



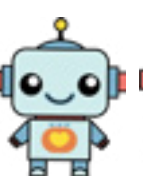
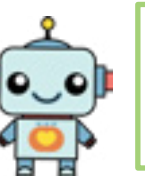










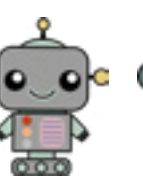
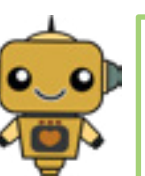








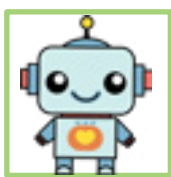

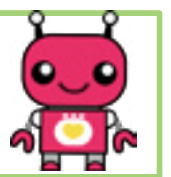

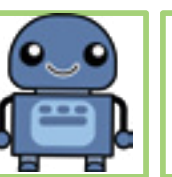
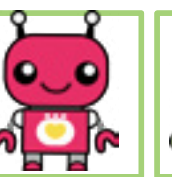


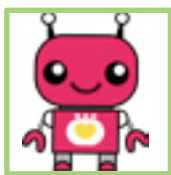


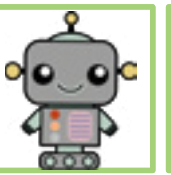
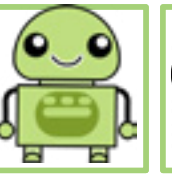
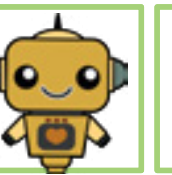
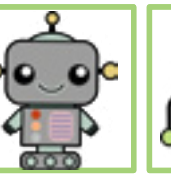

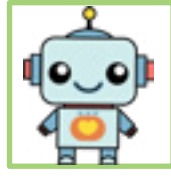
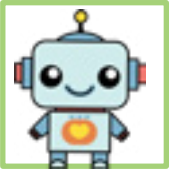

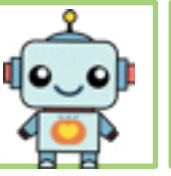
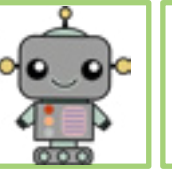
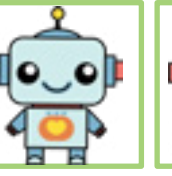
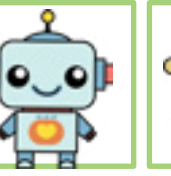
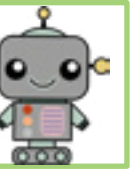

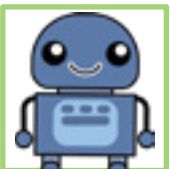

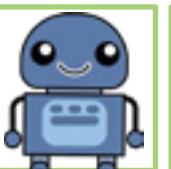
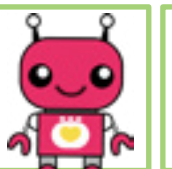

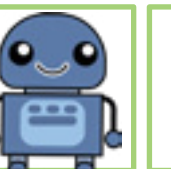

ACTIVITÉ

L'IDENTIFICATION DE MODÈLE

L'identification d'un modèle est l'observation de formes ou couleurs qui se répètent. Dans la programmation il existe des modèles, ceux-ci permettent de comprendre et de concevoir un meilleur code. Devine la suite logique



AUFGABE

EIN MODELL IDENTIFIZIEREN

Ein Modell zu identifizieren bedeutet, Formen oder Farben zu beobachten, die sich wiederholen. In der Programmierung gibt es Modelle, die dabei helfen, den Code besser zu verstehen und zu erstellen. Hier muss die logische Fortsetzung herausgefunden werden.

