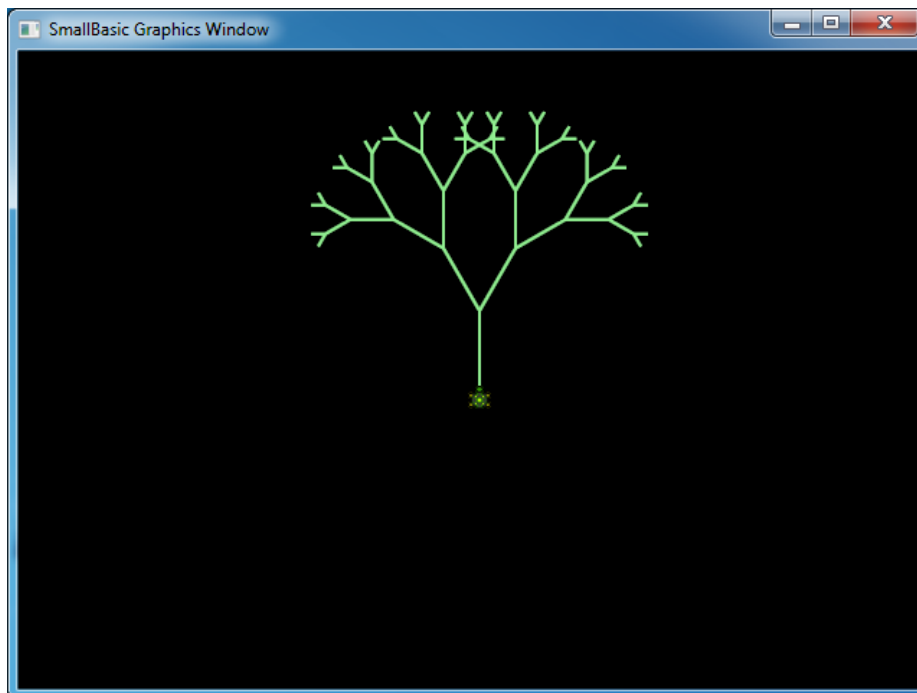


*Bijlage A:*

## Leuke voorbeelden

---

### Schildpadfractal



Afbeelding 58 – Schildpad tekent boomfractal

```
hoek = 30
delta = 10
afstand = 60
Turtle.Speed = 9
GraphicsWindow.BackgroundColor = "Black"
GraphicsWindow.PenColor = "LightGreen"
DrawTree()

Sub DrawTree
  If (afstand > 0) Then
    Turtle.Move(afstand)
    Turtle.Turn(hoek)

    Stack.PushValue("afstand", afstand)
    afstand = afstand - delta
    DrawTree()
    Turtle.Turn(-hoek * 2)
    DrawTree()
    Turtle.Turn(hoek)
    afstand = Stack.PopValue("afstand")

    Turtle.Move(-afstand)
  EndIf
EndSub
```

## Foto's van Flickr



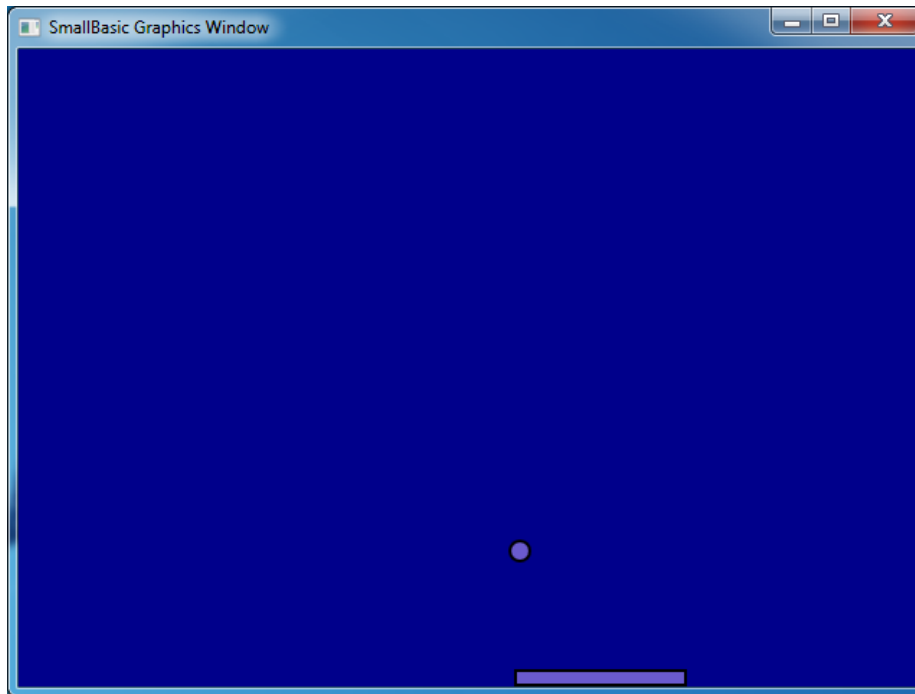
Afbeelding 59 – Foto's ophalen van Flickr

```
GraphicsWindow.BackgroundColor = "Black"  
GraphicsWindow.MouseDown = OnMouseDown  
  
Sub OnMouseDown  
    foto = Flickr.GetRandomPicture("bergen, rivieren")  
    GraphicsWindow.DrawResizedImage(foto, 0, 0, 640, 480)  
EndSub
```

## Een dynamische bureaubladachtergrond

```
For i = 1 To 10  
    foto = Flickr.GetRandomPicture("bergen")  
    Desktop.SetWallPaper(foto)  
    Program.Delay(10000)  
EndFor
```

## Peddelspel



Afbeelding 60 – Peddelspel

```
GraphicsWindow.BackgroundColor = "DarkBlue"
peddel = Shapes.AddRectangle(120, 12)
bal = Shapes.AddEllipse(16, 16)
GraphicsWindow.MouseMove = OnMouseMove

x = 0
y = 0
deltaX = 1
deltaY = 1

RunLoop:
  x = x + deltaX
  y = y + deltaY

  gw = GraphicsWindow.Width
  gh = GraphicsWindow.Height
  If (x >= gw - 16 or x <= 0) Then
    deltaX = -deltaX
  EndIf
  If (y <= 0) Then
    deltaY = -deltaY
  EndIf
```

```
pedX = Shapes.GetLeft (peddel)
If (y = gh - 28 and x >= pedX and x <= pedX + 120) Then
    deltaY = -deltaY
EndIf

Shapes.Move(bal, x, y)
Program.Delay(5)

If (y < gh) Then
    Goto RunLoop
EndIf

GraphicsWindow.ShowMessage("Jij verliest", "Peddel")

Sub OnMouseMove
    peddelX = GraphicsWindow.MouseX
    Shapes.Move(peddel, peddelX - 60, GraphicsWindow.Height - 12)
EndSub
```