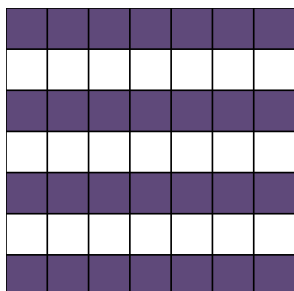


PODMIENKOVÉ VARIÁCIE I

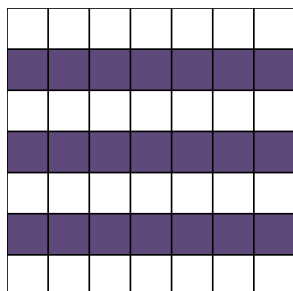
ÚLOHA NA HODINU

Dorobte projekt **Podmienkové štvorce**, ktorý je zameraný na jednoduché aj zložené podmienky. **Vzorku 01** máte predpripravenú. Doprogramujte ďalšie vzorky od 2 do 20.

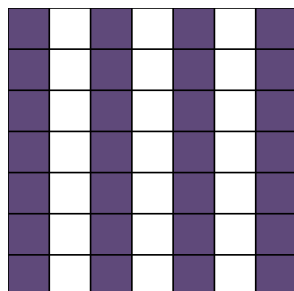
Vzorky



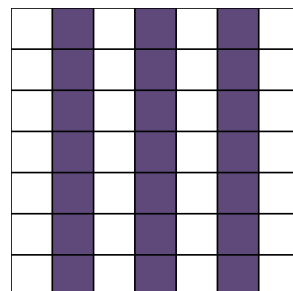
Vzorka 01



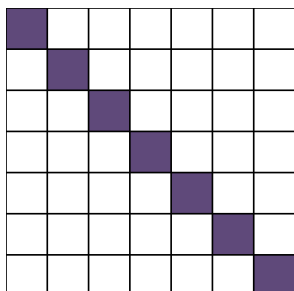
Vzorka 02



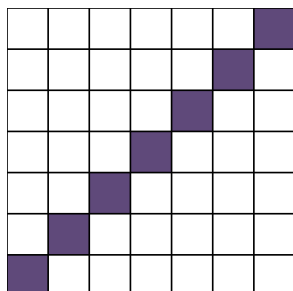
Vzorka 03



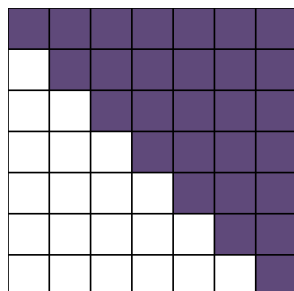
Vzorka 04



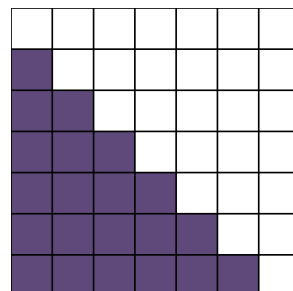
Vzorka 05



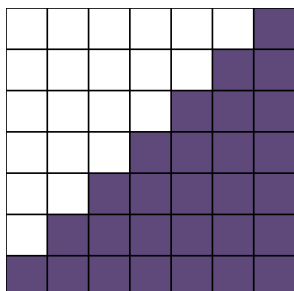
Vzorka 06



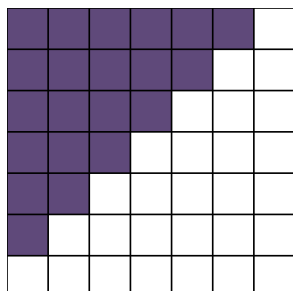
Vzorka 07



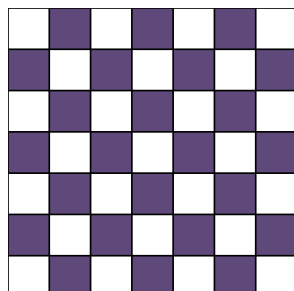
Vzorka 08



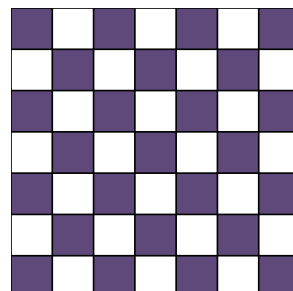
Vzorka 09



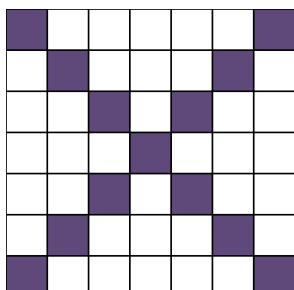
Vzorka 10



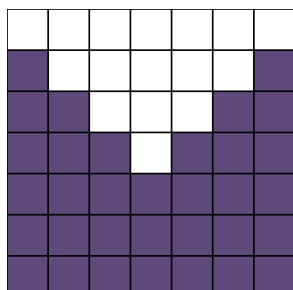
Vzorka 11



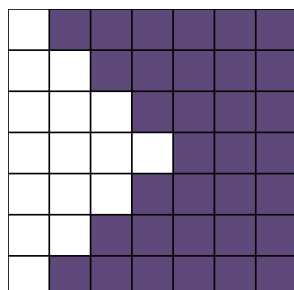
Vzorka 12



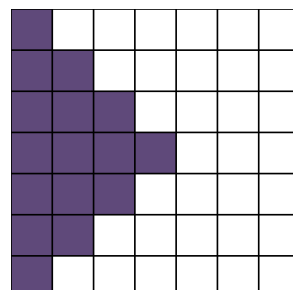
Vzorka 13



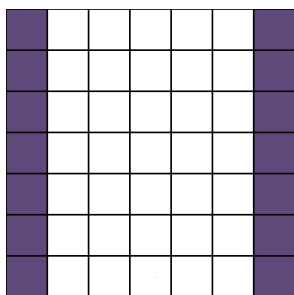
Vzorka 14



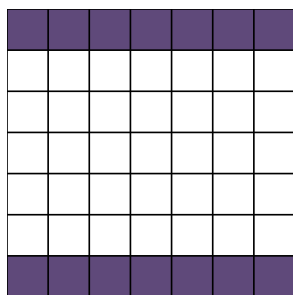
Vzorka 15



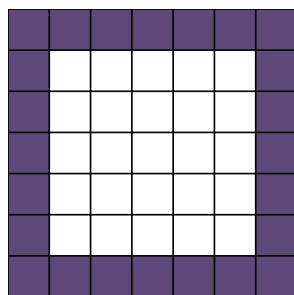
Vzorka 16



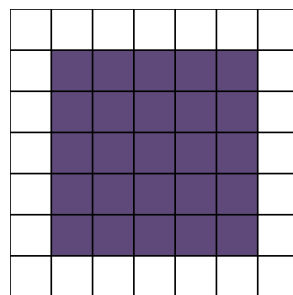
Vzorka 17



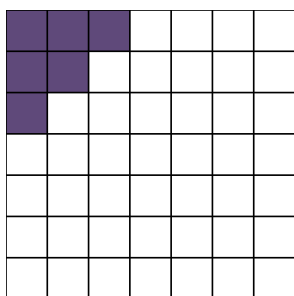
Vzorka 18



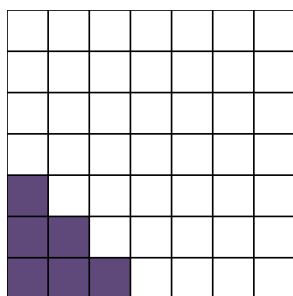
Vzorka 19



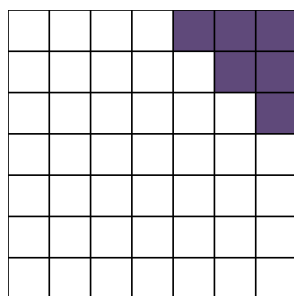
Vzorka 20



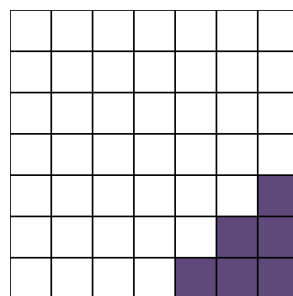
Vzorka 21



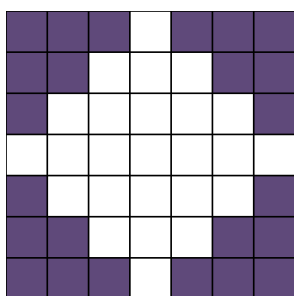
Vzorka 22



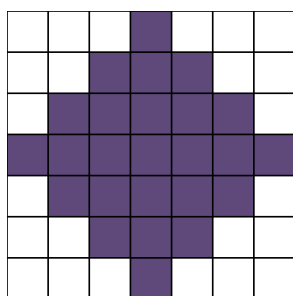
Vzorka 23



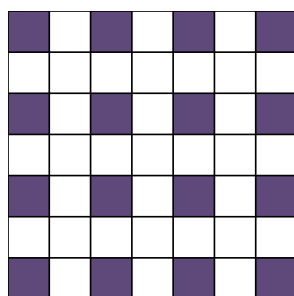
Vzorka 24



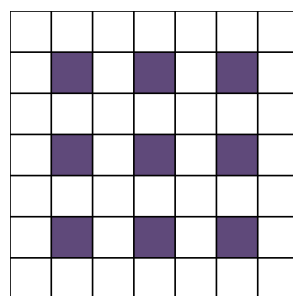
Vzorka 25



Vzorka 26



Vzorka 27



Vzorka 28

ÚLOHA 01

Do programu dorbte aspoň 4 vzorky od 21 po 28.

ÚLOHA 02

Vymyslite a naprogramujte 1 vlastnú vzorku.

ÚLOHA 03

Do programu dorbte nejaké nastavania, napr. výber farieb pre štvorce, veľkosť šachovnice, v ktorej sa štvorce vykresľujú, veľkosť štvorcov, atď.