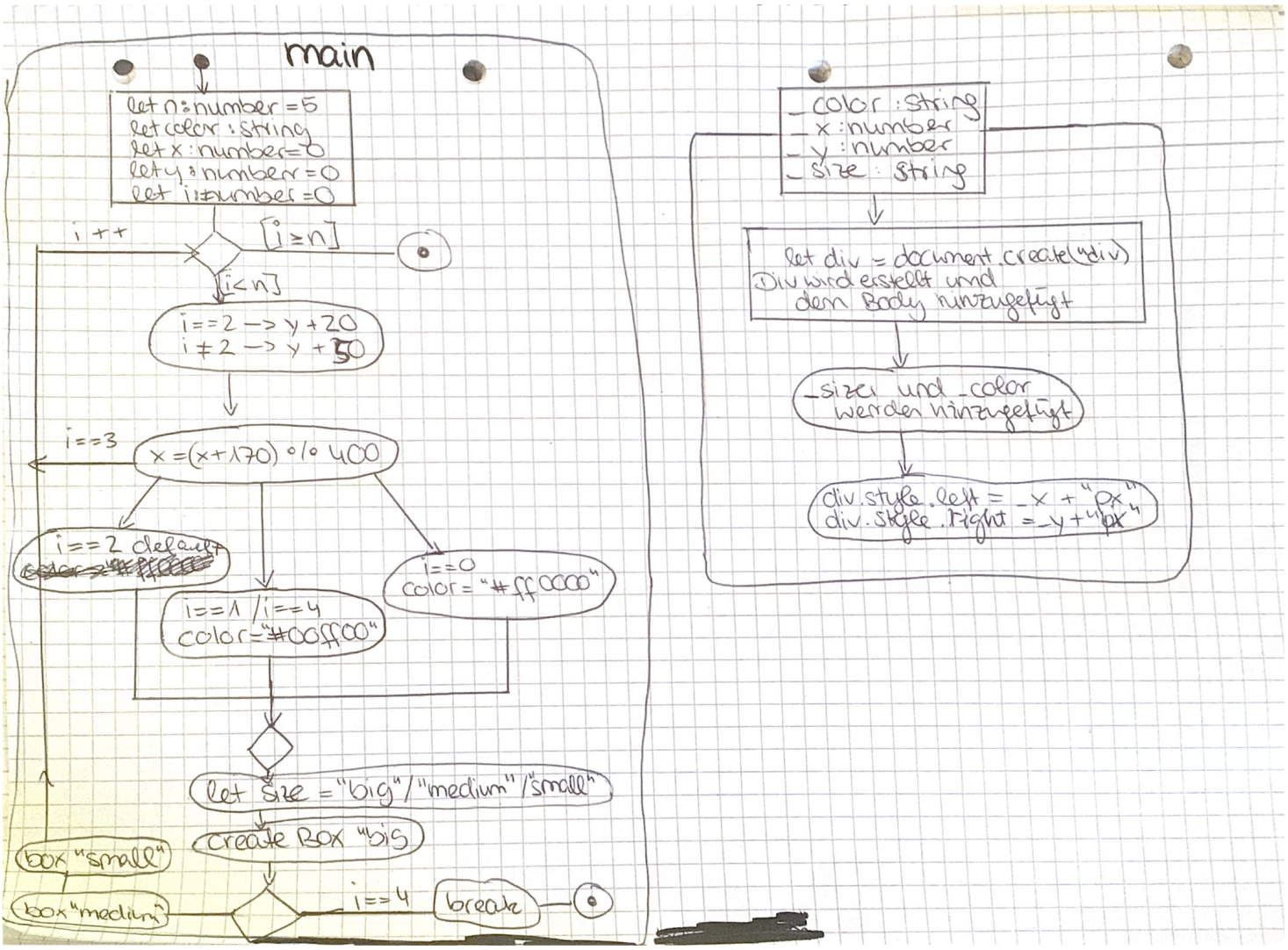
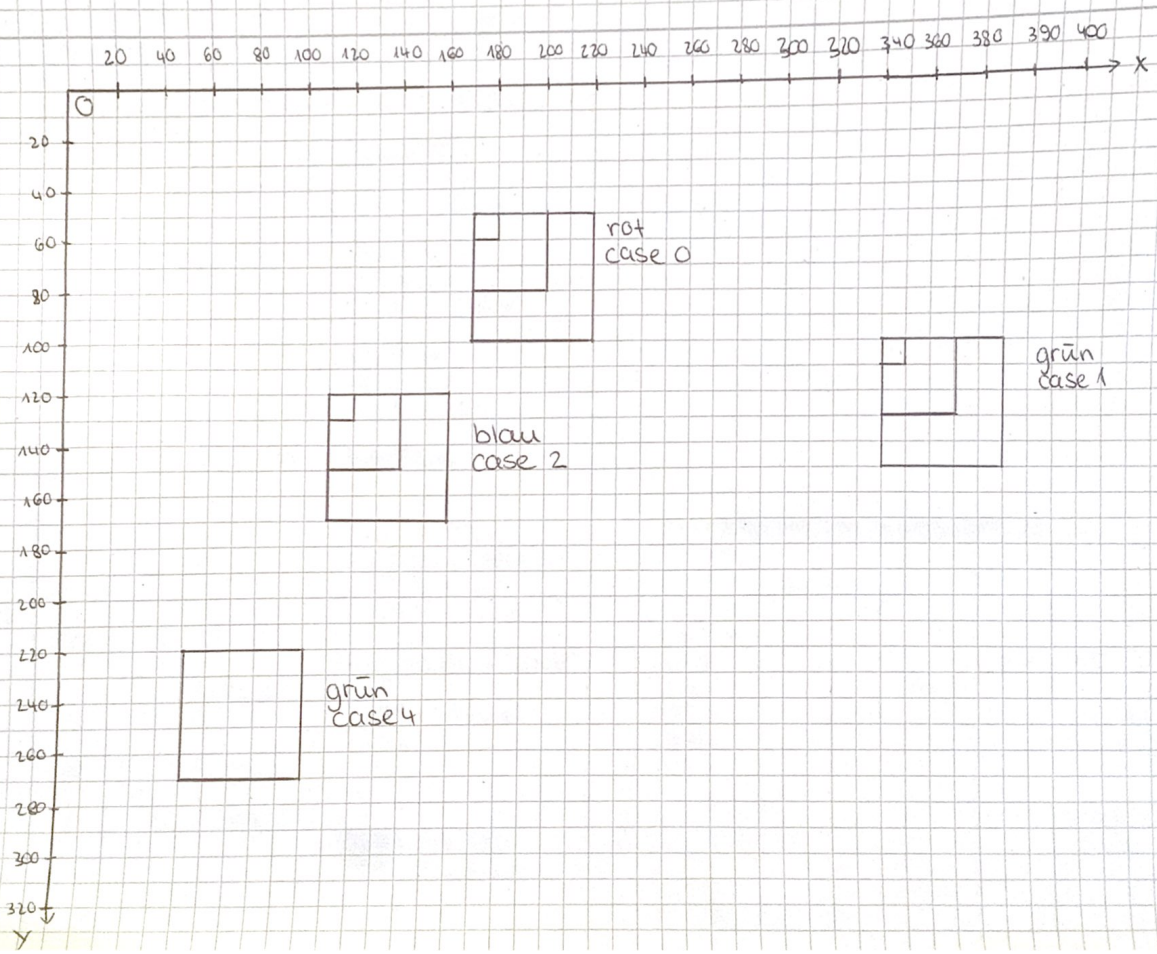

main
let n: number = 5
let color : string
let x : number = 0
let y : number = 0
let i: number = 0
i++
[i ≥ n]
[i < n]
i == 2 → y + 20
i ≠ 2 → y + 50
i == 3
x = (x + 170) % 400
i == 2 default
i == 0
color = "#ffcccc"
i == 1 / i == 4
color = "#ccffcc"
let size = "big" / "medium" / "small"
create Box "big"
box "small"
box "medium"
i == 4
break
_color : string
_x : number
_y : number
_size : string
let div = document.create("div")
Div wird erstellt und
dem Body hinzugefügt
_size und _color
werden hinzugefügt
div.style.left = _x + "px"
div.style.right = _y + "px"

L01.2_Boxes


20 40 60 80 100 120 140 160 180 200 220 240 260 280 300 320 340 360 380 390 400
X
O
20
40
60
80
100
120
140
160
180
200
220
240
260
280
300
320
Y
rot
case 0
grün
case 1
blau
case 2
grün
case 4

L01.2_Boxes

Tracetable

Nr.	i	Y	X	size	color	Kommentar
7	0					i<5? -> true
8		50				i==2? -> false
9			170			
10	0					
11-13					←	case 0 #f0000
24				"big"		
25						createBox
33-39						createDiv
26						i==4? -> false
24				"medium"		
25						createBox
33-39						createDiv
26						i==4? -> false
24				"small"		
25						createBox
33-39						createDiv
26						i==4? -> false
7	1					
8		100			[illegible]	[illegible]
9			340			
10	1					
11					←	case 1 #00ff00
						"big","medium","small"
7	2					i<5? -> true
8		120				i==2? -> true
9			110			
10	2					
11					case 2	"big","medium","small"
7	3					i<5? -> true
8		170				i==2?
9	3		280			
10	3					
11					case 3	
					[illegible]	keine Box
						continue

Nr.	i	X	Y	size	color	Kommentar
7	4					
8		200				
9			50			
10	4					
11-13					case 4	#00ff00
24				"big"		
25						createBox
33-39						createDiv
26						i==4 -> ~~false~~ true
						break
						Ende
7	i=5					

(box medium)