

a:\256.pas

```

uses crt;
var a, b: real;
begin
  clrscr;
  writeln('Add meg a számot!');
  readln(a);
  b := a - trunc(a/256)*256;
  a := trunc(a/256);
  writeln(b:3:0);
  b := a - trunc(a/256)*256;
  a := trunc(a/256);
  writeln(b:3:0);
  b := a - trunc(a/256)*256;
  writeln(b:3:0);
  readln;
end.

```

a:\atlag.pas

```

uses crt;
var a, b, c: real;
begin
  clrscr;
  writeln('Add meg az egyik számot!');
  readln(a);
  writeln('Add meg a másikat!');
  readln(b);
  writeln('Add meg a 3.-at!');
  readln(c);
  writeln('Az átlag: ', (a+b+c)/3:3:0, '!');
  readln;
end.

```

1. feladat

egység

egység

procedure

var i: integer;

begin

for i := 1 to n do

begin

if a[i] > x then

begin

write(a[i]);

write(' ');

end;

end;

end;

2. feladat

var a, b, c: real;

begin

clrscr;

writeln('Add meg az egyik számot!');

readln(a);

writeln('Add meg a másikat!');

readln(b);

writeln('Add meg a 3.-at!');

readln(c);

writeln('Az átlag: ', (a+b+c)/3:3:0, '!');

readln;

end.

end.

end.

if a > b then

begin

write(a);

write(' ');

end;

writeln('Az átlag: ', (a+b+c)/3:3:0, '!');

readln;

a: besuror.pas

{besuror rendezes}

procedure besurorend;

var i, j: integer

x: elemtipus

begin

for i := 2 to n do begin

 j := i - 1; x := a[i]

 while (j > 1) and (x < a[j]) do begin

 a[j+1] := a[j]

 j := j - 1

 end;

 a[j+1] := x;

end;

end;

{type

elemtipus = integer}

a: csere.pas

uses crt;

var a, b, c, u: real;

begin

clrscr;

writeln('Add meg az egyik befogót!');

readln(a);

writeln('Add meg a 2. befogót!');

readln(b);

writeln('Add meg az atfogót!');

readln(c);

if a > c then begin

 u := a;

 a := c;

 c := u;

end;

if b > c then begin

 u := b;

 b := c;

 c := u;

end;

writeln('A terület: ', a+b+c:3:0, '!');

writeln('A térfogat: ', (a*b)/2:3:0, '!');

readln; end.

a:\denkzo.pas

```

uses crt;
var a,b,c:real;
begin
  clrscr;
  writeln('Add meg a befogót!');
  readln(a);
  writeln('Add meg a másik befogót!');
  readln(b);
  writeln('Add meg az átfogót!');
  readln(c);
  if c <> sqrt((a*a)+(b*b)) then
    else
      begin
        writeln('A terület:', a+b+c:3:0, '!');
        writeln('A körület:', a*b/2:3:0, '!');
      end;
  readln;
end.

```

a:\doga1.pas

a:\doga2.pas

```

uses crt;
var i,k,w:byte;
begin
  clrscr;
  for i:=0 to 29 do
    begin
      writeln('A 3-mal onthetős:', (10+2)+3*i, '!');
    end;
  readln;
  for k:=0 to 13 do
    begin
      writeln('A 2-vel onthetős:');
      writeln(10+5*k);
    end;
end.

```

```

writeln('ez nem a-u!')
begin
  writeln('A terület:', a+b+c:3:0, '!');
  writeln('A körület:', a*b/2:3:0, '!');
end;
readln;

```

megoldások / 1.0

megoldások / 1.0

Handwritten notes and diagrams on the right side of the page, including mathematical formulas like $(10+2)+3i$ and $10+5k$, and some illegible text.

```
for w := 0 to 12 do
```

```
begin
```

```
writeln ('A kitalakoztatol: ');
```

```
writeln (14 + w * 7);
```

```
end;
```

```
readln;
```

```
end.
```

a: \doga3.pas

```
uses crt;
```

```
var i, k: byte;
```

```
begin
```

```
clrscr;
```

```
gotoxy (1,1);
```

```
for i := 1 to 5 do
```

```
for k := 1 to 5 do
```

```
begin
```

```
gotoxy (k, i);
```

```
writeln ('a');
```

```
end;
```

```
gotoxy (3,2);
```

```
writeln ('u');
```

```
gotoxy (2,3);
```

```
writeln ('u');
```

```
gotoxy (4,3);
```

```
writeln ('u');
```

```
gotoxy (3,4);
```

```
writeln ('u');
```

```
readln;
```

```
end.
```

a: \egyallo.pas

```
uses crt;
```

```
var a, b, w: real;
```

```
begin
```

```
writeln ('Add meg az alepot!');
```

```
readln (a);
```

```
writeln ('Add meg a keret!');
```

```
readln (b);
```

```
if a > 2 * b then writeln ('Nem jo! ez az adatol!')
```

```
else begin
```

```
writeln ('A kenilete: ', a + b + b / 3 : 0, '!!');
```

```
w := sqrt (b * b - a / 2 * a / 2);
```

```
writeln ('A kenilete: ', a * w / 2 : 3 : 0, '!!');
```

```
end; readln; end.
```

```

program negyeta;
uses crt;
procedure alicir (x, y: byte);
const beta = 'a';
begin
goto xy (x, y);
writeln (beta);
end;

```

```

procedure negyeta;
var x, y: integer;
begin
clrscr;
for x := 5 to 15 do begin
y := 5;
alicir (x, y);
end;

```

```

x := 5;
for y := 5 to 15 do begin
alicir (x, y);
end;

```

```

for y := 5 to 15 do begin
x := 15;
alicir (x, y);
end;

```

```

for x := 5 to 15 do begin
y := 15;
alicir (x, y);
end;
end;

```

```

begin
negyeta;
writeln;
end.

```

program negyeta;
uses crt;
var x, y: integer;
procedure alicir (x, y: byte);
const beta = 'a';
begin
goto xy (x, y);
writeln (beta);
end;
begin
clrscr;
for x := 5 to 15 do
begin
y := 5;
alicir (x, y);
end;
x := 5;
for y := 5 to 15 do
begin
alicir (x, y);
end;
for y := 5 to 15 do
begin
x := 15;
alicir (x, y);
end;
for x := 5 to 15 do
begin
y := 15;
alicir (x, y);
end;
end;
writeln;
end.

1. a. c. g. p. a.

program negyeta;
uses crt;
var x, y: integer;
procedure alicir (x, y: byte);
const beta = 'a';
begin
goto xy (x, y);
writeln (beta);
end;
begin
clrscr;
for x := 5 to 15 do
begin
y := 5;
alicir (x, y);
end;
x := 5;
for y := 5 to 15 do
begin
alicir (x, y);
end;
for y := 5 to 15 do
begin
x := 15;
alicir (x, y);
end;
for x := 5 to 15 do
begin
y := 15;
alicir (x, y);
end;
end;
writeln;
end.

2. a. c. g. p. a.

type
integer = integer;
var n, k: integer;
a: boolean;
b: boolean;
function f (n: integer): boolean;
begin
f := (n mod 2 = 0);
end;

function f (n: integer): boolean; begin f := (n mod 2 = 0); end;

a:\fordit.pas

```

program stringes;
uses crt;
var s, a: string;
function fordit (s: string) string;
var sl: string;
var i: integer;
begin
  writeln ('Kérlek a növeget!');
  s := ' _';
  readln (s);
  for i := 1 to length (s) do begin
    if (s[i] = '!') or (s[i] = ',') then
      s[i] := '?';
  end;
  fordit := s;
end;
begin
  clrscr;
  writeln (fordit (s));
end.

```

a:\l0b(1).pas

```

uses crt;
var a: word;
begin
  clrscr;
  writeln ('Adj meg 1. 100-nál kisebb számot!');
  readln (a);
  a := a * a * a;
  writeln ('A szám köbe: ', a, '!');
  readln;
end.

```

a:\lindor.pas

```

type
  elemtipus = integer
type
  tombtip = array [1..100] of elemtipus;
var n, k: integer;
    a: tombtip;
    adet: elemtipus;
function lindor (var a: tombtip; adet: elemtipus; var hely: integer): boolean;

```

lindor.pas

```

program lindor;
uses crt;
procedure elso (x, y: integer);
const var = 'a';
begin
  goto x, y (x, y);
  writeln (var);
end;
procedure masodik (x, y: integer);
begin
  for x := 2 to 12 do begin
    y := 2;
    elso (x, y);
  end;
  for y := 2 to 12 do begin
    elso (x, y);
  end;
end;
begin
  clrscr;
  for y := 2 to 12 do begin
    elso (x, y);
  end;
  for x := 2 to 12 do begin
    elso (x, y);
  end;
end;

```

```

var i: integer;
begin
  i := 1
  while (i <= n) and (a[i] <> adet) do begin
    i := i + 1
  end;
  hely := i;
  lires := (i <= n);
end;
writeln ('Ezen a keresendő adatszám: ');
writeln (adet);
if lires (a, adet, hely) then writeln ('a keresett adat helye: ', hely);
else writeln ('nincs ilyen elem');

```

a:\negyzet.pas

```

uses crt;
var i, a: byte;
begin
  clrscr;
  for i := 10 to 1h do begin
    gotoxy (i, 10);
    writeln ('a');
    for a := 10 to 1h do begin
      gotoxy (i, a);
      writeln ('a');
    end;
  end;
  readln;
end.

```

a:\ostred.pas

```

uses crt;
var a, x: longint;
begin
  clrscr;
  writeln ('Add meg a névszámot!');
  readln (a);
  x := a;
  repeat
    a := a - 1;
    x := x + a;
  until a = 0;

```

```

writeln ('Az összeg: ', x, '!');
readln;
end.

```

a:\rajz1.pas

```

uses crt;
var i, k: byte;
begin
  clrscr;
  for k := 1 to 25 do
  for i := k to 25 do begin
    gotoxy (i, k);
    write ('a');
  end;
  readln;
end.

```

```

; clrscr
; for k := 1 to 25 do
;   for i := k to 25 do begin
;     gotoxy (i, k);
;     write ('a');
;   end;
;   readln;
; end;

```

a:\rajz2.pas

```

uses crt;
var i, k: byte;
begin
  clrscr;
  for k := 1 to 25 do
  for i := k to 25 do begin
    gotoxy (k, i);
    write ('a');
  end;
  readln;
end.

```

```

; clrscr
; for k := 1 to 25 do
;   for i := k to 25 do begin
;     gotoxy (k, i);
;     write ('a');
;   end;
;   readln;
; end;

```

a:\rajz3.pas

```

uses crt;
var i, k: byte;
begin
  clrscr;
  for k := 1 to 25 do
  for i := 1 to 26-k do begin
    gotoxy (i, k);
    write ('a');
  end;
  readln;
end.

```

```

; clrscr
; for k := 1 to 25 do
;   for i := 1 to 26-k do begin
;     gotoxy (i, k);
;     write ('a');
;   end;
;   readln;
; end;

```


a:\stora.pas

```

uses crt;
var a, x: longint;
begin
  clrscr;
  writeln('Add + a nearest!');
  readln(a);
  x := a;

  repeat
    a := a - 1;
  until a < 0 then
  x := x * a;
  until a = 0;
  writeln('A moret ', x, '!');
  readln;
end.

```

a:\string.pas

```

uses crt;
var s: string;
begin
  clrscr;
  writeln('Adj meg egy stringet!');
  readln(s);
  writeln(s);
  readln;
end.

```

a:\trapez.pas

```

uses crt;
var a, b, c, d, u, x: real;
begin
  clrscr;
  writeln('Add + az alepot!');
  readln(a);
  writeln('Add + a szögét!');
  readln(b);
  writeln('Add + a közvetlen γ-t!');
  readln(d);
  d := pi / 180 * d;
  u := sin(d) * b;
  x := cos(d) * b;
  c := a - 2 * x;

```