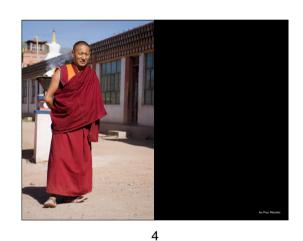
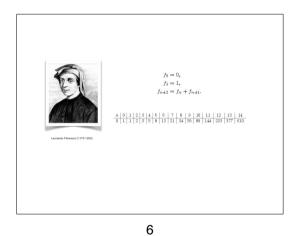


Actor Page 20





podaj ile liczb wypisać:

podaj ile liczb wypisać: 4

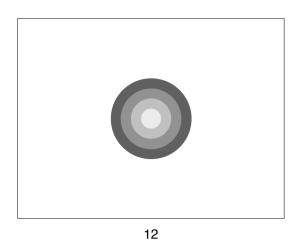
podaj ile liczb wypisać: 4

1

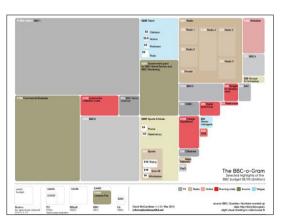
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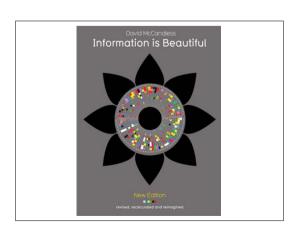
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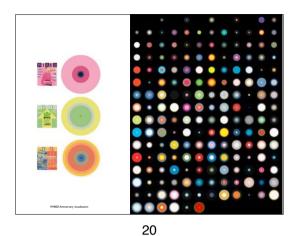


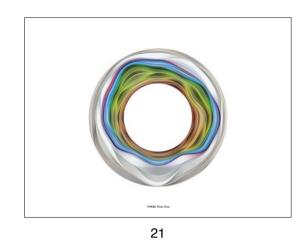


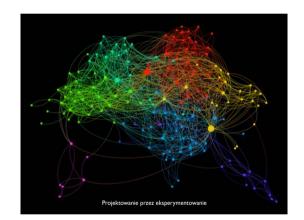








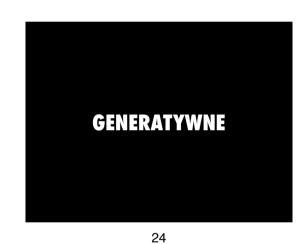




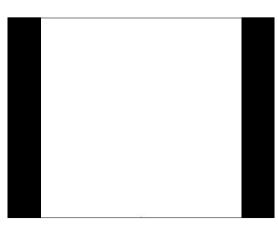
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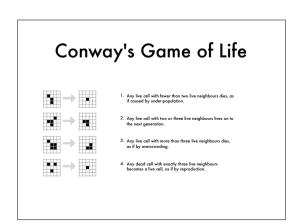
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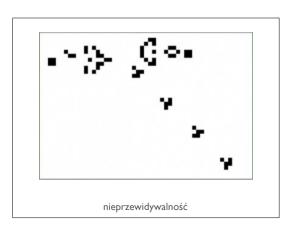
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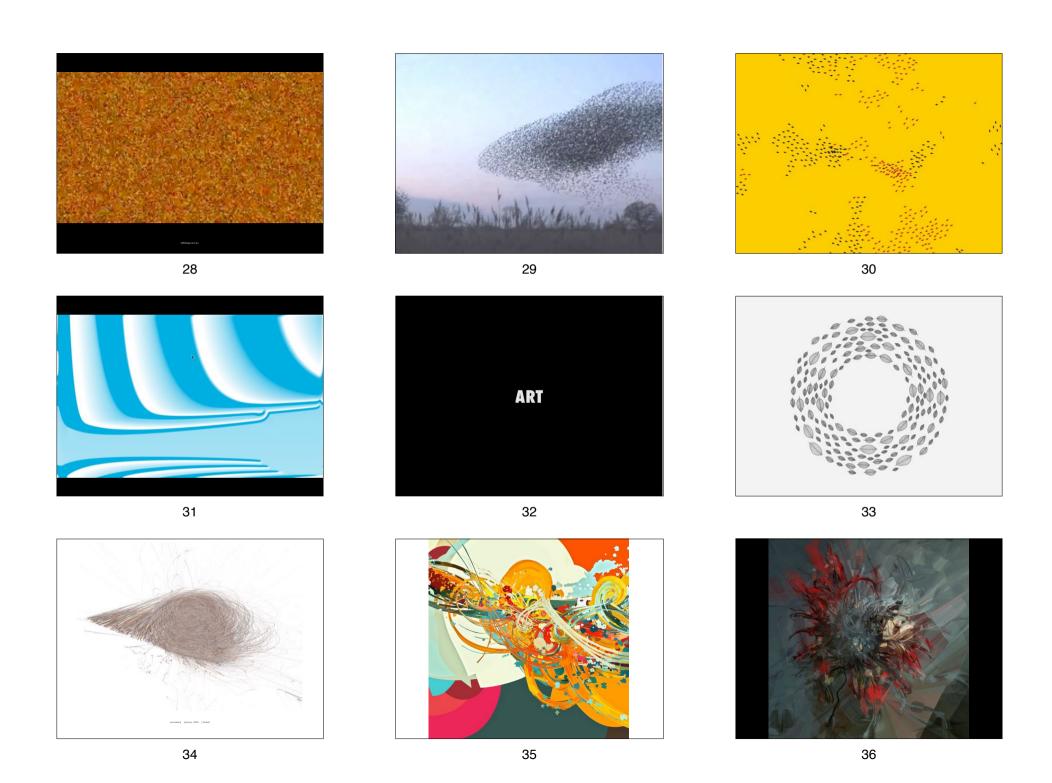
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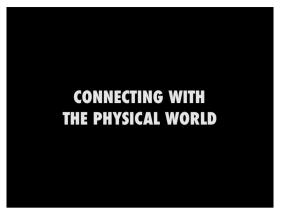




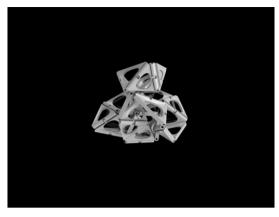


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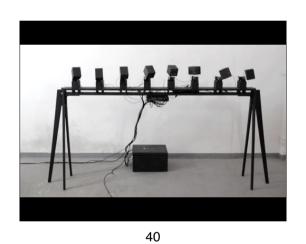


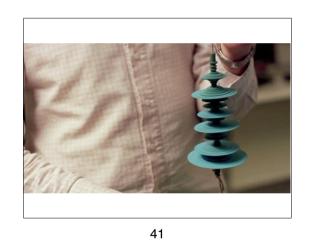


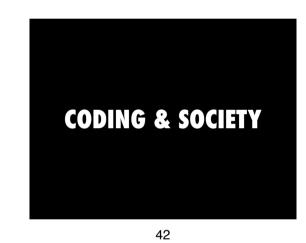




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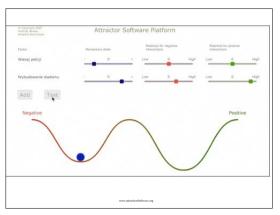


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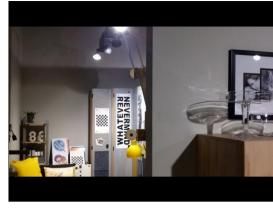




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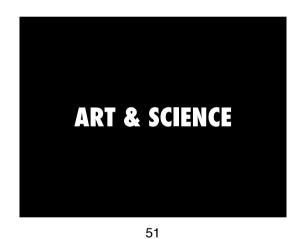
## CODING & BUSINESS



46 47 48















55 56



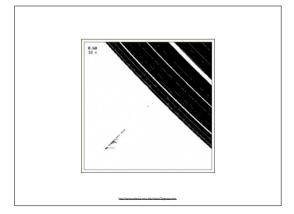


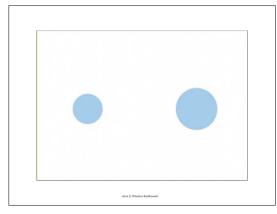


58 59 60

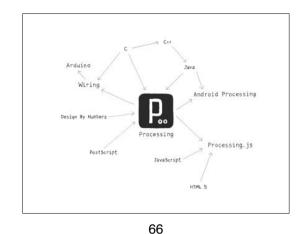








KIEDY DZIAŁAMY W GŁĘBOKIEJ UCZCIWOŚCI I ODPOWIADAMY POZYTYWNIE NA ODCZUWANE W NAS POWOŁANIE, WSZECHŚWIAT ROBI WSZYSTKO, BY NAM POMÓC.



64

Geometry Truetype

Sound Syr OBJ Rhine

Copen ML JavaSound AutoCAS SketchUp

Sound Sound Centrol Rendering

MIDI Goen Sound Centrol Rendering

MIDI SFTP NordMet

Swifton Straner OvickTine

Twitter JOHL TOP/IP Openov Video

Data/NetWork Java Media Components

RSS MySQL Stook Vision Tuto

Jabee Face detection

Tablet Masse Keyboard Image

Camera Joystick

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Hello Processing

http://hello.processing.org/

67

(xi,yi) tice(xi, yi, x2, y2)

(xi,yi) trinqle(xi, yi, x2, y2, x3, y3)

(xi,yi) (xi,yi) quad(xi, yi, x2, y2, x3, y3, x4, y4)

rect(x, y, wasth, height)

(x, y)

width

ellipse(x, y, width, height)

(x, y)

beight

arc(x, y, width, height, start, stop)

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