

Info A §.6.05

Notiztitel

08.06.2005

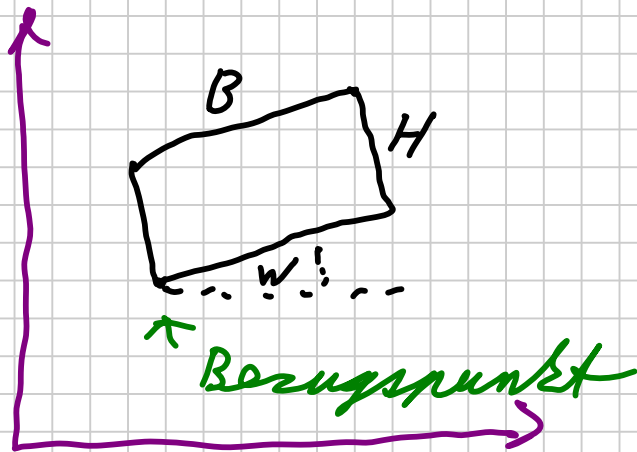
var pa: PolygonS; pv: PktVektor; fl: real;
begin ... *1x Liste Punktvektor x/*

pa := PolygonS.Init(pv);

fl := pa.Flaeche;

pa.Skaliere(4.0); fl := pa.Flaeche;

Rechteck / Quadrat:



Destructor Punkt.Done begin end;

constructor Strecke.Init(x_a, y_a, x_b, y_b : Constant);
begin

 Bezugspunkt.x := x_a ; Bezugspunkt.y := y_a ;

 P1.Init(x_b, y_b);

 Sichtbar := true

end;

Destructor Strecke.Done;

begin P1.Done end;

C vs Pascal

```
for (i = 1; i <= 10; i++)  
    { k += i; s = s + 1 };
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for (i = 1; i <= 100; i += 5) . . .
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