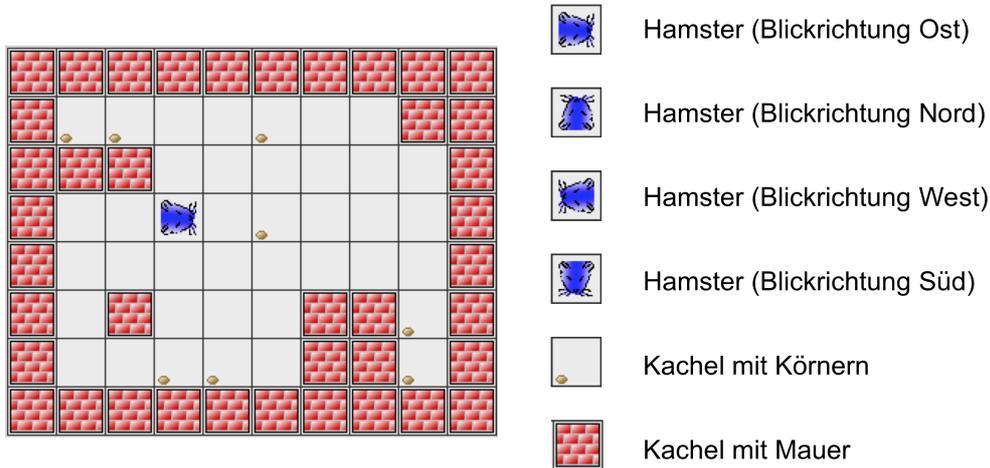


II Imperative Programmierung

5) Grundlagen Hamstermodell

Komponenten der Hamstersprache:

Landschaft:



Reservierte Wörter

1. Schlüsselwörter:

abstract break byte boolean case char continue const class catch default do double else extends final finally for float goto instanceof implements int if import interface long native new null package private protected public return short super static synchronized switch throw transient this throws try void volatile while

2. true false

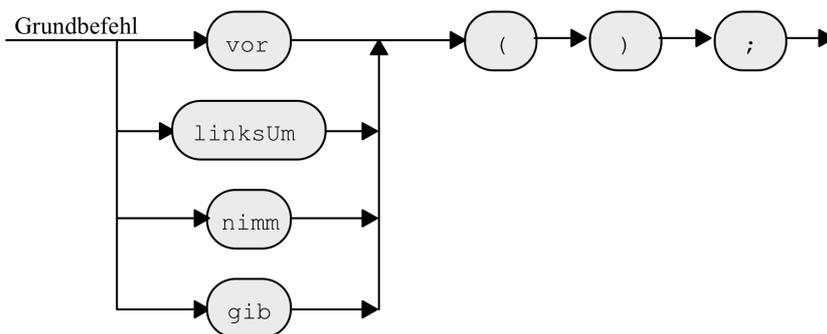
3. Vier Grundbefehle: vor, linksUm, gib und nimm

4. Drei Testbefehle vornFrei, mauLeer und kornDa,

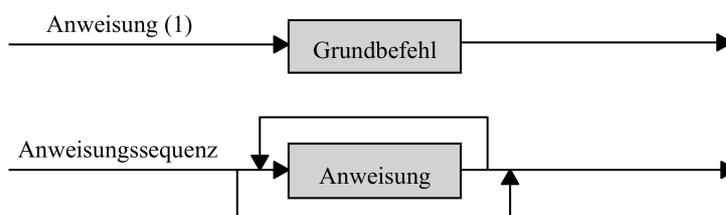
5. main

6) Anweisungen und Programme

Syntax der Hamsterbefehle

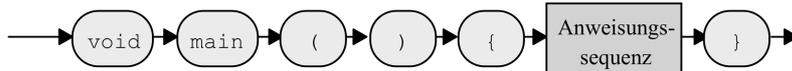


Anweisungen



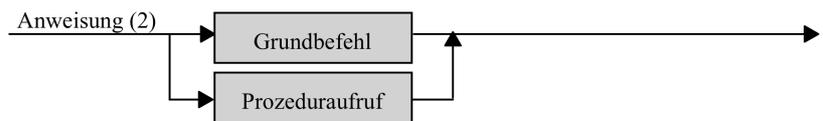
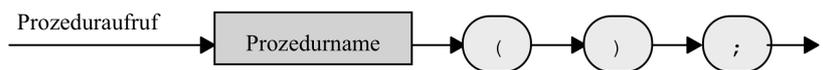
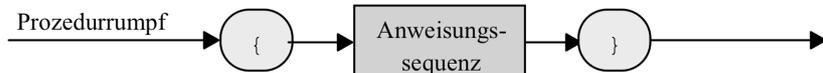
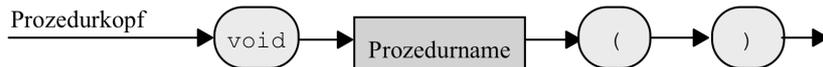
Programme

Programm (1)

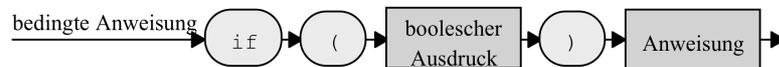
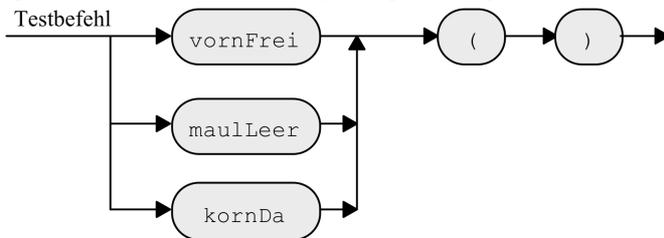


7) Prozeduren

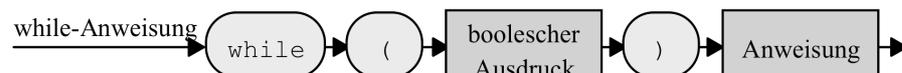
Syntax:



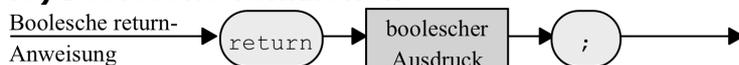
8) Auswahanweisungen (if else)

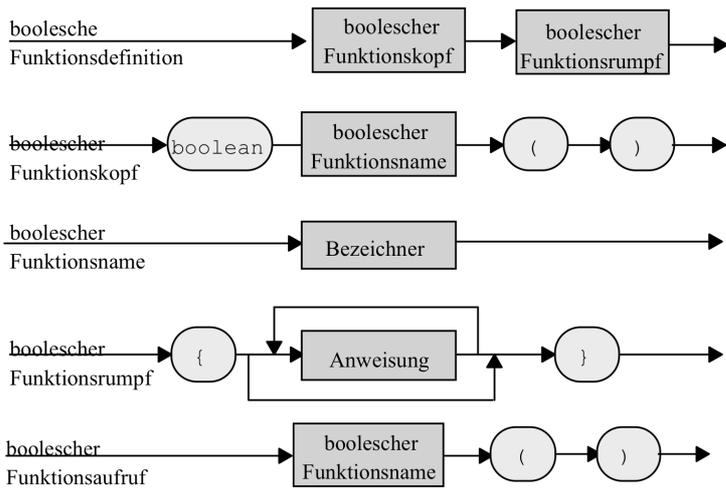


9) Wiederholungsanweisungen (while, do while)

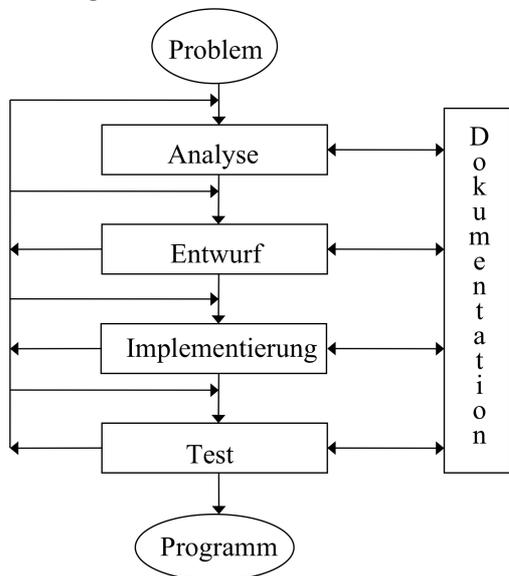


10) Boolesche Funktionen





11) Programmentwurf (Kapitel aus Buch kopieren (Klausur))



Analyse:

exakte Formulierung der Aufgabe

Entwurf:

Entwicklung eines Algorithmus

Implementierung:

Codierung;
Eingabe in den Rechner;
Compilation

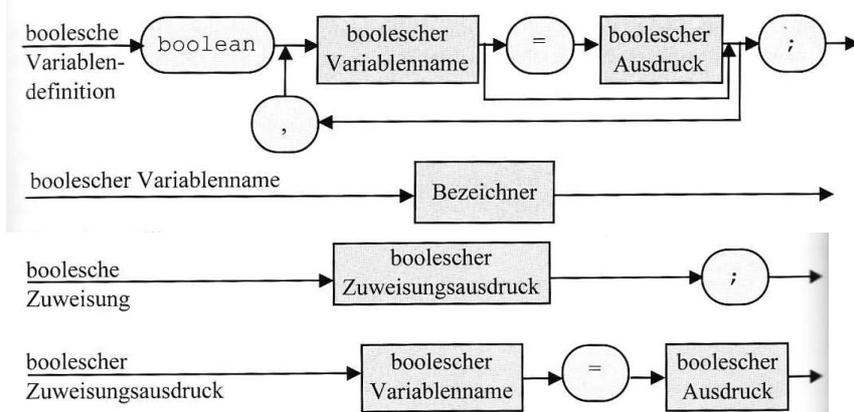
Test:

Verifikation der Korrektheit

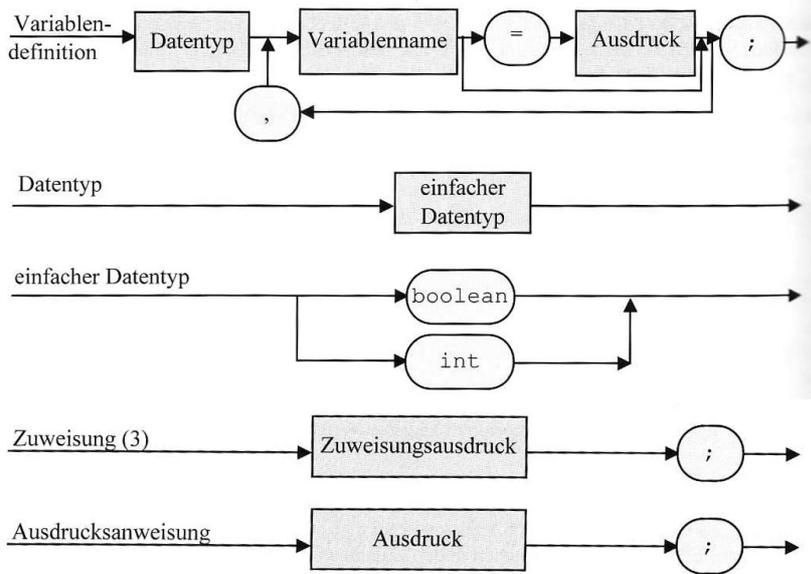
Dokumentation:

Nachlass für andere Personen

12) Boolesche Variablen

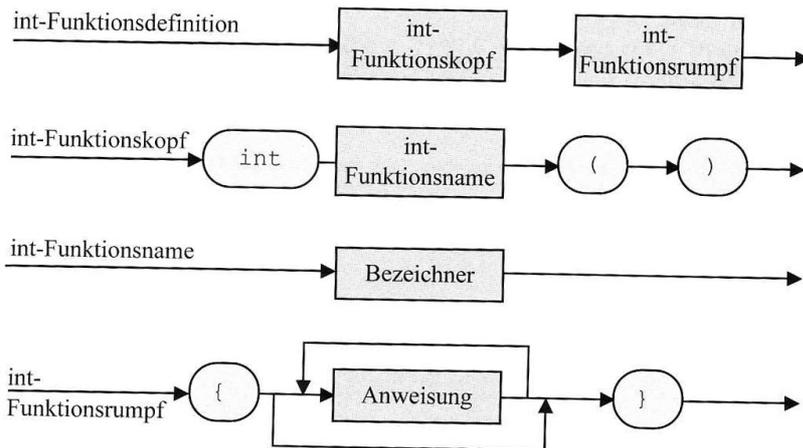


13) Zahlen, Variablen und Ausdrücke Ende 11_2

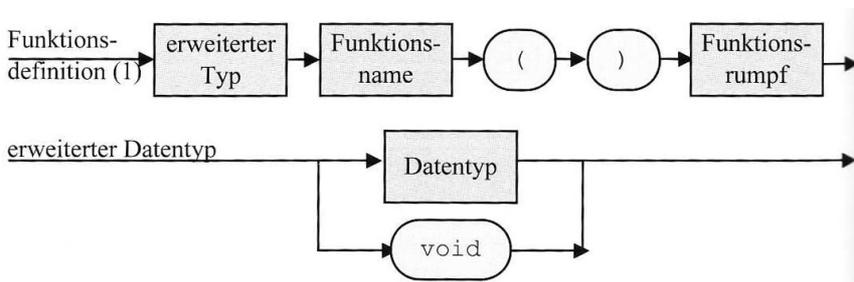


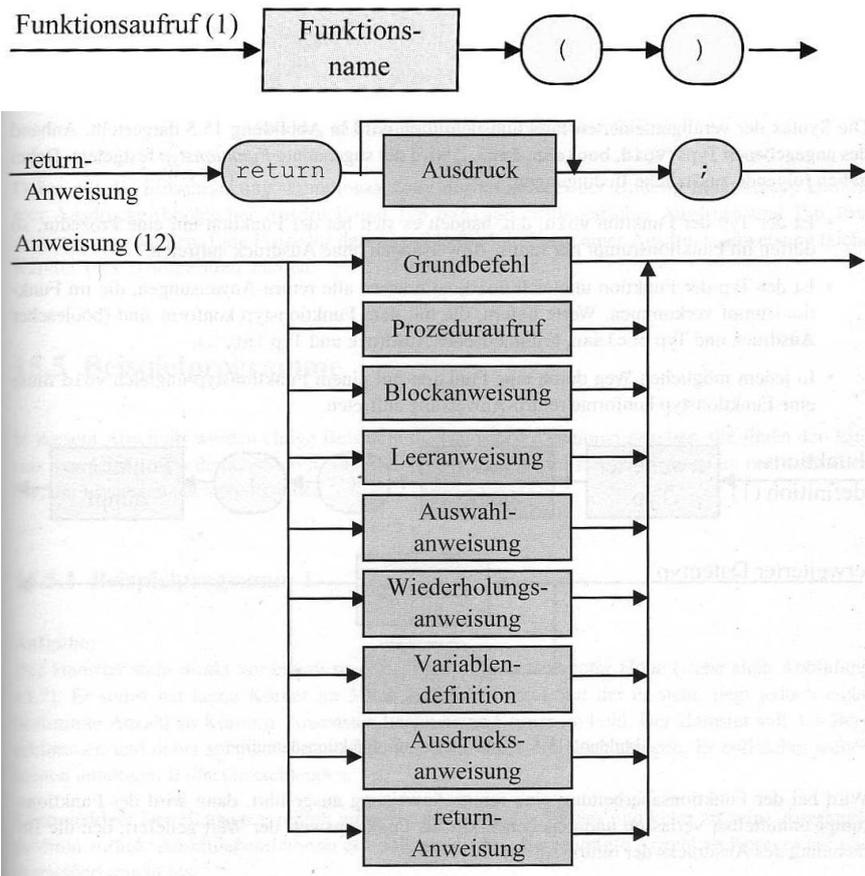
14) Prozeduren und Funktionen

int Funktionen



verallgemeinerte Funktion, mit Syntax allen nun erworbenen Anweisungen





15) Funktionsparameter

(Funktionen mit Parametern, Überladen von Funktionen, Parameterliste variabler Länge)

