

## Boxes.ts

```

1 let n: number = 5;
2 let c: string;
3 let x: number = 0;
4 let y: number = 0;
5
6 for (let i: number = 0; i < n; i++) {
7   y += (i == 2) ? 20 : 50;
8   x = (x + 170) % 400;
9   switch (i) {
10    case 0:
11      c = "#ff0000"; rot
12      break; → Zeile 22
13    case 1:
14    case 4:
15      c = "#00ff00"; grün
16      break;
17    case 3:
18      continue; → Zeile 6
19    default:
20      c = "#0000ff"; blau
21  }
22  for (let a: number = 50; a > 0; a -= 20) {
23    placeDiv(c, x, y, a, a);
24    if (i == 4)
25      break;
26  }
27 }
28
29
30
31 function placeDiv(_color: string, _x: number, _y: number, _width: number, _height: number):
    void {
32   let div: HTMLDivElement = document.createElement("div");
33   document.body.appendChild(div);
34   //div.textContent = "Hallo";
35
36   let s: CSSStyleDeclaration = div.style;
37   s.borderStyle = "solid";
38   s.borderColor = "#000000";
39   s.borderWidth = "1px";
40   s.position = "absolute";
41   s.display = "inline-block";
42   s.backgroundColor = _color;
43   s.width = _width + "px";
44   s.height = _height + "px";
45   s.left = _x + "px";
46   s.top = _y + "px";
47
48   console.log(s);
49 }

```

→ indirektes if  
 400 in 170 = 0  
 2170  
 true → +20  
 false → +50  
 -20 in jeder Runde  
 zurück aufs 6