

LU01.L02 - myGeometryCalculator

Teilauftrag 1: Kreisfläche

```

scripts_m307 > lu01_script4fun > JS lu01_l02_myGeometryCalculator_t1.js > ...
1  const pi = 3.14; //accuracy is sufficient enough for our purpose
2  var r = 10; // 10 is a easy number, since easy to calculate
3
4  console.clear;
5
6  console.log("function circleArea: " + r + " = " + circleArea(r));
7  /* ***** */
8  /* Author: volkan.demir@bzz.ch, 02.03.23 */
9  /* Call: circleArea (radius) */
10 /* Desc: Returns the area of a circle to a given radius */
11 /* ***** */
12 function circleArea(radius) {
13 |   return pi*radius*radius;
14 }
15

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```

(base) volkandemir@Mac lu01_script4fun % node lu01_l02_myGeometryCalculator_t1.js
function circleArea: 10 = 314
(base) volkandemir@Mac lu01_script4fun % █

```

Teilauftrag 2: Kreisumfang

```

JS lu01_l02_myGeometryCalculator_t2.js ×
scripts_m307 > lu01_script4fun > JS lu01_l02_myGeometryCalculator_t2.js > ...
1  const pi = 3.14; //accuracy is sufficient enough for our purpose
2  var r = 10; // 10 is a easy number, since easy to calculate
3
4  console.log("function circleCircumference: " + r + " = " + circleCircumference(r));
5  /* ***** */
6  /* Author: volkan.demir@bzz.ch, 02.03.23 */
7  /* Call: circleCircumference (radius) */
8  /* Desc: Returns the circumference of a circle to a given radius */
9  /* ***** */
10 function circleCircumference(radius) {
11 |   return 2*pi*radius;
12 }
13

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```

(base) volkandemir@Mac lu01_script4fun % node lu01_l02_myGeometryCalculator_t2.js
function circleCircumference: 10 = 62.800000000000004
(base) volkandemir@Mac lu01_script4fun % █

```



```
JS lu01_l02_myGeometryCalculator_t5.js ×
scripts_m307 > lu01_script4fun > JS lu01_l02_myGeometryCalculator_t5.js > ...
1  const pi = 3.14; //accuracy is sufficient enough for our purpose
2  var side = 20;
3
4  console.log("function square: ", side, " = "+squareArea(side));
5  /* ***** */
6  /* Author: volkan.demir@bzz.ch, 02.03.23 */
7  /* Call: squareArea (side) */
8  /* Desc: Returns the area of a square */
9  /* ***** */
10 function squareArea(x) {
11     let sa = x*x;
12     return sa;
13 }
14
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```
(base) volkandemir@Mac lu01_script4fun % node lu01_l02_myGeometryCalculator_t5.js
function square: 20 = 400
(base) volkandemir@Mac lu01_script4fun %
```

Teilauftrag 6: quadratUmfang

```
JS lu01_l02_myGeometryCalculator_t6.js ×
scripts_m307 > lu01_script4fun > JS lu01_l02_myGeometryCalculator_t6.js > ...
1  const pi = 3.14; //accuracy is sufficient enough for our purpose
2
3  var side = 4;
4  console.log("function squareCircumference: side ", side +" = ",squareCircumference (side));
5  /* ***** */
6  /* Author: volkan.demir@bzz.ch, 02.03.23 */
7  /* Call: squareCircumference(side) */
8  /* Desc: Return the squareCircumference a given side */
9  /* ***** */
10 function squareCircumference(s) {
11     let cf = 4*s; // lokale Variablen
12     return cf;
13 }
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```
(base) volkandemir@Mac lu01_script4fun % node lu01_l02_myGeometryCalculator_t6.js
function squareCircumference: side 4 = 16
(base) volkandemir@Mac lu01_script4fun %
```

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;
}
```



Volkan Demir

From:
<https://wiki.bzz.ch/> - **BZZ - Modulwiki**

Permanent link:
<https://wiki.bzz.ch/de/modul/m307/learningunits/lu01/loesungen/02?rev=1772700293>

Last update: **2026/03/05 09:44**

