

9-3-10

```

int max(int Seq[], int dim)
{
    int max = seq[0];
    for (i=1; i < dim; i++) {
        if (seq[i] > max) max = seq[i];
    }
    return max;
}

```

Recursive:

```

{
    if (dim > 0)
        if (Seq[0] < Seq[dim-1])
            Seq[0] = Seq[dim-1];
        return (max(Seq, (dim-1)));
    else
        return Seq[0];
}

```

float media (int Seq[], int dim)

```

{
    int tot=0;
    for (i=0; i < dim; i++)
    {
        tot = Seq[i] + tot;
    }
    return (tot/dim);
}

```

```

int main()
{
    int A[20], B[20], int contada = 0, i = 0;
    len Seq(A, 20);
    while (i < 20) {
        if (A[i] > media(A, 20)) {
            B[contada] = A[i];
            contada++;
        }
        i++;
    }
    screenSeq(B, contada);
}

```

```

int capicua (char s[])

```

```

{
    int j = (strlen(s) - 1);
    int i = 0; int retorno = 1;
    While (i != j && retorno)
    {
        if (s[i] != s[j]) retorno = 0;
        else
            { i++; j--; }
    }
    return retorno;
}

```

```

int atoi (char *s)

```

```

{

```