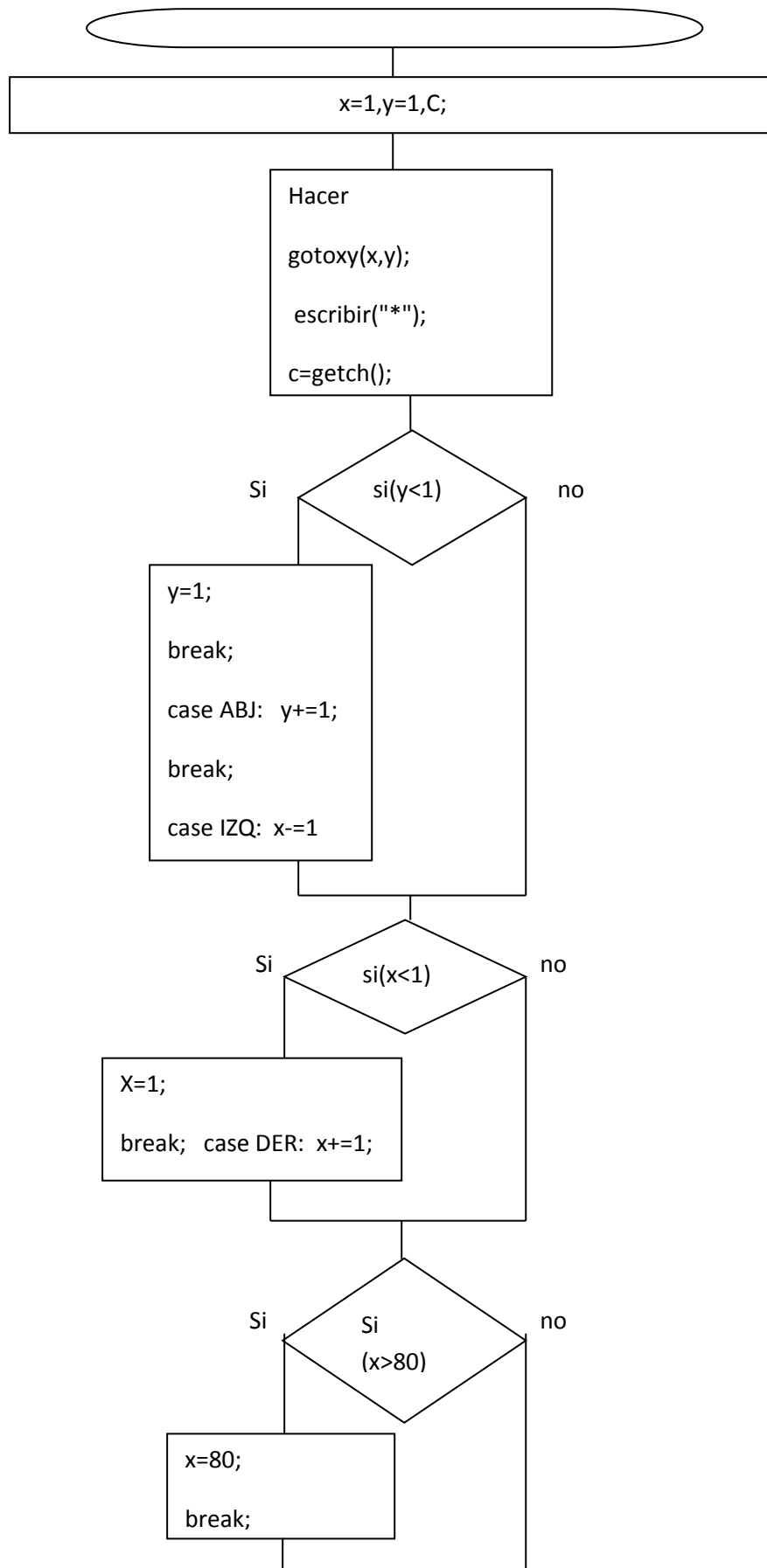


DIAGRAMA DE FLUJO:



```
#include <conio.h>

#include <stdio.h>

#define ARR 72

#define ABJ 80

#define DER 77

#define IZQ 75

int main()

{

    int x=1,y=1;

    int c;

    do{

        clrscr(); gotoxy(x,y); printf("*");

        c=getch();

        switch(c)

        {

            case ARR: y-=1;

            if(y<1)

                y=1; break;

            case ABJ: y+=1;

            break;

            case IZQ: x-=1;

            if(x<1)

                x=1; break;

            case DER: x+=1;

            if(x>80)

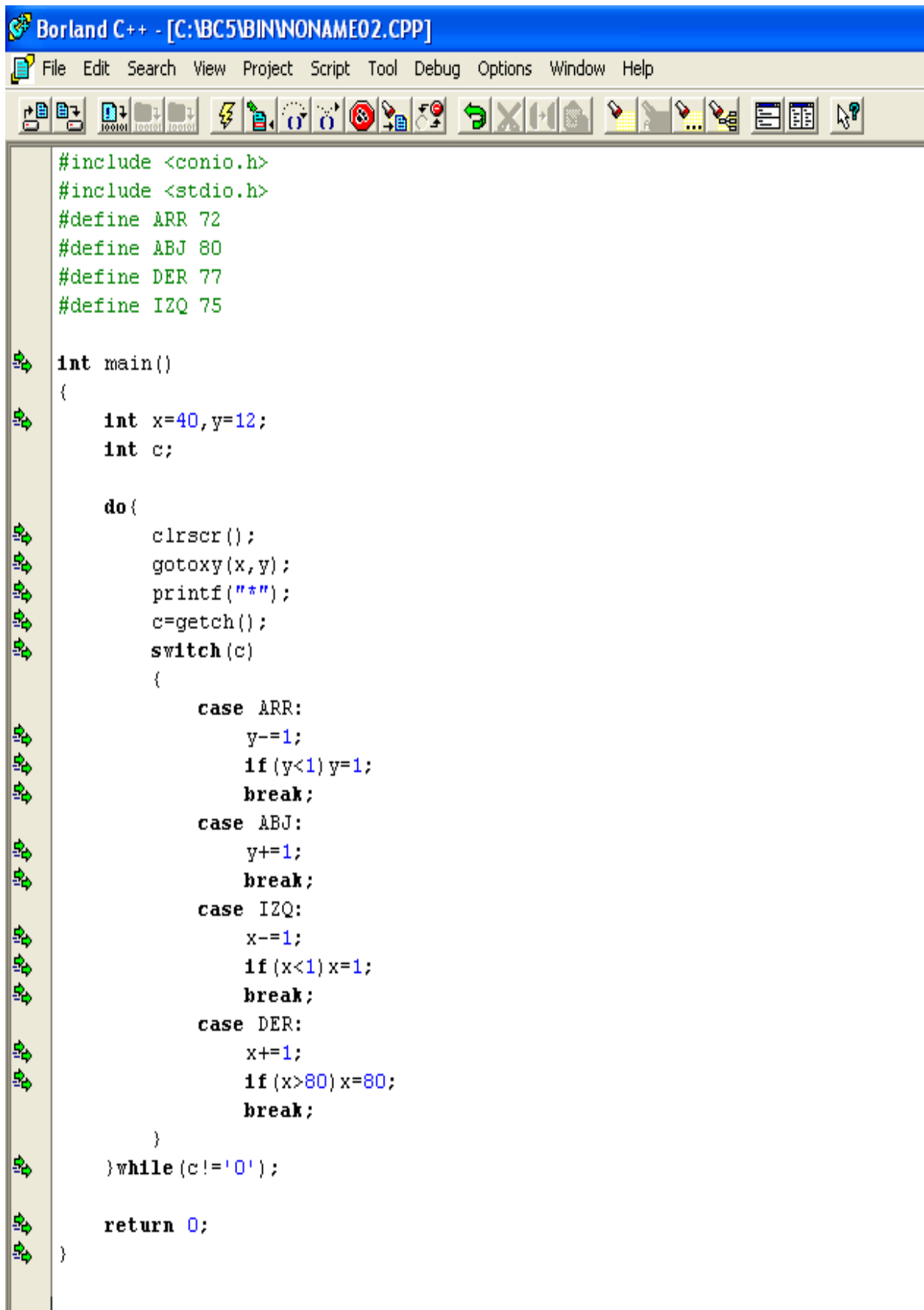
                x=80; break;

        }

    }while(c!='0');

    return 0;

}
```



```
#include <conio.h>
#include <stdio.h>
#define ARR 72
#define ABJ 80
#define DER 77
#define IZQ 75

int main()
{
    int x=40,y=12;
    int c;

    do{
        clrscr();
        gotoxy(x,y);
        printf(" ");
        c=getch();
        switch(c)
        {
            case ARR:
                y-=1;
                if (y<1) y=1;
                break;
            case ABJ:
                y+=1;
                break;
            case IZQ:
                x-=1;
                if (x<1) x=1;
                break;
            case DER:
                x+=1;
                if (x>80) x=80;
                break;
        }
    }while (c!='0');

    return 0;
}
```

C:\BC5\BIN\NONAME02.exe

* _

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* _