

```
def step(pos, v):  
  
    pos[0] = pos[0] + v[0]  
    pos[1] = pos[1] + v[1]  
  
ort = [5, 2]  
geschwindigkeit = [3,4]  
step(ort, geschwindigkeit)
```

Aufgabe 3



```
def step(pos, v):  
    pos[0] = pos[0] + v[0]  
    pos[1] = pos[1] + v[1]  
  
ort = [5, 2]  
geschwindigkeit = [3,4]  
step(ort, geschwindigkeit)
```

Lokal in step

pos

v

Global

step

```
def step(pos, v):
```

```
    pos[0] = pos[0] + v[0]
```

```
    pos[1] = pos[1] + v[1]
```

```
    ort = [5, 2]
```

```
    geschwindigkeit = [3, 4]
```

```
    step(ort, geschwindigkeit)
```

Lokal in step

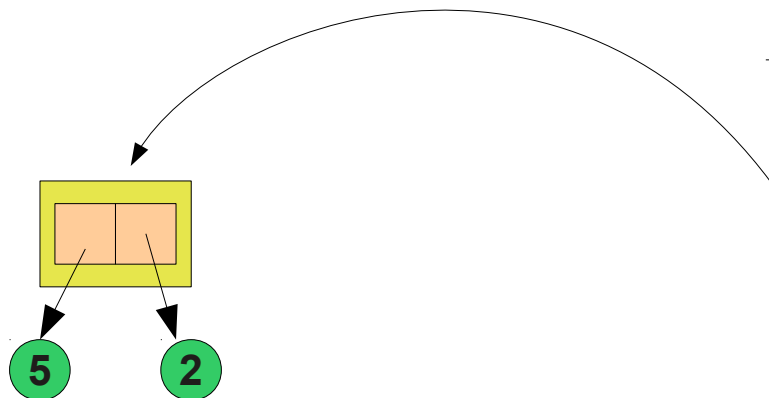
pos

v

Global

step

ort



```
def step(pos, v):
```

```
    pos[0] = pos[0] + v[0]
```

```
    pos[1] = pos[1] + v[1]
```

```
    ort = [5, 2]
```

```
    geschwindigkeit = [3, 4]
```

```
    step(ort, geschwindigkeit)
```

Lokal in step

pos

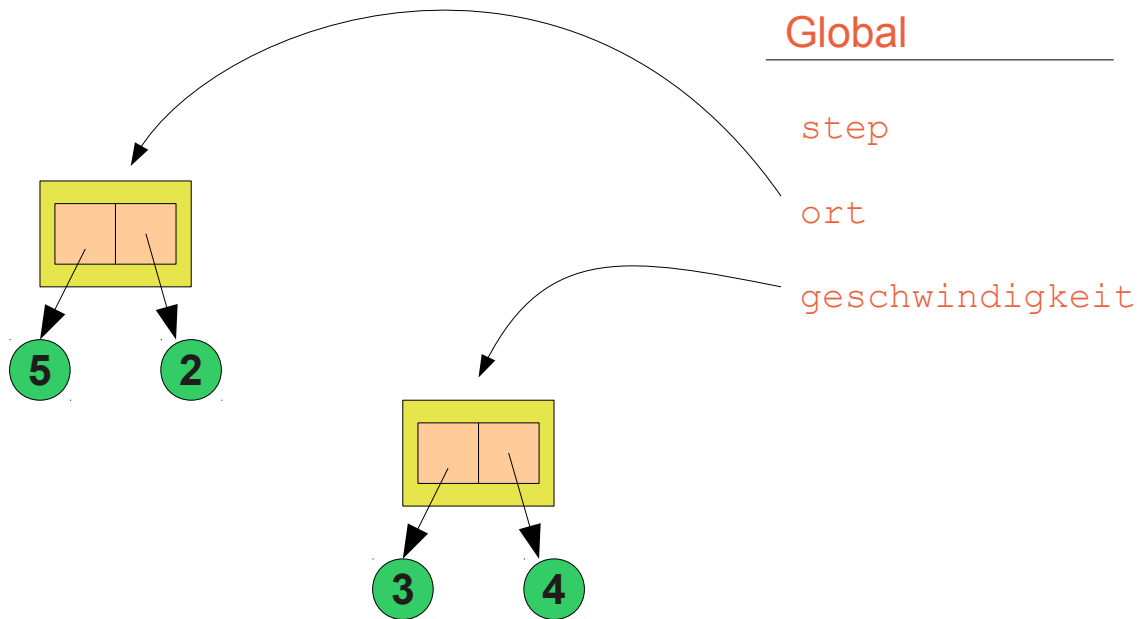
v

Global

step

ort

geschwindigkeit



```
def step(pos, v):
```

```
    pos[0] = pos[0] + v[0]
```

```
    pos[1] = pos[1] + v[1]
```

```
ort = [5, 2]
```

```
geschwindigkeit = [3, 4]
```

```
step(ort, geschwindigkeit)
```

Lokal in step

pos

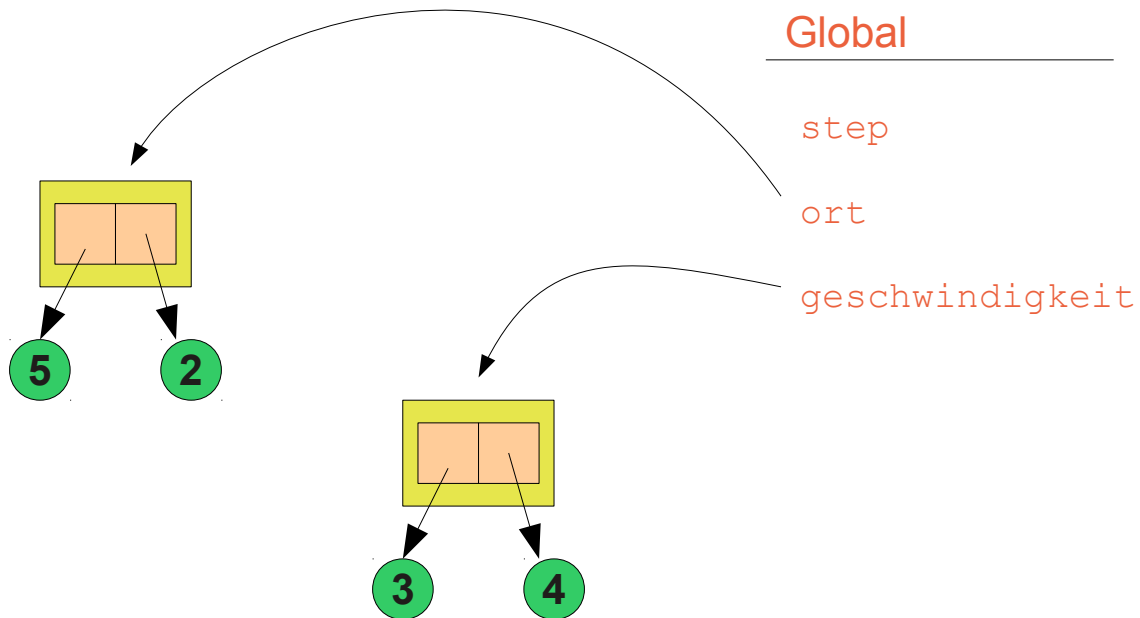
v

Global

step

ort

geschwindigkeit





```
def step(pos, v):
```

```
    pos[0] = pos[0] + v[0]  
    pos[1] = pos[1] + v[1]
```

```
ort = [5, 2]  
geschwindigkeit = [3, 4]  
step(ort, geschwindigkeit)
```

Lokal in step

pos

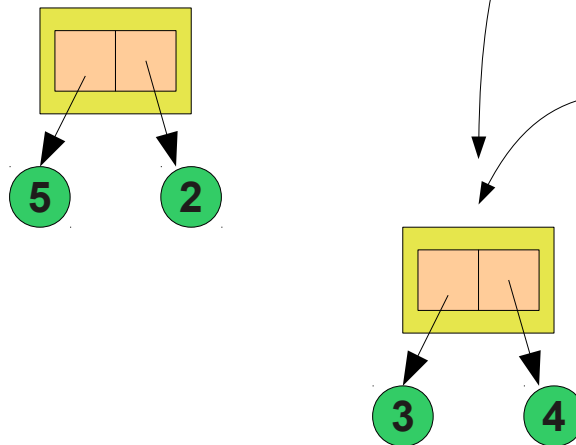
v

Global

step

ort

geschwindigkeit



```
def step(pos, v):
```

```
    pos[0] = pos[0] + v[0]  
    pos[1] = pos[1] + v[1]
```

```
ort = [5, 2]  
geschwindigkeit = [3, 4]  
step(ort, geschwindigkeit)
```

Lokal in step

pos

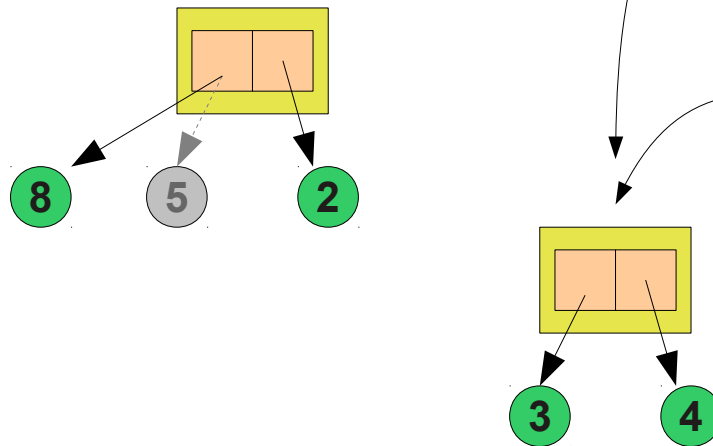
v

Global

step

ort

geschwindigkeit



```
def step(pos, v):
```

```
    pos[0] = pos[0] + v[0]  
    pos[1] = pos[1] + v[1]
```

```
ort = [5, 2]  
geschwindigkeit = [3, 4]  
step(ort, geschwindigkeit)
```

Lokal in step

pos

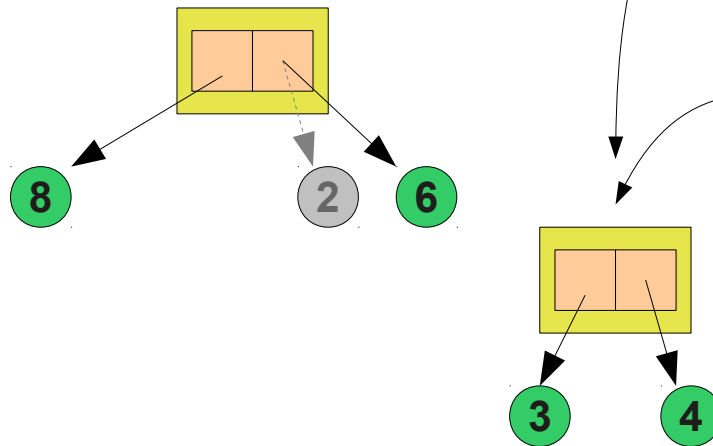
v

Global

step

ort

geschwindigkeit




```
def step(pos, v):
```

```
    pos[0] = pos[0] + v[0]
```

```
    pos[1] = pos[1] + v[1]
```

```
ort = [5, 2]
```

```
geschwindigkeit = [3, 4]
```

```
step(ort, geschwindigkeit)
```

Lokal in step

pos

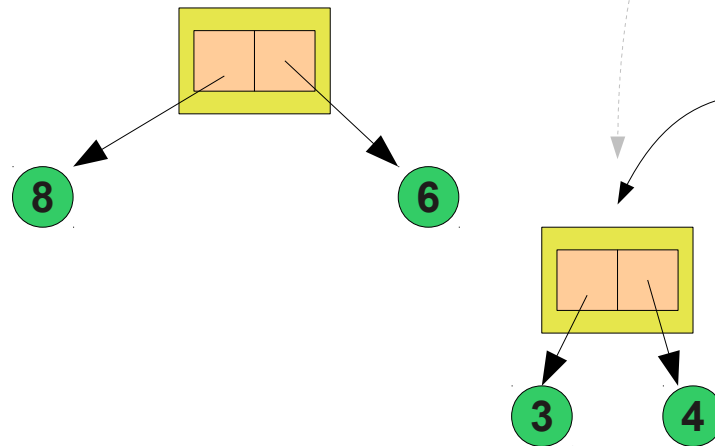
v

Global

step

ort

geschwindigkeit



```
def step(pos, v):  
  
    x = pos[0] + v[0]  
    y = pos[1] + v[1]  
    return [x, y]  
  
ort = [5, 2]  
geschwindigkeit = [3,4]  
neu = step(ort, geschwindigkeit)
```

Aufgabe 4



```
def step(pos, v):
```

```
    x = pos[0] + v[0]
```

```
    y = pos[1] + v[1]
```

```
    return [x, y]
```

```
ort = [5, 2]
```

```
geschwindigkeit = [3,4]
```

```
neu = step(ort, geschwindigkeit)
```

Lokal in step

pos

v

x

y

Global

step

```
def step(pos, v):
```

```
    x = pos[0] + v[0]
```

```
    y = pos[1] + v[1]
```

```
    return [x, y]
```

```
ort = [5, 2]
```

```
geschwindigkeit = [3, 4]
```

```
neu = step(ort, geschwindigkeit)
```

Lokal in step

pos

v

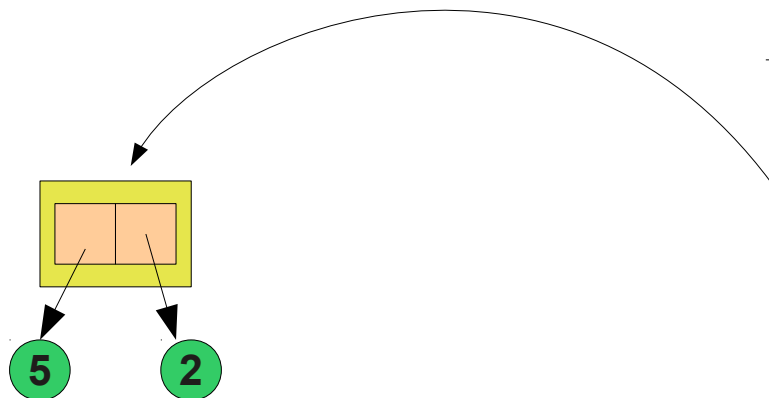
x

y

Global

step

ort



```
def step(pos, v):
```

```
    x = pos[0] + v[0]
```

```
    y = pos[1] + v[1]
```

```
    return [x, y]
```

```
▶ ort = [5, 2]
```

```
geschwindigkeit = [3, 4]
```

```
neu = step(ort, geschwindigkeit)
```

Lokal in step

pos

v

x

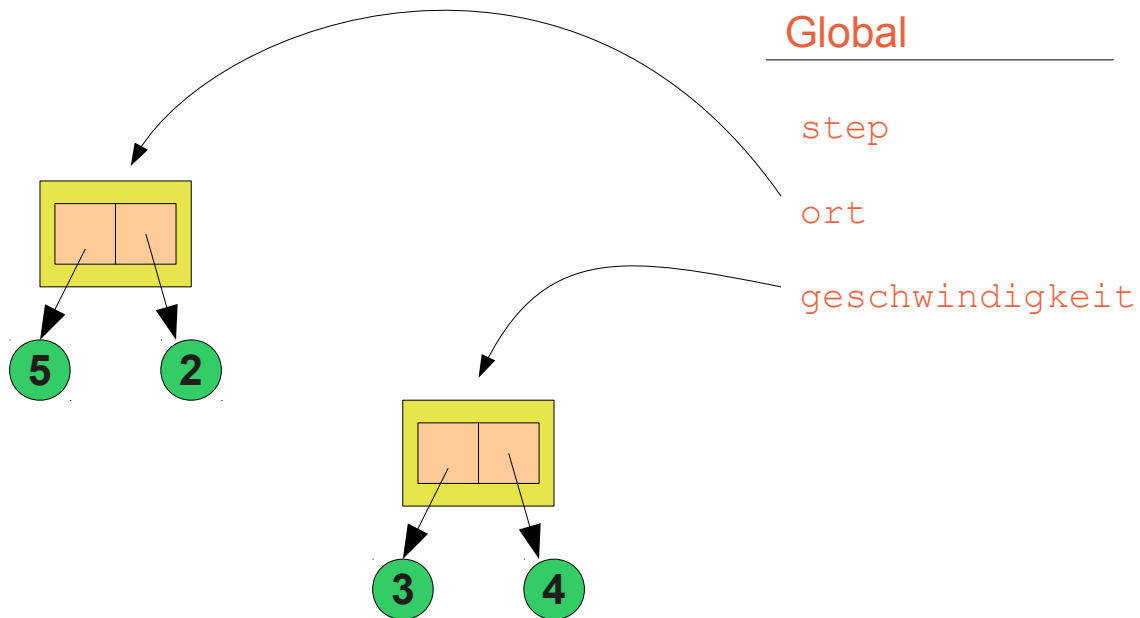
y

Global

step

ort

geschwindigkeit



```
def step(pos, v):
```

```
    x = pos[0] + v[0]
```

```
    y = pos[1] + v[1]
```

```
    return [x, y]
```

```
ort = [5, 2]
```

```
geschwindigkeit = [3, 4]
```

```
neu = step(ort, geschwindigkeit)
```

Lokal in step

pos

v

x

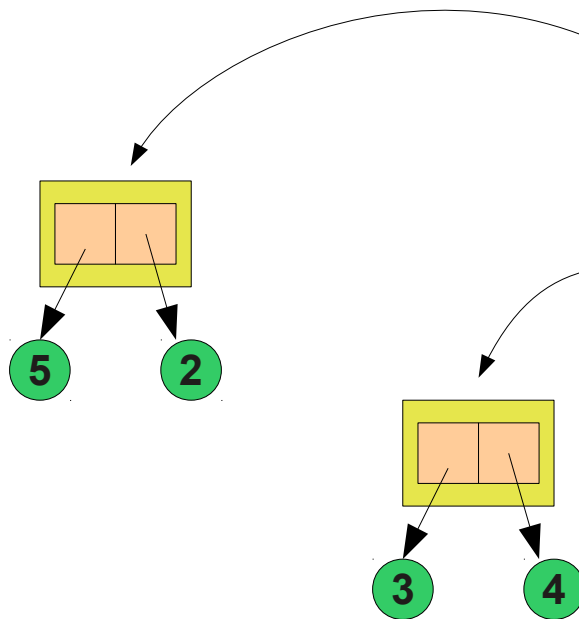
y

Global

step

ort

geschwindigkeit





```
def step(pos, v):
```

```
    x = pos[0] + v[0]
```

```
    y = pos[1] + v[1]
```

```
    return [x, y]
```

```
ort = [5, 2]
```

```
geschwindigkeit = [3, 4]
```

```
neu = step(ort, geschwindigkeit)
```

Lokal in step

pos

v

x

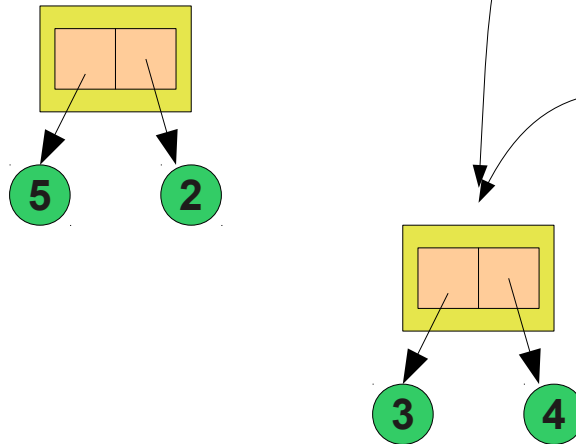
y

Global

step

ort

geschwindigkeit



```
def step(pos, v):
```

```
    x = pos[0] + v[0]
```

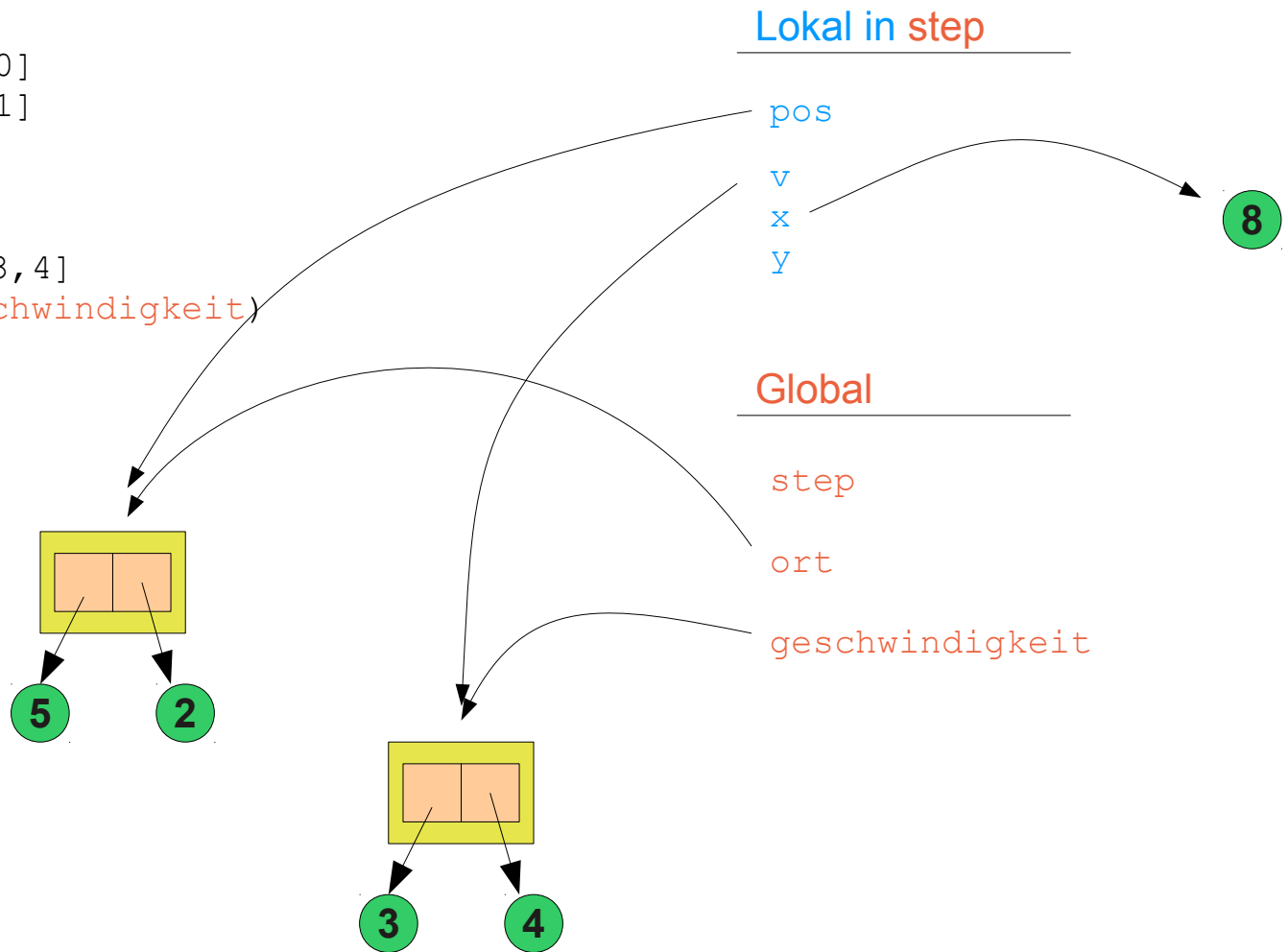
```
    y = pos[1] + v[1]
```

```
    return [x, y]
```

```
ort = [5, 2]
```

```
geschwindigkeit = [3, 4]
```

```
neu = step(ort, geschwindigkeit)
```




```
def step(pos, v):
```

```
    x = pos[0] + v[0]
```

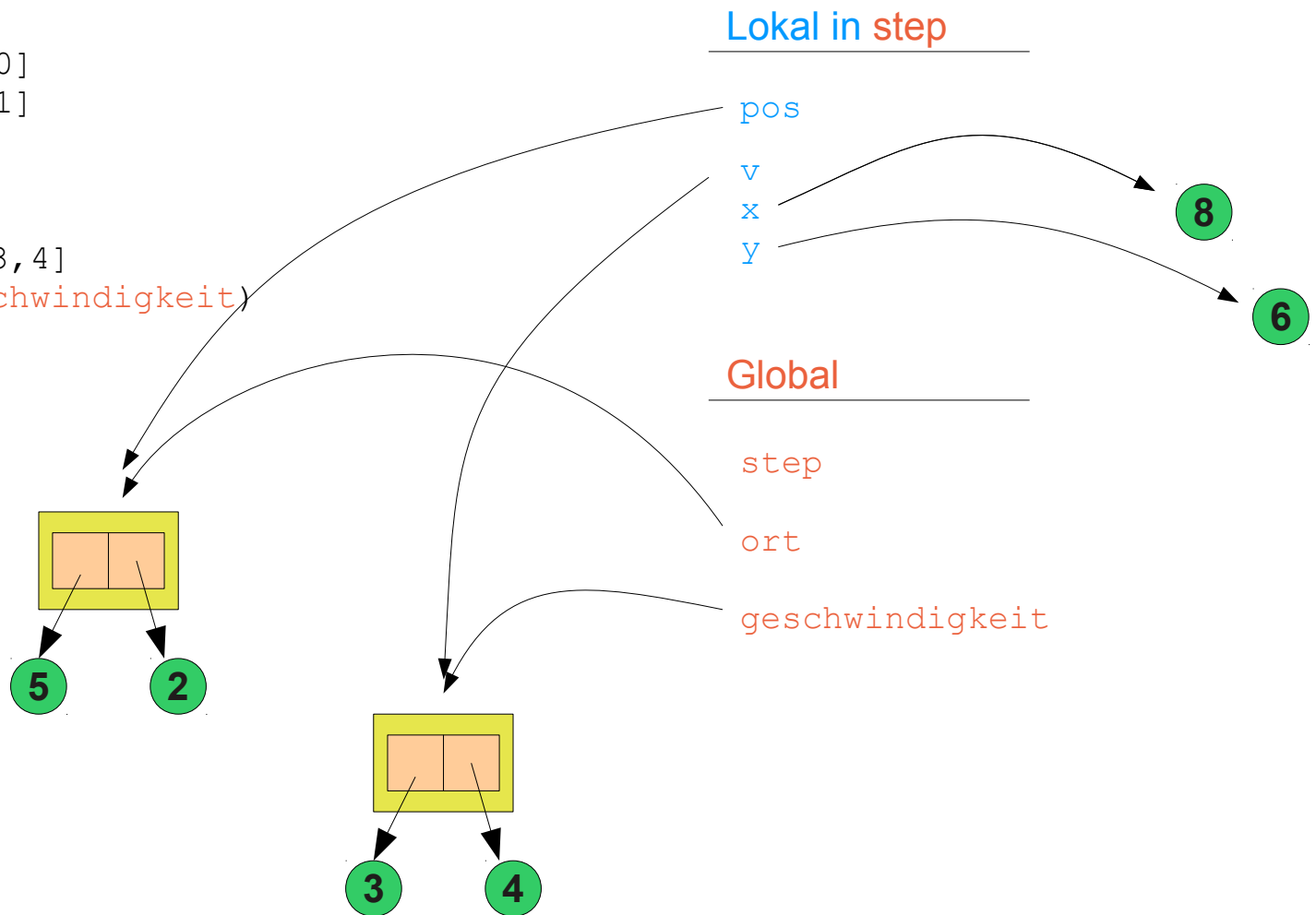
```
    y = pos[1] + v[1]
```

```
    return [x, y]
```

```
ort = [5, 2]
```

```
geschwindigkeit = [3, 4]
```

```
neu = step(ort, geschwindigkeit)
```



```
def step(pos, v):
```

```
    x = pos[0] + v[0]
```

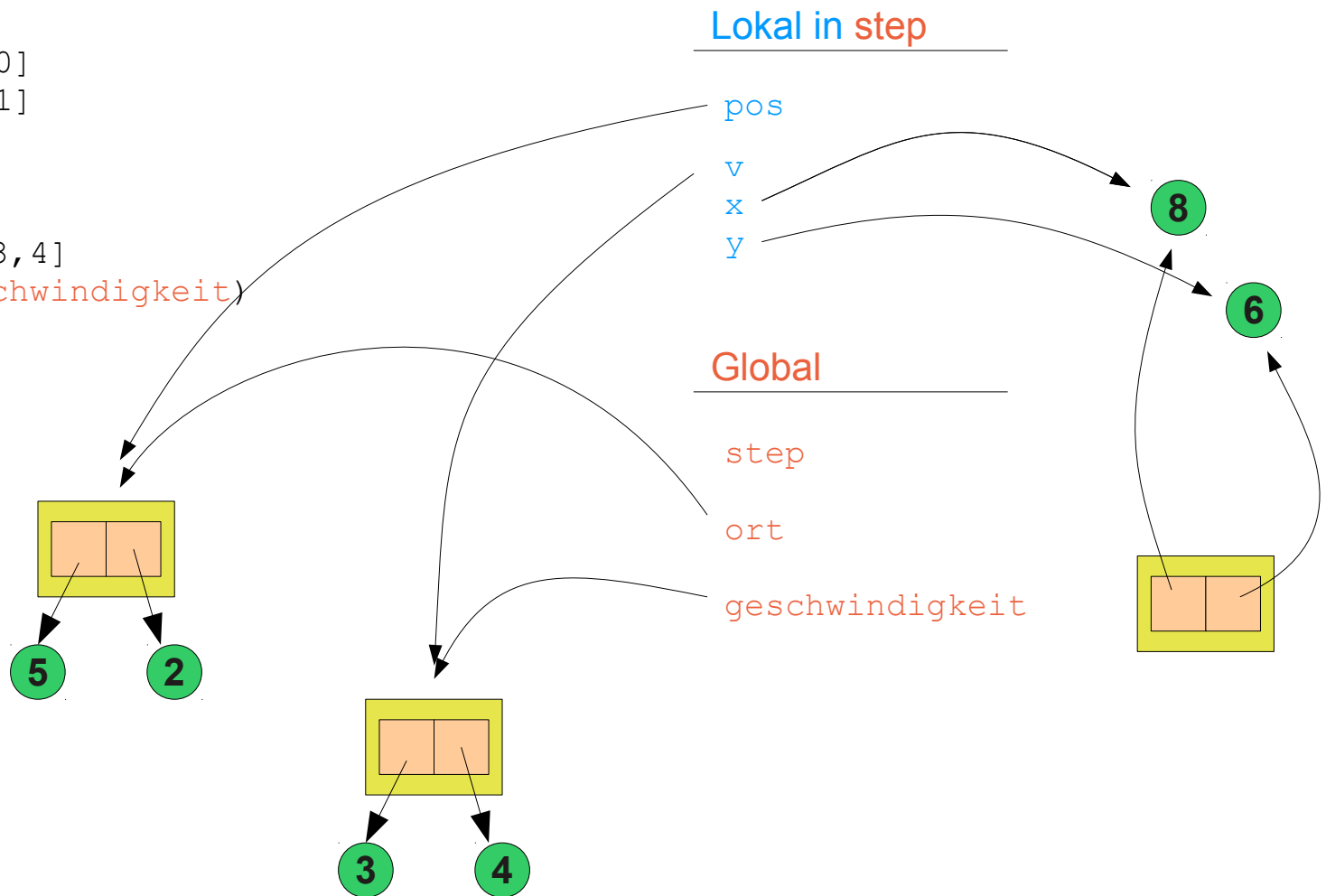
```
    y = pos[1] + v[1]
```

```
    return [x, y]
```

```
ort = [5, 2]
```

```
geschwindigkeit = [3, 4]
```

```
neu = step(ort, geschwindigkeit)
```



```
def step(pos, v):
```

```
    x = pos[0] + v[0]
```

```
    y = pos[1] + v[1]
```

```
    return [x, y]
```

```
ort = [5, 2]
```

```
geschwindigkeit = [3, 4]
```

```
neu = step(ort, geschwindigkeit)
```

