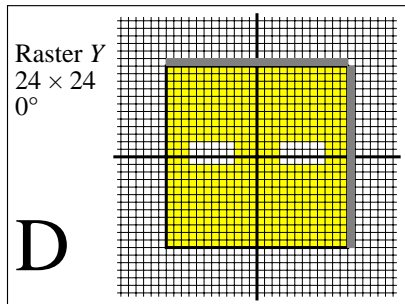
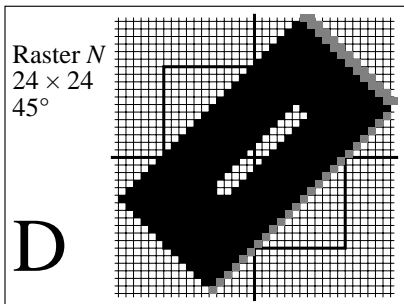


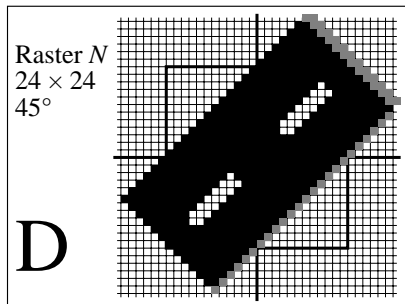
NG320-1, B8\_19\_1



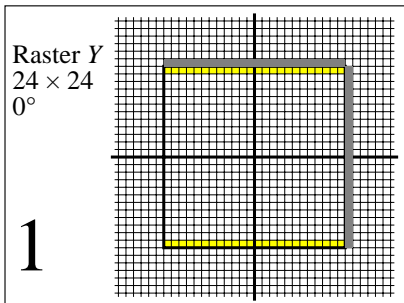
NG320-2, B8\_19\_2



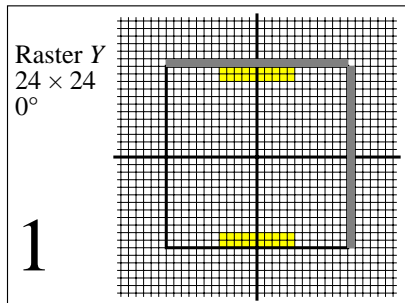
NG320-3, B8\_19\_3



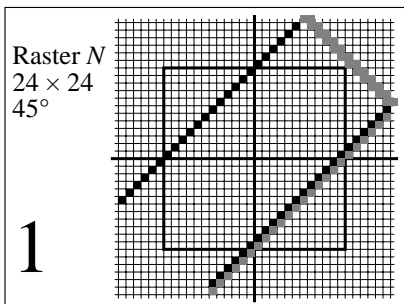
NG320-4, B8\_19\_4



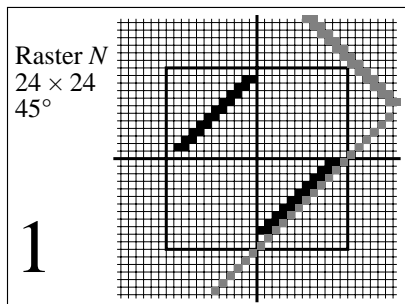
NG320-5, B8\_20\_1



NG320-6, B8\_20\_2



NG320-7, B8\_20\_3



NG320-8, B8\_20\_4

### PSL1-Programmcode: Horizontale Rechteck-Grafikelemente

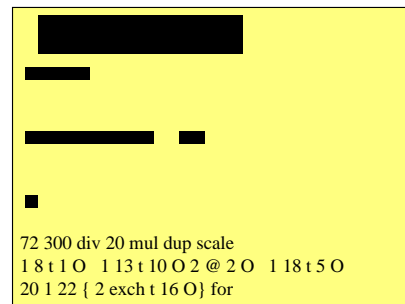
```
!PS-Adobe-3.0 B8260-6n.eps 20.10.94
%%BoundingBox: 72 90 226 206
% Transformation Benutzer- -> Geratekoordinaten
/Mt { % x y snapto pixel sx sy
  transform
  .25 sub round .25 add exch
  .25 sub round .25 add exch
  itransform moveto} bind def
/HQR { % Zeichnen Basis-Rechteck horizontal (x0 y0 w h)
  4 -2 roll Mt %(x0,y0) untere linke Ecke Rechteck
  dtransform round exch round exch idtransform
  % Transform. Benutzer- -> Geratekoordinaten
  dup 0 exch rlineto %(0,h) nach oben links
  exch 0 rlineto %(w,0) nach oben rechts
  neg 0 exch rlineto %(0,-h) nach unten rechts
  closepath fill} bind def
/HQRr {HQR /x0 r x0 add def} bind def %r-Quadrat & x0-Transl.
/t { % x y -> x0 y0 Start Zeile, Spalte, Diagonale
  /y0 exch def /x0 exch def} bind def
/O { %voll gefuelltes Basis-Rechteck mit w=r h=1
  /r exch def %Wiederholungsfaktor r
  x0 y0 r 1 HQRr} bind def %r-fach Quadrat
/@ {/r exch def /x0 r x0 add def} bind def %nur x0-Transl.

72 90 translate 0.0 setlinewidth
72 300 div 20 mul dup scale

1 8 t 1 0 1 13 t 10 0 2 @ 2 0 1 18 t 5 0
20 1 22 { 2 exch t 16 0} for

showpage
```

NG321-5, B8\_21



NG321-7, B8\_22