```
void aufgabe2()
void aufgabe1()
   sp.setPosition(
                                         sp.setPosition(
      window.getWidth() /2 - 50,
                                            window.getWidth() / 2 - 50,
                                            window.getHeight() / 2 - 50);
      window.getHeight()/2 - 50);
   while (true)
                                         sp.setSpeed(5);
      if (window.mouseButton1())
                                         while (true)
         sp.setPosition(
                                            if (window.isKeyDown(
            window.getMouseX(),
                                                    KeyEvent.VK RIGHT))
            window.getMouseY());
                                                sp.setRichtung(0);
      window.clear();
                                                sp.bewege();
      sp.draw(window);
      window.paintFrame();
                                            if (window.isKeyDown(
   }
                                                    KeyEvent.VK LEFT))
}
                                            {
                                                sp.setRichtung(180);
                                                sp.bewege();
void aufgabe3()
                                            if (window.isKeyDown(
   sp.setPosition(
                                                    KeyEvent.VK UP))
      window.getWidth() /2 - 50,
                                            {
      window.getHeight()/2 - 50);
                                                sp.setRichtung(270);
   sp.setSpeed(0);
                                                sp.bewege();
   while (true)
                                            if (window.isKeyDown(
   {
      if (window.isKeyDown(
                                                    KeyEvent.VK DOWN))
             KeyEvent.VK RIGHT))
                                            {
                                                sp.setRichtung(90);
      {
         sp.dreheRechts(5);
                                                sp.bewege();
                                            }
      if (window.isKeyDown(
             KeyEvent.VK LEFT))
                                            window.clear();
      {
                                            sp.draw(window);
         sp.dreheLinks(5);
                                            window.paintFrame();
      }
                                         }
      if (window.isKeyDown(
                                      }
             KeyEvent.VK UP))
      {
         sp.schneller(0.25);
      if (window.isKeyDown(
             KeyEvent.VK_DOWN))
      {
         sp.langsamer(0.25);
      sp.bewege();
      window.clear();
      sp.draw(window);
      window.paintFrame();
   }
}
```

```
void aufgabe4()
                                      void aufgabe5()
   float r;
                                         int x1, y1, x2, y2;
   Color farbe;
                                         Color cBlau;
   int mausrad;
                                         cBlau = new Color(0f, 0f, 1f);
   r = 0.5f;
   while (true)
                                         x1 = window.getWidth() / 2;
                                         y1 = window.getHeight()/ 2;
      farbe = new Color(r, r, r);
      window.clear(farbe);
                                         while (true)
      mausrad = window.mouseWheel();
      if (mausrad < 0)</pre>
                                            if (window.mouseButton1())
         r = 0.05f;
                                               x2 = window.getMouseX();
        if (r \le 0.0f)
                                              y2 = window.getMouseY();
                                               window.drawLine(
            r = 0.0f;
                                                 x1, y1, x2, y2, cBlau);
                                               x1 = x2;
                                               y1 = y2;
      if (mausrad > 0)
                                            window.paintFrame();
         r += 0.05f;
                                         }
         if (r >= 1.0f)
                                      }
            r = 1.0f;
      window.paintFrame();
   }
}
```

