



credic Box (1) I big modium small (commi nr -color: string -x:number - go number Reihentolge 1 div- Slamen ++ 1110000 170 1=0-2519 [big] 1110000 colbe . rot 170 50 tox -> Botos 1 [619] Creschox (2) "001100 340 106 [bigin, 5] MANUTON OF THE div-Element + 1=1 - Dinedium [modium] 00 1100 tolor grun 340 100 back to Goses\_1 crate Bax 3 1 = 0000 4 120 [b.m.s 110 div-Flement+ [ Sma ] "# 0000 L color olue 110 120 + 12/2 backto Boses a

- color = string -size: string Komm 1 -xinamber size & string "# 0000 H div- Element 170 280 14 0000 4 color & blue 280 70 Sacle to Boxes - 2

let size of big, medium, smit Boxes-1 let nander IS. COLOR Lommi nr number number 5+T/159 number 10 ic n= true 1== 2-3 40/5c+> 50 170% 400 -5 170 170 switch-sasesi=0 11 case 0 +> 1 = 0 18 10000 break -> Schleise wird verusen [ big medican of -> [ big | medrum smal Small -P von yorne nich hinten create Box -> Blatticreate Box (1) [3,8, nows 20 1110000 170 0 " mal" ich - true 78910 1. ±50 -3 1 = 2 -> +alx +> +50 +3100 100 Jx = 170 + 170 - Dx = 340 70 400 - 0360 340 switch - case +s 1 = 1 1 case 1 -> gleiche color wie case 4 #1001100 becall -> Scheife wird ver essen 4519, 5.0. medicula. creake Box 2 Small -> true nsi 340 + 170 + 510 % 400 - 2100 da - 0 frac 7 30 0 120 110 cose & night definier, dover delas 2 20 40000 1 Biginedium land 50. Create Box 3

Boxes\_2 color hr namber number 196mm1 string humber 12 h - 2 + 4 4 e | 150 | 100 + 170 - 220 % 900 170 285 5 witch case = 3 = 3 = 3 continue + ) Schleine " nea gestartet aird'delayt #0000 big medicin small create Box 9 ich bitrue +80725 126 20+170-54507.400 220 50 switch case = i = 9 \*001100 break -> Verl. der I'big medium, small ] Schleite 1 Kn - 240/20 - Dohleite wird nicht forfacsetzt