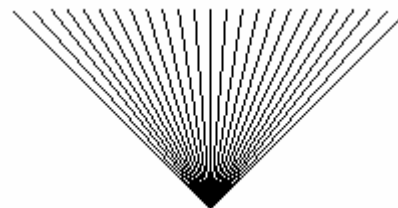
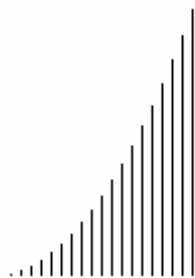
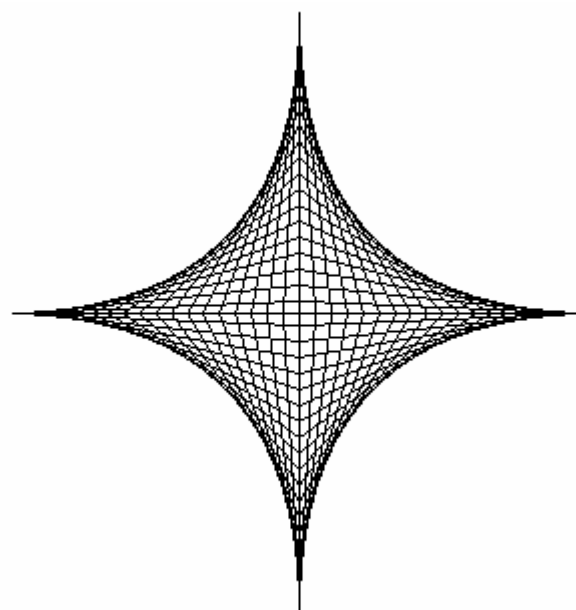
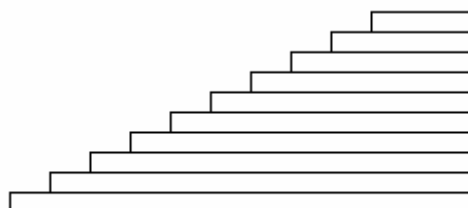
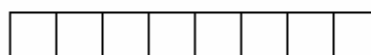
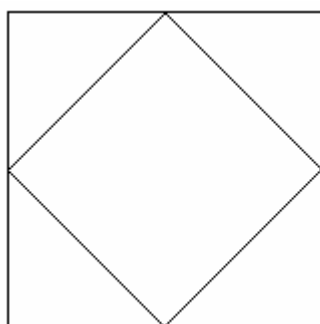
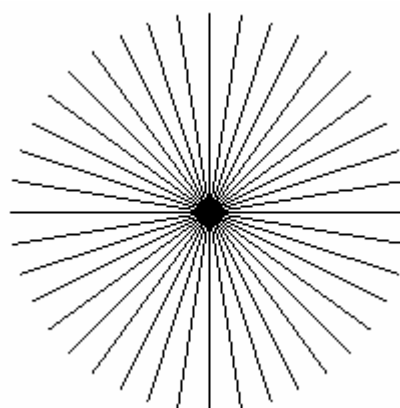


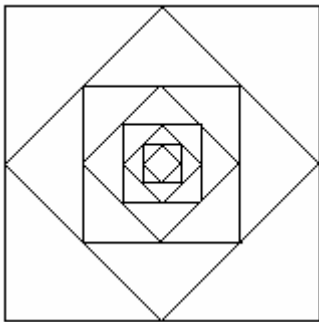
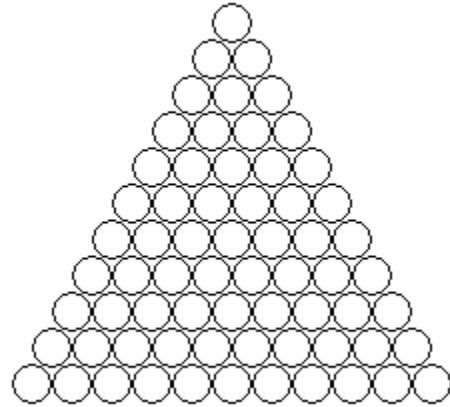
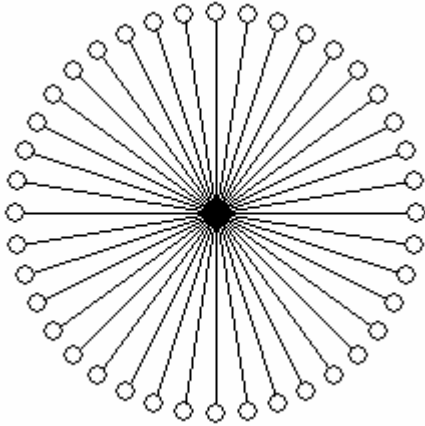
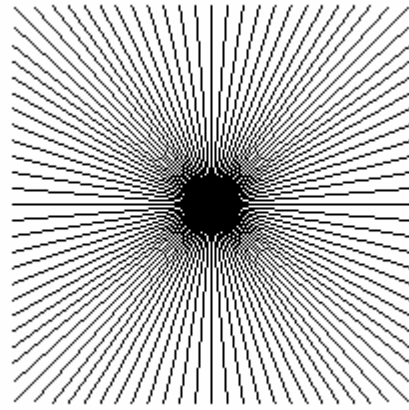
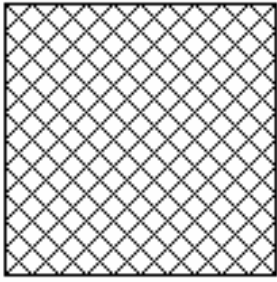
LAZARUS - GRAFIKA PROGRAMOWANA

ćwiczenia



```
kat:=pi/20;  
for k:=0 to 19 do  
begin  
  x:=100*cos(kat*k);  
  y:=100*sin(kat*k);  
  line(300,300,300+round(x),300+round(y));  
end;
```





random(n) – losowanie liczby z zakresu od 0 to n-1

