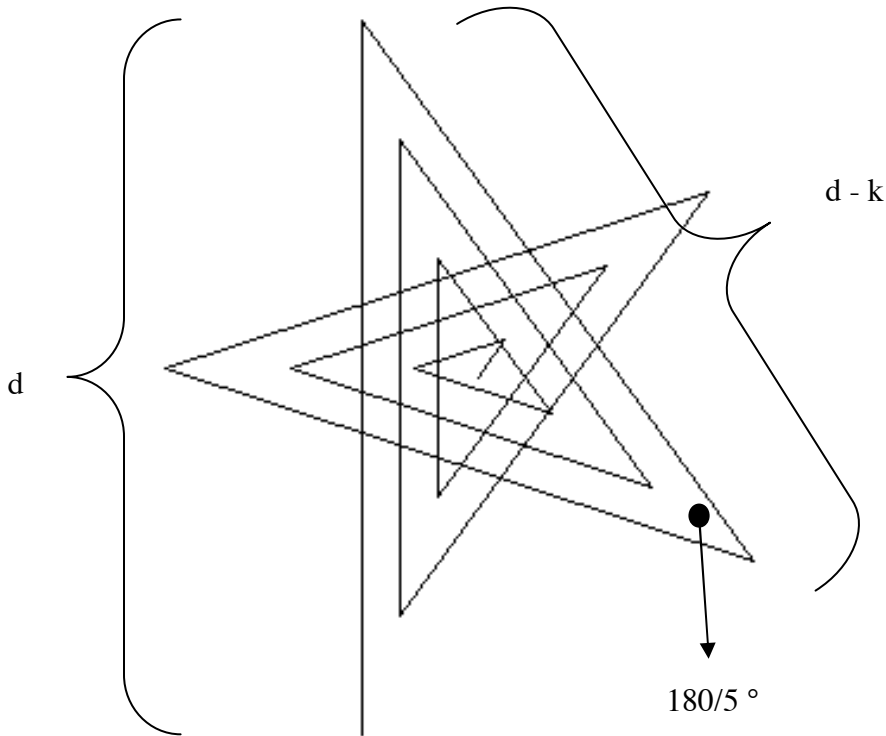


Logo - AVENIRE

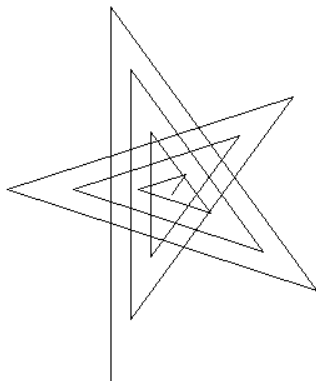
4. Zadatak

SPIRALA

Napiši program SPIRALA :d :k koji će nacrtati zvijezdu s pet krakova u obliku spirale. Početna dužina je duljine :d, a svaka slijedeća za :k kraća. Spirala se crta sve dok duljina dužine ne postane manja od nule. Spirala se počinje crtati u središtu ekrana i prva dužina je okomita na donji rub ekrana.

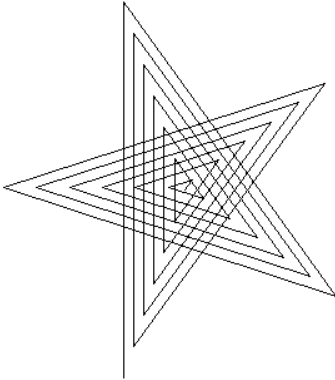


cs zvijezda 300 20

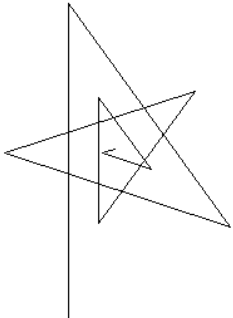


Logo - AVENIRE

cs zvijezda 300 100



cs zvijezda 250 30



cs zvijezda 100 50

