LU01.L02 - myGeometryCalculator

Teilauftrag 1: Kreisfläche

```
const pi = 3.14; //accuracy is sufficient enough for our purpose
var r = 10; // 10 is a easy number, since easy to calculate
//console.log("function circleArea: " + r + " = " + circleArea(r));
/* ************************************************************************ */
/* Author: volkan.demir@bzz.ch, 02.03.23                                    */
/* Call: circleArea (radius)                                                */
/* Desc: Returns the area of a circle to a given radius                     */
/* ************************************************************************ */
function circleArea(radius) {
    return pi*radius*radius;
}
```

Teilauftrag 2: Kreisumfang

```
/* ************************************************************************ */
/* Author: volkan.demir@bzz.ch, 02.03.23                                    */
/* Call: circleCircumference (radius)                                       */
/* Desc: Returns the circumference of a circle to a given radius              */
/* ************************************************************************ */
function circleCircumference(radius) {
    return 2*pi*radius;
}
```

Teilauftrag 3: Dreiecksfläche

```
/* ************************************************************************ */
/* Author: volkan.demir@bzz.ch, 02.03.23                                    */
/* Call: triangleArea (side, height)                                        */
/* Desc: Returns the triangleArea to side and height                        */
/* ************************************************************************ */
function triangleArea(side, height) {
    return side*height/2;
}
```

Teilauftrag 4: Dreiecksumfang

```
/* ********************************************************************** */
/* Author: volkan.demir@bzz.ch, 02.03.23                                  */
/* Call: minus (zahl1, zahl2)                                             */
/* Desc: Return the sum of two numbers. Z1 must be larger than z2         */
/* ********************************************************************** */
function square(x) {
    return x*x;
}
```

Teilauftrag 5: quadratFlaeche

```
/* ********************************************************************** */
/* Author: volkan.demir@bzz.ch, 02.03.23                                  */
/* Call: squareArea(side)                                                 */
/* Desc: Return the squareArea to a given side                            */
/* ********************************************************************** */
function squareArea(s) {
    let area = s*s; // arbeite mit lokalen Variablen
    return area;
}
```

Teilauftrag 6: quadratUmfang

```
/* ********************************************************************** */
/* Author: volkan.demir@bzz.ch, 02.03.23                                  */
/* Call: squareArea(side)                                                 */
/* Desc: Return the squareCircumference a given side                      */
/* ********************************************************************** */
function squareCircumference(s) {
    return 4*s;
}
```

Teilauftrag 7: rechtEckFlaeche

```
/* ********************************************************************** */
/* Author: volkan.demir@bzz.ch, 02.03.23                                  */
/* Call: squareArea(side)                                                 */
/* Desc: Return the squareCircumference a given side                      */
/* ********************************************************************** */
function squareCircumference(s) {
    let cf = 4*s; // arbeite mit lokalen Variablen
    return cf;
}
```

Teilauftrag 8: rechteckUmfang

```
/* ********************************************************************** */
/* Author: volkan.demir@bzz.ch, 02.03.23                                  */
/* Call: rectangleArea(side)                                              */
/* Desc: Return the rectangleArea to given sideS and sideB                */
/* ********************************************************************** */
function rectangleCurcumfence(sA, sB) {
    let rcf = 2*(sA+sB);
    return rcf;
}
```

Lösungen

LU01.L02
