

```
While (wert < 4)
{ }
```

```
marker = r1.kollidiertMit(r2);
```

```
void tueWas(int wert)
```

Klasse

```
float multipliziere(float wert1, float wert2)
```

```
do{
} while(marker)
```

Objekt

```
void tausche(int & wert1, int & wert 2)
```

```
ergebnis = addiere(4, 5);
```

```
Rechteck r1(13, 5, 7, 4);
```