

Sheet1

Zeile	n *number C *string	x *number	y *number	I *number	a *number	Kommentar
2	5					
4			0			
5				0		For schleife beginnt (i<n)
7					0	
8				50		I 2 dann +20, wenn nicht 50
9		170				
12	#ff0000					
23					50	A > 0
24						placedif wird aufgerufen

Placediv _color *stri_x *numbe_y *numbe _width *nu _height *number
 31 #ff0000 170 50 50 50
 32
 33
 35
 zuweisung der Werte
 Html Ele "div" wird erstellt
 Div = child des body
 CSS Style Ele "s" zugefügt

div.style s.border s.position s.backgrCs.width s.height s.left s.top
 36 thin solid black
 37 absolute
 38 _color
 39 _width px (50)
 40 _height px (50)
 41 _x px (170)
 42 _y px (50)

Zeile	n *number C *string	x *number	y *number	I *number	a *number	
25						I !=4
23					30	A > 0
24						placedif wird aufgerufen

Placediv _color *stri_x *numbe_y *numbe _width *nu _height *number
 31 #ff0000 170 50 30 30
 32
 33
 35
div.style s.border s.position s.backgrCs.width s.height s.left s.top
 36 thin solid black
 37 absolute
 38 _color
 39 _width px (30)
 40 _height px (30)
 41 _x px (170)
 42 _y px (50)

Zeile	n *number C *string	x *number	y *number	I *number	a *number	
25						I !=4
23					10	A > 0
24						placedif wird aufgerufen

Placediv _color *stri_x *numbe_y *numbe _width *nu _height *number

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```
31 #ff0000      170      50      10      10
32
33
35
```

```
div.style s.border s.position s.backgrCs.width s.height s.left s.top
```

```
36 thin solid black
37      absolute
38      _color
39      _width px (10)
40      _height px (10)
41      _x px (170)
42      _y px (50)
```

```
Zeile      n *number C *string x *number y *number l *number a *number
```

```
25      I !=4
23      A < 0
7      1
8      100
9      340
10      switch (l) case 1
16      #00ff00
23      50
24      placedif wird aufgerufen
```

```
Placediv _color *stri_x *numbe_y *numbe _width *nu _height *number
```

```
31 #00ff00      340      50      50      50
32
33
35
```

```
div.style s.border s.position s.backgrCs.width s.height s.left s.top
```

```
36 thin solid black
37      absolute
38      _color
39      _width px (50)
40      _height px (50)
41      _x px (340)
42      _y px (100)
```

```
Zeile      n *number C *string x *number y *number l *number a *number
```

```
25      I !=4
23      30      A > 0
24      placedif wird aufgerufen
```

```
Placediv _color *stri_x *numbe_y *numbe _width *nu _height *number
```

```
31 #00ff00      340      50      30      30
32
33
35
```

```
div.style s.border s.position s.backgrCs.width s.height s.left s.top
```

```
36 thin solid black
```

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```

37         absolute
38             _color
39                 _width px (30)
40                     _height px (30)
41                         _x px (340)
42                             _y px (100)

```

Zeile	n *number C *string	x *number y *number	I *number	a *number	
25					I !=4
23				10	A > 0
24					placedif wird aufgerufen

```

Placediv _color *stri_x *numbe_y *numbe _width *nu _height *number
31 #00ff00          340          50          10          10
32
33
35

```

```

div.style s.border s.position s.backgrCs.width s.height s.left s.top
36 thin solid black
37         absolute
38             _color
39                 _width px (10)
40                     _height px (10)
41                         _x px (340)
42                             _y px (100)

```

Zeile	n *number C *string	x *number y *number	I *number	a *number	
25					I !=4
23				-10	A < 0
7				2	
8			120		i ==2 erhoehe um 20
9		110			
10					switch (I) 2 (default benutzt)
16	#0000ff				
23				50	
24					placedif wird aufgerufen

```

Placediv _color *stri_x *numbe_y *numbe _width *nu _height *number
31 #0000ff          110          120          50          50
32
33
35

```

```

div.style s.border s.position s.backgrCs.width s.height s.left s.top
36 thin solid black
37         absolute
38             _color
39                 _width px (50)
40                     _height px (50)
41                         _x px (110)

```


Sheet1

8		220	I ist ungleich 2. += 50
9	50		
10			switch I nimmt case 4
16	#00ff00		
23		50	A > 0
24			placedif wird aufgerufen

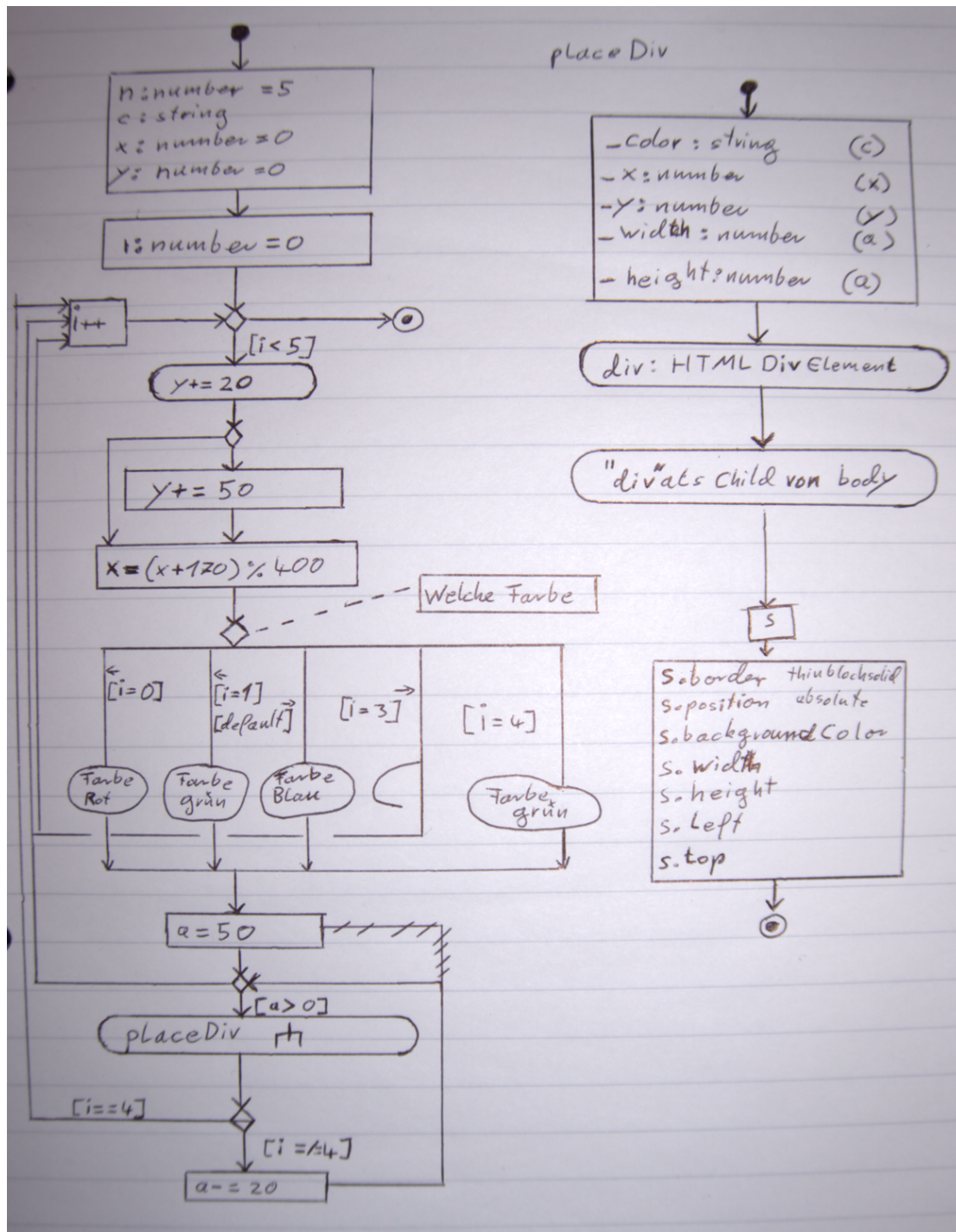
Placediv _color *stri_x *numbe_y *numbe _width *nu _height *number
 31 #00ff00 50 220 50 50

32
 33
 35

div.style s.border s.position s.backgrCs.width s.height s.left s.top
 36 thin solid black
 37 absolute
 38 _color
 39 _width px (50)
 40 _height px (50)
 41 _x px (50)
 42 _y px (220)

Zeile n *number C *string x *numbery *number l *number a *number

25		I ==4
26		break wird ausgefuert
7		I entspricht 5 die schleife wird nicht mehr durchlaufen



Trace Table						
Zeile	i	result	start	length	k	comment
3	0					0 < 3
4						create Call('m')
8			"m"	2		
9					2	2 > 0
10						2! + 1 2 + 1 ^{false}
12			"mu"			
9					1	1 > 0
10						1 == 1 1 == 1 ^{true}
12			"muh"			
12		muh				
9					0	0 > 0
14						start return
4		"muh"				
3	1					1 < 3
4						create Call
8			"m"	6		
8					6	6 > 0
10						False
12			"mu"			
9					5	
10			"muh"			False
12			"muu"			
8					4	
10						False
12			muh			

Zeile	i	result	start	length	k	comment
9					3	
10						k = length
11			"much"			time
12			much			
9			"		2	
10						
12			much			
9			u		1	
10						
11			much			
12			u u			
9			much			
14			much		0	0=0
4			much			return
3	2					2 < 3
4						Create Co
8			m	5		
9					5	
10						
12			mu			
9					4	
10						
12			mu			
9					3	
10						
11			much			
12			much			

Zeile	i	result	start	length	k
9					2
10					
12			muchu		
9					1
10					
12			muchu		
12			muchu		
9					0
14					
4		muchu			

return