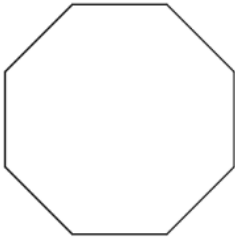


Einheit 2: Aufgaben

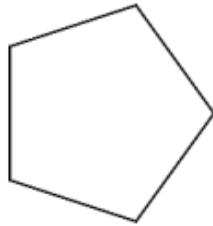
Schreibe mit LOGO Programme, welche die folgenden Figuren zeichnen. Die Grösse kannst du selber wählen.


Vielecke

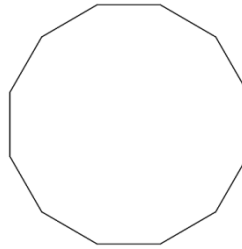
1.) 




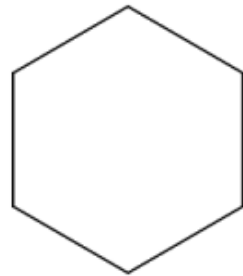
2.) 



3.) 

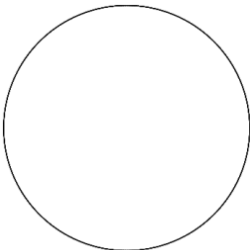


4.) 

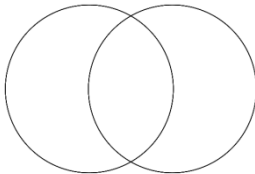


Kreise

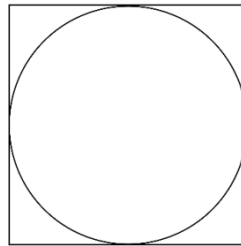
5.) 



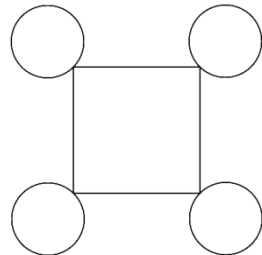
6.) 



7.) 

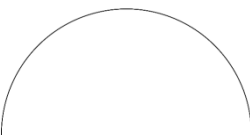


8.) 

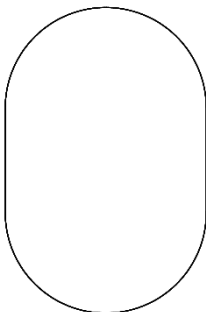


Halbkreise

9.) 



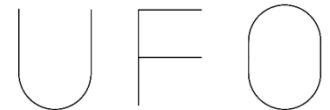
10.) 



11.) 








12.) 

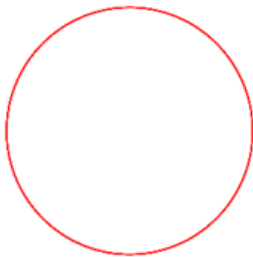



Farben verwenden

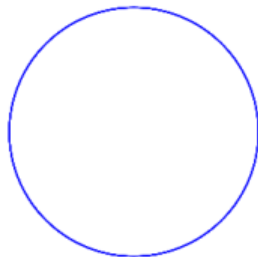
In dieser Tabelle findest du die Farbcodes:


setpc 0		setpc 5		setpc 9		setpc 13	
setpc 1		setpc 6		setpc 10		setpc 14	
setpc 2		setpc 7		setpc 11		setpc 15	
setpc 3		setpc 8		setpc 12		setpc 16	
setpc 4							

13.) 




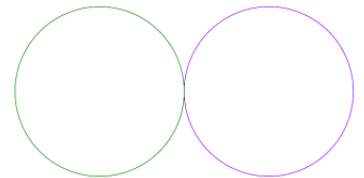
14.) 




15.) 



16.) 



17.) 



18.) 



19.) 



20.) 



21.) 



22.) 



23.) 



24.) 

