

Programmiersprachen 1 — 20.11.

01 Schleifen

```
var x = 0;
```

```
while (x < width) {
```

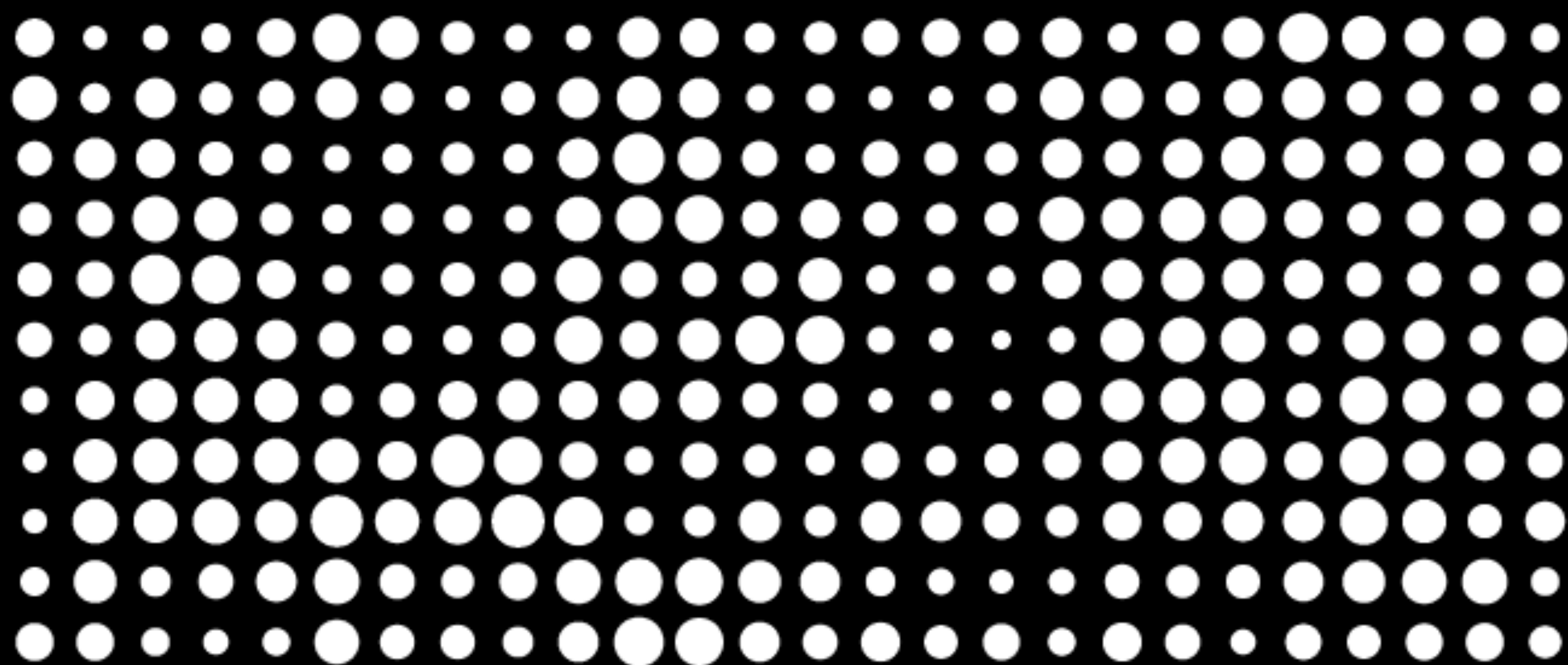
```
• • x = x + 50;
```

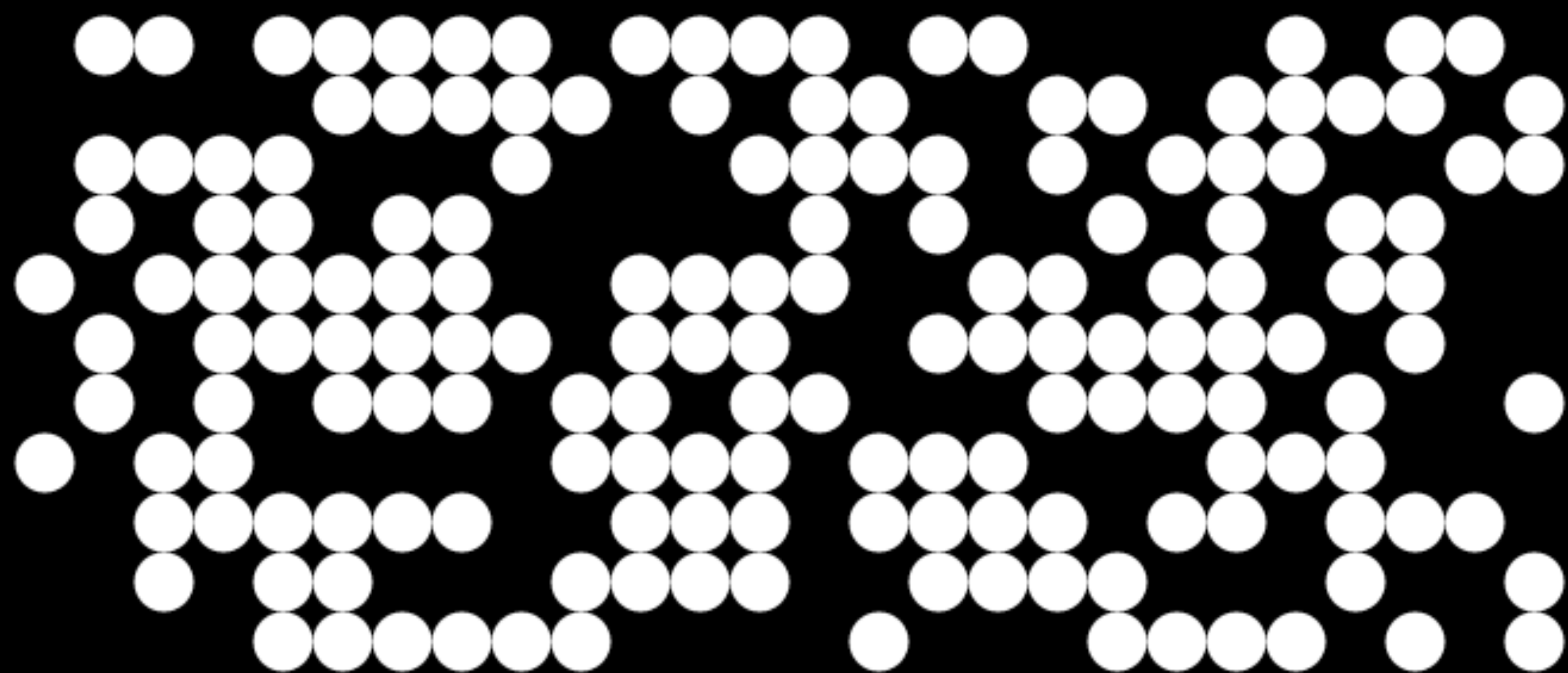
```
}
```

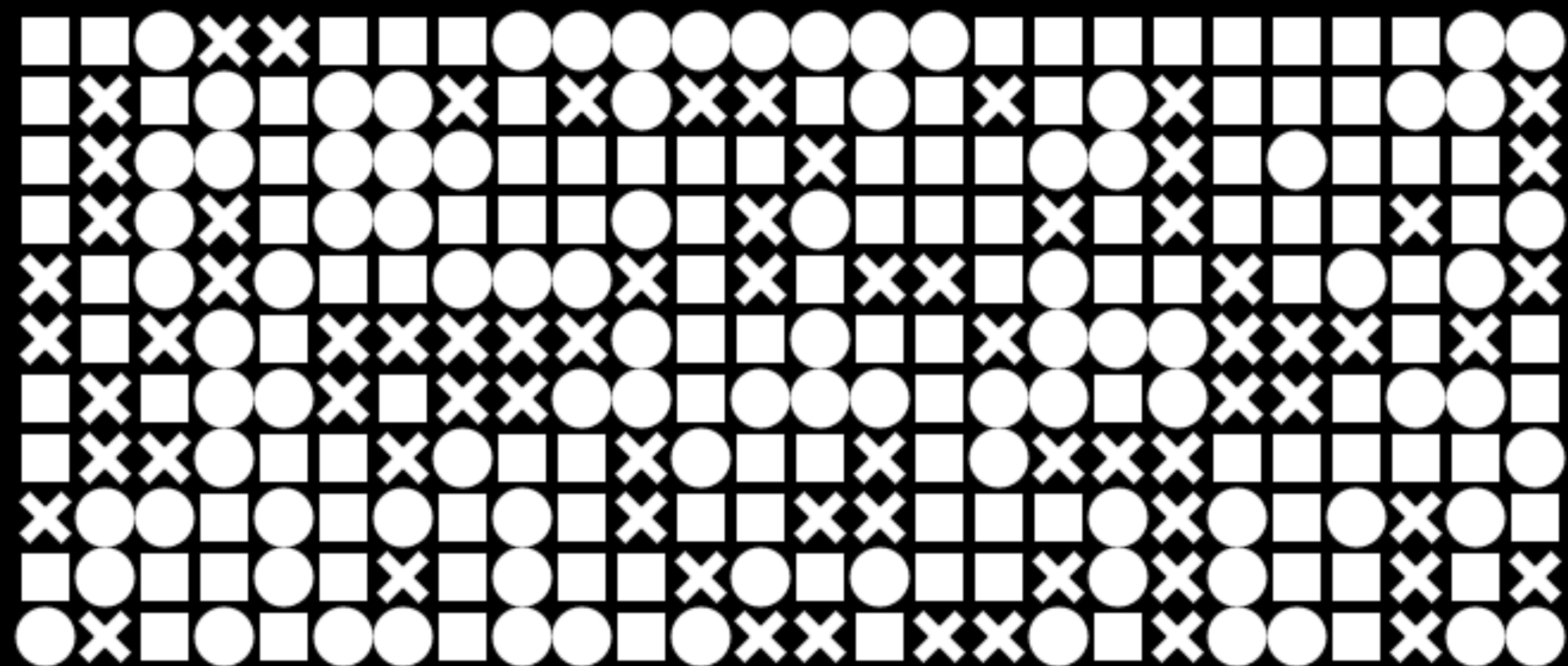
```
for (var x = 0; x < width; x++) {  
  
}
```

```
for (var x = 0; x < width; x++) {  
  • for (var y = 0; y < height; y++) {  
  • • circle(x, y, 100);  
  • }  
}
```

04 Projekt







05 Eure Fragen