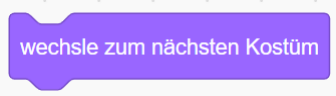
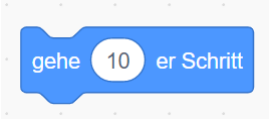
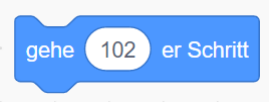
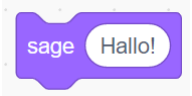
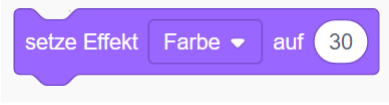
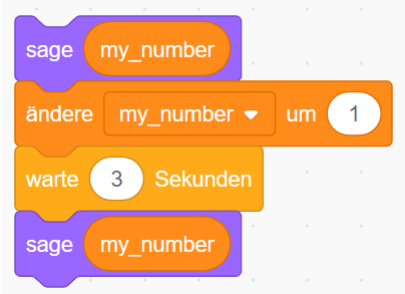



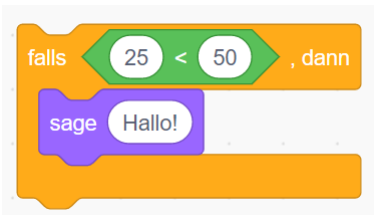
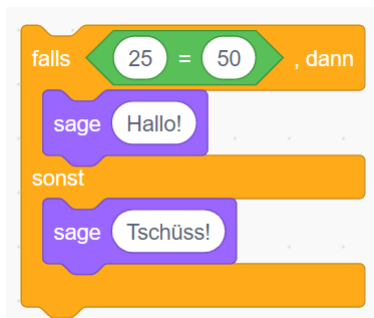


Vom Block Coding zu C++

	Block Coding (z.B. Scratch, Blockly)	Beispielcode in C++
Funktionsaufruf (ohne Parameter)		<code>change_costume();</code>
Funktionsaufruf (mit Parameter)		<code>walk(10);</code>
		<code>walk(102);</code>
		<code>say("Hallo!");</code>
Funktionsaufruf (mehrere Parameter)		<code>set_effect(COLOR, 30);</code>
Variablen		<pre>int my_number = 0; say(my_number); increase(my_number, 1); delay(3000); say(my_number);</pre>

Bedingungen		25 > 50 → false
		25 < 50 → true
		25 == 50 → false
Wenn - dann		<pre>if (25 < 50) { say("Hallo!"); }</pre>
Wenn - dann - sonst		<pre>if (25 == 50) { say("Hallo!"); } else { say("Tschüss!"); }</pre>