

# Boxes

```
let n = number = 5; let color: string;
let x = number = 0; let y: number = 0;
```

## MAIN

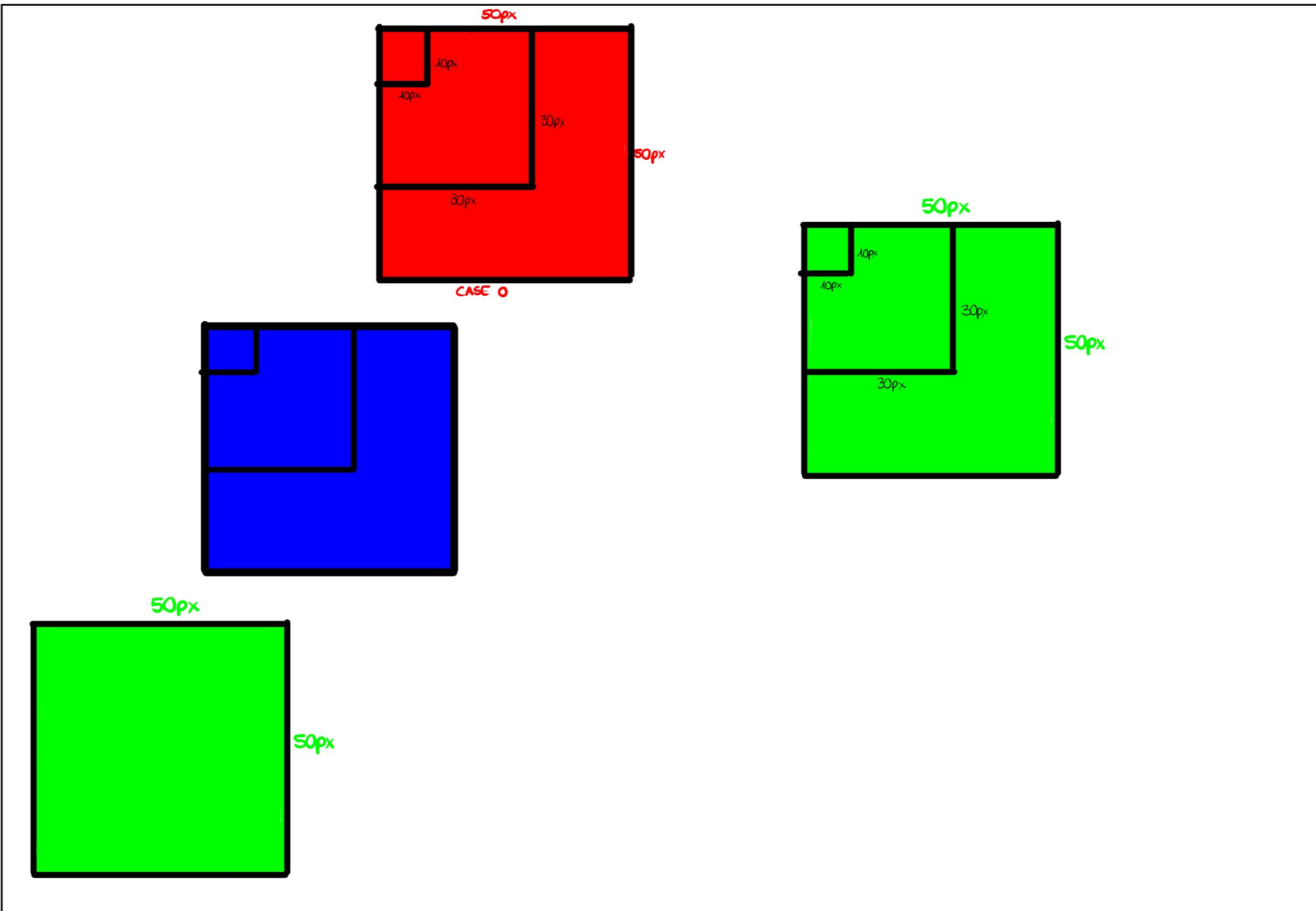
Nr	i = number	x = number	y = number	color = string	size string []	Kommentar
7	0					0 < 5? true
8		50				
9		170				
10	0					switch (0)
11	0			"#ff0000"		case 0
25		170	50	"#ff0000"		createBox
26	0					0 == 4? false
7	1					1 < 5? true
8		100				
9		340				
10	1					switch (1)
16				"#00ffff"		case 1
25		340	100	"#00ffff"		createBox
26	1					1 == 4? false
7	2					2 < 5? true
8		120				
9		110				
10	2					switch (2)
21				"#0000ff"		kein case → default
25		110	120	"#0000ff"		createBox
26	2					2 == 4? false
7	3					3 < 5? true
8		170				
9		280				
10	3					switch (3)
19						case 3 → continue
7	4					4 < 5? true
8		220				
9		50				
10	4					switch (4)
17				"#00ffff"		case 4
25		50	220	"#00ffff"		createBox
27	4					4 == 4? true
28						break

## createBox

Nr	-color string	-x number	-y number	-size string	Kommentar
35	"#ff0000"	170	50	"big"	→ 0 == 4? False
35	"#ff0000"	170	50	"medium"	→ 0 == 4? False
35	"#ff0000"	170	50	"small"	→ 0 == 4? False
35	"#00ffff"	340	100	"big"	→ 1 == 4? False
35	"#00ffff"	340	100	"medium"	→ 1 == 4? False
35	"#00ffff"	340	100	"small"	→ 1 == 4? False
35	"#0000ff"	110	120	"big"	→ 2 == 4? False
35	"#0000ff"	110	120	"medium"	→ 2 == 4? False
35	"#0000ff"	110	120	"small"	→ 2 == 4? False
35	"#00ffff"	50	220	"big"	→ 4 == 4? True

## ZU ERWARTENDE AUSGABE

## COMPUTER - BILDSCHIRM



**CASE 0 :** 170px (x) left ; 50px (y) top ; color: #FF0000

**CASE 1 :** 340px (x) left ; 100px (y) top ; color: #00FFFF

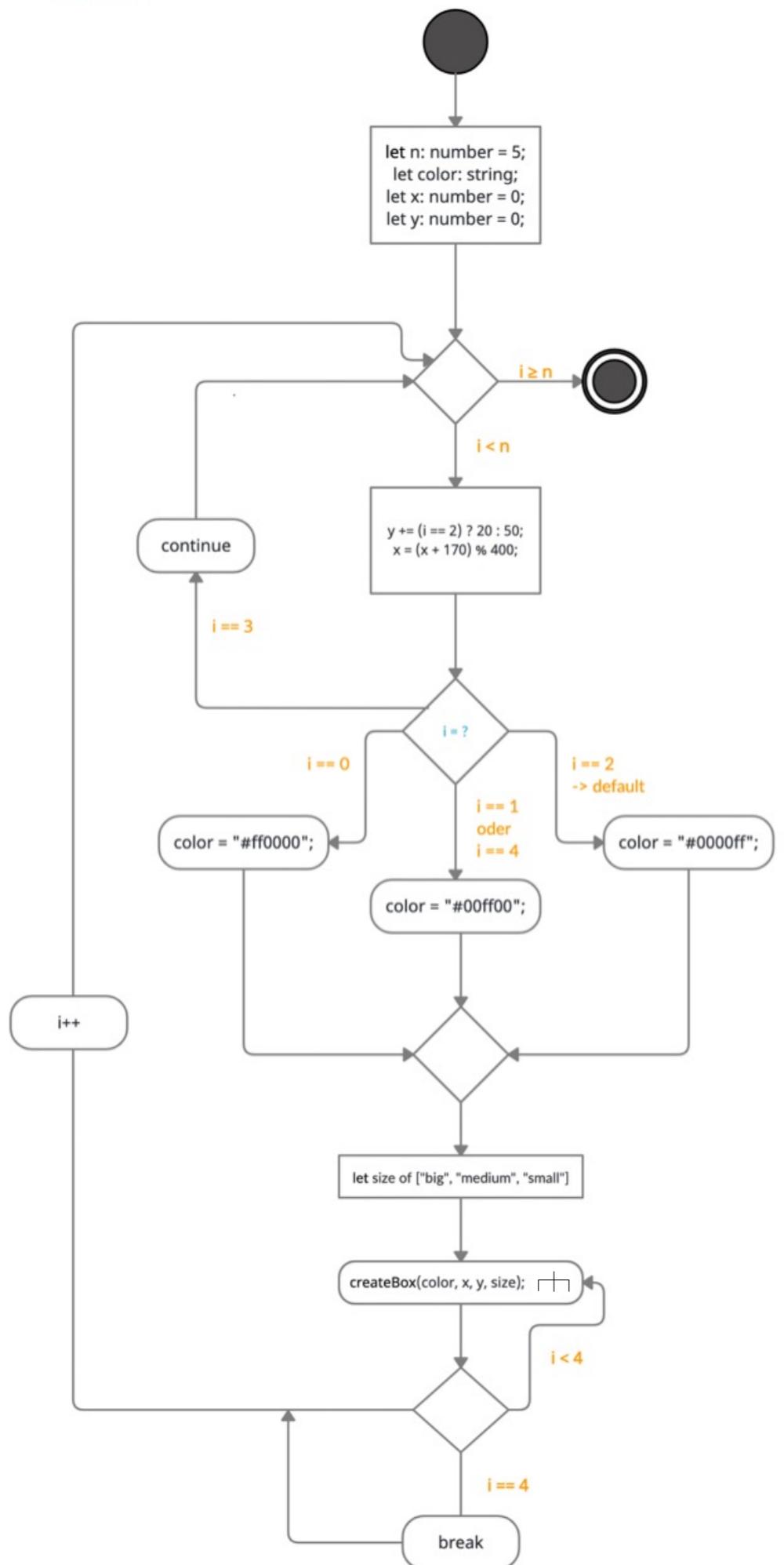
**"CASE 2"** → DEFAULT: 110px (x) left ; 120px (y) top ; color: #0000FF

**CASE 3 :** ✗ CONTINUE

**CASE 4 :** 50px (x) left ; 220px (y) top ; color: #00FF00

# Boxes : Aktivitätsdiagramm

Main



CreateBox

