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 ×

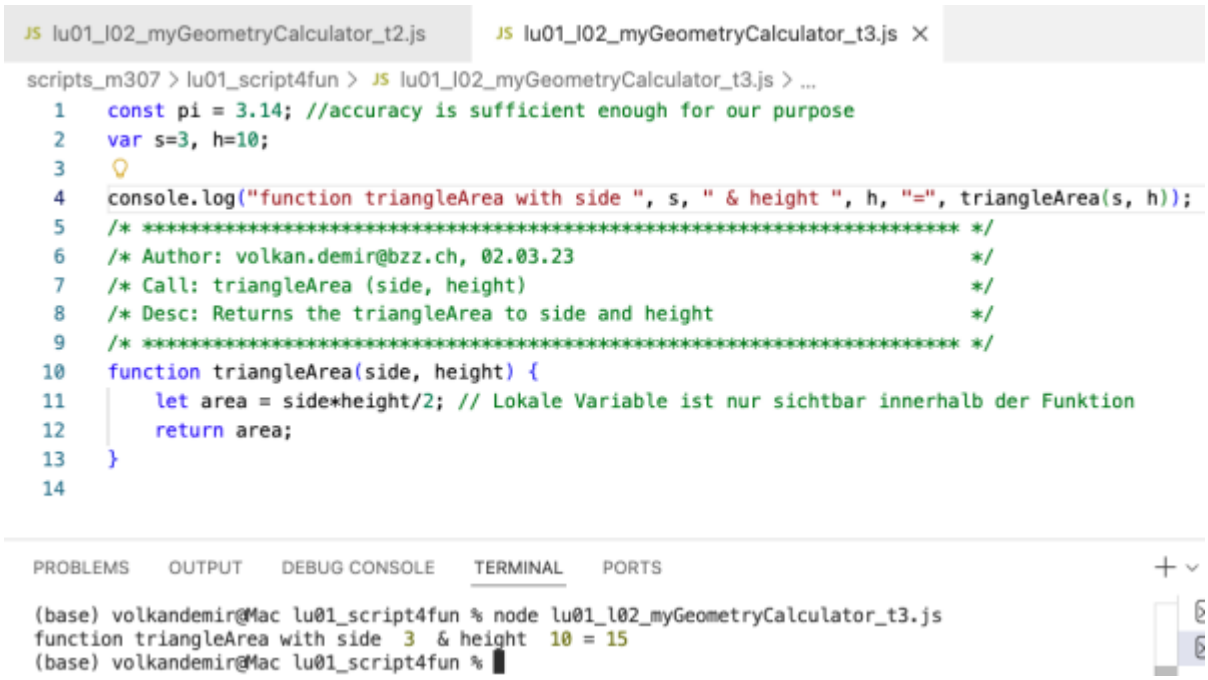
scripts_m307 > lu01_script4fun > JS lu01_l02_myGeometryCalculator_t2.js > ...

```
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
```

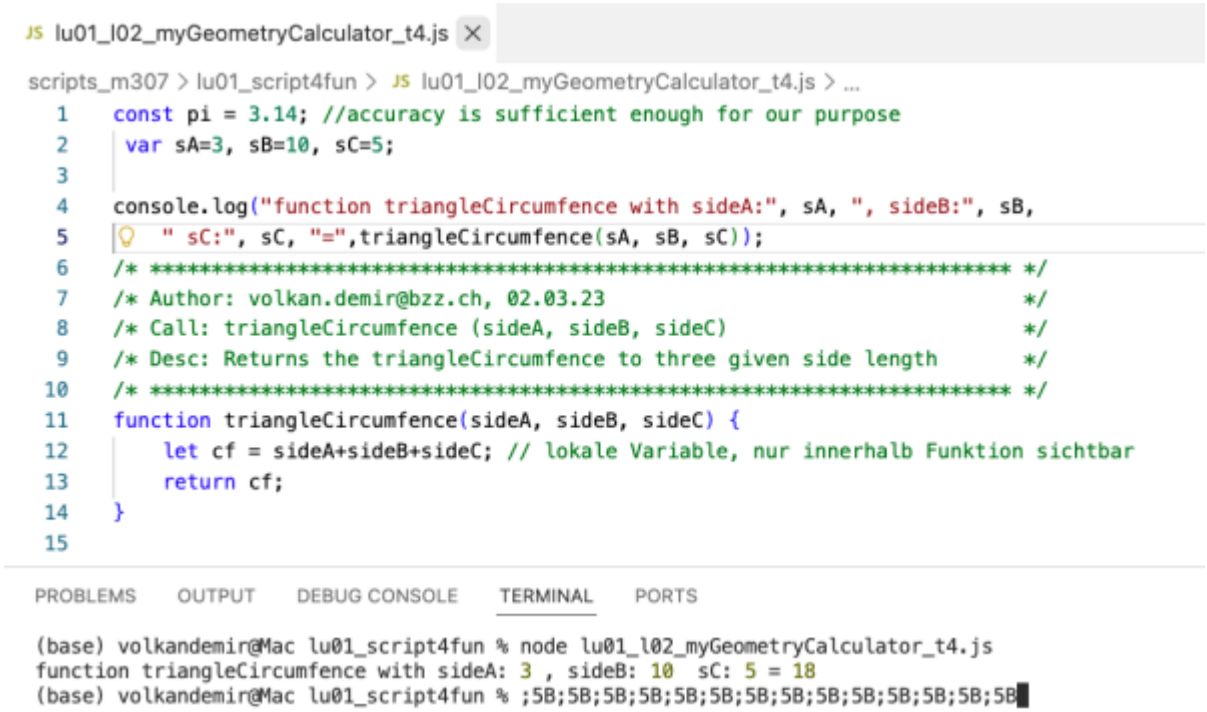
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

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

Teilauftrag 3: Dreiecksfläche



Teilauftrag 4: Dreiecksumfang



Teilauftrag 5: quadratFlaeche

lu01_l02_myGeometryCalculator_t5.js

scripts_m307 > lu01_script4fun > 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

lu01_l02_myGeometryCalculator_t6.js

scripts_m307 > lu01_script4fun > 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

lu01_l02_myGeometryCalculator_t7.js

scripts_m307 > lu01_script4fun > lu01_l02_myGeometryCalculator_t7.js > ...

```
1   const pi = 3.14; //accuracy is sufficient enough for our purpose
2   var sideA = 10, sideB=15;
3
4   console.log("function rectangleArea: sideA:", sideA, " sideB:", sideB, " = ",
5     rectangleArea(sideA, sideB));
6   /* ********************************************************************** */
7   /* Author: volkan.demir@bzz.ch, 02.03.23                                  */
8   /* Call: rectangleArea(side)                                              */
9   /* Desc: Return the rectangleArea to given sideS and sideB                */
10  /* ********************************************************************** */
11  function rectangleArea(sA, sB) {
12      let rA = sA*sB;
13      return rA;
14  }
15
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```
(base) volkandemir@Mac lu01_script4fun % node lu01_l02_myGeometryCalculator_t7.js
function rectangleArea: sideA: 10  sideB: 15  =  150
(base) volkandemir@Mac lu01_script4fun %
```

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;
}
```

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Last update: **2026/03/05 09:48**