

XOJO – KARTA POMOCY

Zmienne: 1

```
var x as Integer = 1
var x as Double = 1.3
var x as String = "Code"
```

Wyświetlanie: 2

```
print(x.ToString)
lub
MessageBox("Code")
```

Pętle: 3

```
var x as Integer
for x =1 to 10
    print(x.ToString)
next
```

Pętle: 4

```
for x as Integer = 1 to 10
    print(x.ToText)
next
```

Pętle od tyłu: 5

```
var x as Integer
for x=5 to 1 step -1
    print(x.ToText)
next
```

Pętle + tablice: 6

```
var x() as Integer
var y as Integer
x = array(2,4,3,1,3,5)
for y=0 to x.count
    print(y.ToString)
next
```

Pętle + tablice II : 7

```
var x() as Integer
x = array(2,4,3,1,3,5)
var y as Integer
for y=0 to x.LastRowIndex
    print(x(y).ToText)
next
```

Pętle + tablice III : 8

```
var x() as Integer
x = array(2,4,3,1,3,5)
var y as Integer
for each y in x
    print(y.ToText)
next
```

Pętla while wend: 9

```
var x as Integer = 1
while x<>4
    print(x.ToString)
    x = x + 1
wend
```

Pętla while true: 10

```
var x as Integer = 1
while True
    print(x.ToString)
    x = x + 1
    if x>100 then
        exit
    end if
wend
```

Warunki: 11

```
var x as Integer = 5
if x=5 then
    print("Code")
end if
```

Warunki II: 12

```
if x <> 10 then
    print("Code")
end if
```

Usuwanie z tablicy:

```
var x() as Integer
x = array(5,3,2,6,1)
x.RemoveRowAt(1)
```

Dodawanie do tablicy: 13

```
var x() as Integer
x = array(5,3,2,6,1)
x.AddRowAt(1, 4)
```

