\emph{kiemelendő szöveg} és \verb|verbatim␣szöveg|

```
többsoros
␣␣␣␣verbatim␣szöveg
```

1. kód. Egy Delphi kód

```
 1  unit Unit10;   // Nagy számok törvénye
 2
 3  interface
 4
 5  uses
 6    Windows, Messages, SysUtils, Variants,
          ↪ Classes, Graphics,
 7    Controls, Forms, Dialogs, StdCtrls, ExtCtrls
          ↪ , math;
 8
 9  type
10    TForm10 = class(TForm)
11      Panel1: TPanel;
12      Button1: TButton;
13      Button2: TButton;
14      Button5: TButton;
15      Button6: TButton;
16      Label1: TLabel;
17      Label2: TLabel;
18      Label3: TLabel;
19      Label4: TLabel;
20      procedure Button6Click(Sender: TObject);
21      procedure Button5Click(Sender: TObject);
22      procedure Button1Click(Sender: TObject);
23      procedure Kezdet(Sender: TObject);
24      procedure Button2Click(Sender: TObject);
25    private
26      { Private declarations }
27      procedure Torles;
28      procedure TengelyX;
29      procedure TengelyY;
30      procedure BeosztasX(i: real);
31      procedure PirosPont(a, b: real);
32      procedure KekPont(a, b: real);
33      procedure Fuggvenyabra;
34      function Fuggveny(t: real): real;
35    public
36      { Public declarations }
37    end;
38
39  var
40    Form10: TForm10;
```

```
41    x1, x2, y1, y2: real;
42    pontszam, gyak: integer;
43
44  implementation
45
46  uses Unit1, Unit11;
47
48  {$R *.dfm}
49
50  // Kezdet
51  procedure TForm10.Kezdet(Sender: TObject);
52  begin
53  Panel1.Left := Trunc((Screen.Width − Panel1.
        ↪ Width) / 2);
54  Button1.Top := Screen.Height − 30;
55  Button2.Top := Screen.Height − 30;
56  Button5.Top := Screen.Height − 30;
57  Button6.Top := Screen.Height − 30;
58  Label1.Top := 5;
59  Label2.Top := Label1.Top + Label1.Height + 5;
60  Label3.Top := Label2.Top + Label2.Height + 5;
61  Label4.Top := Screen.Height − 25;
62  Button1.Enabled := true;
63  Button2.Enabled := false;
64  Button5.Enabled := true;
65  Button6.Enabled := true;
66  end;
67
68  // Kilépés
69  procedure TForm10.Button6Click(Sender: TObject
        ↪ );
70  begin
71  Form1.Close;
72  end;
73
74  end.
```

2. kód. Egy másik Delphi kód

```
unit Unit10;   // Nagy számok törvénye

interface

uses
  Windows, Messages, SysUtils, Variants, Classes,
      ↪ Graphics,
  Controls, Forms, Dialogs, StdCtrls, ExtCtrls, math;

type
```

```
  TForm10 = class (TForm)
    Panel1: TPanel;
    Button1: TButton;
    Button2: TButton;
    Button5: TButton;
    Button6: TButton;
    Label1: TLabel;
    Label2: TLabel;
    Label3: TLabel;
    Label4: TLabel;
    procedure Button6Click(Sender: TObject);
    procedure Button5Click(Sender: TObject);
    procedure Button1Click(Sender: TObject);
    procedure Kezdet(Sender: TObject);
    procedure Button2Click(Sender: TObject);
  private
    { Private declarations }
    procedure Torles;
    procedure TengelyX;
    procedure TengelyY;
    procedure BeosztasX(i: real);
    procedure PirosPont(a, b: real);
    procedure KekPont(a, b: real);
    procedure Fuggvenyabra;
    function Fuggveny(t: real): real;
  public
    { Public declarations }
  end;

var
  Form10: TForm10;
  x1, x2, y1, y2: real;
  pontszam, gyak: integer;

implementation

uses Unit1, Unit11;

{$R *.dfm}

// Kezdet
procedure TForm10.Kezdet(Sender: TObject);
begin
Panel1.Left := Trunc((Screen.Width - Panel1.Width) / 2)
    ↪ ;
Button1.Top := Screen.Height - 30;
Button2.Top := Screen.Height - 30;
Button5.Top := Screen.Height - 30;
Button6.Top := Screen.Height - 30;
```

3

```
Label1.Top := 5;
Label2.Top := Label1.Top + Label1.Height + 5;
Label3.Top := Label2.Top + Label2.Height + 5;
Label4.Top := Screen.Height - 25;
Button1.Enabled := true;
Button2.Enabled := false;
Button5.Enabled := true;
Button6.Enabled := true;
end;

// Kilépés
procedure TForm10.Button6Click(Sender: TObject);
begin
Form1.Close;
end;

end.
```

Lásd az 1. kódban
Lásd a 2. kódban