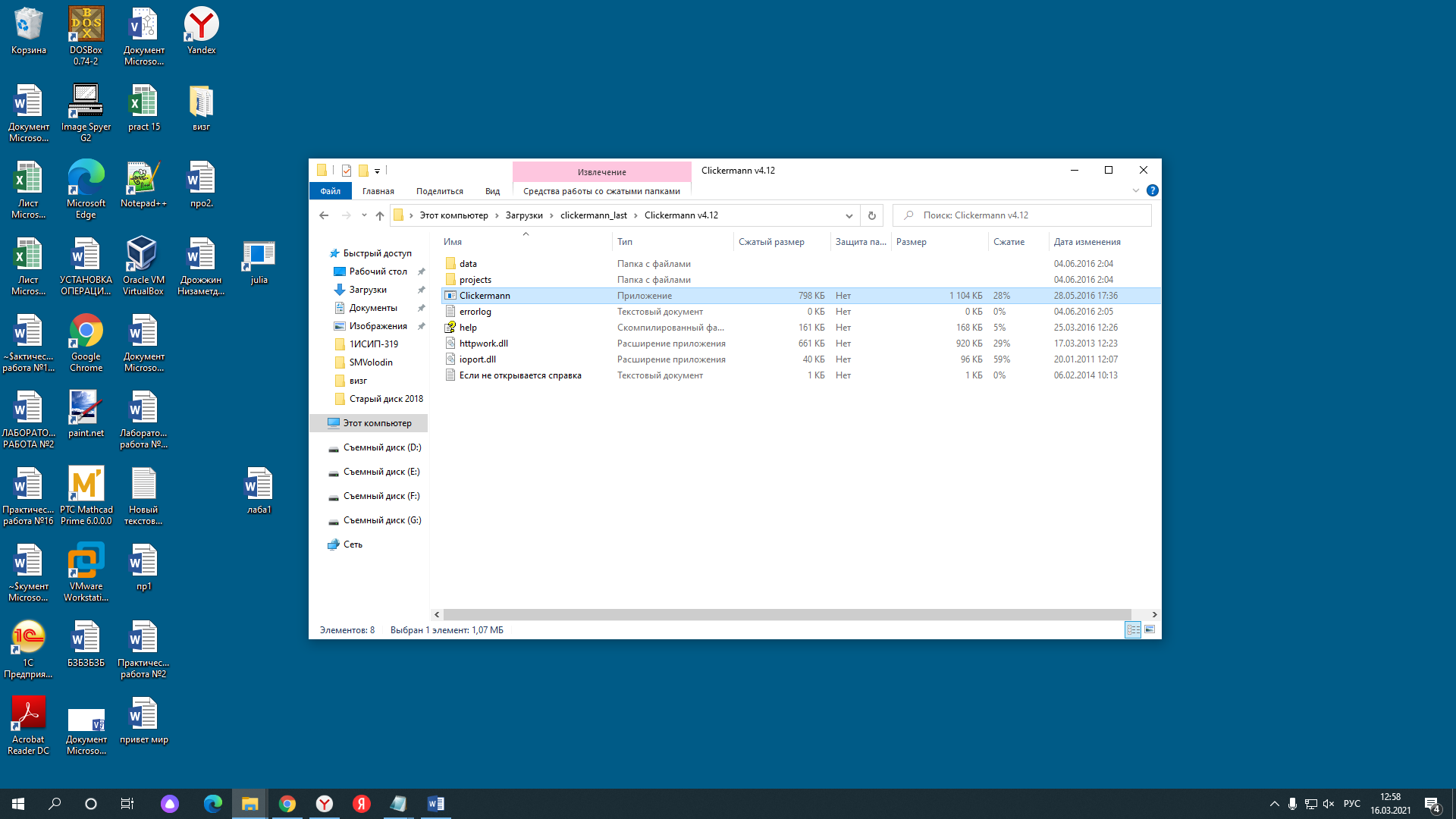
Лабораторная работа № 2

По Основам алгоритмизации и программирования

Сделал : Дрожжин Влад 2-ИСИП-319

1. Я зашел в интернет и скачал Clickermann 4.12 на сайте : <http://moiprogrammy.com/clickermann/4.12/>

2)Я открыл папку Clickermann 4.12 и запустил его



1. Мой получившийся код

// RECORDED SCRIPT 16.03.2021

// waitms correction

$S\_CORR = 0

waitms(14 + $S\_CORR)

move(1346,353)

waitms(62 + $S\_CORR)

move(1346,354)

waitms(8 + $S\_CORR)

move(1345,357)

waitms(8 + $S\_CORR)

move(1341,363)

waitms(8 + $S\_CORR)

move(1337,371)

waitms(8 + $S\_CORR)

move(1332,381)

waitms(8 + $S\_CORR)

move(1327,389)

waitms(8 + $S\_CORR)

move(1320,397)

waitms(9 + $S\_CORR)

move(1315,406)

waitms(7 + $S\_CORR)

move(1308,413)

waitms(9 + $S\_CORR)

move(1304,419)

waitms(8 + $S\_CORR)

move(1299,427)

waitms(8 + $S\_CORR)

move(1294,434)

waitms(8 + $S\_CORR)

move(1286,444)

waitms(7 + $S\_CORR)

move(1280,450)

waitms(8 + $S\_CORR)

move(1269,462)

waitms(9 + $S\_CORR)

move(1256,475)

waitms(7 + $S\_CORR)

move(1236,492)

waitms(9 + $S\_CORR)

move(1214,508)

waitms(7 + $S\_CORR)

move(1184,529)

waitms(9 + $S\_CORR)

move(1147,549)

waitms(7 + $S\_CORR)

move(1113,567)

waitms(9 + $S\_CORR)

move(1081,587)

waitms(8 + $S\_CORR)

move(1046,605)

waitms(7 + $S\_CORR)

move(1017,622)

waitms(9 + $S\_CORR)

move(993,637)

waitms(8 + $S\_CORR)

move(972,649)

waitms(7 + $S\_CORR)

move(950,663)

waitms(8 + $S\_CORR)

move(928,679)

waitms(8 + $S\_CORR)

move(906,694)

waitms(8 + $S\_CORR)

move(882,709)

waitms(8 + $S\_CORR)

move(861,721)

waitms(8 + $S\_CORR)

move(834,736)

waitms(9 + $S\_CORR)

move(808,749)

waitms(8 + $S\_CORR)

move(781,764)

waitms(7 + $S\_CORR)

move(748,778)

waitms(9 + $S\_CORR)

move(714,792)

waitms(7 + $S\_CORR)

move(686,804)

waitms(8 + $S\_CORR)

move(663,815)

waitms(8 + $S\_CORR)

move(640,824)

waitms(8 + $S\_CORR)

move(620,832)

waitms(8 + $S\_CORR)

move(605,838)

waitms(9 + $S\_CORR)

move(593,843)

waitms(8 + $S\_CORR)

move(582,847)

waitms(7 + $S\_CORR)

move(573,852)

waitms(8 + $S\_CORR)

move(566,855)

waitms(8 + $S\_CORR)

move(559,860)

waitms(8 + $S\_CORR)

move(552,864)

waitms(9 + $S\_CORR)

move(544,869)

waitms(7 + $S\_CORR)

move(536,875)

waitms(9 + $S\_CORR)

move(528,879)

waitms(8 + $S\_CORR)

move(522,883)

waitms(7 + $S\_CORR)

move(519,884)

waitms(8 + $S\_CORR)

move(513,888)

waitms(8 + $S\_CORR)

move(510,892)

waitms(8 + $S\_CORR)

move(504,895)

waitms(9 + $S\_CORR)

move(500,898)

waitms(8 + $S\_CORR)

move(493,902)

waitms(7 + $S\_CORR)

move(487,906)

waitms(8 + $S\_CORR)

move(482,910)

waitms(8 + $S\_CORR)

move(473,915)

waitms(8 + $S\_CORR)

move(467,920)

waitms(8 + $S\_CORR)

move(460,926)

waitms(8 + $S\_CORR)

move(454,933)

waitms(9 + $S\_CORR)

move(450,939)

waitms(7 + $S\_CORR)

move(447,945)

waitms(8 + $S\_CORR)

move(444,948)

waitms(8 + $S\_CORR)

move(441,953)

waitms(8 + $S\_CORR)

move(439,956)

waitms(8 + $S\_CORR)

move(437,958)

waitms(8 + $S\_CORR)

move(435,962)

waitms(8 + $S\_CORR)

move(432,965)

waitms(9 + $S\_CORR)

move(431,968)

waitms(7 + $S\_CORR)

move(429,970)

waitms(9 + $S\_CORR)

move(428,972)

waitms(7 + $S\_CORR)

move(426,975)

waitms(8 + $S\_CORR)

move(423,979)

waitms(8 + $S\_CORR)

move(422,982)

waitms(8 + $S\_CORR)

move(419,987)

waitms(8 + $S\_CORR)

move(418,988)

waitms(8 + $S\_CORR)

move(415,992)

waitms(8 + $S\_CORR)

move(414,995)

waitms(8 + $S\_CORR)

move(413,997)

waitms(8 + $S\_CORR)

move(411,1001)

waitms(9 + $S\_CORR)

move(410,1003)

waitms(7 + $S\_CORR)

move(410,1005)

waitms(8 + $S\_CORR)

move(408,1008)

waitms(8 + $S\_CORR)

move(407,1009)

waitms(8 + $S\_CORR)

move(407,1012)

waitms(8 + $S\_CORR)

move(405,1014)

waitms(8 + $S\_CORR)

move(404,1017)

waitms(9 + $S\_CORR)

move(403,1018)

waitms(7 + $S\_CORR)

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waitms(8 + $S\_CORR)

move(401,1023)

waitms(8 + $S\_CORR)

move(400,1024)

waitms(9 + $S\_CORR)

move(399,1025)

waitms(8 + $S\_CORR)

move(399,1027)

waitms(7 + $S\_CORR)

move(398,1029)

waitms(9 + $S\_CORR)

move(398,1030)

waitms(7 + $S\_CORR)

move(397,1032)

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waitms(7 + $S\_CORR)

move(394,1044)

waitms(9 + $S\_CORR)

move(394,1045)

waitms(8 + $S\_CORR)

move(393,1046)

waitms(8 + $S\_CORR)

move(393,1047)

waitms(7 + $S\_CORR)

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waitms(9 + $S\_CORR)

move(391,1048)

waitms(8 + $S\_CORR)

move(390,1049)

waitms(7 + $S\_CORR)

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waitms(9 + $S\_CORR)

move(388,1052)

waitms(8 + $S\_CORR)

move(387,1054)

waitms(8 + $S\_CORR)

move(386,1056)

waitms(7 + $S\_CORR)

move(386,1057)

waitms(9 + $S\_CORR)

move(385,1058)

waitms(24 + $S\_CORR)

move(385,1059)

waitms(47 + $S\_CORR)

move(385,1060)

waitms(24 + $S\_CORR)

move(384,1061)

waitms(266 + $S\_CORR)

lDown(384,1061)

waitms(16 + $S\_CORR)

lUp(384,1061)

waitms(89 + $S\_CORR)

lDown(384,1061)

waitms(77 + $S\_CORR)

lUp(384,1061)

waitms(609 + $S\_CORR)

move(385,1061)

waitms(8 + $S\_CORR)

move(385,1060)

waitms(104 + $S\_CORR)

move(385,1059)

waitms(636 + $S\_CORR)

keyDown(160)

waitms(0 + $S\_CORR)

keyDown(16)

waitms(304 + $S\_CORR)

keyDown(18)

waitms(0 + $S\_CORR)

keyDown(164)

waitms(191 + $S\_CORR)

keyUp(18)

waitms(1 + $S\_CORR)

keyUp(164)

waitms(7 + $S\_CORR)

keyUp(160)

waitms(1 + $S\_CORR)

keyUp(16)

waitms(124 + $S\_CORR)

move(386,1059)

waitms(7 + $S\_CORR)

move(387,1057)

waitms(9 + $S\_CORR)

move(388,1057)

waitms(55 + $S\_CORR)

move(388,1056)

waitms(9 + $S\_CORR)

move(390,1055)

waitms(8 + $S\_CORR)

move(391,1053)

waitms(8 + $S\_CORR)

move(393,1052)

waitms(16 + $S\_CORR)

move(394,1051)

waitms(8 + $S\_CORR)

move(394,1050)

waitms(7 + $S\_CORR)

move(395,1050)

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move(397,1046)

waitms(17 + $S\_CORR)

move(398,1044)

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move(399,1043)

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waitms(10 + $S\_CORR)

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move(406,1034)

waitms(9 + $S\_CORR)

move(406,1032)

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waitms(9 + $S\_CORR)

move(408,1029)

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move(409,1027)

waitms(8 + $S\_CORR)

move(410,1024)

waitms(8 + $S\_CORR)

move(411,1019)

waitms(8 + $S\_CORR)

move(412,1017)

waitms(7 + $S\_CORR)

move(413,1013)

waitms(9 + $S\_CORR)

move(413,1011)

waitms(7 + $S\_CORR)

move(413,1008)

waitms(8 + $S\_CORR)

move(414,1005)

waitms(9 + $S\_CORR)

move(414,1003)

waitms(8 + $S\_CORR)

move(414,1000)

waitms(9 + $S\_CORR)

move(414,994)

waitms(6 + $S\_CORR)

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move(414,982)

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move(414,978)

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move(414,971)

waitms(8 + $S\_CORR)

move(414,967)

waitms(9 + $S\_CORR)

move(414,964)

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move(414,961)

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move(409,954)

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move(405,945)

waitms(8 + $S\_CORR)

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waitms(8 + $S\_CORR)

move(390,926)

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move(388,921)

waitms(8 + $S\_CORR)

move(385,918)

waitms(8 + $S\_CORR)

move(383,914)

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move(381,910)

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move(380,905)

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move(378,901)

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move(374,892)

waitms(7 + $S\_CORR)

move(371,885)

waitms(9 + $S\_CORR)

move(367,877)

waitms(8 + $S\_CORR)

move(363,868)

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move(360,861)

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move(358,854)

waitms(9 + $S\_CORR)

move(357,850)

waitms(7 + $S\_CORR)

move(357,847)

waitms(8 + $S\_CORR)

move(357,844)

waitms(8 + $S\_CORR)

move(357,841)

waitms(8 + $S\_CORR)

move(358,835)

waitms(9 + $S\_CORR)

move(360,829)

waitms(7 + $S\_CORR)

move(362,822)

waitms(9 + $S\_CORR)

move(364,817)

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move(367,811)

waitms(7 + $S\_CORR)

move(371,806)

waitms(8 + $S\_CORR)

move(375,800)

waitms(8 + $S\_CORR)

move(380,794)

waitms(9 + $S\_CORR)

move(387,786)

waitms(8 + $S\_CORR)

move(395,779)

waitms(7 + $S\_CORR)

move(405,767)

waitms(9 + $S\_CORR)

move(419,752)

waitms(8 + $S\_CORR)

move(436,732)

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move(454,709)

waitms(9 + $S\_CORR)

move(469,690)

waitms(8 + $S\_CORR)

move(479,676)

waitms(7 + $S\_CORR)

move(491,657)

waitms(9 + $S\_CORR)

move(499,639)

waitms(8 + $S\_CORR)

move(504,627)

waitms(8 + $S\_CORR)

move(508,613)

waitms(8 + $S\_CORR)

move(512,599)

waitms(8 + $S\_CORR)

move(516,586)

waitms(8 + $S\_CORR)

move(521,570)

waitms(7 + $S\_CORR)

move(528,555)

waitms(8 + $S\_CORR)

move(532,545)

waitms(9 + $S\_CORR)

move(534,537)

waitms(7 + $S\_CORR)

move(535,529)

waitms(7 + $S\_CORR)

move(535,522)

waitms(9 + $S\_CORR)

move(535,514)

waitms(7 + $S\_CORR)

move(535,507)

waitms(8 + $S\_CORR)

move(535,502)

waitms(8 + $S\_CORR)

move(535,495)

waitms(8 + $S\_CORR)

move(534,487)

waitms(9 + $S\_CORR)

move(534,481)

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move(534,473)

waitms(8 + $S\_CORR)

move(534,464)

waitms(9 + $S\_CORR)

move(533,453)

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move(532,446)

waitms(8 + $S\_CORR)

move(528,437)

waitms(9 + $S\_CORR)

move(526,431)

waitms(8 + $S\_CORR)

move(521,422)

waitms(8 + $S\_CORR)

move(516,415)

waitms(8 + $S\_CORR)

move(512,411)

waitms(8 + $S\_CORR)

move(507,406)

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move(502,403)

waitms(9 + $S\_CORR)

move(497,400)

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move(484,394)

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move(478,391)

waitms(7 + $S\_CORR)

move(474,391)

waitms(8 + $S\_CORR)

move(471,390)

waitms(8 + $S\_CORR)

move(468,389)

waitms(9 + $S\_CORR)

move(467,389)

waitms(8 + $S\_CORR)

move(466,389)

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move(441,391)

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move(424,388)

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move(421,388)

waitms(8 + $S\_CORR)

move(418,388)

waitms(9 + $S\_CORR)

move(415,388)

waitms(8 + $S\_CORR)

move(412,388)

waitms(7 + $S\_CORR)

move(409,388)

waitms(9 + $S\_CORR)

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move(400,386)

waitms(16 + $S\_CORR)

move(399,386)

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move(398,386)

waitms(7 + $S\_CORR)

move(396,388)

waitms(9 + $S\_CORR)

move(395,389)

waitms(7 + $S\_CORR)

move(393,391)

waitms(8 + $S\_CORR)

move(392,392)

waitms(9 + $S\_CORR)

move(391,393)

waitms(8 + $S\_CORR)

move(391,394)

waitms(209 + $S\_CORR)

rDown(391,394)

waitms(119 + $S\_CORR)

rUp(391,394)

waitms(272 + $S\_CORR)

move(392,396)

waitms(8 + $S\_CORR)

move(395,396)

waitms(7 + $S\_CORR)

move(397,397)

waitms(8 + $S\_CORR)

move(399,399)

waitms(8 + $S\_CORR)

move(403,401)

waitms(8 + $S\_CORR)

move(405,401)

waitms(9 + $S\_CORR)

move(407,402)

waitms(7 + $S\_CORR)

move(408,403)

waitms(8 + $S\_CORR)

move(410,403)

waitms(8 + $S\_CORR)

move(413,404)

waitms(9 + $S\_CORR)

move(415,405)

waitms(8 + $S\_CORR)

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waitms(8 + $S\_CORR)

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waitms(7 + $S\_CORR)

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waitms(9 + $S\_CORR)

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waitms(7 + $S\_CORR)

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waitms(8 + $S\_CORR)

move(427,407)

waitms(8 + $S\_CORR)

move(428,407)

waitms(8 + $S\_CORR)

move(429,407)

waitms(9 + $S\_CORR)

move(430,407)

waitms(7 + $S\_CORR)

move(431,407)

waitms(185 + $S\_CORR)

lDown(431,407)

waitms(104 + $S\_CORR)

lUp(431,407)

waitms(63 + $S\_CORR)

move(432,408)

waitms(8 + $S\_CORR)

move(433,410)

waitms(8 + $S\_CORR)

move(434,413)

waitms(8 + $S\_CORR)

move(434,414)

waitms(8 + $S\_CORR)

move(435,415)

waitms(9 + $S\_CORR)

move(435,417)

waitms(8 + $S\_CORR)

move(436,418)

waitms(7 + $S\_CORR)

move(436,419)

waitms(9 + $S\_CORR)

move(436,422)

waitms(8 + $S\_CORR)

move(436,424)

waitms(7 + $S\_CORR)

move(436,429)

waitms(9 + $S\_CORR)

move(436,434)

waitms(7 + $S\_CORR)

move(436,440)

waitms(8 + $S\_CORR)

move(436,449)

waitms(8 + $S\_CORR)

move(436,460)

waitms(9 + $S\_CORR)

move(436,474)

waitms(7 + $S\_CORR)

move(436,489)

waitms(9 + $S\_CORR)

move(434,506)

waitms(7 + $S\_CORR)

move(431,524)

waitms(9 + $S\_CORR)

move(427,545)

waitms(8 + $S\_CORR)

move(422,562)

waitms(8 + $S\_CORR)

move(416,583)

waitms(8 + $S\_CORR)

move(409,603)

waitms(7 + $S\_CORR)

move(405,622)

waitms(9 + $S\_CORR)

move(397,646)

waitms(8 + $S\_CORR)

move(392,668)

waitms(7 + $S\_CORR)

move(383,698)

waitms(8 + $S\_CORR)

move(377,722)

waitms(9 + $S\_CORR)

move(375,740)

waitms(7 + $S\_CORR)

move(370,764)

waitms(8 + $S\_CORR)

move(364,788)

waitms(9 + $S\_CORR)

move(358,809)

waitms(8 + $S\_CORR)

move(353,826)

waitms(8 + $S\_CORR)

move(348,843)

waitms(8 + $S\_CORR)

move(345,855)

waitms(7 + $S\_CORR)

move(341,868)

waitms(9 + $S\_CORR)

move(337,882)

waitms(8 + $S\_CORR)

move(335,896)

waitms(8 + $S\_CORR)

move(332,909)

waitms(7 + $S\_CORR)

move(330,924)

waitms(8 + $S\_CORR)

move(328,938)

waitms(8 + $S\_CORR)

move(327,950)

waitms(7 + $S\_CORR)

move(324,962)

waitms(8 + $S\_CORR)

move(323,970)

waitms(9 + $S\_CORR)

move(322,978)

waitms(8 + $S\_CORR)

move(322,985)

waitms(8 + $S\_CORR)

move(322,990)

waitms(8 + $S\_CORR)

move(322,996)

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waitms(8 + $S\_CORR)

move(1439,299)

waitms(9 + $S\_CORR)

move(1434,305)

waitms(7 + $S\_CORR)

move(1432,307)

waitms(8 + $S\_CORR)

move(1429,311)

waitms(8 + $S\_CORR)

move(1427,313)

waitms(8 + $S\_CORR)

move(1427,314)

waitms(8 + $S\_CORR)

move(1427,315)

waitms(8 + $S\_CORR)

move(1426,315)

waitms(16 + $S\_CORR)

move(1426,316)

waitms(16 + $S\_CORR)

move(1425,317)

waitms(8 + $S\_CORR)

move(1424,318)

waitms(8 + $S\_CORR)

move(1423,318)

waitms(8 + $S\_CORR)

move(1422,319)

waitms(8 + $S\_CORR)

move(1420,321)

waitms(8 + $S\_CORR)

move(1418,322)

waitms(8 + $S\_CORR)

move(1415,324)

waitms(8 + $S\_CORR)

move(1414,325)

waitms(8 + $S\_CORR)

move(1412,327)

waitms(8 + $S\_CORR)

move(1411,328)

waitms(8 + $S\_CORR)

move(1410,329)

waitms(8 + $S\_CORR)

move(1410,330)

waitms(8 + $S\_CORR)

move(1409,331)

waitms(9 + $S\_CORR)

move(1409,332)

waitms(7 + $S\_CORR)

move(1408,333)

waitms(8 + $S\_CORR)

move(1407,333)

waitms(8 + $S\_CORR)

move(1406,335)

waitms(8 + $S\_CORR)

move(1405,336)

waitms(8 + $S\_CORR)

move(1404,337)

waitms(8 + $S\_CORR)

move(1401,340)

waitms(8 + $S\_CORR)

move(1400,341)

waitms(8 + $S\_CORR)

move(1397,343)

waitms(8 + $S\_CORR)

move(1395,347)

waitms(8 + $S\_CORR)

move(1392,350)

waitms(8 + $S\_CORR)

move(1392,352)

waitms(8 + $S\_CORR)

move(1390,353)

waitms(8 + $S\_CORR)

move(1389,354)

waitms(201 + $S\_CORR)

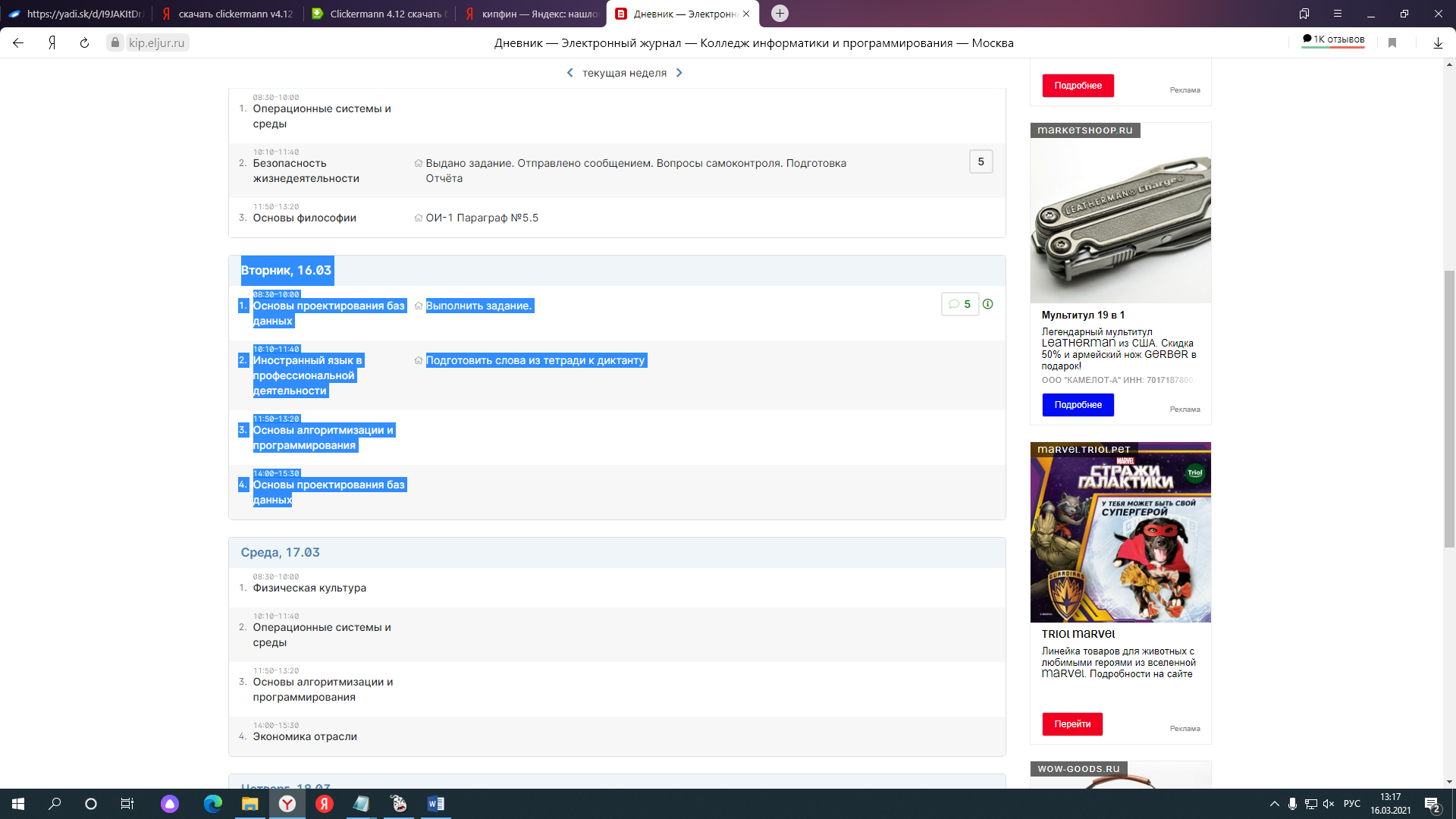
lDown(1389,354)

waitms(123 + $S\_CORR)

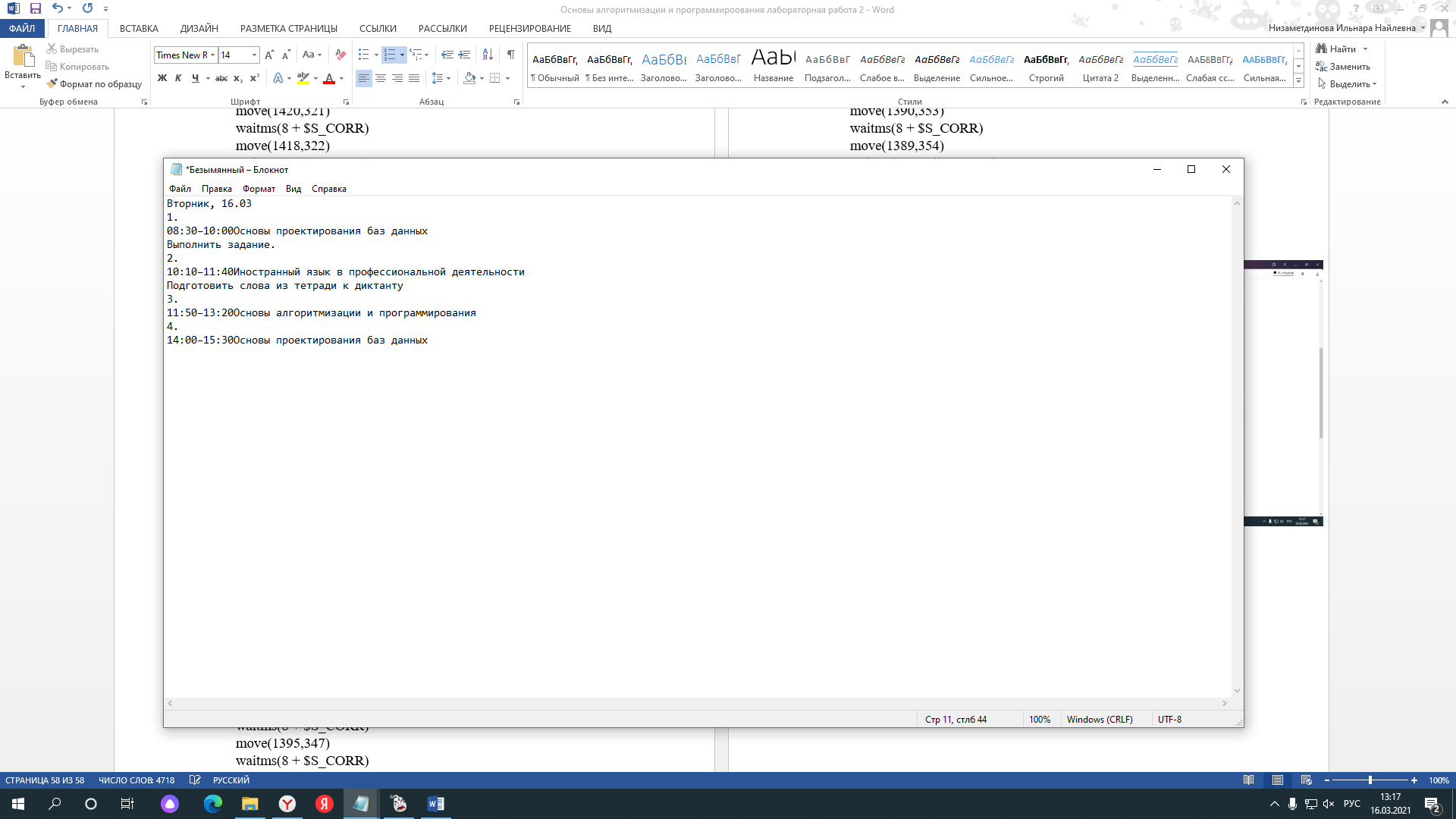
lUp(1389,354)

// FINISH AT 13:13:10

4)



5)



6) В моем коде мы видим такие слова

WAITMS – аналог предыдущей команды, но с миллисекундами

MOVE (X,Y) – перемещает курсор в точку [x,y].