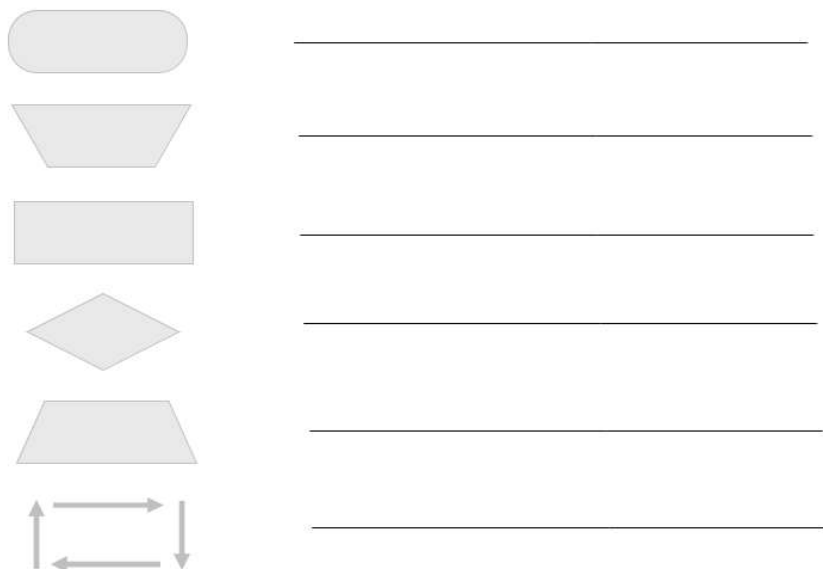


PONAVLJANJE GRADIVA

1. Što je algoritam ?
2. Koje algoritamske strukture poznajemo:
3. Što je programska petlja?

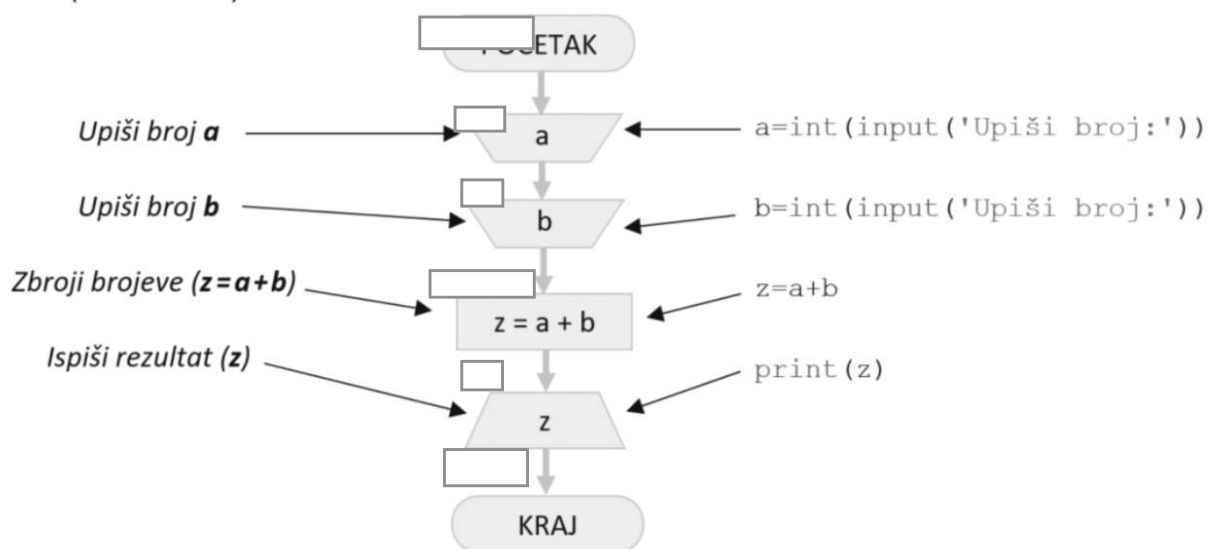
Objasni elemente dijagrama tijeka



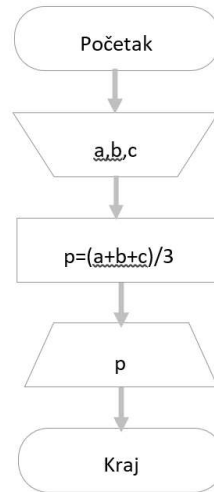
RIJEČIMA GOVORNOG JEZIKA
(PSEUDOJEZIK)

DIJAGRAMOM TIJEKA

RAČUNALNIM PROGRAMOM



Napiši program koji izračunava prosjek 3 broja uz pomoć dijagrama tijeka:



Koristeći programski jezik Python napravi program koji crta kvadrat duljine stranice (100):

Python 3.6.2 Shell

```

File Edit Shell Debug Options Window
Python 3.6.2 (v3.6.2:5fc5437e, Dec 23 2016)
Type "copyright", "credits()" or "help()" to see
>>> from turtle import *
>>> fd(100); lt(90)
>>> fd(100); lt(90)
>>> fd(100); lt(90)
>>> fd(100); lt(90)
>>>
    
```

Koristeći programski jezik Python napravi program koji crta kvadrat duljine stranice (100) koristeći petlju FOR:

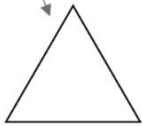
trokut.py - C:/Users/Admin/Desktop/trokut.py (3.6.2)

```

File Edit Format Run Options Window Help
from turtle import *
a=int(input('Unesite duljinu: '))
for i in range(3):
    fd(a);lt(120)
    
```

Unesite duljinu: 100

>>>



Slično bi izgledalo i računalno rješenje za crtanje kvadrata.

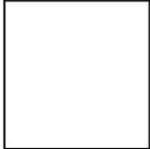
kvadrat.py - C:/Users/Admin/Desktop/kvadrat.py (3.6.2)

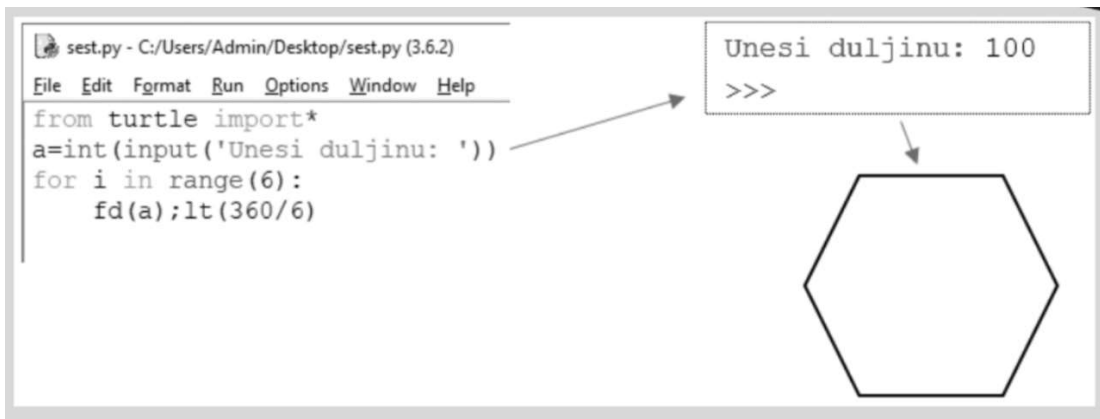
```

File Edit Format Run Options Window Help
from turtle import *
a=int(input('Unesite duljinu: '))
for i in range(4):
    fd(a);lt(90)
    
```

Unesite duljinu: 100

>>>





Napiši program koji iscrtava osmerokut:

Napiši program koji iscrtava pravokutnik: