

L01 Boxes - Tracetable

main n: number = 5

| Nr. | color: string | x: number | y: number | i: number | size: string | Kommentar |
|-----|------------------|--------------|--------------|--------------|-----------------|--|
| 3 | no value | | | | | |
| 4 | | 0 | | | | |
| 5 | | | 0 | | | |
| 7 | | | | 0 | | i < 0 (0 < 5)? --> true |
| 8 | | | 50 | | | i == 2 (0 == 2) --> false --> y += 50 |
| 9 | | 170 | | | | (x + 170) % 400 |
| 10 | | | | | | switch case --> i = 0 |
| 12 | #ff0000 | | | | | color rot |
| 24 | | | | | big | |
| 25 | | | | | | "createBox" startet |
| 26 | | | | | | if (i == 4) 0 == 4 --> false |
| 24 | | | | | medium | |
| 25 | | | | | | "createBox" startet |
| 26 | | | | | | if (i == 4) 0 == 4 --> false |
| 24 | | | | | small | |
| 25 | | | | | | "createBox" startet |
| 26 | | | | | | if (i == 4) 0 == 4 --> false |
| 7 | | | | 1 | | i++, 1 < 5? --> true |
| 8 | | | 100 | | | 1 == 0? --> false --> 50 += 50 |
| 9 | | 340 | | | | (170 + 170) % 400 |
| 10 | | | | | | switch case --> i = 1 |
| 16 | #00ff00 | | | | | color |
| 24 | | | | | big | |
| 25 | | | | | | "createBox" startet |
| 26 | | | | | | if (i == 4) 1 == 4? --> false |
| 24 | | | | | medium | |
| 25 | | | | | | "createBox" startet |
| 26 | | | | | | if (i == 4) 1 == 4? --> false |
| 24 | | | | | smal | |
| 25 | | | | | | "createBox" startet |
| 26 | | | | | | if (i == 4) 1 == 4? --> false |
| 7 | | | | 2 | | i++, 2 < 5? --> true |
| 8 | | | 120 | | | 2 == 2? --> true --> y += 20 |
| 9 | | 110 | | | | (340 + 170) % 400 |
| 10 | | | | | | swicht case --> i = 2 --> gibt kein case 2 |
| 7 | | | | 3 | | i++, 3 < 5? --> true |
| 8 | | | 170 | | | 3 == 2? --> false --> 120 + 50 |
| 9 | | 280 | | | | (110 + 170) % 400 |
| 10 | | | | | | switch case --> i = 3 |
| 21 | #0000ff | | | | | color |
| 24 | | | | | big | |
| 25 | | | | | | "createBox" startet |
| 26 | | | | | | if (i == 4) 3 == 4? --> false |
| 24 | | | | | medium | |
| 25 | | | | | | "createBox" startet |
| 26 | | | | | | if (i == 4) 3 == 4? --> false |
| 24 | | | | | small | |
| 25 | | | | | | "createBox" startet |
| 26 | | | | | | if (i == 4) 3 == 4? --> false |
| 7 | | | | 4 | | i++, 4 < 5? --> true |
| 8 | | | 220 | | | 4 == 2? --> false --> 170 + 50 |
| 9 | | 50 | | | | (280 + 170) % 400 |
| 10 | | | | | | switch case --> i = 4 |
| 16 | #00ff00 | | | | | color |
| 24 | | | | | big | |
| 25 | | | | | | "createBox" startet |
| 26 | | | | | | if (i == 4) 4 == 4? --> true |
| 7 | | | | 5 | | i++, 5 < 5? --> false |

function createBox

| Nr. | _color: string | _x: number | _y: number | _size: string | Kommentar |
|-----|-------------------|---------------|---------------|--------------------|--|
| 32 | | | | big, medium, small | |
| 33 | | | | | "div" wird erstellt |
| 35 | | | | | Klasse "big" wird zu "div" hinzugefügt |
| 36 | #ff0000 | | | | backgroundColor _color |
| 37 | | 170 | | | position left in px |
| 38 | | | 50 | | position left in px |
| 32 | | | | big, medium, small | |
| 35 | | | | | Klasse "big" wird zu "div" hinzugefügt |
| 36 | #00ff00 | | | | backgroundColor _color |
| 37 | | 340 | | | position left in px |
| 38 | | | 100 | | position left in px |
| 32 | | | | big, medium, small | |
| 35 | | | | | Klasse "big" wird zu "div" hinzugefügt |
| 36 | #00ff00 | | | | backgroundColor _color |
| 37 | | 340 | | | position left in px |
| 38 | | | 100 | | position left in px |
| 32 | | | | big | |
| 35 | | | | | Klasse "big" wird zu "div" hinzugefügt |
| 36 | #00ff00 | | | | backgroundColor _color |
| 37 | | 340 | | | position left in px |
| 38 | | | 100 | | position left in px |



