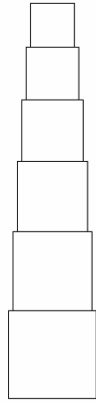


Einige Beispiele zum Programm XLOGO

# BraGe\_Turm\_mRekursion

```
to main
cs
make "a 100
rt 180 pu fd 200 rt 90 fd :a/2 rt 90 pd
quad :a
ht
end

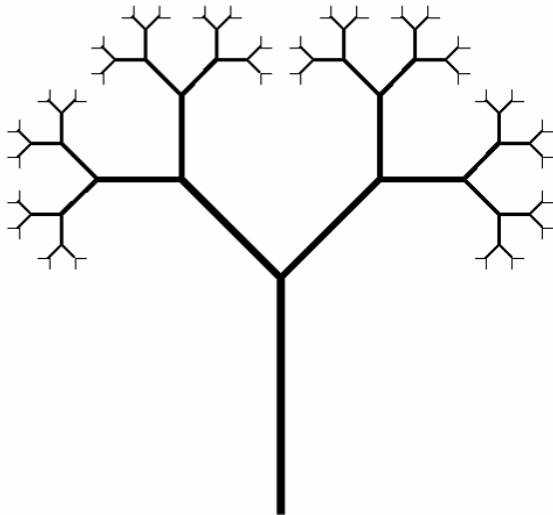
to quad :s
repeat 5 [fd :s rt 90] fd 5 lt 90
if :s>50 [quad :s-10]
end
```



# BraGe\_Baum\_Hromkovic

```
to main
cs
make "w 45
make "f 0.6
bk 200
Baum 200 6
ht
end

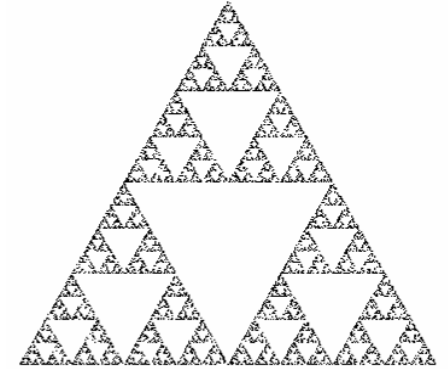
to baum :h :t
setpw :t+1
fd :h
if :t>0 [
lt :w
baum :h*f :t-1
rt :w*2
baum :h*f :t-1
lt :w
]
bk :h
end
```



A) Konstruiert mit 10'000 Zufallspunkten

# BraGe\_Sierpinski

```
to main
cs pu
hideturtle
make "x 0
make "y 200
repeat 10000 [
make "n ran 3
if :n=0 [make "x (:x-173.2)/2 make "y (:y-100)/2]
if :n=1 [make "x (:x+173.2)/2 make "y (:y-100)/2]
if :n=2 [make "x :x/2 make "y (:y+200)/2]
dot list :x :y
]
end
```



B) Konstruiert mit Rekursion

# BraGe\_Sierp\_Rek

```
to main
cs ht
make "s 400 # Kantenlänge
make "t 8 # Tiefe
pu bk :s*1.732/6 rt 90 bk :s/2 pd
dreieck :s :t
end

to dreieck :s :t
if :t>0 [
repeat 3 [dreieck :s/2 :t-1 fd :s lt 120]
]
end
```

