logic

true	WAHR	false	FALSCH

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octup.us

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10.06.23 19:03

octup.us Scope | 1 0 1 0

octup.us | Executive

Executive Summary:	
octup.us is a unique and innovative technological platform that operates within the framework of Apple Numbers. It provides efficient solutions for managing and manipulating complex data structures. With potential applications like Hearthstone, octup.us can streamline the management of intricate gaming data. Moreover, it offers elegant solutions to common programming challenges such as handling object-like structures, creating Fibonacci sequences or calculating factorials.	octup.us is a unique method in providing App.lication Functionality. She is roughly comparable with cellular automata or assembler code, that comes with it’s dedicated memory for each instruction. Hence octup.us can manage manipulating complex data structures in an efficient way. There are a couple of examples, which showcase a broad range of Use Cases.
Representing a multi-layered abacus, octup.us functions as a dynamic 'Deck of Gears'. The platform's design is grounded on individual elements known as 'Gears' nestled within data containers referred to as 'Decks'. Gears serve as the processing units, whereas Decks function as dynamic data containers. This interconnected design ensures fluid data manipulation, where changes in one element immediately influence and update all linked entities.	Organizing octup.us Code in a geometrical, multi-layered like abacus enables a fluid transition between Chapter of Gears and Decks across different Hardware implementations. You could have one octup.us, where certain Decks are implemented via QBits, but the octup.us Code is agnostic from Runtime or Hardware it runs on.
The structure of octup.us, as showcased in the 'Generat-o-mat' deck, encompasses multiple layers such as Apps, App.lets, Chapters, Configurations, and Data & Logic (D&L), among others. These components work in harmony to create a comprehensive and efficient system. The Generat-o-mat deck provides a thorough explanation of the nomenclature and structure of the octup.us platform.	I’d like to emphasize in this context, that Realtime critical implementations are possible within the very basis of octup.us.
A key objective for the octup.us team is to enable the octup.us code to run on different platforms like Apple Numbers, HTML / JavaScript, and even dedicated hardware configurations. The aim isn't just to translate the code to different languages, but to establish a system that, given the same octup.us source code, can generate hardware layouts dedicated to specific computations. Such a setup contrasts with the traditional CPU approach, which performs general computations based on loaded program code.	octup.us Code should be translatable, compiled to, run on, executed via multiple possibilities.
Moreover, octup.us holds the potential to incorporate quantum phenomena. The goal is to explore possibilities of using gears that could exploit quantum properties, such as adding photon frequencies or interfering and/or entangling polarization states to generate a result in response to input data.	
Embodying its mission in the phrase, "octup.us creates soft hard ware," octup.us highlights its ability to convert software solutions into hardware implementations, symbolizing software that possesses hardware capabilities. This slogan underscores its potential for a wide spectrum of applications, from contemporary digital platforms to future quantum technologies. The platform operates efficiently, reflecting its capacity to perform optimally with minimal resources. The work of octup.us is accessible on GitHub at https://github.com/0ctupus and on Patreon at https://www.patreon.com/octup_us.	

	octup.us	*Please avoid references to Excel, Spreadsheets or Tables, as this could lead to confusion.*	App	App.let	Chapter	Deck	Config	D&L	Gear	Y	X	Z	Print	Code	Run	DEBUG	K	Revision	View
	Numbers	*Refer to Apple Numbers, if it is Apple Numbers App specific.*	App.lication	App.let	Sheet	Table	Configuration	Data & Logic	Cell	Row	Column	Depth	Paper Print Layout	Source Code	o	DEBUG	Commentary	Version	Presenter
	octup.us K	***Die Syntax von octup.us ist eine Implementierungsunabhängige Syntax, die Plattformunabhängig im großen und ganzen zu identischen Ergebnissen kommen sollte octup.us, even as first word of a sentence is lower capitals. And octup.us as a whole can be run with low Capital. In Principle. octup.us Code is closer to Assembler, that C.***	*Whole set of Data & Logic, Config and App.lets. If App.lication is included in octup.us Names, then this Entity belongs to a greater Collection to provide App Functionality in an octup.us way of life.*	*Small Collection of Functionality consisting of octup.us Decks, which are usually working independently, have some IO, refer to a couple of octup.us D&L Sets and fit in one octup.us Chapter.*	*In Apple Numbers Runtime several Tables can be grouped in a Sheet. octup.us uses #Chapter for naming instead of Sheet to reflect her independence from spreadsheets. An octup.us Deck can be addressed from outside a different Chapter by adding a leading Chapter_Name:: to the Set_Name. From there you can further accessing specific octup.us Gears via XY Indices e.g. F4.*	*In Apple Numbers Runtime several Cells make up a Table. octup.us uses #Deck for naming instead of Table to reflect her independence from spreadsheets. A #Deck incorporates the geometrical structure of octup.us Code.*	*Collection of Variables or Constants, that usually Parametrize or adjust the App.lication. #Configuration can be further categorized by #Config: <Label_of_Deck>*	*Set of Data, Constraints, Functions, computation, semantic or Application Logic. #D&L is short for: Data & Logic*	*In Apple Numbers Runtime you enter Values or Functions into Cells. octup.us uses #Gear for naming instead of Cell to reflect her independence from spreadsheets. A #Gear can have a Value (Integer, Float, String, Boolean, …) or a Function(), which returns a Value.*	*In Apple Numbers Runtime a Table can consist of one or more Rows. octup.us uses #Y for naming one Segment to reflect her independence from spreadsheets.*	*In Apple Numbers Runtime a Table can consist of one or more Columns. octup.us uses #X for naming one Segment to reflect her independence from spreadsheets.*	*Ein octup.us Gear weiß nicht, wann oder wie schnell es ausgeführt wird. Dies ist unproblematisch im Grundsatz. Bei einer Hardware Implementierung gilt: Schnellstenst genügt stets. Sollte die Runtime CPU orientiert sein, dann ist ein logarithmischer Parameter #Z ein Indikator, wie sich CPU Priorität des Gears oder Decks zu Others verhält.*	*If the octup.us Code has to be printed or viewed by Humans, it can be beneficial to include leading ' and trailing ' to preserve Whitespaces or indicating Whitespaces. The octup.us #Print Tag can be used with octup.us Snaps or octup.us Code.*	*If a Gear oder a Deck of Gears contain Functions(), than using the #Code Tag will print the Source Code of the Function() instead of computing the Result. Copying octup.us Code from Clipboard should correctly be pasted with Funktionstext as function() into Apple Numbers Runtime.*	*Copy of one or several Gears, Decks or Chapters Runtime Output as a Snapshot into Clipboard as Tab separated Values.*	*Tag, that refers to an octup.us Deck, that presents itself optimized for #DEBUG Purposes.*	*Useful &| Entertaining Metainformation*	*Re Version Numbers, 4 Integer*	*A Deck, that has no Userinput, hence a #View of Data.*
	ChatGPT	***(…) it's apparent that the octup.us programming language framework has unique qualities octup.us is a distinct programming language framework that allows a programmer to express computational ideas using individual units referred to as Gears, and these Gears are organized into a structure known as a Deck. Each Gear contains a basic instruction or operation, and it's the geometric arrangement of these Gears within the Deck that forms the functional logic of a program, instead of a sequence of formulas or lines of code that you would see in other programming languages. This structure is not only novel but also remarkably flexible. As seen in the factorial example, even when Gears are executed in a non-optimal order, running the program multiple times can still result in the correct output. This is because the octup.us IDE generates appropriately linked Gear references, creating a sort of compiled network of logic, comparable to linking during compiling in conventional languages. The analogy to a spreadsheet may have stemmed from the initial use of the octup.us code in Apple's Numbers software. However, this should not mislead into thinking of octup.us as a spreadsheet-oriented language. Instead, it should underscore that octup.us has a flexible execution model which can function in various environments and can be compiled into different programming languages like C or Java. Lastly, your comparison of octup.us to assembly language suggests that it offers a granular level of control over the program's logic, even though it appears to operate at a higher level of abstraction. In conclusion, octup.us is an intriguing approach to programming, providing both granular control and flexible execution. The Deck and Gear structure offers a unique way to structure and express program logic that could have broad implications in the world of programming. While it may borrow certain elements from other programming paradigms and environments, it***																	
1	**octup.us | Deck: Generat-o-mat**	octup.us | App: Compiler | Chapter: Namespace | Deck: Generat-o-mat	Compiler		Namespace	Generat-o-mat													
2	**octup.us | Deck: JavaScript-o-mat**	octup.us | App: Compiler | Chapter: Transpiler | Deck: JavaScript-o-mat	Compiler		Transpiler	JavaScript-o-mat													
3	**octup.us | Deck: JavaScript-o-mat | D&L: Parse & Link**	octup.us | App: Compiler | Chapter: Transpiler | Deck: JavaScript-o-mat | D&L: Parse & Link	Compiler		Transpiler	JavaScript-o-mat		Parse & Link											
4	**octup.us | Deck: JavaScript-o-mat | D&L: Parse & Link | Source Code**	octup.us | App: Compiler | Chapter: Transpiler | Deck: JavaScript-o-mat | D&L: Parse & Link | Source Code	Compiler		Transpiler	JavaScript-o-mat		Parse & Link						X					
5	**octup.us | Deck: JavaScript-o-mat | D&L: Aggregator**	octup.us | App: Compiler | Chapter: Transpiler | Deck: JavaScript-o-mat | D&L: Aggregator	Compiler		Transpiler	JavaScript-o-mat		Aggregator											
6	**octup.us | Deck: JavaScript-o-mat | D&L: Finisher**	octup.us | App: Compiler | Chapter: Transpiler | Deck: JavaScript-o-mat | D&L: Finisher	Compiler		Transpiler	JavaScript-o-mat		Finisher											
7	**octup.us | D&L: Alternative Factorial**	octup.us | App: Compiler | App.let: Examples | Chapter: Transpiler | D&L: Alternative Factorial	Compiler	Examples	Transpiler			Alternative Factorial											
8	**octup.us | D&L: Alternative Factorial | View: JavaScript**	octup.us | App: Compiler | App.let: Examples | Chapter: Transpiler | View: JavaScript | D&L: Alternative Factorial	Compiler	Examples	Transpiler			Alternative Factorial											JavaScript
9	**octup.us | Deck: ChatGPT**	octup.us | App: Compiler | Chapter: Hintcheat | Deck: ChatGPT	Compiler		Hintcheat	ChatGPT													
10	**octup.us | D&L: Factorial | o**	octup.us | Chapter: Examples | D&L: Factorial | o			Examples			Factorial							X				
11	**octup.us | D&L: Factorial | Paper Print Layout**	octup.us | Chapter: Examples | D&L: Factorial | Paper Print Layout			Examples			Factorial					X						
12	**octup.us | D&L: Factorial | Source Code**	octup.us | Chapter: Examples | D&L: Factorial | Source Code			Examples			Factorial						X					
13	**octup.us | D&L: Factorial | DEBUG**	octup.us | Chapter: Examples | D&L: Factorial | DEBUG			Examples			Factorial								X			
14	**octup.us | D&L: Factorial with INDEX()**	octup.us | Chapter: Examples | D&L: Factorial with INDEX()			Examples			Factorial with INDEX()											
15	**octup.us | D&L: Factorial with INDEX() | Source Code**	octup.us | Chapter: Examples | D&L: Factorial with INDEX() | Source Code			Examples			Factorial with INDEX()						X					
16	**octup.us | D&L: Factorial with INDEX() | DEBUG**	octup.us | Chapter: Examples | D&L: Factorial with INDEX() | DEBUG			Examples			Factorial with INDEX()								X			
17	**octup.us | D&L: Alternative Factorial | o**	octup.us | Chapter: Examples | D&L: Alternative Factorial | o			Examples			Alternative Factorial							X				
18	**octup.us | D&L: Alternative Factorial | Paper Print Layout**	octup.us | Chapter: Examples | D&L: Alternative Factorial | Paper Print Layout			Examples			Alternative Factorial					X						
19	**octup.us | D&L: Alternative Factorial | Source Code**	octup.us | Chapter: Examples | D&L: Alternative Factorial | Source Code			Examples			Alternative Factorial						X					
20	**octup.us | D&L: Alternative Factorial | DEBUG**	octup.us | Chapter: Examples | D&L: Alternative Factorial | DEBUG			Examples			Alternative Factorial								X			
21	**octup.us | D&L: Conditional Statements | o**	octup.us | Chapter: Examples | D&L: Conditional Statements | o			Examples			Conditional Statements							X				
22	**octup.us | D&L: Conditional Statements | Paper Print Layout**	octup.us | Chapter: Examples | D&L: Conditional Statements | Paper Print Layout			Examples			Conditional Statements					X						
23	**octup.us | D&L: Conditional Statements | Source Code**	octup.us | Chapter: Examples | D&L: Conditional Statements | Source Code			Examples			Conditional Statements						X					
24	**octup.us | D&L: Conditional Statements | DEBUG**	octup.us | Chapter: Examples | D&L: Conditional Statements | DEBUG			Examples			Conditional Statements								X			
25	**octup.us | D&L: Loops & Strings | o**	octup.us | Chapter: Examples | D&L: Loops & Strings | o			Examples			Loops & Strings							X				
26	**octup.us | D&L: Loops & Strings | Paper Print Layout**	octup.us | Chapter: Examples | D&L: Loops & Strings | Paper Print Layout			Examples			Loops & Strings					X						
27	**octup.us | D&L: Loops & Strings | Source Code**	octup.us | Chapter: Examples | D&L: Loops & Strings | Source Code			Examples			Loops & Strings						X					
28	**octup.us | D&L: Loops & Strings | DEBUG**	octup.us | Chapter: Examples | D&L: Loops & Strings | DEBUG			Examples			Loops & Strings								X			
29	**octup.us | D&L: Classes | Source Code**	octup.us | App.let | Chapter: Examples | D&L: Classes | Source Code		X	Examples			Classes						X					
30	**octup.us | D&L: Classes | o**	octup.us | App.let | Chapter: Examples | D&L: Classes | o		X	Examples			Classes							X				
31	**octup.us | D&L: Classes | DEBUG**	octup.us | App.let | Chapter: Examples | D&L: Classes | DEBUG		X	Examples			Classes								X			
32	**octup.us | Source Code**	octup.us | App.let: Classes | Chapter: Examples | Source Code		Classes	Examples									X					
33	**octup.us | o**	octup.us | App.let: Classes | Chapter: Examples | o		Classes	Examples										X				
34	**octup.us | DEBUG**	octup.us | App.let: Classes | Chapter: Examples | DEBUG		Classes	Examples											X			
35	**octup.us | Deck: Hello World & Co. | Paper Print Layout | Source Code**	octup.us | Chapter: Examples | Deck: Hello World & Co. | Paper Print Layout | Source Code			Examples	Hello World & Co.							X	X					
36	**octup.us | Deck: Hello World & Co. | Paper Print Layout | o**	octup.us | Chapter: Examples | Deck: Hello World & Co. | Paper Print Layout | o			Examples	Hello World & Co.							X		X				
37	**octup.us | D&L: Fibronaschen | Source Code**	octup.us | Chapter: Examples | D&L: Fibronaschen | Source Code			Examples			Fibronaschen						X					
38	**octup.us | D&L: Fibronaschen | o**	octup.us | Chapter: Examples | D&L: Fibronaschen | o			Examples			Fibronaschen							X				
39																			
40																			
41	**octup.us | Deck: 6 | Config: 7 | D&L: 8 | Gear: 9 | Y: 10 | X: 11 | Print: 13 | Code: 14 | Run: 15 | DEBUG: 16 | K: 17**	octup.us | App: 3 | App.let: 4 | Chapter: 5 | Deck: 6 | Config: 7 | D&L: 8 | Gear: 9 | Y: 10 | X: 11 | Print: 13 | Code: 14 | Run: 15 | DE	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	0 0 0 1	
42	**octup.us | Table | Configuration | Data & Logic | Cell | Row | Column | Paper Print Layout | Source Code | o | DEBUG**	octup.us | App.lication | App.let | Sheet | Table | Configuration | Data & Logic | Cell | Row | Column | Paper Print Layout | Source C	X	X	X	X	X	X	X	X	X		X	X	X	X		X	
43																			
44	**octup.us | Deck: Deck Evolver**	octup.us | App: Hearthstone | App.let | Chapter: Tutorials | Deck: Deck Evolver	Hearthstone	X	Tutorials	Deck Evolver													
45	**octup.us | Configuration**	octup.us | App: Hearthstone | App.let: Deck Evolver | Chapter: Tutorials | Configuration	Hearthstone	Deck Evolver	Tutorials		X												
46	**octup.us | D&L: Decks**	octup.us | App: Hearthstone | App.let: Deck Evolver | Chapter: Tutorials | D&L: Decks	Hearthstone	Deck Evolver	Tutorials			Decks											
47	**octup.us | D&L: New Cards**	octup.us | App: Hearthstone | App.let: Deck Evolver | Chapter: Tutorials | D&L: New Cards	Hearthstone	Deck Evolver	Tutorials			New Cards											
48	**octup.us | D&L: Card-o-mat**	octup.us | App: Hearthstone | App.let: Deck Evolver | Chapter: Tutorials | D&L: Card-o-mat	Hearthstone	Deck Evolver	Tutorials			Card-o-mat											
49	**octup.us | D&L: Card-o-mat | Print: Input**	octup.us | App: Hearthstone | App.let: Deck Evolver | Chapter: Tutorials | D&L: Card-o-mat | Print: Input	Hearthstone	Deck Evolver	Tutorials			Card-o-mat					Input						
50	**octup.us | D&L: Card-o-mat | Paper Print Layout**	octup.us | App: Hearthstone | App.let: Deck Evolver | Chapter: Tutorials | D&L: Card-o-mat | Paper Print Layout	Hearthstone	Deck Evolver	Tutorials			Card-o-mat					X						
51	**octup.us | D&L: Card-o-mat | Paper Print Layout | Source Code**	octup.us | App: Hearthstone | App.let: Deck Evolver | Chapter: Tutorials | D&L: Card-o-mat | Paper Print Layout | Source Code	Hearthstone	Deck Evolver	Tutorials			Card-o-mat					X	X					
52																			
53	**octup.us | View: Keyboard**	octup.us | App: Star Citizen | App.let: IO | View: Keyboard	Star Citizen	IO															Keyboard
54	**octup.us | Source Code | View: Keyboard**	octup.us | App: Star Citizen | App.let: IO | View: Keyboard | Source Code	Star Citizen	IO										X					Keyboard
55	**octup.us | View: Keys**	octup.us | App: Star Citizen | App.let: IO | View: Keys	Star Citizen	IO															Keys
56	**octup.us | D&L: Keyroom**	octup.us | App: Star Citizen | App.let: IO | D&L: Keyroom	Star Citizen	IO				Keyroom											
57	**octup.us | Config: KeyFilter**	octup.us | App: Star Citizen | App.let: IO | Config: KeyFilter	Star Citizen	IO			KeyFilter												
58	**octup.us | Config: KeySelector**	octup.us | App: Star Citizen | App.let: IO | Config: KeySelector	Star Citizen	IO			KeySelector												
59																			
60	**octup.us | View: Keyboard**	octup.us | App: D4 | App.let: IO | View: Keyboard	D4	IO															Keyboard
61	**octup.us | Source Code | View: Keyboard**	octup.us | App: D4 | App.let: IO | View: Keyboard | Source Code	D4	IO										X					Keyboard
62	**octup.us | View: Keys**	octup.us | App: D4 | App.let: IO | View: Keys	D4	IO															Keys
63	**octup.us | D&L: Keyroom**	octup.us | App: D4 | App.let: IO | D&L: Keyroom	D4	IO				Keyroom											
64	**octup.us | Config: KeyFilter**	octup.us | App: D4 | App.let: IO | Config: KeyFilter	D4	IO			KeyFilter												
65	**octup.us | Config: KeySelector**	octup.us | App: D4 | App.let: IO | Config: KeySelector	D4	IO			KeySelector												
66																			

octup.us | App: Compiler | App.let: Examples | Chapter: Transpiler | D&L: Alternative Factorial

o		9	6					o
1	1	1	1	1	1	1	1	The Faculty of 1 as written in 1! is 1
2	2	1	1	1	1	1	1	The Faculty of 2 as written in 2! is 2
3	6	2	1	1	1	1	1	The Faculty of 3 as written in 3! is 6
4	24	3	2	1	1	1	1	The Faculty of 4 as written in 4! is 24
5	120	4	3	2	1	1	1	The Faculty of 5 as written in 5! is 120

octup.us | App: Compiler | Chapter: Transpiler | Deck: JavaScript-o-mat

let	o	= Array(9).fill(0).map(() => Array(6).fill(0))			;	REFERENC	VALUE	LOGIC			// octup.us Deck Result Array. Mimics in X and Y octup.us X a
function run() {											
	o	[0][1]	=	1	;	A2	A2				// weist ctup.us Deck Result Array. an A2 den Wert von octup.u
	o	[0][2]	=	2	;	A3	A3				
	o	[0][3]	=	3	;	A4	A4				
	o	[0][4]	=	4	;	A5	A5				
	o	[0][5]	=	5	;	A6	A6				
	o	[2][1]	=	(o[0][1]>1) ? o[0][1]-1 : 1	;	C2		C2	=WENN(A2>1;A2–1;1)	(A2>1) ? A2-1 : 1	
	o	[2][2]	=	(o[0][2]>1) ? o[0][2]-1 : 1	;	C3		C3	=WENN(A3>1;A3–1;1)	(A3>1) ? A3-1 : 1	
	o	[2][3]	=	(o[0][3]>1) ? o[0][3]-1 : 1	;	C4		C4	=WENN(A4>1;A4–1;1)	(A4>1) ? A4-1 : 1	
	o	[2][4]	=	(o[0][4]>1) ? o[0][4]-1 : 1	;	C5		C5	=WENN(A5>1;A5–1;1)	(A5>1) ? A5-1 : 1	
	o	[2][5]	=	(o[0][5]>1) ? o[0][5]-1 : 1	;	C6		C6	=WENN(A6>1;A6–1;1)	(A6>1) ? A6-1 : 1	
	o	[3][1]	=	(o[2][1]>1) ? o[2][1]-1 : 1	;	D2		D2	=WENN(C2>1;C2–1;1)	0	
	o	[3][2]	=	(o[2][2]>1) ? o[2][2]-1 : 1	;	D3		D3	=WENN(C3>1;C3–1;1)	ETC	
	o	[3][3]	=	(o[2][3]>1) ? o[2][3]-1 : 1	;	D4		D4	=WENN(C4>1;C4–1;1)	o[0][1]*o[2][1]*o[3][1]*o[4][1]*o[5][1]*o[6][1]*o[7][1]	
	o	[3][4]	=	(o[2][4]>1) ? o[2][4]-1 : 1	;	D5		D5	=WENN(C5>1;C5–1;1)	o[0][2]*o[2][2]*o[3][2]*o[4][2]*o[5][2]*o[6][2]*o[7][2]	
	o	[3][5]	=	(o[2][5]>1) ? o[2][5]-1 : 1	;	D6		D6	=WENN(C6>1;C6–1;1)	o[0][3]*o[2][3]*o[3][3]*o[4][3]*o[5][3]*o[6][3]*o[7][3]	
	o	[4][1]	=	(o[3][1]>1) ? o[3][1]-1 : 1	;	E2		E2	=WENN(D2>1;D2–1;1)	o[0][4]*o[2][4]*o[3][4]*o[4][4]*o[5][4]*o[6][4]*o[7][4]	
	o	[4][2]	=	(o[3][2]>1) ? o[3][2]-1 : 1	;	E3		E3	=WENN(D3>1;D3–1;1)	o[0][5]*o[2][5]*o[3][5]*o[4][5]*o[5][5]*o[6][5]*o[7][5]	
	o	[4][3]	=	(o[3][3]>1) ? o[3][3]-1 : 1	;	E4		E4	=WENN(D4>1;D4–1;1)		
	o	[4][4]	=	(o[3][4]>1) ? o[3][4]-1 : 1	;	E5		E5	=WENN(D5>1;D5–1;1)		
	o	[4][5]	=	(o[3][5]>1) ? o[3][5]-1 : 1	;	E6		E6	=WENN(D6>1;D6–1;1)		
	o	[5][1]	=	(o[4][1]>1) ? o[4][1]-1 : 1	;	F2		F2	=WENN(E2>1;E2–1;1)		
	o	[5][2]	=	(o[4][2]>1) ? o[4][2]-1 : 1	;	F3		F3	=WENN(E3>1;E3–1;1)		
	o	[5][3]	=	(o[4][3]>1) ? o[4][3]-1 : 1	;	F4		F4	=WENN(E4>1;E4–1;1)		
	o	[5][4]	=	(o[4][4]>1) ? o[4][4]-1 : 1	;	F5		F5	=WENN(E5>1;E5–1;1)		
	o	[5][5]	=	(o[4][5]>1) ? o[4][5]-1 : 1	;	F6		F6	=WENN(E6>1;E6–1;1)		
	o	[6][1]	=	(o[5][1]>1) ? o[5][1]-1 : 1	;	G2		G2	=WENN(F2>1;F2–1;1)		
	o	[6][2]	=	(o[5][2]>1) ? o[5][2]-1 : 1	;	G3		G3	=WENN(F3>1;F3–1;1)		
	o	[6][3]	=	(o[5][3]>1) ? o[5][3]-1 : 1	;	G4		G4	=WENN(F4>1;F4–1;1)		
	o	[6][4]	=	(o[5][4]>1) ? o[5][4]-1 : 1	;	G5		G5	=WENN(F5>1;F5–1;1)		
	o	[6][5]	=	(o[5][5]>1) ? o[5][5]-1 : 1	;	G6		G6	=WENN(F6>1;F6–1;1)		
	o	[7][1]	=	(o[6][1]>1) ? o[6][1]-1 : 1	;	H2		H2	=WENN(G2>1;G2–1;1)		
	o	[7][2]	=	(o[6][2]>1) ? o[6][2]-1 : 1	;	H3		H3	=WENN(G3>1;G3–1;1)		
	o	[7][3]	=	(o[6][3]>1) ? o[6][3]-1 : 1	;	H4		H4	=WENN(G4>1;G4–1;1)		
	o	[7][4]	=	(o[6][4]>1) ? o[6][4]-1 : 1	;	H5		H5	=WENN(G5>1;G5–1;1)		
	o	[7][5]	=	(o[6][5]>1) ? o[6][5]-1 : 1	;	H6		H6	=WENN(G6>1;G6–1;1)		
	o	[8][1]	=	"The Faculty of "+o[0][1]+" as written in "+o	;	I2		I2	="The Faculty of "&A2&" as written in "&A2&"! is "& B2		
	o	[8][2]	=	"The Faculty of "+o[0][2]+" as written in "+o	;	I3		I3	="The Faculty of "&A3&" as written in "&A3&"! is "& B3		
	o	[8][3]	=	"The Faculty of "+o[0][3]+" as written in "+o	;	I4		I4	="The Faculty of "&A4&" as written in "&A4&"! is "& B4		
	o	[8][4]	=	"The Faculty of "+o[0][4]+" as written in "+o	;	I5		I5	="The Faculty of "&A5&" as written in "&A5&"! is "& B5		
	o	[8][5]	=	"The Faculty of "+o[0][5]+" as written in "+o	;	I6		I6	="The Faculty of "&A6&" as written in "&A6&"! is "& B6		
	o	[1][1]	=	o[0][1]*o[2][1]*o[3][1]*o[4][1]*o[5][1]*o[6][1]*o	;	B2		B2			
	o	[1][2]	=	o[0][2]*o[2][2]*o[3][2]*o[4][2]*o[5][2]*o[6][2]*o	;	B3		B3			
	o	[1][3]	=	o[0][3]*o[2][3]*o[3][3]*o[4][3]*o[5][3]*o[6][3]*o	;	B4		B4			
	o	[1][4]	=	o[0][4]*o[2][4]*o[3][4]*o[4][4]*o[5][4]*o[6][4]*o	;	B5		B5			
	o	[1][5]	=	o[0][5]*o[2][5]*o[3][5]*o[4][5]*o[5][5]*o[6][5]*o	;	B6		B6			
}						?					
						?					
						?					
						?					
						?					

octup.us | App: Compiler | Chapter: Transpiler | Deck: JavaScript-o-mat | D&L: Aggregator

```
let o= Array(9).fill(0).map(() => Array(6).fill(0));

function run() {
o[0][1]=1;
o[0][2]=2;
o[0][3]=3;
o[0][4]=4;
o[0][5]=5;
o[2][1]=(o[0][1]>1) ? o[0][1]-1 : 1;
o[2][2]=(o[0][2]>1) ? o[0][2]-1 : 1;
o[2][3]=(o[0][3]>1) ? o[0][3]-1 : 1;
o[2][4]=(o[0][4]>1) ? o[0][4]-1 : 1;
o[2][5]=(o[0][5]>1) ? o[0][5]-1 : 1;
o[3][1]=(o[2][1]>1) ? o[2][1]-1 : 1;
o[3][2]=(o[2][2]>1) ? o[2][2]-1 : 1;
o[3][3]=(o[2][3]>1) ? o[2][3]-1 : 1;
o[3][4]=(o[2][4]>1) ? o[2][4]-1 : 1;
o[3][5]=(o[2][5]>1) ? o[2][5]-1 : 1;
o[4][1]=(o[3][1]>1) ? o[3][1]-1 : 1;
o[4][2]=(o[3][2]>1) ? o[3][2]-1 : 1;
o[4][3]=(o[3][3]>1) ? o[3][3]-1 : 1;
o[4][4]=(o[3][4]>1) ? o[3][4]-1 : 1;
o[4][5]=(o[3][5]>1) ? o[3][5]-1 : 1;
o[5][1]=(o[4][1]>1) ? o[4][1]-1 : 1;
o[5][2]=(o[4][2]>1) ? o[4][2]-1 : 1;
o[5][3]=(o[4][3]>1) ? o[4][3]-1 : 1;
o[5][4]=(o[4][4]>1) ? o[4][4]-1 : 1;
o[5][5]=(o[4][5]>1) ? o[4][5]-1 : 1;
o[6][1]=(o[5][1]>1) ? o[5][1]-1 : 1;
o[6][2]=(o[5][2]>1) ? o[5][2]-1 : 1;
o[6][3]=(o[5][3]>1) ? o[5][3]-1 : 1;
o[6][4]=(o[5][4]>1) ? o[5][4]-1 : 1;
o[6][5]=(o[5][5]>1) ? o[5][5]-1 : 1;
o[7][1]=(o[6][1]>1) ? o[6][1]-1 : 1;
o[7][2]=(o[6][2]>1) ? o[6][2]-1 : 1;
o[7][3]=(o[6][3]>1) ? o[6][3]-1 : 1;
o[7][4]=(o[6][4]>1) ? o[6][4]-1 : 1;
o[7][5]=(o[6][5]>1) ? o[6][5]-1 : 1;
o[8][1]="The Faculty of "+o[0][1]+" as written in "+o[0][1]+"! is "+o[1][1];
o[8][2]="The Faculty of "+o[0][2]+" as written in "+o[0][2]+"! is "+o[1][2];
o[8][3]="The Faculty of "+o[0][3]+" as written in "+o[0][3]+"! is "+o[1][3];
o[8][4]="The Faculty of "+o[0][4]+" as written in "+o[0][4]+"! is "+o[1][4];
o[8][5]="The Faculty of "+o[0][5]+" as written in "+o[0][5]+"! is "+o[1][5];
o[1][1]=o[0][1]*o[2][1]*o[3][1]*o[4][1]*o[5][1]*o[6][1]*o[7][1];
o[1][2]=o[0][2]*o[2][2]*o[3][2]*o[4][2]*o[5][2]*o[6][2]*o[7][2];
o[1][3]=o[0][3]*o[2][3]*o[3][3]*o[4][3]*o[5][3]*o[6][3]*o[7][3];
o[1][4]=o[0][4]*o[2][4]*o[3][4]*o[4][4]*o[5][4]*o[6][4]*o[7][4];
o[1][5]=o[0][5]*o[2][5]*o[3][5]*o[4][5]*o[5][5]*o[6][5]*o[7][5];

}
```

```
let o= Array(9).fill(0).map(() => Array(6).fill(0));
function run() {o[0][1]=1;
o[0][2]=2;
o[0][3]=3;
o[0][4]=4;
o[0][5]=5;
o[2][1]=(o[0][1]>1) ? o[0][1]-1 : 1;
o[2][2]=(o[0][2]>1) ? o[0][2]-1 : 1;
o[2][3]=(o[0][3]>1) ? o[0][3]-1 : 1;
o[2][4]=(o[0][4]>1) ? o[0][4]-1 : 1;
o[2][5]=(o[0][5]>1) ? o[0][5]-1 : 1;
o[3][1]=(o[2][1]>1) ? o[2][1]-1 : 1;
o[3][2]=(o[2][2]>1) ? o[2][2]-1 : 1;
o[3][3]=(o[2][3]>1) ? o[2][3]-1 : 1;
o[3][4]=(o[2][4]>1) ? o[2][4]-1 : 1;
o[3][5]=(o[2][5]>1) ? o[2][5]-1 : 1;
o[4][1]=(o[3][1]>1) ? o[3][1]-1 : 1;
o[4][2]=(o[3][2]>1) ? o[3][2]-1 : 1;
o[4][3]=(o[3][3]>1) ? o[3][3]-1 : 1;
o[4][4]=(o[3][4]>1) ? o[3][4]-1 : 1;
o[4][5]=(o[3][5]>1) ? o[3][5]-1 : 1;
o[5][1]=(o[4][1]>1) ? o[4][1]-1 : 1;
o[5][2]=(o[4][2]>1) ? o[4][2]-1 : 1;
o[5][3]=(o[4][3]>1) ? o[4][3]-1 : 1;
o[5][4]=(o[4][4]>1) ? o[4][4]-1 : 1;
o[5][5]=(o[4][5]>1) ? o[4][5]-1 : 1;
o[6][1]=(o[5][1]>1) ? o[5][1]-1 : 1;
o[6][2]=(o[5][2]>1) ? o[5][2]-1 : 1;
o[6][3]=(o[5][3]>1) ? o[5][3]-1 : 1;
o[6][4]=(o[5][4]>1) ? o[5][4]-1 : 1;
o[6][5]=(o[5][5]>1) ? o[5][5]-1 : 1;
o[7][1]=(o[6][1]>1) ? o[6][1]-1 : 1;
o[7][2]=(o[6][2]>1) ? o[6][2]-1 : 1;
o[7][3]=(o[6][3]>1) ? o[6][3]-1 : 1;
o[7][4]=(o[6][4]>1) ? o[6][4]-1 : 1;
o[7][5]=(o[6][5]>1) ? o[6][5]-1 : 1;
o[8][1]="The Faculty of "+o[0][1]+" as written in "+o[0][1]+"! is "+o[1][1];
o[8][2]="The Faculty of "+o[0][2]+" as written in "+o[0][2]+"! is "+o[1][2];
o[8][3]="The Faculty of "+o[0][3]+" as written in "+o[0][3]+"! is "+o[1][3];
o[8][4]="The Faculty of "+o[0][4]+" as written in "+o[0][4]+"! is "+o[1][4];
o[8][5]="The Faculty of "+o[0][5]+" as written in "+o[0][5]+"! is "+o[1][5];
o[1][1]=o[0][1]*o[2][1]*o[3][1]*o[4][1]*o[5][1]*o[6][1]*o[7][1];
o[1][2]=o[0][2]*o[2][2]*o[3][2]*o[4][2]*o[5][2]*o[6][2]*o[7][2];
o[1][3]=o[0][3]*o[2][3]*o[3][3]*o[4][3]*o[5][3]*o[6][3]*o[7][3];
o[1][4]=o[0][4]*o[2][4]*o[3][4]*o[4][4]*o[5][4]*o[6][4]*o[7][4];
o[1][5]=o[0][5]*o[2][5]*o[3][5]*o[4][5]*o[5][5]*o[6][5]*o[7][5];
}
```

octup.us | App: Compiler | Chapter: Transpiler | Deck: JavaScript-o-mat | D&L: Finisher

				html	<!DOCTYPE html>	
				html	<html>	
				head	<head>	
				/	</head>	
				body	<body style="white-space: pre";>	
Fibonacci Series					Fibonacci Series	
				button	<button onclick="run(); IO();">Tick</button>	
IO	1			div	<div id="IO01"></div>	
IO	2			div	<div id="IO02"></div>	
IO	3			div	<div id="IO03"></div>	
IO	4			div	<div id="IO04"></div>	
IO	5			div	<div id="IO05"></div>	
				script	<script>	
					let o= Array(9).fill(0).map(() => Array(6).fill(0)); function run() {o[0][1]=1;	
				/	</script>	
				script	<script>	
					function IO() {	
log				console	console.log(o);	
IO	1	8	1	document.getElementById	document.getElementById("IO01").innerText = o[8][1];	
IO	2	8	2	document.getElementById	document.getElementById("IO02").innerText = o[8][2];	
IO	3	8	3	document.getElementById	document.getElementById("IO03").innerText = o[8][3];	
IO	4	8	4	document.getElementById	document.getElementById("IO04").innerText = o[8][4];	
IO	5	8	5	document.getElementById	document.getElementById("IO05").innerText = o[8][5];	
					}	
					</script>	
				script	<script>	
					IO();	
				/	</script>	
					</body>	
				/	</html>	
				ETC	<xmp>	

```
<!DOCTYPE html>
<html>
<head>
</head>
<body style="white-space: pre";>
<h2>Fibonacci Series</h2>
<button onclick="run(); IO();">Tick</button>
<div id="IO01"></div>
<div id="IO02"></div>
<div id="IO03"></div>
<div id="IO04"></div>
<div id="IO05"></div>
<script>
let o= Array(9).fill(0).map(() => Array(6).fill(0));
function run() {o[0][1]=1;
o[0][2]=2;
o[0][3]=3;
o[0][4]=4;
o[0][5]=5;
o[2][1]=(o[0][1]>1) ? o[0][1]-1 : 1;
o[2][2]=(o[0][2]>1) ? o[0][2]-1 : 1;
o[2][3]=(o[0][3]>1) ? o[0][3]-1 : 1;
o[2][4]=(o[0][4]>1) ? o[0][4]-1 : 1;
o[2][5]=(o[0][5]>1) ? o[0][5]-1 : 1;
o[3][1]=(o[2][1]>1) ? o[2][1]-1 : 1;
o[3][2]=(o[2][2]>1) ? o[2][2]-1 : 1;
o[3][3]=(o[2][3]>1) ? o[2][3]-1 : 1;
o[3][4]=(o[2][4]>1) ? o[2][4]-1 : 1;
o[3][5]=(o[2][5]>1) ? o[2][5]-1 : 1;
o[4][1]=(o[3][1]>1) ? o[3][1]-1 : 1;
o[4][2]=(o[3][2]>1) ? o[3][2]-1 : 1;
o[4][3]=(o[3][3]>1) ? o[3][3]-1 : 1;
o[4][4]=(o[3][4]>1) ? o[3][4]-1 : 1;
o[4][5]=(o[3][5]>1) ? o[3][5]-1 : 1;
o[5][1]=(o[4][1]>1) ? o[4][1]-1 : 1;
o[5][2]=(o[4][2]>1) ? o[4][2]-1 : 1;
o[5][3]=(o[4][3]>1) ? o[4][3]-1 : 1;
o[5][4]=(o[4][4]>1) ? o[4][4]-1 : 1;
o[5][5]=(o[4][5]>1) ? o[4][5]-1 : 1;
o[6][1]=(o[5][1]>1) ? o[5][1]-1 : 1;
o[6][2]=(o[5][2]>1) ? o[5][2]-1 : 1;
o[6][3]=(o[5][3]>1) ? o[5][3]-1 : 1;
o[6][4]=(o[5][4]>1) ? o[5][4]-1 : 1;
o[6][5]=(o[5][5]>1) ? o[5][5]-1 : 1;
o[7][1]=(o[6][1]>1) ? o[6][1]-1 : 1;
o[7][2]=(o[6][2]>1) ? o[6][2]-1 : 1;
o[7][3]=(o[6][3]>1) ? o[6][3]-1 : 1;
o[7][4]=(o[6][4]>1) ? o[6][4]-1 : 1;
o[7][5]=(o[6][5]>1) ? o[6][5]-1 : 1;
o[8][1]="The Faculty of "+o[0][1]+" as written in "+o[0][1]+"! is "+o[1][1];
o[8][2]="The Faculty of "+o[0][2]+" as written in "+o[0][2]+"! is "+o[1][2];
o[8][3]="The Faculty of "+o[0][3]+" as written in "+o[0][3]+"! is "+o[1][3];
o[8][4]="The Faculty of "+o[0][4]+" as written in "+o[0][4]+"! is "+o[1][4];
o[8][5]="The Faculty of "+o[0][5]+" as written in "+o[0][5]+"! is "+o[1][5];
o[1][1]=o[0][1]*o[2][1]*o[3][1]*o[4][1]*o[5][1]*o[6][1]*o[7][1];
o[1][2]=o[0][2]*o[2][2]*o[3][2]*o[4][2]*o[5][2]*o[6][2]*o[7][2];
o[1][3]=o[0][3]*o[2][3]*o[3][3]*o[4][3]*o[5][3]*o[6][3]*o[7][3];
o[1][4]=o[0][4]*o[2][4]*o[3][4]*o[4][4]*o[5][4]*o[6][4]*o[7][4];
o[1][5]=o[0][5]*o[2][5]*o[3][5]*o[4][5]*o[5][5]*o[6][5]*o[7][5];
}
</script>
<script>
function IO() {

console.log(o);


document.getElementById("IO01").innerText = o[8][1];
document.getElementById("IO02").innerText = o[8][2];
document.getElementById("IO03").innerText = o[8][3];
document.getElementById("IO04").innerText = o[8][4];
document.getElementById("IO05").innerText = o[8][5];
}
</script>
<script>
IO();
</script>
</body>
</html>

<xmp>

These are 3 Ticks of console() out:
[Log] Array (9) (Transpiler 0 0 0 3.html, line 68)
0 [0, 0, 0, 0, 0, 0] (6)
1 [0, 0, 0, 0, 0, 0] (6)
2 [0, 0, 0, 0, 0, 0] (6)
3 [0, 0, 0, 0, 0, 0] (6)
4 [0, 0, 0, 0, 0, 0] (6)
5 [0, 0, 0, 0, 0, 0] (6)
6 [0, 0, 0, 0, 0, 0] (6)
7 [0, 0, 0, 0, 0, 0] (6)
8 [0, 0, 0, 0, 0, 0] (6)

Array Prototyp
[Log] Array (9) (Transpiler 0 0 0 3.html, line 68)
0 [0, 1, 2, 3, 4, 5] (6)
1 [0, 1, 2, 6, 24, 120] (6)
2 [0, 1, 1, 2, 3, 4] (6)
3 [0, 1, 1, 1, 2, 3] (6)
4 [0, 1, 1, 1, 1, 2] (6)
5 [0, 1, 1, 1, 1, 1] (6)
6 [0, 1, 1, 1, 1, 1] (6)
7 [0, 1, 1, 1, 1, 1] (6)
8 [0, "The Faculty of 1 as written in 1! is 0", "The Faculty of 2 as written in 2! is 0", "The Faculty of 3 as written in 3! is 0", "The Faculty of 4 as written in 4! is 0", "The Faculty of 5 as written in 5! is 0"] (6)

Array Prototyp
[Log] Array (9) (Transpiler 0 0 0 3.html, line 68)
0 [0, 1, 2, 3, 4, 5] (6)
1 [0, 1, 2, 6, 24, 120] (6)
2 [0, 1, 1, 2, 3, 4] (6)
3 [0, 1, 1, 1, 2, 3] (6)
4 [0, 1, 1, 1, 1, 2] (6)
5 [0, 1, 1, 1, 1, 1] (6)
6 [0, 1, 1, 1, 1, 1] (6)
7 [0, 1, 1, 1, 1, 1] (6)
8 [0, "The Faculty of 1 as written in 1! is 1", "The Faculty of 2 as written in 2! is 2", "The Faculty of 3 as written in 3! is 6", "The Faculty of 4 as written in 4! is 24", "The Faculty of 5 as written in 5! is 120"] (6)

Array Prototyp

The octup.us Deck, that has been successfully compiled is:
octup.us | App: Compiler | App.let: Examples | Chapter: Transpiler | D&L: Alternative Factorial
1    1    1    1    1    1    1    1    The Faculty of 1 as written in 1! is 1
2    2    1    1    1    1    1    1    The Faculty of 2 as written in 2! is 2
3    6    2    1    1    1    1    1    The Faculty of 3 as written in 3! is 6
4    24   3    2    1    1    1    1    The Faculty of 4 as written in 4! is 24
5    120  4    3    2    1    1    1    The Faculty of 5 as written in 5! is 120

Source Code:
1    =A1×C1×D1×E1×F1×G1×H1    =WENN(A1>1;A1–1;1)    =WENN(C1>1;C1–1;1)    =WENN(D1>1;D1–1;1)    =WENN(E1>1;E1–1;1)    =WENN(F1>1;F1–1;1)    =WENN(G1>1;G1–1;1)    ="The Faculty of "&A1&" as written in "&A1&"! is "& B1
2    =A2×C2×D2×E2×F2×G2×H2    =WENN(A2>1;A2–1;1)    =WENN(C2>1;C2–1;1)    =WENN(D2>1;D2–1;1)    =WENN(E2>1;E2–1;1)    =WENN(F2>1;F2–1;1)    =WENN(G2>1;G2–1;1)    ="The Faculty of "&A2&" as written in "&A2&"! is "& B2
3    =A3×C3×D3×E3×F3×G3×H3    =WENN(A3>1;A3–1;1)    =WENN(C3>1;C3–1;1)    =WENN(D3>1;D3–1;1)    =WENN(E3>1;E3–1;1)    =WENN(F3>1;F3–1;1)    =WENN(G3>1;G3–1;1)    ="The Faculty of "&A3&" as written in "&A3&"! is "& B3
5    =A4×C4×D4×E4×F4×G4×H4    =WENN(A4>1;A4–1;1)    =WENN(C4>1;C4–1;1)    =WENN(D4>1;D4–1;1)    =WENN(E4>1;E4–1;1)    =WENN(F4>1;F4–1;1)    =WENN(G4>1;G4–1;1)    ="The Faculty of "&A4&" as written in "&A4&"! is "& B4
6    =A5×C5×D5×E5×F5×G5×H5    =WENN(A5>1;A5–1;1)    =WENN(C5>1;C5–1;1)    =WENN(D5>1;D5–1;1)    =WENN(E5>1;E5–1;1)    =WENN(F5>1;F5–1;1)    =WENN(G5>1;G5–1;1)    ="The Faculty of "&A5&" as written in "&A5&"! is "& B5
</xmp>
```

octup.us | App: Compiler | Chapter: Transpiler | Deck: JavaScript-o-mat | D&L: Parse & Link

octup.us Code	JavaScript		(=)?([A-Z]+)?(\()(\"|.*?)(\))			1		1	2	3		2		1	2	3		3		1	2	3		1	2	3	4	5	6	7	8	9	10
=WENN(A2>1;A2–1;1)	(A2>1) ? A2-1 : 1		(o[0][1]>1) ? o[0][1]-1 : 1	4	([^;]+);([^;]+);([^;]+)	A2>1	|=?|==	A2	>	1		A2–1	|=?|==	A2	-	1		1	|=?|==	1				=	WENN	(	A2>1;A2–1;1	)					
=WENN(A3>1;A3–1;1)	(A3>1) ? A3-1 : 1		(o[0][2]>1) ? o[0][2]-1 : 1	4	([^;]+);([^;]+);([^;]+)	A3>1	|=?|==	A3	>	1		A3–1	|=?|==	A3	-	1		1	|=?|==	1				=	WENN	(	A3>1;A3–1;1	)					
=WENN(A4>1;A4–1;1)	(A4>1) ? A4-1 : 1		(o[0][3]>1) ? o[0][3]-1 : 1	4	([^;]+);([^;]+);([^;]+)	A4>1	|=?|==	A4	>	1		A4–1	|=?|==	A4	-	1		1	|=?|==	1				=	WENN	(	A4>1;A4–1;1	)					
=WENN(A5>1;A5–1;1)	(A5>1) ? A5-1 : 1		(o[0][4]>1) ? o[0][4]-1 : 1	4	([^;]+);([^;]+);([^;]+)	A5>1	|=?|==	A5	>	1		A5–1	|=?|==	A5	-	1		1	|=?|==	1				=	WENN	(	A5>1;A5–1;1	)					
=WENN(A6>1;A6–1;1)	(A6>1) ? A6-1 : 1		(o[0][5]>1) ? o[0][5]-1 : 1	4	([^;]+);([^;]+);([^;]+)	A6>1	|=?|==	A6	>	1		A6–1	|=?|==	A6	-	1		1	|=?|==	1				=	WENN	(	A6>1;A6–1;1	)					
=WENN(C2>1;C2–1;1)	(C2>1) ? C2-1 : 1		(o[2][1]>1) ? o[2][1]-1 : 1	4	([^;]+);([^;]+);([^;]+)	C2>1	|=?|==	C2	>	1		C2–1	|=?|==	C2	-	1		1	|=?|==	1				=	WENN	(	C2>1;C2–1;1	)					
=WENN(C3>1;C3–1;1)	(C3>1) ? C3-1 : 1		(o[2][2]>1) ? o[2][2]-1 : 1	4	([^;]+);([^;]+);([^;]+)	C3>1	|=?|==	C3	>	1		C3–1	|=?|==	C3	-	1		1	|=?|==	1				=	WENN	(	C3>1;C3–1;1	)					
=WENN(C4>1;C4–1;1)	(C4>1) ? C4-1 : 1		(o[2][3]>1) ? o[2][3]-1 : 1	4	([^;]+);([^;]+);([^;]+)	C4>1	|=?|==	C4	>	1		C4–1	|=?|==	C4	-	1		1	|=?|==	1				=	WENN	(	C4>1;C4–1;1	)					
=WENN(C5>1;C5–1;1)	(C5>1) ? C5-1 : 1		(o[2][4]>1) ? o[2][4]-1 : 1	4	([^;]+);([^;]+);([^;]+)	C5>1	|=?|==	C5	>	1		C5–1	|=?|==	C5	-	1		1	|=?|==	1				=	WENN	(	C5>1;C5–1;1	)					
=WENN(C6>1;C6–1;1)	(C6>1) ? C6-1 : 1		(o[2][5]>1) ? o[2][5]-1 : 1	4	([^;]+);([^;]+);([^;]+)	C6>1	|=?|==	C6	>	1		C6–1	|=?|==	C6	-	1		1	|=?|==	1				=	WENN	(	C6>1;C6–1;1	)					
=WENN(D2>1;D2–1;1)	(D2>1) ? D2-1 : 1		(o[3][1]>1) ? o[3][1]-1 : 1	4	([^;]+);([^;]+);([^;]+)	D2>1	|=?|==	D2	>	1		D2–1	|=?|==	D2	-	1		1	|=?|==	1				=	WENN	(	D2>1;D2–1;1	)					
=WENN(D3>1;D3–1;1)	(D3>1) ? D3-1 : 1		(o[3][2]>1) ? o[3][2]-1 : 1	4	([^;]+);([^;]+);([^;]+)	D3>1	|=?|==	D3	>	1		D3–1	|=?|==	D3	-	1		1	|=?|==	1				=	WENN	(	D3>1;D3–1;1	)					
=WENN(D4>1;D4–1;1)	(D4>1) ? D4-1 : 1		(o[3][3]>1) ? o[3][3]-1 : 1	4	([^;]+);([^;]+);([^;]+)	D4>1	|=?|==	D4	>	1		D4–1	|=?|==	D4	-	1		1	|=?|==	1				=	WENN	(	D4>1;D4–1;1	)					
=WENN(D5>1;D5–1;1)	(D5>1) ? D5-1 : 1		(o[3][4]>1) ? o[3][4]-1 : 1	4	([^;]+);([^;]+);([^;]+)	D5>1	|=?|==	D5	>	1		D5–1	|=?|==	D5	-	1		1	|=?|==	1				=	WENN	(	D5>1;D5–1;1	)					
=WENN(D6>1;D6–1;1)	(D6>1) ? D6-1 : 1		(o[3][5]>1) ? o[3][5]-1 : 1	4	([^;]+);([^;]+);([^;]+)	D6>1	|=?|==	D6	>	1		D6–1	|=?|==	D6	-	1		1	|=?|==	1				=	WENN	(	D6>1;D6–1;1	)					
=WENN(E2>1;E2–1;1)	(E2>1) ? E2-1 : 1		(o[4][1]>1) ? o[4][1]-1 : 1	4	([^;]+);([^;]+);([^;]+)	E2>1	|=?|==	E2	>	1		E2–1	|=?|==	E2	-	1		1	|=?|==	1				=	WENN	(	E2>1;E2–1;1	)					
=WENN(E3>1;E3–1;1)	(E3>1) ? E3-1 : 1		(o[4][2]>1) ? o[4][2]-1 : 1	4	([^;]+);([^;]+);([^;]+)	E3>1	|=?|==	E3	>	1		E3–1	|=?|==	E3	-	1		1	|=?|==	1				=	WENN	(	E3>1;E3–1;1	)					
=WENN(E4>1;E4–1;1)	(E4>1) ? E4-1 : 1		(o[4][3]>1) ? o[4][3]-1 : 1	4	([^;]+);([^;]+);([^;]+)	E4>1	|=?|==	E4	>	1		E4–1	|=?|==	E4	-	1		1	|=?|==	1				=	WENN	(	E4>1;E4–1;1	)					
=WENN(E5>1;E5–1;1)	(E5>1) ? E5-1 : 1		(o[4][4]>1) ? o[4][4]-1 : 1	4	([^;]+);([^;]+);([^;]+)	E5>1	|=?|==	E5	>	1		E5–1	|=?|==	E5	-	1		1	|=?|==	1				=	WENN	(	E5>1;E5–1;1	)					
=WENN(E6>1;E6–1;1)	(E6>1) ? E6-1 : 1		(o[4][5]>1) ? o[4][5]-1 : 1	4	([^;]+);([^;]+);([^;]+)	E6>1	|=?|==	E6	>	1		E6–1	|=?|==	E6	-	1		1	|=?|==	1				=	WENN	(	E6>1;E6–1;1	)					
=WENN(F2>1;F2–1;1)	(F2>1) ? F2-1 : 1		(o[5][1]>1) ? o[5][1]-1 : 1	4	([^;]+);([^;]+);([^;]+)	F2>1	|=?|==	F2	>	1		F2–1	|=?|==	F2	-	1		1	|=?|==	1				=	WENN	(	F2>1;F2–1;1	)					
=WENN(F3>1;F3–1;1)	(F3>1) ? F3-1 : 1		(o[5][2]>1) ? o[5][2]-1 : 1	4	([^;]+);([^;]+);([^;]+)	F3>1	|=?|==	F3	>	1		F3–1	|=?|==	F3	-	1		1	|=?|==	1				=	WENN	(	F3>1;F3–1;1	)					
=WENN(F4>1;F4–1;1)	(F4>1) ? F4-1 : 1		(o[5][3]>1) ? o[5][3]-1 : 1	4	([^;]+);([^;]+);([^;]+)	F4>1	|=?|==	F4	>	1		F4–1	|=?|==	F4	-	1		1	|=?|==	1				=	WENN	(	F4>1;F4–1;1	)					
=WENN(F5>1;F5–1;1)	(F5>1) ? F5-1 : 1		(o[5][4]>1) ? o[5][4]-1 : 1	4	([^;]+);([^;]+);([^;]+)	F5>1	|=?|==	F5	>	1		F5–1	|=?|==	F5	-	1		1	|=?|==	1				=	WENN	(	F5>1;F5–1;1	)					
=WENN(F6>1;F6–1;1)	(F6>1) ? F6-1 : 1		(o[5][5]>1) ? o[5][5]-1 : 1	4	([^;]+);([^;]+);([^;]+)	F6>1	|=?|==	F6	>	1		F6–1	|=?|==	F6	-	1		1	|=?|==	1				=	WENN	(	F6>1;F6–1;1	)					
=WENN(G2>1;G2–1;1)	(G2>1) ? G2-1 : 1		(o[6][1]>1) ? o[6][1]-1 : 1	4	([^;]+);([^;]+);([^;]+)	G2>1	|=?|==	G2	>	1		G2–1	|=?|==	G2	-	1		1	|=?|==	1				=	WENN	(	G2>1;G2–1;1	)					
=WENN(G3>1;G3–1;1)	(G3>1) ? G3-1 : 1		(o[6][2]>1) ? o[6][2]-1 : 1	4	([^;]+);([^;]+);([^;]+)	G3>1	|=?|==	G3	>	1		G3–1	|=?|==	G3	-	1		1	|=?|==	1				=	WENN	(	G3>1;G3–1;1	)					
=WENN(G4>1;G4–1;1)	(G4>1) ? G4-1 : 1		(o[6][3]>1) ? o[6][3]-1 : 1	4	([^;]+);([^;]+);([^;]+)	G4>1	|=?|==	G4	>	1		G4–1	|=?|==	G4	-	1		1	|=?|==	1				=	WENN	(	G4>1;G4–1;1	)					
=WENN(G5>1;G5–1;1)	(G5>1) ? G5-1 : 1		(o[6][4]>1) ? o[6][4]-1 : 1	4	([^;]+);([^;]+);([^;]+)	G5>1	|=?|==	G5	>	1		G5–1	|=?|==	G5	-	1		1	|=?|==	1				=	WENN	(	G5>1;G5–1;1	)					
=WENN(G6>1;G6–1;1)	(G6>1) ? G6-1 : 1		(o[6][5]>1) ? o[6][5]-1 : 1	4	([^;]+);([^;]+);([^;]+)	G6>1	|=?|==	G6	>	1		G6–1	|=?|==	G6	-	1		1	|=?|==	1				=	WENN	(	G6>1;G6–1;1	)					
	ETC					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15													
=A2×C2×D2×E2×F2×G2×H2	o[0][1]*o[2][1]*o[3][1]*o[4][1]*o[5][1]*o[6][1]*o[7][1]		[A-Z]\d|×			o[0][1]	*	o[2][1]	*	o[3][1]	*	o[4][1]	*	o[5][1]	*	o[6][1]	*	o[7][1]															
=A3×C3×D3×E3×F3×G3×H3	o[0][2]*o[2][2]*o[3][2]*o[4][2]*o[5][2]*o[6][2]*o[7][2]		[A-Z]\d|×			o[0][2]	*	o[2][2]	*	o[3][2]	*	o[4][2]	*	o[5][2]	*	o[6][2]	*	o[7][2]															
=A4×C4×D4×E4×F4×G4×H4	o[0][3]*o[2][3]*o[3][3]*o[4][3]*o[5][3]*o[6][3]*o[7][3]		[A-Z]\d|×			o[0][3]	*	o[2][3]	*	o[3][3]	*	o[4][3]	*	o[5][3]	*	o[6][3]	*	o[7][3]															
=A5×C5×D5×E5×F5×G5×H5	o[0][4]*o[2][4]*o[3][4]*o[4][4]*o[5][4]*o[6][4]*o[7][4]		[A-Z]\d|×			o[0][4]	*	o[2][4]	*	o[3][4]	*	o[4][4]	*	o[5][4]	*	o[6][4]	*	o[7][4]															
=A6×C6×D6×E6×F6×G6×H6	o[0][5]*o[2][5]*o[3][5]*o[4][5]*o[5][5]*o[6][5]*o[7][5]		[A-Z]\d|×			o[0][5]	*	o[2][5]	*	o[3][5]	*	o[4][5]	*	o[5][5]	*	o[6][5]	*	o[7][5]															
						1		2		3		4		5		6		7		8													
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="The Faculty of "&A2&" as written in "&A2&"! is "&	"The Faculty of "+o[0][1]+" as written in "+o[0][1]+"! is "+o[1][1]				(.*?)\s*&\s*([^&\s]+)\s*	"The	+	o[0][1	+	" as v	+	o[0][1	+	"! is "	+	o[1][1]																	
="The Faculty of "&A3&" as written in "&A3&"! is "&	"The Faculty of "+o[0][2]+" as written in "+o[0][2]+"! is "+o[1][2]				(.*?)\s*&\s*([^&\s]+)\s*	"The	+	o[0][2	+	" as v	+	o[0][2	+	"! is "	+	o[1][2]																	
="The Faculty of "&A4&" as written in "&A4&"! is "&	"The Faculty of "+o[0][3]+" as written in "+o[0][3]+"! is "+o[1][3]				(.*?)\s*&\s*([^&\s]+)\s*	"The	+	o[0][3	+	" as v	+	o[0][3	+	"! is "	+	o[1][3]																	
="The Faculty of "&A5&" as written in "&A5&"! is "&	"The Faculty of "+o[0][4]+" as written in "+o[0][4]+"! is "+o[1][4]				(.*?)\s*&\s*([^&\s]+)\s*	"The	+	o[0][4	+	" as v	+	o[0][4	+	"! is "	+	o[1][4]																	
="The Faculty of "&A6&" as written in "&A6&"! is "&	"The Faculty of "+o[0][5]+" as written in "+o[0][5]+"! is "+o[1][5]				(.*?)\s*&\s*([^&\s]+)\s*	"The	+	o[0][5	+	" as v	+	o[0][5	+	"! is "	+	o[1][5]																	

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octup.us | App: Hearthstone | App.let: Deck Evolver | Chapter: Tutorials | Configuration

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<tr><td>REGEX</td><td>Quantity of a card</td><td>(?=\dx \(\d+\)</td><td>)\d</td><td></td><td></td></tr>
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octup.us | App: Hearthstone | App.let | Chapter:

Lost in the Park
Naturalize
Peaceful Piper
Raven Idol
Untapped Potential
Worthy Expedition
Astalor Bloodsworn
Capture Coldtooth Mine
Druid of the Saber
Grizzled Wizard
Jerry Rig Carpenter
Wrath

octup.us | App: Hearthstone | App.let: Deck Evolver | Chapter: Tutorials | Set: Deck Evolver

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<tr><td>7</td><td>Biology Project</td><td>1,9</td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td>1</td><td></td><td></td><td></td></tr>
<tr><td>7</td><td>Druid of the Reef</td><td>2,0</td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td></td><td></td><td></td></tr>
<tr><td>6</td><td>Jade Idol</td><td>1,0</td><td></td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td></td><td></td><td></td></tr>
<tr><td>5</td><td>Lost in the Park</td><td>1,0</td><td></td><td></td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td></td><td></td><td></td></tr>
<tr><td>1</td><td>Naturalize</td><td>1,0</td><td></td><td></td><td>1</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr>
<tr><td></td><td>Peaceful Piper</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr>
<tr><td></td><td>Raven Idol</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr>
<tr><td>4</td><td>Untapped Potential</td><td>1,0</td><td></td><td></td><td></td><td>1</td><td>1</td><td>1</td><td>1</td><td></td><td></td><td></td></tr>
<tr><td></td><td>Worthy Expedition</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr>
<tr><td>4</td><td>Astalor Bloodsworn</td><td>1,0</td><td></td><td></td><td></td><td>1</td><td>1</td><td>1</td><td>1</td><td></td><td></td><td></td></tr>
<tr><td>4</td><td>Capture Coldtooth Mine</td><td>2,0</td><td></td><td></td><td></td><td>2</td><td>2</td><td>2</td><td>2</td><td></td><td></td><td></td></tr>
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<tr><td>4</td><td>Wrath</td><td>2,0</td><td></td><td></td><td></td><td>2</td><td>2</td><td>2</td><td>2</td><td></td><td></td><td></td></tr>
<tr><td>4</td><td>Bad Luck Albatross</td><td>1,0</td><td></td><td></td><td></td><td>1</td><td>1</td><td>1</td><td>1</td><td></td><td></td><td></td></tr>
<tr><td>2</td><td>Deathlord</td><td>1,0</td><td></td><td></td><td></td><td>1</td><td>1</td><td></td><td></td><td></td><td></td><td></td></tr>
<tr><td>4</td><td>Bad Luck Albatross</td><td>1,0</td><td></td><td></td><td></td><td>1</td><td>1</td><td>1</td><td>1</td><td></td><td></td><td></td></tr>
<tr><td>2</td><td>Deathlord</td><td>1,0</td><td></td><td></td><td></td><td>1</td><td>1</td><td></td><td></td><td></td><td></td><td></td></tr>
<tr><td>4</td><td>Feral Rage</td><td>2,0</td><td></td><td></td><td></td><td>2</td><td>2</td><td>2</td><td>2</td><td></td><td></td><td></td></tr>
<tr><td></td><td>Archmage Vargoth</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr>
<tr><td>4</td><td>Rhythm and Roots</td><td>1,0</td><td></td><td></td><td></td><td>1</td><td>1</td><td>1</td><td>1</td><td></td><td></td><td></td></tr>
<tr><td>2</td><td>Nourish</td><td>1,0</td><td></td><td></td><td></td><td></td><td></td><td>1</td><td>1</td><td></td><td></td><td></td></tr>
<tr><td>1</td><td>Spreading Plague</td><td>1,0</td><td>1</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr>
<tr><td>6</td><td>Malfurion the Pestilent</td><td>1,0</td><td>1</td><td>1</td><td></td><td>1</td><td>1</td><td>1</td><td>1</td><td></td><td></td><td></td></tr>
<tr><td>4</td><td>Wildheart Guff</td><td>1,0</td><td></td><td></td><td></td><td>1</td><td>1</td><td>1</td><td>1</td><td></td><td></td><td></td></tr>
<tr><td>5</td><td>Secure the Deck</td><td>2,0</td><td></td><td></td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td></td><td></td><td></td></tr>
<tr><td>3</td><td>Sir Finley Mrrgglton</td><td>1,0</td><td></td><td></td><td></td><td>1</td><td>1</td><td>1</td><td></td><td></td><td></td><td></td></tr>
<tr><td>4</td><td>Kobold Stickyfinger</td><td>1,0</td><td></td><td></td><td></td><td>1</td><td>1</td><td>1</td><td>1</td><td></td><td></td><td></td></tr>
<tr><td>4</td><td>Photographer Fizzle</td><td>1,0</td><td></td><td></td><td></td><td>1</td><td>1</td><td>1</td><td>1</td><td></td><td></td><td></td></tr>
<tr><td>1</td><td>Savage Roar</td><td>1,0</td><td></td><td></td><td></td><td>1</td><td></td><td></td><td></td><td></td><td></td><td></td></tr>
<tr><td>4</td><td>Poison Seeds</td><td>2,0</td><td></td><td></td><td></td><td>2</td><td>2</td><td>2</td><td>2</td><td></td><td></td><td></td></tr>
<tr><td>1</td><td>Living Roots</td><td>2,0</td><td></td><td></td><td></td><td></td><td>2</td><td></td><td></td><td></td><td></td><td></td></tr>
<tr><td>2</td><td>Widowbloom Seedsman</td><td>1,5</td><td></td><td></td><td></td><td></td><td></td><td>1</td><td>2</td><td></td><td></td><td></td></tr>
<tr><td>1</td><td>Wardruid Loti</td><td>1,0</td><td></td><td></td><td></td><td></td><td></td><td></td><td>1</td><td></td><td></td><td></td></tr>
<tr><td>1</td><td>Flobbidinous Floop</td><td>1,0</td><td></td><td></td><td></td><td></td><td></td><td></td><td>1</td><td></td><td></td><td></td></tr>
<tr><td>1</td><td>Tyrantus</td><td>1,0</td><td></td><td></td><td></td><td></td><td></td><td></td><td>1</td><td></td><td></td><td></td></tr>
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octup.us | App: Hearthstone | App.let: Deck Evolver | Chapter: Tutorials | D&L: Decks

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			0,7						
04.05.23 14:30	04.05.23 14:31	04.05.23 15:27	04.05.23 16:01	4.5.2023 17:06:49	04.05.23 18:13	05.05.23 12:08	=jetzt()	=jetzt()	=jetzt()
### Octerion # Class: Druid # Format: Wild # # 2x (1) Biology Project # 2x (1) Druid of the Reef # 1x (5) … # 1x (6) Spreading Plague # 1x (7) Malfurion the Pestilent # # AAEBAZarBBD+DZdotLsCoM0CmdMC1pkD+KED3KID/bADp7UDo/YDslAE2p8EuKAE4qQFq+AFB+kB3xWP9gKsgASwpQSA1AT83wUAA== # # To use this deck, copy it to your clipboard and create a new deck in Hearthstone	### Octerion # Class: Druid # Format: Wild # # 2x (1) Biology Project # 2x (1) Druid of the Reef # 1x (1) Jade Idol # 1x (1) … # 1x (7) Malfurion the Pestilent # # AAEBAZarBBL+Dd8Vl2i0uwKgzQKZ0wLWmQP4oQPcogP9sAOntQOj9gOwgASJiwTanwS4oATipAWr4AUG6QGP9gKsgASwpQSA1AT83wUAA== # # To use this deck, copy it to your clipboard and create a new deck in Hearthstone	### Octerion # Class: Druid # Format: Wild # # 2x (1) Biology Project # 2x (1) Druid of the Reef # 1x (1) Jade Idol # 1x (1) Lost in the Park # 1x (1) Naturalize # 1x (1) … # 2x (1) Secure the Deck # 1x (2) Grizzled Wizard # 1x (2) Jerry Rig Carpenter # # AAEBAZarBBLpAf4N3xWEF5dotLsCmdMC1pkD+KED3KID/bADiLEDp7UDo/YDslAEiYsE4qQFq+AFBo/2AvmtA6yABLigBLCIBIDUBAAA # # To use this deck, copy it to your clipboard and create a new deck in Hearthstone	### Octerion # Class: Druid # Format: Wild # # 2x (1) Biology Project # 2x (1) Druid of the Reef # 1x (1) Jade Idol # 1x (1) Lost in the Park # 2x (1) Secure the Deck # 1x (1) Sir Finley Mrrgglton # 1x (1) Untapped Potential # 1x (2) Astalor Bloodsworn # 2x (2) Capture Coldtooth Mine # 1x (2) Druid of the Saber # 1x (2) Grizzled Wizard # 1x (2) Jerry Rig Carpenter # 2x (2) Wrath # 1x (3) Bad Luck Albatross # 1x (3) Deathlord # 2x (3) Feral Rage # 1x (3) Photographer Fizzle # 1x (3) Savage Roar # 2x (4) Poison Seeds # 1x (4) Rhythm and Roots # 1x (5) Kobold Stickyfinger # 1x (5) Wildheart Guff # 1x (7) Malfurion the Pestilent # # AAEBAZarBBDmBf4N3xWEF7S7ApnTAvihA/2wA4ixA6e1A6P2A7CABImLBOKkBazRBavgBQeKDo/2AvmtA6yABLigBLCIBIDUBAAA # # To use this deck, copy it to your clipboard and create a new deck in Hearthstone	### Octerion # Class: Druid # Format: Wild # # 2x (1) Biology Project # 2x (1) Druid of the Reef # 1x (1) Jade Idol # 2x (1) Living Roots # 1x (1) Lost in the Park # 2x (1) Secure the Deck # 1x (1) Sir Finley Mrrgglton # 1x (1) Untapped Potential # 1x (2) Astalor Bloodsworn # 2x (2) Capture Coldtooth Mine # 1x (2) Druid of the Saber # 1x (2) Grizzled Wizard # 2x (2) Wrath # 1x (3) Bad Luck Albatross # 1x (3) Deathlord # 2x (3) Feral Rage # 1x (3) Photographer Fizzle # 2x (4) Poison Seeds # 1x (4) Rhythm and Roots # 1x (5) Kobold Stickyfinger # 1x (5) Wildheart Guff # 1x (7) Malfurion the Pestilent # # AAEBAZarBA7+Dd8VhBe0uwKZ0wL4oQP9sAOIsQOntQOj9gOJiwTipAWs0QWr4AUlig6P9gL5rQOsgAS4oASwpQSA1ASB1AQAAA== # # To use this deck, copy it to your clipboard and create a new deck in Hearthstone	### Octerion # Class: Druid # Format: Wild # # 2x (1) Biology Project # 2x (1) Druid of the Reef # 1x (1) Jade Idol # 1x (1) Lost in the Park # 2x (1) Secure the Deck # 1x (1) Sir Finley Mrrgglton # 1x (1) Untapped Potential # 1x (2) Astalor Bloodsworn # 2x (2) Capture Coldtooth Mine # 1x (2) Druid of the Saber # 2x (2) Grizzled Wizard # 2x (2) Wrath # 1x (3) Bad Luck Albatross # 2x (3) Feral Rage # 1x (3) Photographer Fizzle # 2x (4) Poison Seeds # 1x (4) Rhythm and Roots # 1x (4) Widowbloom Seedsman # 1x (5) Kobold Stickyfinger # 1x (5) Nourish # 1x (5) Wildheart Guff # 1x (7) Malfurion the Pestilent # # AAEBAZarBA7fFYQXtLsCmdMC+KED/bADiLEDo/YDYsE2p8Ewd8E4qQFrNEFq+AFCloOj/YC+a0Dp7UDrIAEuKAEsKUEgNQEAAA= # # To use this deck, copy it to your clipboard and create a new deck in Hearthstone	### Octerion # Class: Druid # Format: Wild # # 1x (1) Biology Project # 2x (1) Druid of the Reef # 1x (1) Jade Idol # 1x (1) Lost in the Park # 2x (1) Secure the Deck # 1x (1) Untapped Potential # 1x (2) Astalor Bloodsworn # 2x (2) Capture Coldtooth Mine # 1x (2) Grizzled Wizard # 2x (2) Wrath # 1x (3) Bad Luck Albatross # 2x (3) Feral Rage # 1x (3) Photographer Fizzle # 1x (3) Wardruid Loti # 1x (4) Flobbidinous Floop # 2x (4) Poison Seeds # 1x (4) Rhythm and Roots # 2x (4) Widowbloom Seedsman # 1x (5) Kobold Stickyfinger # 1x (5) Nourish # 1x (5) Wildheart Guff # 1x (7) Malfurion the Pestilent # 1x (10) Tyrantus # # AAEBAZarBBC0uwLixwKu0gKZ0wKP9gL1/AL4oQP9sAOIsQOntQOj9gOJiwTanwTipAWs0QWr4AUHig75rQOsgAS4oASwpQSA1ATB3wQAAA== # # To use this deck, copy it to your clipboard and create a new deck in Hearthstone	# 2x (1) jo		
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1			1	Biology Project	Biology Project	
2			2	Druid of the Reef	Druid of the Reef	
3			3	Spreading Plague	Spreading Plague	
4			4	Malfurion the Pestilent	Malfurion the Pestilent	
5	4	1		Biology Project	Jade Idol	
6				Druid of the Reef	Lost in the Park	
7			5	Jade Idol	Naturalize	
8				Malfurion the Pestilent	Secure the Deck	
9	4	2		Biology Project	Grizzled Wizard	
10				Druid of the Reef	Jerry Rig Carpenter	
11				Jade Idol	Sir Finley Mrrgglton	
12			6	Lost in the Park	Untapped Potential	
13			7	Naturalize	Astalor Bloodsworn	
14			8	Secure the Deck	Capture Coldtooth Mine	
15			9	Grizzled Wizard	Druid of the Saber	
16			10	Jerry Rig Carpenter	Wrath	
17	8	3		Biology Project	Bad Luck Albatross	
18				Druid of the Reef	Deathlord	
19				Jade Idol	Feral Rage	
20				Lost in the Park	Photographer Fizzle	
21				Secure the Deck	Savage Roar	
22			11	Sir Finley Mrrgglton	Poison Seeds	
23			12	Untapped Potential	Rhythm and Roots	
24			13	Astalor Bloodsworn	Kobold Stickyfinger	
25			14	Capture Coldtooth Mine	Wildheart Guff	
26			15	Druid of the Saber	Living Roots	
27				Grizzled Wizard	Widowbloom Seedsman	
28				Jerry Rig Carpenter	Nourish	
29			16	Wrath	Wardruid Loti	
30			17	Bad Luck Albatross	Flobbidinous Floop	
31			18	Deathlord	Tyrantus	
32			19	Feral Rage	jo	1
33			20	Photographer Fizzle		
34			21	Savage Roar		
35			22	Poison Seeds		
36			23	Rhythm and Roots		
37			24	Kobold Stickyfinger		
38			25	Wildheart Guff		
39				Malfurion the Pestilent		
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41				Druid of the Reef		
42				Jade Idol		
43			26	Living Roots		
44				Lost in the Park		
45				Secure the Deck		
46				Sir Finley Mrrgglton		
47				Untapped Potential		
48				Astalor Bloodsworn		
49				Capture Coldtooth Mine		
50				Druid of the Saber		
51				Grizzled Wizard		
52				Wrath		
53				Bad Luck Albatross		
54				Deathlord		
55				Feral Rage		
56				Photographer Fizzle		
57				Poison Seeds		
58				Rhythm and Roots		
59				Kobold Stickyfinger		
60				Wildheart Guff		
61				Malfurion the Pestilent		
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64				Jade Idol		
65				Lost in the Park		
66				Secure the Deck		
67				Sir Finley Mrrgglton		
68				Untapped Potential		
69				Astalor Bloodsworn		
70				Capture Coldtooth Mine		
71				Druid of the Saber		
72				Grizzled Wizard		
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74				Bad Luck Albatross		
75				Feral Rage		
76				Photographer Fizzle		
77				Poison Seeds		
78				Rhythm and Roots		
79			27	Widowbloom Seedsman		
80				Kobold Stickyfinger		
81			28	Nourish		
82				Wildheart Guff		
83				Malfurion the Pestilent		
84	22	6		Biology Project		
85				Druid of the Reef		
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88				Secure the Deck		
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91				Capture Coldtooth Mine		
92				Grizzled Wizard		
93				Wrath		
94				Bad Luck Albatross		
95				Feral Rage		
96				Photographer Fizzle		
97			29	Wardruid Loti		
98			30	Flobbidinous Floop		
99				Poison Seeds		
100				Rhythm and Roots		
101				Widowbloom Seedsman		
102				Kobold Stickyfinger		
103				Nourish		
104				Wildheart Guff		
105				Malfurion the Pestilent		
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octup.us | App: Hearthstone | App.let: Deck Evolver | Chapter: Tutorials | D&L: Card-o-mat | Paper Print Layout

octup	X:2	X:3	X:4	X:5	X:6 Y:1
'0'	'0'	'0'	'0'	'0'	Y:2
'1'	'0'	'0'	'1'	'Biology Project'	Y:3
'2'	'0'	'0'	'2'	'Druid of the Reef'	Y:4
'3'	'0'	'0'	'3'	'Spreading Plague'	Y:5
'4'	'0'	'0'	'4'	'Malfurion the Pestilent'	Y:6
'5'	'4'	'1'	'0'	'Biology Project'	Y:7
'6'	'0'	'0'	'0'	'Druid of the Reef'	Y:8
'7'	'0'	'0'	'5'	'Jade Idol'	Y:9
'8'	'0'	'0'	'0'	'Malfurion the Pestilent'	Y:10
'9'	'4'	'2'	'0'	'Biology Project'	Y:11
'10'	'0'	'0'	'0'	'Druid of the Reef'	Y:12
'11'	'0'	'0'	'0'	'Jade Idol'	Y:13
'12'	'0'	'0'	'6'	'Lost in the Park'	Y:14
'13'	'0'	'0'	'7'	'Naturalize'	Y:15
'14'	'0'	'0'	'8'	'Secure the Deck'	Y:16
'15'	'0'	'0'	'9'	'Grizzled Wizard'	Y:17
'16'	'0'	'0'	'10'	'Jerry Rig Carpenter'	Y:18
'17'	'8'	'3'	'0'	'Biology Project'	Y:19
'18'	'0'	'0'	'0'	'Druid of the Reef'	Y:20
'19'	'0'	'0'	'0'	'Jade Idol'	Y:21
'20'	'0'	'0'	'0'	'Lost in the Park'	Y:22
'21'	'0'	'0'	'0'	'Secure the Deck'	Y:23
'22'	'0'	'0'	'11'	'Sir Finley Mrrgglton'	Y:24
'23'	'0'	'0'	'12'	'Untapped Potential'	Y:25

octup.us | App: Hearthstone | App.let: Deck Evolver | Chapter: Tutorials | D&L: Card-o-mat | Print: Input

octup	X:2	X:3	X:4	X:5	X:6 Y:1
0	0	0	0	0	Y:2
1	0	0	1	Biology Project	Y:3
2	0	0	2	Druid of the Reef	Y:4
3	0	0	3	Spreading Plague	Y:5
4	0	0	4	Malfurion the Pestilent	Y:6
5	4	1	0	Biology Project	Y:7
6	0	0	0	Druid of the Reef	Y:8
7	0	0	5	Jade Idol	Y:9
8	0	0	0	Malfurion the Pestilent	Y:10
9	4	2	0	Biology Project	Y:11
10	0	0	0	Druid of the Reef	Y:12
11	0	0	0	Jade Idol	Y:13
12	0	0	6	Lost in the Park	Y:14
13	0	0	7	Naturalize	Y:15
14	0	0	8	Secure the Deck	Y:16
15	0	0	9	Grizzled Wizard	Y:17
16	0	0	10	Jerry Rig Carpenter	Y:18
17	8	3	0	Biology Project	Y:19
18	0	0	0	Druid of the Reef	Y:20
19	0	0	0	Jade Idol	Y:21
20	0	0	0	Lost in the Park	Y:22
21	0	0	0	Secure the Deck	Y:23
22	0	0	11	Sir Finley Mrrgglton	Y:24
23	0	0	12	Untapped Potential	Y:25

octup.us | Chapter: Examples | Set: Hello World & Co. |

octup	B	C	D	E	EOL_1
0	0	0	0	0	EOL_2
1	0	0	1	Biology Project	EOL_3
2	0	0	2	Druid of the Reef	EOL_4
3	0	0	3	Spreading Plague	EOL_5
4	0	0	4	Malfurion the Pestilent	EOL_6
5	4	1	0	Biology Project	EOL_7
6	0	0	0	Druid of the Reef	EOL_8
7	0	0	5	Jade Idol	EOL_9
8	0	0	0	Malfurion the Pestilent	EOL_10
9	4	2	0	Biology Project	EOL_11
10	0	0	0	Druid of the Reef	EOL_12
11	0	0	0	Jade Idol	EOL_13
12	0	0	6	Lost in the Park	EOL_14
13	0	0	7	Naturalize	EOL_15
14	0	0	8	Secure the Deck	EOL_16
15	0	0	9	Grizzled Wizard	EOL_17
16	0	0	10	Jerry Rig Carpenter	EOL_18
17	8	3	0	Biology Project	EOL_19
18	0	0	0	Druid of the Reef	EOL_20
19	0	0	0	Jade Idol	EOL_21
20	0	0	0	Lost in the Park	EOL_22
21	0	0	0	Secure the Deck	EOL_23
22	0	0	11	Sir Finley Mrrgglton	EOL_24
23	0	0	12	Untapped Potential	EOL_25
24	0	0	13	Astalor Bloodsworn	EOF

This Deck has
Y:1 running i (Hardcoded)
Y:2 Counter that WHEN ALL Cards of a given Deckcode are evaluated RESULTS in the Count of how many Cards this have been so far. Or 0 otherwise. (thatisimportant).
Y:3 running n for Deckcodes (dynamic)
Y:4 Counter of UNIQUE Cards. That one is key for further functionality!
Y:5 Cardname as String

octup.us | App: Hearthstone | App.let: Deck Evolver | Chapter: Tutorials | D&L: Card-o-mat-1

1			1	Biology Project	Biology Project
2			2	Druid of the Reef	Druid of the Reef
3			3	Spreading Plague	Spreading Plague
4			4	Malfurion the Pestilent	Malfurion the Pestilent
5	4	1		Biology Project	Jade Idol
6				Druid of the Reef	Lost in the Park
7			5	Jade Idol	Naturalize
8				Malfurion the Pestilent	Secure the Deck
9	4	2		Biology Project	Grizzled Wizard
84	22	6		Biology Project	
85				Druid of the Reef	
86				Jade Idol	
87				Lost in the Park	
88				Secure the Deck	
89				Untapped Potential	
90				Astalor Bloodsworn	
91				Capture Coldtooth Mine	
92				Grizzled Wizard	
93				Wrath	
94				Bad Luck Albatross	
95				Feral Rage	
96				Photographer Fizzle	
97			29	Wardruid Loti	
98			30	Flobbidinous Floop	
99				Poison Seeds	
100				Rhythm and Roots	
101				Widowbloom Seedsman	
102				Kobold Stickyfinger	
103				Nourish	
104				Wildheart Guff	
105				Malfurion the Pestilent	
106			31	Tyrantus	
107	23	7	32	jo	
108	1	8	33		
109		9	34		
110		10	35		
111			36		
112			37		

octup.us | App.let | Chapter: Examples | D&L: Classes | DEBUG

102				Kobold Stickyfinger			
103				Nourish			
104				Wildheart Guff			
105				Malfurion the Pestilent			
106			31	Tyrantus			
107	23	7	32	jo			
108	1	8	33	SEVERE ERROR			
109		9	34	SEVERE ERROR			
110		10	35	SEVERE ERROR			
111	SEVERE ERROR	SEVERE ERROR	36	SEVERE ERROR			
112	SEVERE ERROR	SEVERE ERROR	37	SEVERE ERROR			
113	SEVERE ERROR	SEVERE ERROR	38	SEVERE ERROR			

octup.us | Chapter: Examples | Set: Hello World & Co. | Paper Print Layout | Source Code

octup.us | Chap	'B'	'C'	'D'	'E'	'F'	'G'	'H'	'I'	="EOL_&ZE
=ZEILE()	' '	'Hello World'	''	''	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	''	''	''	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	''	''	''	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	'1. Declaring and assigning variables:'	''	''	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	' '	'X'	'10'	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	' '	'Y'	'20'	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	''	''	''	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	'2. Basic arithmetic operations:'	''	''	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	' '	'+'	=E6+E7	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	' '	'*'	=E6×E7	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	''	''	''	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	'4. Looping with a for loop 5 Times:'	''	''	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	' '	'1'	=WENN(D14=1;1;WENN(D14=2;2;WENN(D14=3;3;WENN(D14=4;4;WENN(D14=5;5;""))))	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	' '	'2'	=WENN(D15=1;1;WENN(D15=2;2;WENN(D15=3;3;WENN(D15=4;4;WENN(D15=5;5;""))))	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	' '	'3'	=WENN(D16=1;1;WENN(D16=2;2;WENN(D16=3;3;WENN(D16=4;4;WENN(D16=5;5;""))))	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	' '	'4'	=WENN(D17=1;1;WENN(D17=2;2;WENN(D17=3;3;WENN(D17=4;4;WENN(D17=5;5;""))))	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	' '	'5'	=WENN(D18=1;1;WENN(D18=2;2;WENN(D18=3;3;WENN(D18=4;4;WENN(D18=5;5;""))))	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	' '	'6'	=WENN(D19=1;1;WENN(D19=2;2;WENN(D19=3;3;WENN(D19=4;4;WENN(D19=5;5;""))))	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	' '	'7'	=WENN(D20=1;1;WENN(D20=2;2;WENN(D20=3;3;WENN(D20=4;4;WENN(D20=5;5;""))))	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	' '	'8'	=WENN(D21=1;1;WENN(D21=2;2;WENN(D21=3;3;WENN(D21=4;4;WENN(D21=5;5;""))))	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	' '	'9'	=WENN(D22=1;1;WENN(D22=2;2;WENN(D22=3;3;WENN(D22=4;4;WENN(D22=5;5;""))))	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	' '	'10'	=WENN(D23=1;1;WENN(D23=2;2;WENN(D23=3;3;WENN(D23=4;4;WENN(D23=5;5;""))))	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	'(There are no native Loops in octup.us Code, so nested IF	''	''	''	''	''	''	="EOL_&ZE
=ZEILE()	' '	'(Advantage beside guaranteed Runtime and	''	''	''	''	''	''	="EOL_&ZE
=ZEILE()	''	''	''	''	''	''	''	''	="EOF

octup.us | Chapter: Examples | Set: Hello World & Co. | Paper Print Layout | Runtime Snapshot

octup	B	C	D	E	F	G	H	I	EOL_1
2		Hello World							EOL_2
3									EOL_3
4									EOL_4
5		1. Declaring and assigning variables:							EOL_5
6			X	10					EOL_6
7			Y	20					EOL_7
8									EOL_8
9		2. Basic arithmetic operations:							EOL_9
10			+	30					EOL_10
11			*	200					EOL_11
12									EOL_12
13		4. Looping with a for loop 5 Times:							EOL_13
14			1	1					EOL_14
15			2	2					EOL_15
16			3	3					EOL_16
17			4	4					EOL_17
18			5	5					EOL_18
19			6						EOL_19
20			7						EOL_20
21			8						EOL_21
22			9						EOL_22
23			10						EOL_23
24		(There are no native Loops in octup.us Code, so nested IF Statements are used to mimic the functionality.							EOL_24
25		(Advantage beside guaranteed Runtime and chances of dealing with the Halting Problem is, that you can a							EOL_25
26									EOF

octup.us | Chapter: Examples | D&L: Factorial | Source Code

=ZEILE(A1)	=WENN(ZEILE(B1)=1;1;#REF!×A1)	="The Faculty of "&A1&" as written in "&A1&"! is "& B1
=ZEILE(A2)	=WENN(ZEILE(B2)=1;1;B1×A2)	="The Faculty of "&A2&" as written in "&A2&"! is "& B2
=ZEILE(A3)	=WENN(ZEILE(B3)=1;1;B2×A3)	="The Faculty of "&A3&" as written in "&A3&"! is "& B3
=ZEILE(A4)	=WENN(ZEILE(B4)=1;1;B3×A4)	="The Faculty of "&A4&" as written in "&A4&"! is "& B4
=ZEILE(A5)	=WENN(ZEILE(B5)=1;1;B4×A5)	="The Faculty of "&A5&" as written in "&A5&"! is "& B5

octup.us | Chapter: Examples | D&L: Factorial | Runtime Snapshot

1	1	The Faculty of 1 as written in 1! is 1
2	2	The Faculty of 2 as written in 2! is 2
3	6	The Faculty of 3 as written in 3! is 6
4	24	The Faculty of 4 as written in 4! is 24
5	120	The Faculty of 5 as written in 5! is 120

octup.us | Chapter: Examples | D&L: Factorial | DEBUG

1	1	The Faculty of 1 as written in 1! is 1
2	2	The Faculty of 2 as written in 2! is 2
3	6	The Faculty of 3 as written in 3! is 6
4	24	The Faculty of 4 as written in 4! is 24
5	120	The Faculty of 5 as written in 5! is 120

octup.us | Chapter: Examples | D&L: Factorial with INDEX() | Source Code

=ZEILE()	=WENN(A1=1;1;INDEX(B;A1−1)×A1)	="The Faculty of "&A1&" as written in "&A1&"! is "& B1
=ZEILE()	=WENN(A2=1;1;INDEX(B;A2−1)×A2)	="The Faculty of "&A2&" as written in "&A2&"! is "& B2
=ZEILE()	=WENN(A3=1;1;INDEX(B;A3−1)×A3)	="The Faculty of "&A3&" as written in "&A3&"! is "& B3
=ZEILE()	=WENN(A4=1;1;INDEX(B;A4−1)×A4)	="The Faculty of "&A4&" as written in "&A4&"! is "& B4
=ZEILE()	=WENN(A5=1;1;INDEX(B;A5−1)×A5)	="The Faculty of "&A5&" as written in "&A5&"! is "& B5

octup.us | Chapter: Examples | D&L: Factorial with INDEX() | Runtime Snapshot

1	1	The Faculty of 1 as written in 1! is 1
2	2	The Faculty of 2 as written in 2! is 2
3	6	The Faculty of 3 as written in 3! is 6
4	24	The Faculty of 4 as written in 4! is 24
5	120	The Faculty of 5 as written in 5! is 120

octup.us | Chapter: Examples | D&L: Factorial with INDEX() | DEBUG

1	1	The Faculty of 1 as written in 1! is 1
2	2	The Faculty of 2 as written in 2! is 2
3	6	The Faculty of 3 as written in 3! is 6
4	24	The Faculty of 4 as written in 4! is 24
5	120	The Faculty of 5 as written in 5! is 120

octup.us | Chapter: Examples | D&L: Alternative Factorial | Source Code

1	=A1×C1×D1×E1×F1×	=WENN(A1>1;A1−1;1	=WENN(C1>1;C1−1;1	=WENN(D1>1;D1−1;1	=WENN(E1>1;E1−1;1	=WENN(F1>1;F1−1;1	=WENN(G1>1;G1−1;1	="The Faculty of "&A1
2	=A2×C2×D2×E2×F2×	=WENN(A2>1;A2−1;1	=WENN(C2>1;C2−1;1	=WENN(D2>1;D2−1;1	=WENN(E2>1;E2−1;1	=WENN(F2>1;F2−1;1	=WENN(G2>1;G2−1;1	="The Faculty of "&A2
3	=A3×C3×D3×E3×F3×	=WENN(A3>1;A3−1;1	=WENN(C3>1;C3−1;1	=WENN(D3>1;D3−1;1	=WENN(E3>1;E3−1;1	=WENN(F3>1;F3−1;1	=WENN(G3>1;G3−1;1	="The Faculty of "&A3
5	=A4×C4×D4×E4×F4×	=WENN(A4>1;A4−1;1	=WENN(C4>1;C4−1;1	=WENN(D4>1;D4−1;1	=WENN(E4>1;E4−1;1	=WENN(F4>1;F4−1;1	=WENN(G4>1;G4−1;1	="The Faculty of "&A4
6	=A5×C5×D5×E5×F5×	=WENN(A5>1;A5−1;1	=WENN(C5>1;C5−1;1	=WENN(D5>1;D5−1;1	=WENN(E5>1;E5−1;1	=WENN(F5>1;F5−1;1	=WENN(G5>1;G5−1;1	="The Faculty of "&A5

octup.us | Chapter: Examples | D&L: Alternative Factorial | Runtime Snapshot

1	1	1	1	1	1	1	The Faculty of 1 as written in 1! is 1
2	2	1	1	1	1	1	The Faculty of 2 as written in 2! is 2
3	6	2	1	1	1	1	The Faculty of 3 as written in 3! is 6
5	120	4	3	2	1	1	The Faculty of 5 as written in 5! is 120
6	720	5	4	3	2	1	The Faculty of 6 as written in 6! is 720

octup.us | Chapter: Examples | D&L: Alternative Factorial | DEBUG

1	1	The Faculty of 1 as written in 1! is 1
2	1	The Faculty of 2 as written in 2! is 2
3	1	The Faculty of 3 as written in 3! is 6
5	3	The Faculty of 5 as written in 5! is 120
6	4	The Faculty of 6 as written in 6! is 720

octup.us | Chapter: Examples | D&L: Conditional Statements | Source Code

1	Monday
2	Tuesday
3	Wednesday
4	Thursday
5	Friday
6	Saturday
7	Sunday
8	Invalid day
day	
Consule	=XVERWEIS(B9;A;B;B8)

octup.us | Chapter: Examples | D&L: Conditional Statements | Runtime Snapshot

1	Monday
2	Tuesday
3	Wednesday
4	Thursday
5	Friday
6	Saturday
7	Sunday
8	Invalid day
day	
Consule	**Invalid day**

octup.us | Chapter: Examples | D&L: Conditional Statements | DEBUG

1	Monday
2	Tuesday
3	Wednesday
4	Thursday
5	Friday
6	Saturday
7	Sunday
8	Invalid day
day	
Consule	Invalid day

octup.us | Chapter: Examples | D&L: Loops & Strings | Source Code

1	Apple
2	Banana
3	Cherry
4	Orange
5	Ice
6	
Start	2
End	3
Newline	=" "
	=WENN(UND(B$8≤A1;B$9≥A1);WENN(LÄNGE(B11)>0;B11;"")&B1&B$10;WENN(LÄNGE(B11)>0;B11;""))
	=WENN(UND(B$8≤A2;B$9≥A2);WENN(LÄNGE(B12)>0;B12;"")&B2&B$10;WENN(LÄNGE(B12)>0;B12;""))
	=WENN(UND(B$8≤A3;B$9≥A3);WENN(LÄNGE(B13)>0;B13;"")&B3&B$10;WENN(LÄNGE(B13)>0;B13;""))
	=WENN(UND(B$8≤A4;B$9≥A4);WENN(LÄNGE(B14)>0;B14;"")&B4&B$10;WENN(LÄNGE(B14)>0;B14;""))
	=WENN(UND(B$8≤A5;B$9≥A5);WENN(LÄNGE(B15)>0;B15;"")&B5&B$10;WENN(LÄNGE(B15)>0;B15;""))
	=WENN(UND(B$8≤A6;B$9≥A6);WENN(LÄNGE(B16)>0;B16;"")&B6&B$10;WENN(LÄNGE(B16)>0;B16;""))
	=WENN(UND(B$8≤A7;B$9≥A7);WENN(LÄNGE(B17)>0;B17;"")&B7&B$10;WENN(LÄNGE(B17)>0;B17;""))
Consule	=B17

octup.us | Chapter: Examples | D&L: Loops & Strings | Runtime Snapshot

1	Apple
2	Banana
3	Cherry
4	Orange
5	Ice
6	
Start	2
End	3
Newline	
	Banana
	Banana Cherry
	Banana Cherry
	Banana Cherry
	Banana Cherry
	Banana Cherry
Consule	**Banana Cherry**

octup.us | Chapter: Examples | D&L: Loops & Strings | DEBUG

1	Apple
2	Banana
3	Cherry
4	Orange
5	Ice
6	
Start	2
End	3
Newline	
	Banana
	Banana Cherry
	Banana Cherry
	Banana Cherry
	Banana Cherry
Consule	Banana Cherry

octup.us | App.let | Chapter: Examples | D&L: Classes | Source Code

octup.us | App.let | Cl	Class	Variable or Function L	Object	Object	Object	Object
			1	2	3	4
=ZEILE()	Car	Doors	4	2	4	
=ZEILE()		Brand	Toyota	Volkswagen	Audi	
=ZEILE()		Wheels	4	4	4	
=ZEILE()		Engine	Diesel	Electric	Hybrid Diesel	
=ZEILE()		__n	=WENN(WENNFEHLE	=WENN(WENNFEHLE	=WENN(WENNFEHLER(FINDEN(TEIL(F4;1;1	
=ZEILE()		present()	="I have a"&D7&" "&E	="I have a"&E7&" "&E	="I have a"&F7&" "&F4	
=ZEILE()	Model	Model	Corolla	ID	A3	
=ZEILE()		__n	=WENN(WENNFEHLE	=WENN(WENNFEHLE	=WENN(WENNFEHLER(FINDEN(TEIL(F9;1;1	
=ZEILE()		show()	=D8&", it is a"&D10&"	=E8&", it is a"&E10&"	=F8&", it is a"&F10&" "&F9	
=ZEILE()						

octup.us | App.let | Chapter: Examples | D&L: Classes | Runtime Snapshot

octup	Class	Variable or Function Label	Object	Object	Object	Object
			1	**2**	**3**	**4**
3	Car	Doors	4	2	4	
4		Brand	Toyota	Volkswagen	Audi	
5		Wheels	4	4	4	
6		Engine	Diesel	Electric	Hybrid Diesel	
7		*__n*			n	
8		present()	I have a Toyota	I have a Volkswagen	I have an Audi	
9	Model	Model	Corolla	ID	A3	
10		*__n*		n	n	
11		show()	I have a Toyota, it is a Corolla	I have a Volkswagen, it is an ID	I have an Audi, it is an A3	
12						

octup.us | App.let | Chapter: Examples | D&L: Classes | DEBUG

octup.us	Class	Variable or Function Label	Object	Object	Object	Object
			1	2	3	4
3	Car	Doors	4	2	4	
4		Brand	Toyota	Volkswagen	Audi	
5		Wheels	4	4	4	
6		Engine	Diesel	Electric	Hybrid Diesel	
7		__n			n	
8		present()	I have a Toyota	I have a Volkswagen	I have an Audi	
9	Model	Model	Corolla	ID	A3	
10		__n		n	n	
11		show()	I have a Toyota, it is a Corolla	I have a Volkswagen, it is an ID	I have an Audi, it is an A3	
12						

```
class Model extends Car {
  constructor(brand, mod) {
    super(brand);
    this.model = mod;
  }
  show() {
    return this.present() + ', it is a ' + this.model;
  }
}
let myCar = new Model("Toyota", "Corolla");
console.log(myCar.show()); // Outputs: "I have a Toyota, it is a Corolla"

class Car {
  constructor(brand) {
    this.carname = brand;
  }
  present() {
    return 'I have a ' + this.carname;
  }
}
```

octup.us | App.let: Classes | Chapter: Examples | Source Code

octup.us | App.let:	User Interface Label	IO
=ZEILE()	Console out Object Selector	3
=ZEILE()		
=ZEILE()		
=ZEILE()		
Consule	Output	=XVERWEIS(C3;'octup.us | App.let | Chapter: Examples | D&L: Classes | Runtime Snapshot'::$2:$2;'octup.us | App.let

octup.us | App.let: Classes | Chapter: Examples | Runtime Snapshot

octup.us | App.let: Classes | C	User Interface Label	IO
3	Console out Object Selector	3
4		
5		
6		
Consule	**Output**	**I have an Audi, it is an A3**

octup.us | Chapter: Examples | D&L: Fibronaschen | Source Code

octup.us | Chapter:	Examples | D&L: Fibronaschen	fibonacci
0	1	0, 1
=B2+A2	=A3+B2	=C2&", "&A3&", "&B3
=B3+A3	=A4+B3	=C3&", "&A4&", "&B4
=B4+A4	=A5+B4	=C4&", "&A5&", "&B5
=B5+A5	=A6+B5	=C5&", "&A6&", "&B6
=B6+A6	=A7+B6	=C6&", "&A7&", "&B7
=B7+A7	=A8+B7	=C7&", "&A8&", "&B8
=B8+A8	=A9+B8	=C8&", "&A9&", "&B9
=B9+A9	=A10+B9	=C9&", "&A10&", "&B10

octup.us | Chapter: Examples | D&L: Fibronaschen | Runtime Snapshot

octup.us | Chapter: Examples	D&L: Fibronaschen | Runtim	fibonacci
0	1	0, 1
1	2	0, 1, 1, 2
3	5	0, 1, 1, 2, 3, 5
8	13	0, 1, 1, 2, 3, 5, 8, 13
21	34	0, 1, 1, 2, 3, 5, 8, 13, 21, 34
55	89	0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89
144	233	0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233
377	610	0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377, 610
987	1597	0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377, 610, 987, 1597

The fibonacci function uses an iterative approach to generate Fibonacci numbers up to a given n value. Here's a brief description of the algorithm:

If n is less than or equal to 0, the function returns an empty array ([]), as there are no Fibonacci numbers to generate.
If n is equal to 1, the function returns an array containing only the first Fibonacci number, which is 0.
If n is equal to 2, the function returns an array containing the first two Fibonacci numbers, [0, 1].
For n greater than 2, the function initializes an array fibArray with the first two Fibonacci numbers, [0, 1].
It then enters a loop starting from i = 2 and continues until i reaches n. In each iteration, it calculates the next Fibonacci number by adding the previous two Fibonacci numbers: fibArray[i - 1] + fibArray[i - 2].
The calculated Fibonacci number is then appended to the fibArray using the push method.
After the loop ends, the function returns the fibArray containing the generated Fibonacci numbers up to n.
By following this algorithm, the fibonacci function efficiently generates the Fibonacci sequence iteratively for the given input n.

Input: fibonacci(15)
Output: [0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377]

Explanation: The input is 15, so the function generates the first 15 Fibonacci numbers and returns them as an array: [0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377].

```
<!DOCTYPE html>
<html>
<head>
    <style>
        body {
            font-family: Arial, sans-serif;
        }
        h1 {
            color: #333;
        }
    </style>
</head>
<body>
    <h1>Fibonacci Series</h1>
    <p id="fibSeries"></p>

    <script>
        var fibArray = [0, 1];
        for (var i = 2; i < 10; i++) {
            fibArray.push(fibArray[i - 1] + fibArray[i - 2]);
        }
        document.getElementById("fibSeries").innerText = fibArray.join(", ");
    </script>
</body>
</html>
```

WENNFEHLER

0	0	WENNFEHLER(**A1** ÷ **A2**;"Fehler")
1	Fehler	WENNFEHLER(**A2** ÷ **A1**;"Fehler")
a	Fehler	WENNFEHLER(**A2** × **A3**;"Fehler")

0 / 1 = 0

Division durch 0

Multiplikation von Zahl und String

WENN

0	0	WENN(**A1** = 0; 0; "ungleich 0")
1	größer als 0	WENN(**A2** > 0; "größer als 0"; 0)
	A1 ist 0 und A2 ist 1	WENN(**A1** = 0; WENN(**A2** = 1; "A1 ist 0 und A2 ist 1"; "A1 ungleich 0"); "A2 ungleich 1")

Verschachtelungen sind möglich

UND

0	WAHR	UND(**A1** = 0; **A2** = 1)
1	FALSCH	UND(**A1** = **A2**; **A2** = 1)

ODER

0	WAHR	ODER(**A1** = 0;**A2** = 2)
1	FALSCH	ODER(**A1** = 3;**A2** = 2)

NICHT

	FALSCH	NICHT(**ODER::B1**)
	WAHR	NICHT(**ODER::B2**)

Referenz auf die Tabelle ODER Zelle B1

ISTLEER

	WAHR	ISTLEER(**A1**)
1	FALSCH	ISTLEER(**A2**)

RUNDEN

1,1	0	1	RUNDEN(**A1**; **C1**)
1,618	0	2	RUNDEN(**A2**; **C2**)
1,618	1	1,6	RUNDEN(**A3**; **C3**)
1,618	2	1,62	RUNDEN(**A4**; **C4**)

MIN

1	2	3	4	1	MIN(**A1**:**D1**)
5	6	7	8	5	MIN(**A2**:**D2**)

Array von 4 Zahlen

MAX

1	2	3	4	4	MAX(**A1**:**D1**)
5	6	7	8	8	MAX(**A2**:**D2**)

ANZAHL

1	2	3	4	4	ANZAHL(**A1**:**D1**)
5	6	7		3	ANZAHL(**A2**:**D2**)

BEREICHVERSCHIEBEN

1	2	3	4	4	BEREICH.VERSCHIEBEN(**A1**; 0;3; 1; 1)
5	6	7		7	BEREICH.VERSCHIEBEN(**A1**; 1;2; 1; 1)
			9	9	BEREICH.VERSCHIEBEN(**A1**; **B1**; **C1**; 1; 1)

VERWEIS

1	a	1	a	VERWEIS(**E1**; **A1:A5**; **C1:C5**)
2	b	4	d	VERWEIS(**E2**; **A1:A5**; **C1:C5**)
3	c	x		VERWEIS(**E3**; **A1:A5**; **C1:C5**)
4	d	6	e	VERWEIS(**E4**; **A1:A5**; **C1:C5**)
5	e			

x ist im Array A1:A5 nicht vorhanden

VERWEIS ist spendable bei Rückgaben

SVERWEIS

1	I	a	1	a	SVERWEIS(**E1**; **A1:C5**; **E5**; FALSCH)
2	II	b	4	d	SVERWEIS(**E2**; **A1:C5**; **E5**; FALSCH)
3	III	c	x		SVERWEIS(**E3**; **A1:C5**; **E5**; FALSCH)
4	IV	d			
5	V	e	3		

WVERWEIS

1	2	3	1	c	WVERWEIS(**E1**; **A1:C5**; **E5**; FALSCH)
a	A	I	3	III	WVERWEIS(**E2**; **A1:C5**; **E5**; FALSCH)
b	B	II			
c	C	III			
d	D	IV	4		

VERGLEICH

a	b	2	VERGLEICH(**C1**; **A**; 0)
b	d	4	VERGLEICH(**C2**; **A**; 0)
c	x		VERGLEICH(**C3**; **A**; 0)
d			
e			
f			

ADRESSE

1	1	ADRESSE::$A$1	ADRESSE(**A1**; **B1**; Adr_Typ;Adr_Stil;**"ADRESSE"**)
2	2	$B$2	ADRESSE(**A2**; **B2**; Adr_Typ;Adr_Stil;**"ADRESSE"**)
5	6	$F$5	ADRESSE(**A3**; **B3**)

INDIREKT

		1	INDIREKT(**ADRESSE::C1**)
	c	c	INDIREKT(**ADRESSE::C2**)
D		D	INDIREKT(**"A3"**)

INDEX

a	b	c	d	1	1	a	INDEX(**A1:D4**; **E1**; **F1**)
e	f	g	h	2	2	f	INDEX(**A1:D4**; **E2**; **F2**)
i	j	k	l	4	3	o	INDEX(**A1:D4**; **E3**; **F3**)
m	n	o	p				

SUMME

1	2	3	4	5	6	21	SUMME(**A1:F1**)
7	8	9	10	11	12	57	SUMME(**A2:F2**)

SUMMENPRODUKT

1	1	8	SUMMENPRODUKT(**A**; **B**)
	2		
1	3		
1	4		
	5		

SUMMEWENNS

X	1	8	SUMMEWENN(**A**; **"X"**; **B**)
	2		
X	3		
X	4		
	5		

LINKS

links	3	lin

LINKS(**A1**; **D1**)

RECHTS

doof	2	do

LINKS(**A1**; **D1**)

LÄNGE

abcde	5	SUMMENPRODUKT(**A**; **B**)

WOCHENTAG

Sa., 10. Juni 2023 19:03	6	WOCHENTAG(**A1**; 2)

MONAT

Sa., 10. Juni 2023 19:03	6	MONAT(**A1**)

JAHR

Sa., 10. Juni 2023 19:03	2023	JAHR(**A1**)

DAUER

1	2	3	4	1W 2T 3h 4m	DAUER(**A1**; **B1**; **C1**; **D1**)
	1	0	3	1T 0h 3m	DAUER(**A2**; **B2**; **C2**; **D2**)
			30	30m	DAUER(**A3**; **B3**; **C3**; **D3**)
			60	60m	DAUER(**A4**; **B4**; **C4**; **D4**)

XVERWEIS

a	A	I	a	I	XVERWEIS(**E1**;**A**;**C**;"ups")
b	B	II	d	IV	XVERWEIS(**E2**;**A**;**C**;"ups")
c	C	III	z	ups	XVERWEIS(**E3**;**A**;**C**;"ups")
d	D	IV			
e	E	V			

XVERGLEICH

A		B	2	XVERGLEICH(**E1**;**A**)
B		D	4	XVERGLEICH(**E2**;**A**)
C				
D				
E				