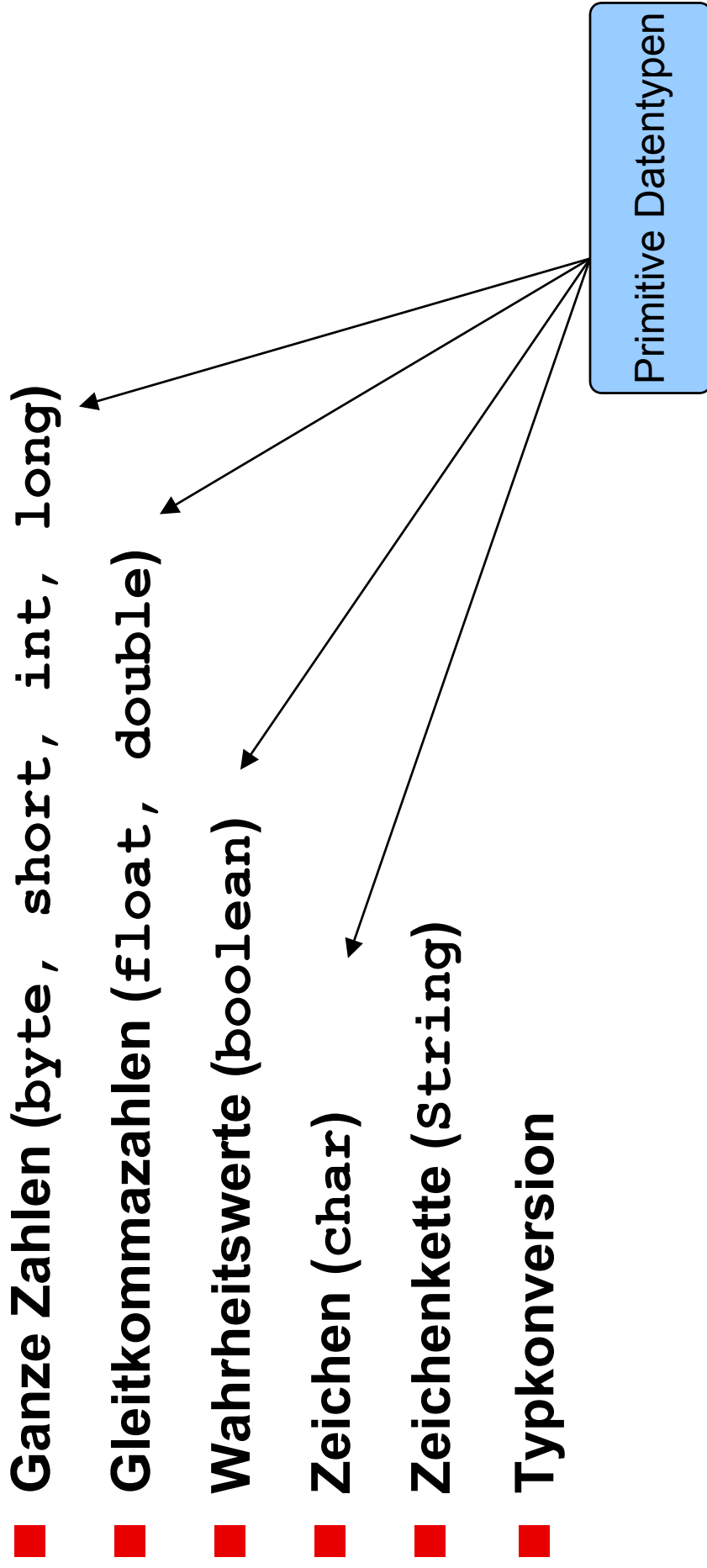
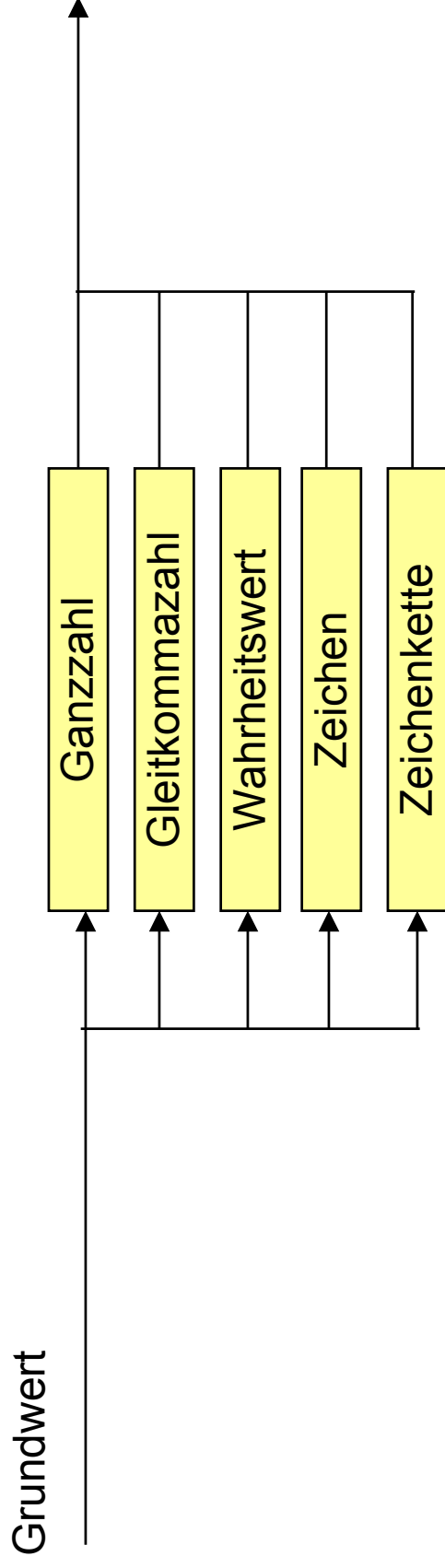
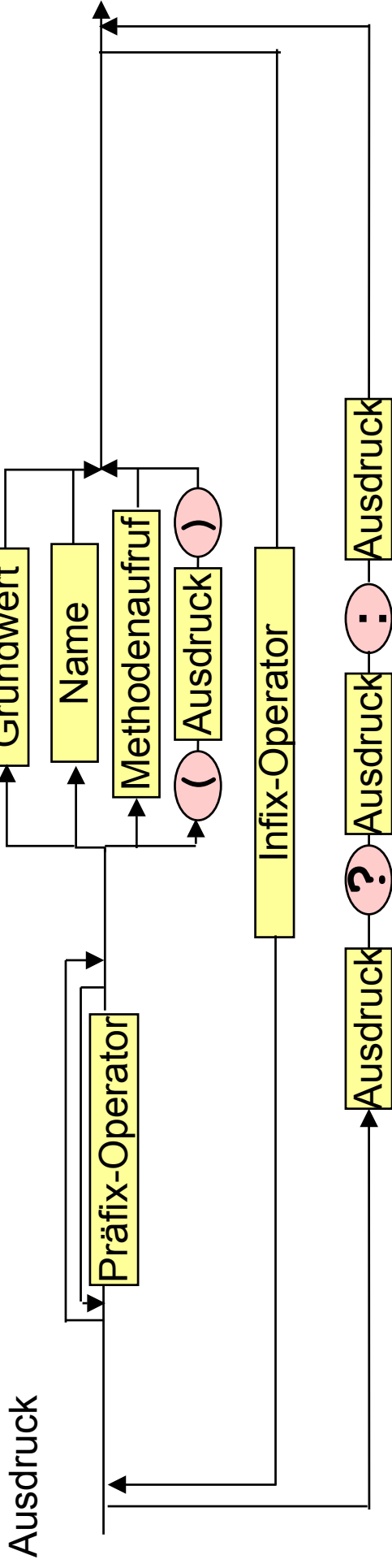

II.1. Grundelemente der Programmierung

- 1. Erste Schritte
- 2. Einfache Datentypen
- 3. Anweisungen und Kontrollstrukturen
- 4. Verifikation
- 5. Reihungen (Arrays)

2. Einfache Datentypen

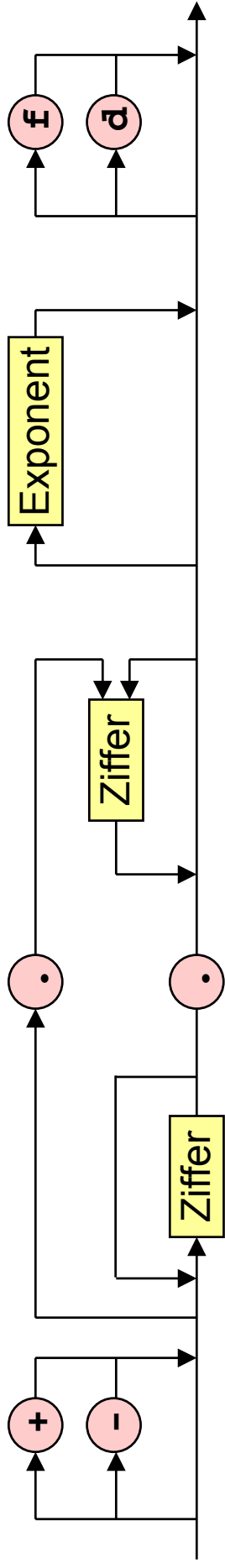


Grundwerte

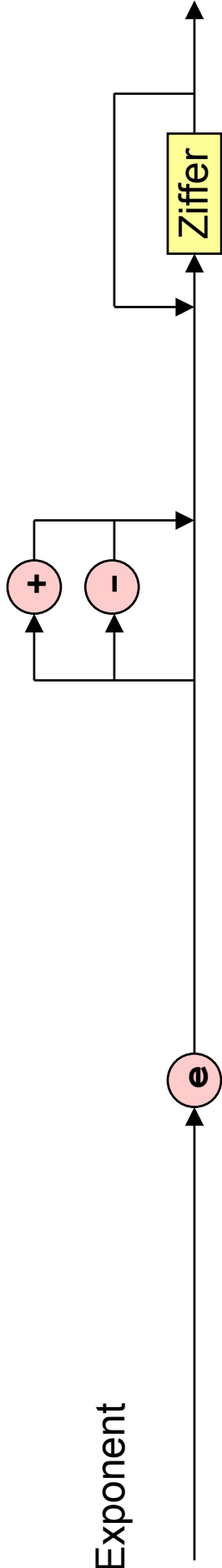


Gleitkommazahlen

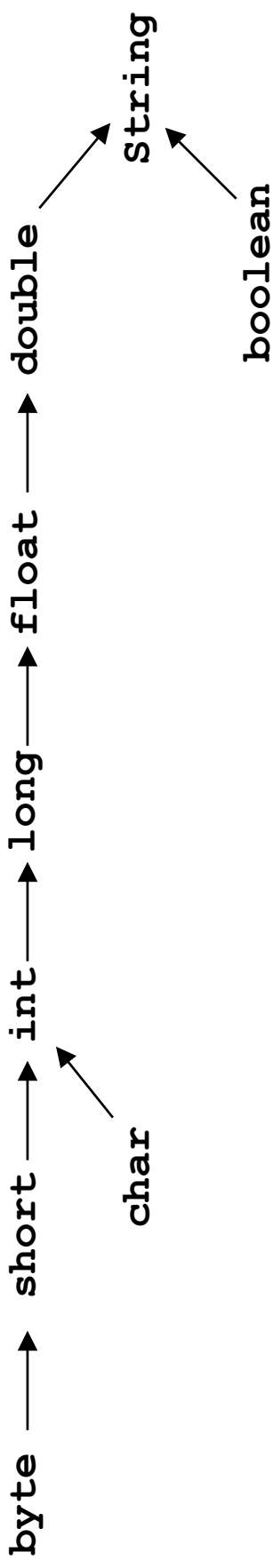
Gleitkommazahl



Exponent



Implizite Datentypanpassung



Ausdruck

