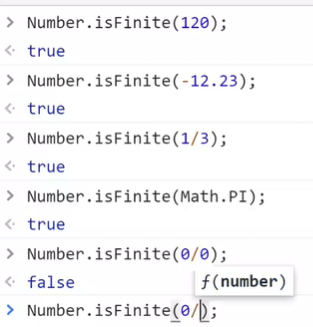
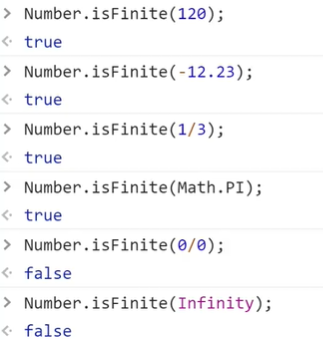
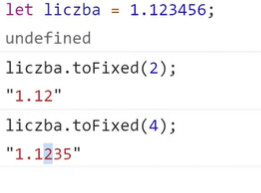


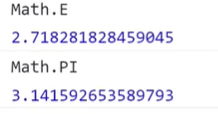
=== porownuje typy

Przypisanie do x przez konstruktor liczby

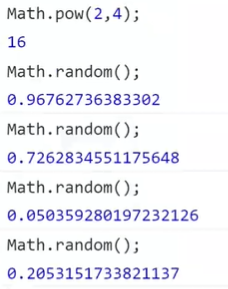


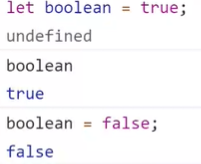


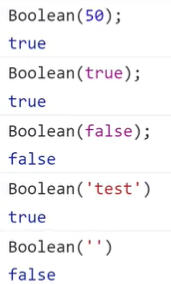


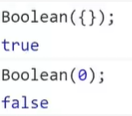


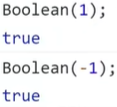


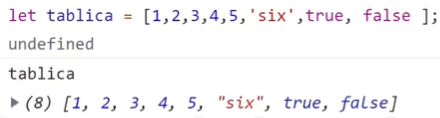
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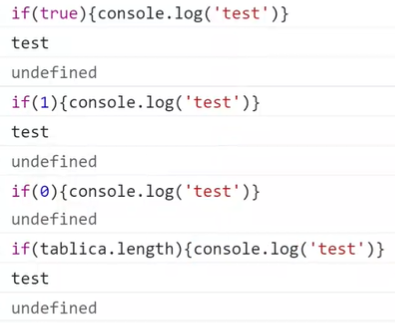


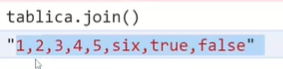




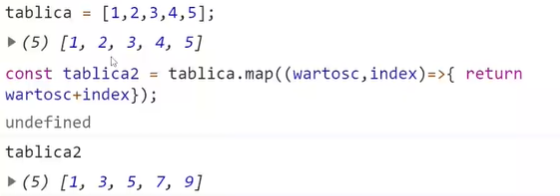


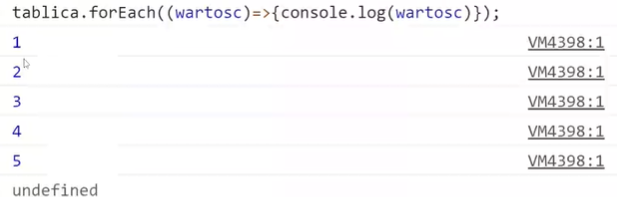


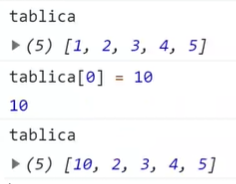


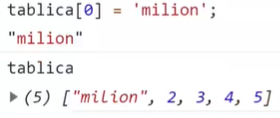


Mapowanie sluzy do tego żeby zmieniac zawartość tablicy, a for sluzy do przechodzenia przez kazda jedna pozycje niekoniecznie jej zmiane









Obiekty:

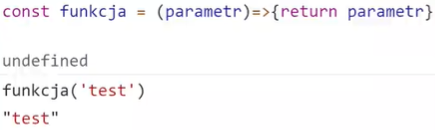
Obiekty zapisuje się w klamerkach



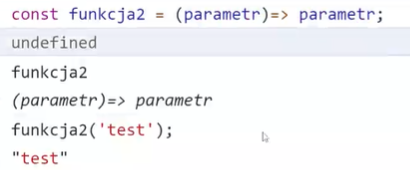


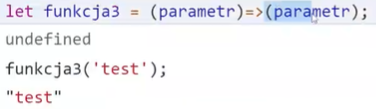




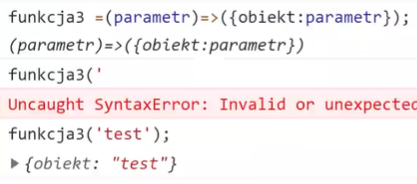


Chcemy zwrocic prosty parametr

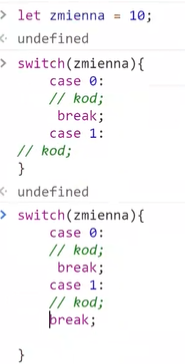


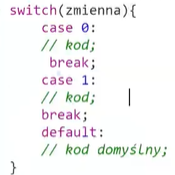


Zwracanie obiektu



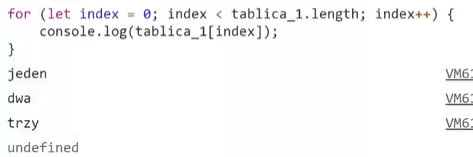
Switch case-sluzy do tego żeby skakać po roznych alternatywach zmiennej

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**Petle** 3 typy for ! nie while, do while !







Ta petla dla obiektow



Ta petla bardziej dla tablic

