1:

2:

2	5
5	

x: 2 → 5
y: 2 → 5

3:

3	E
3	E

x: 3 → 3
y: E

4:

4	H
	H

x: 4 → H
y: 4 → H

5:

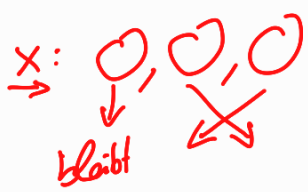
5	2
2	5

5 → 2
5 → 2

6:

6	3
E	9

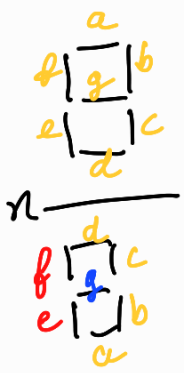
- 1 -



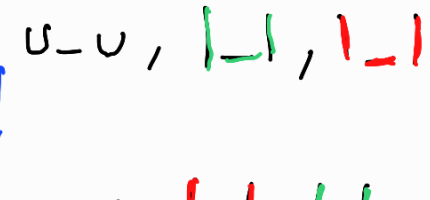
Keine gute Idee

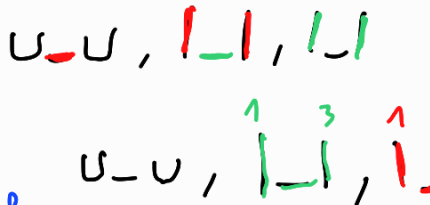
idea: 7 segments

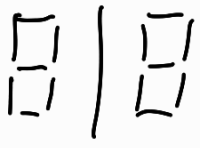
0, 1



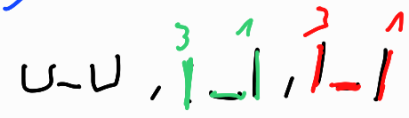
x

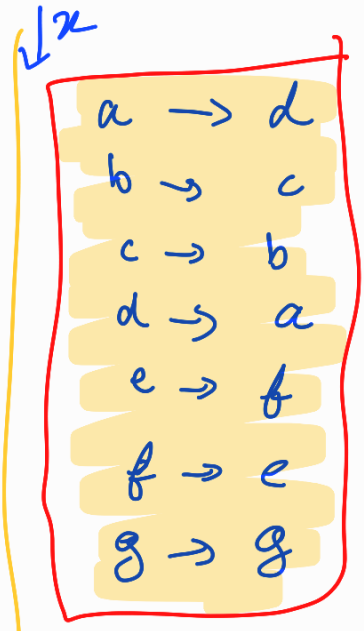






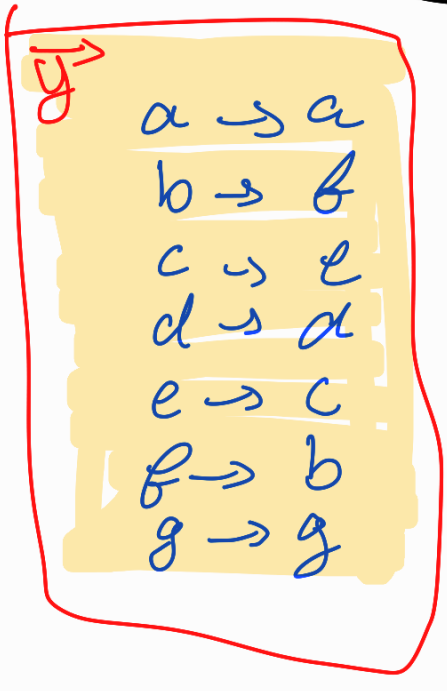
y

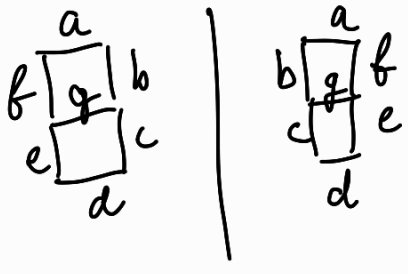




test: y: b, c, f, g

x: c, b, e, g ✓





Gute Idee

pseudo code:

enum Segment [A, B, C, D, E, F, G]

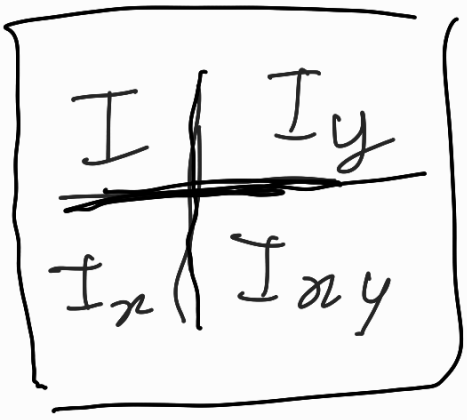
class Digit
    segment = Segment [7]

displayA()
displayFGB()
displayEDC()

class Number:
    digits = Digit [4]
    Number(int)

displayA()
    for d in digits
        do displayA()
//
//

The Mirror =



class Mirror

mirror_x (Number I, Iy) return Ix, Ixy
mirror_y (Number I, Ix) return Iy, Ixy

class Printer:

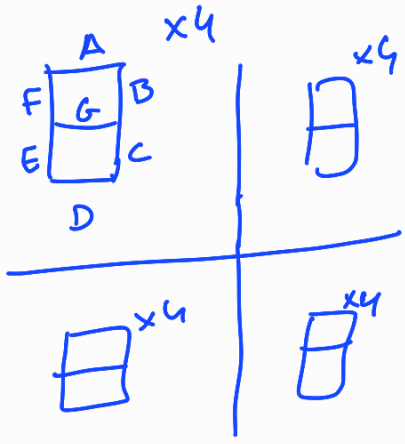
Init Number I
Ix
Iy
Ixy

Mirror on

menu()
while ( )
switch
case x :
y :
xy :
q, exit, quit .. :

mirror.x-axis (I, Iy) return Ix, Ixy

displayA (Number)
displayFGB (Numb)
displayEDC (Numb)



display( )
I. displayA(I) + "␣|␣" + displayA(Iy)
displayFGB(I) + "␣|␣" + displayFGB(Iy)
displayEDC(I) + "␣|␣" + displayEDC(Iy)

· if defined ↓

⋮ Ix, Ixy

displayA(Number):
for displayA(Digit) + "␣";

Number = Digit[4]

Printer

(DisplayA)
DisplayFGB
DisplayEDC

Digit

Number

Mirror

all display's method should be in one class "Printer" + Menu in main
→ SOLID