

Programmation C

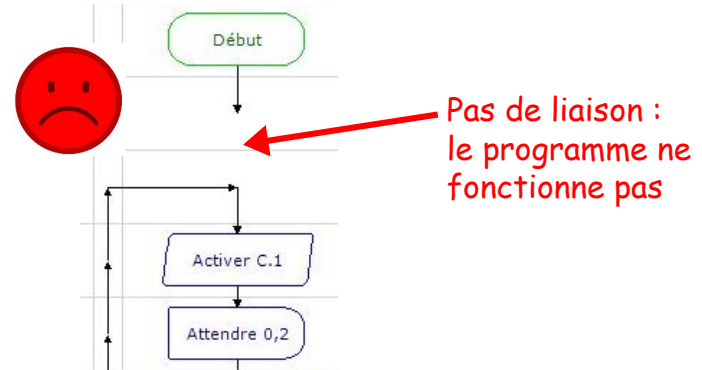


Réalisation d'un dé



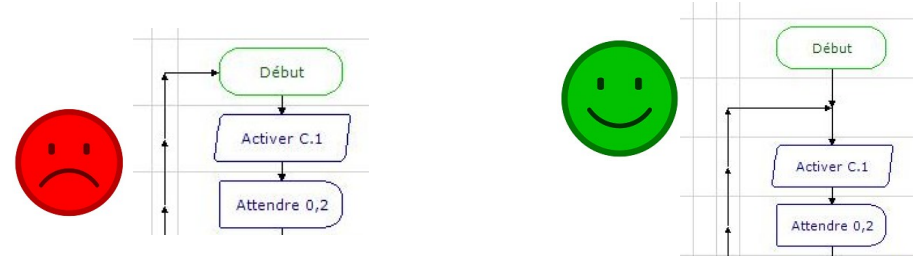
L'organigramme obéit à des règles d'écriture simple qu'il est important de respecter :

Il est impératif de vérifier la présence de liaisons (flèches) entre chaque bloc.

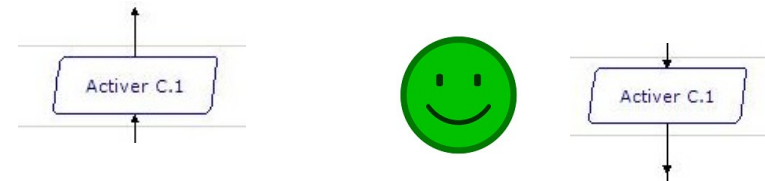


Il faut éviter :

- de positionner un retour sur un bloc.



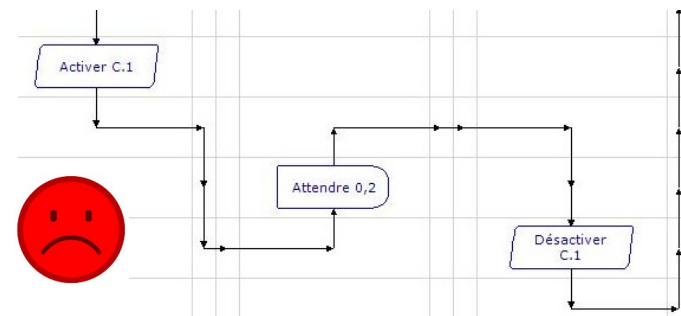
- de positionner des liaisons du bas vers le haut,



- de positionner des liaisons de la droite vers la gauche,

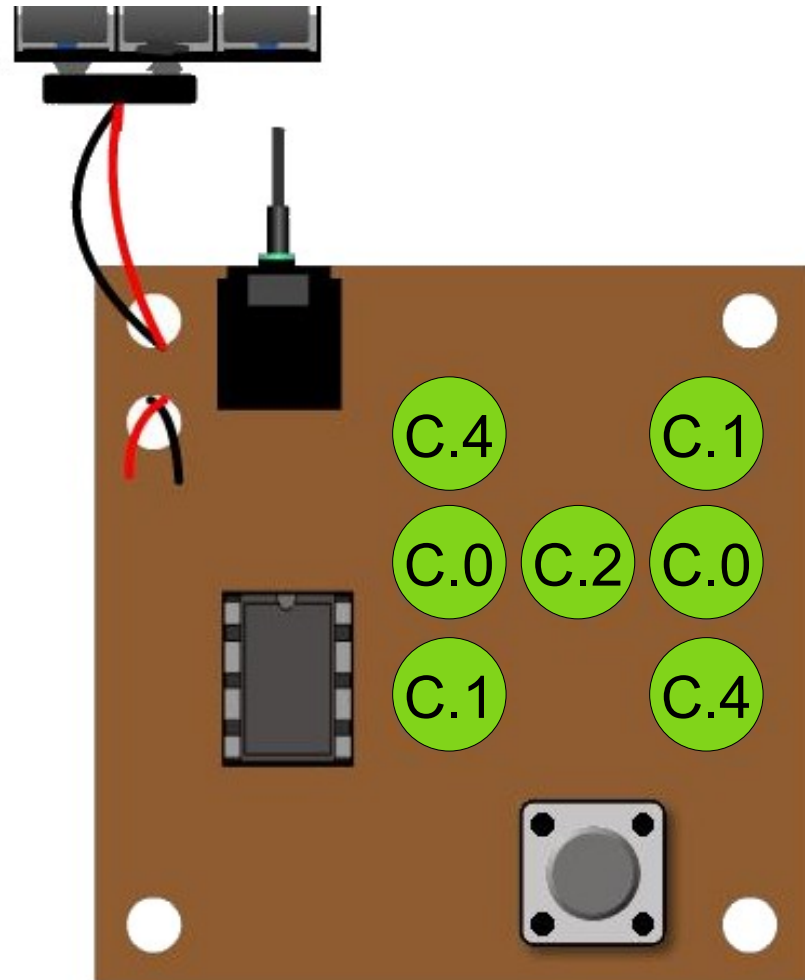


- un parcours trop complexe,

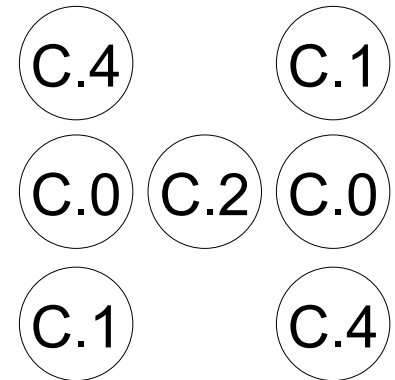
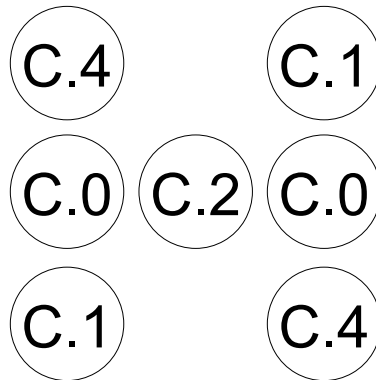
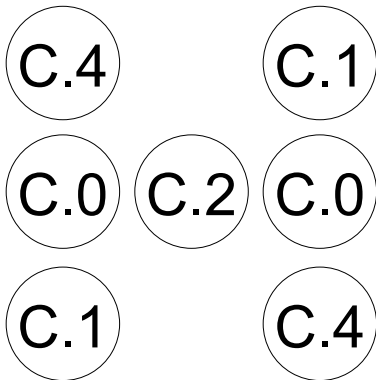
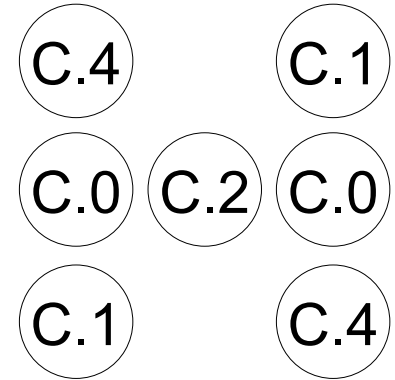
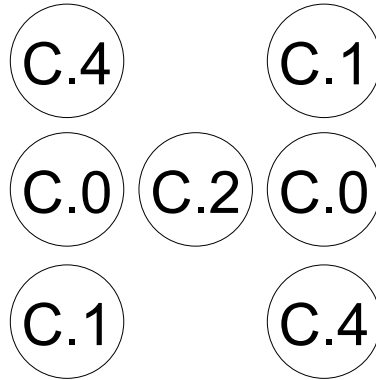
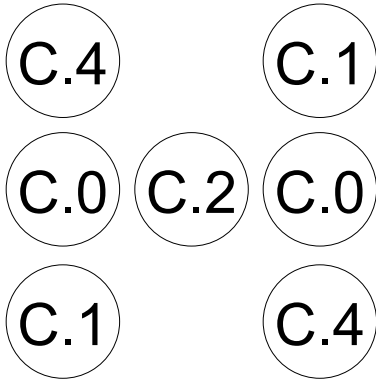


Pour représenter les différentes faces, on utilise les sorties positionnées de la façon suivante :

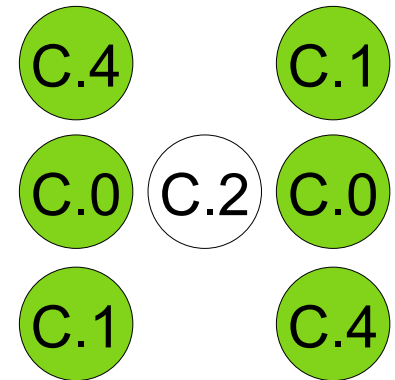
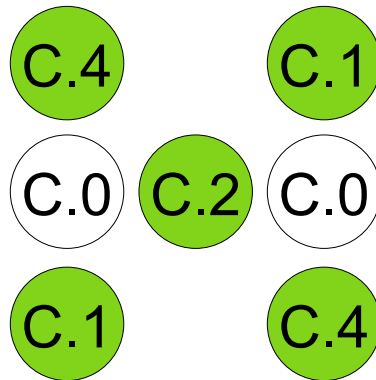
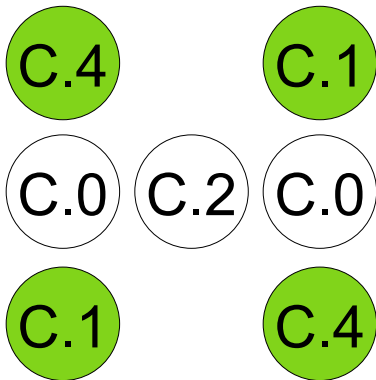
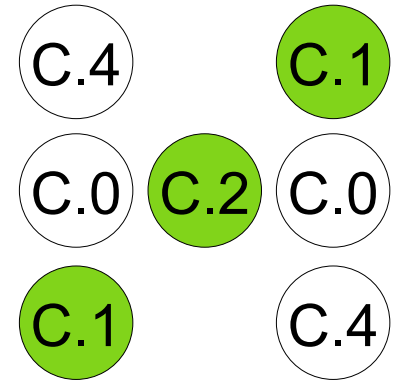
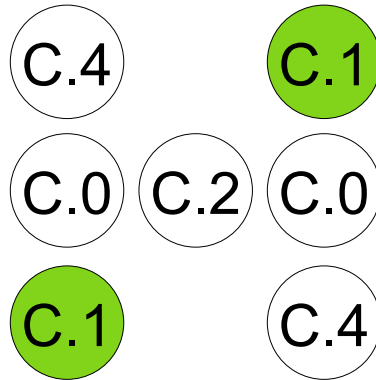
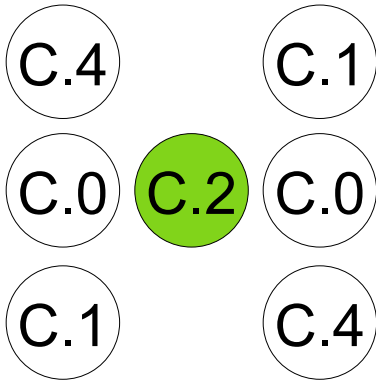
Simulation
AXE105 Dice Simulation



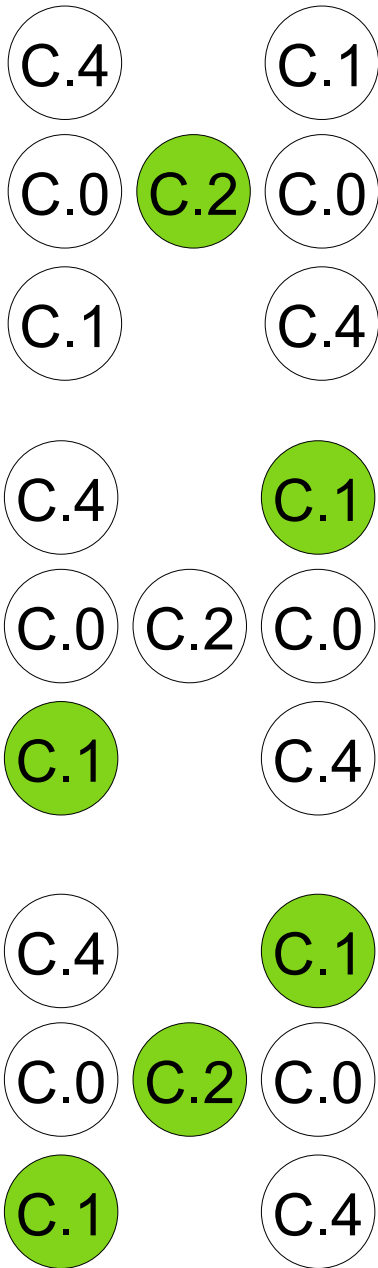
Réalisation d'un dé :



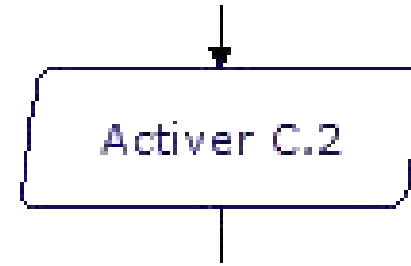
Réalisation d'un dé :



Affichage d'un chiffre :



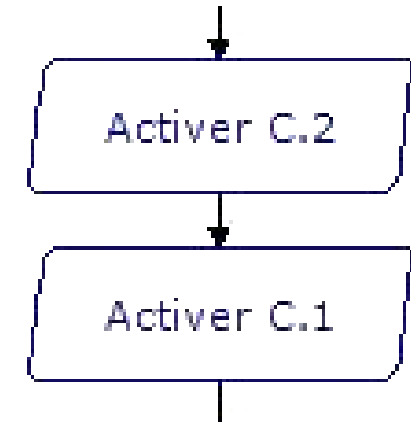
Afficher point central



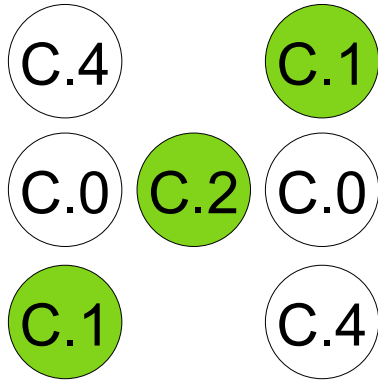
Afficher 2 points
(C.1)



Afficher 3 points



Attention, l'écriture d'une instruction n'efface pas les instructions précédentes :



Afficher 3 points

Activer C.2

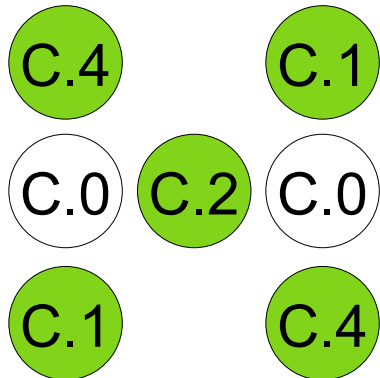
Activer C.1

+

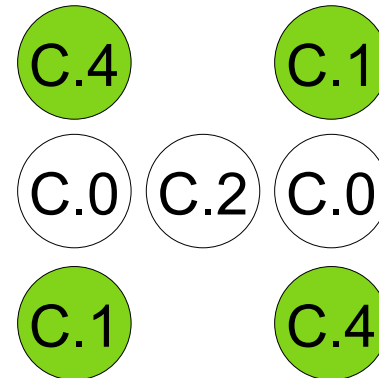
Afficher 4 points

Activer C.4

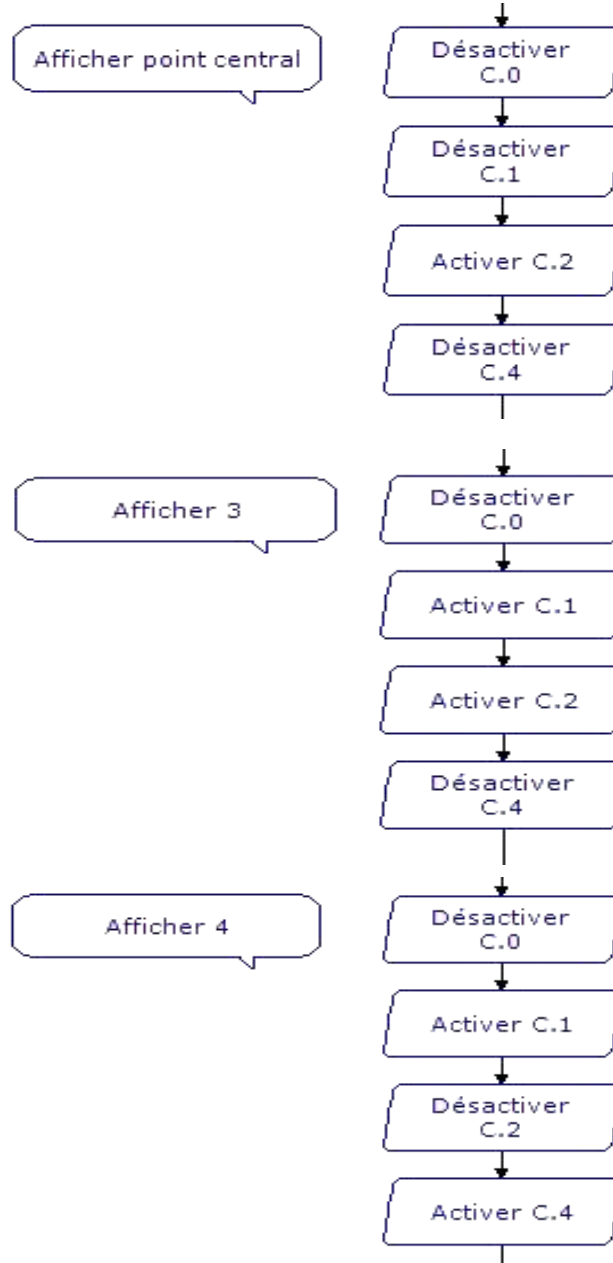
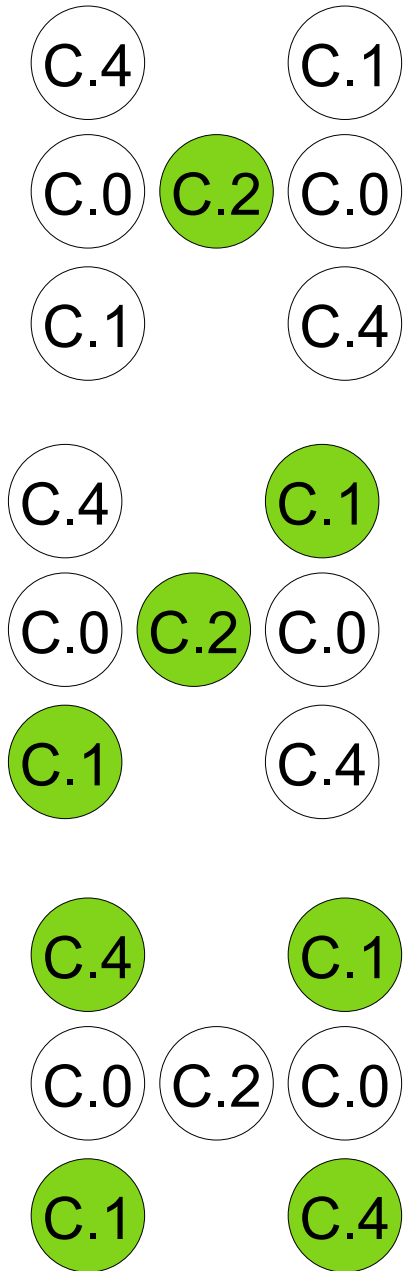
Affiche



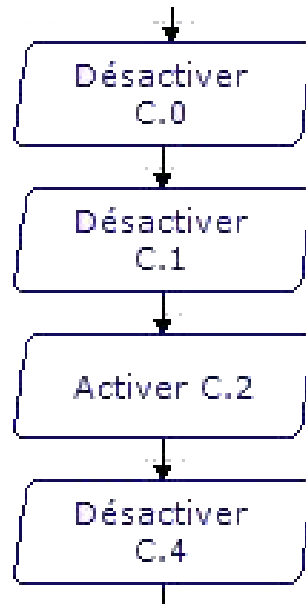
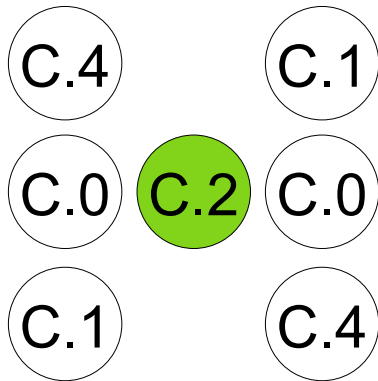
mais pas



Pour être sûr de bien configurer les points du dé, il est judicieux d'activer, désactiver toutes les sorties :



Utilisation de la commande Sorties



On remplace les 4 instructions par la commande Sorties

