

```

1 function ggbOnInit() {}
2
3 var valeur=new Array(3,4,5,6,7,10,20,30,40,50,60,70,80,256);
4
5 function plus(){
6   o=ggbApplet.getValue("o");
7   if(o<valeur.length-1){
8     o=o+1;
9     ggbApplet.evalCommand("o="+o);
10    ggbApplet.evalCommand("oo="+valeur[o]);
11    creer(valeur[o]);
12  }
13 }
14
15 function moins(){
16   o=ggbApplet.getValue("o");
17   if(o>0){
18     o=o-1;
19     ggbApplet.evalCommand("o="+o);
20     ggbApplet.evalCommand("oo="+valeur[o]);
21     creer(valeur[o]);
22   }
23 }
24
25 function creer(maxx){
26   c=ggbApplet.getXML();
27   c=c.replace("\n","");
28   c=c.replace("\r","");
29
30   /*Efface polygone*/
31   var reg=new RegExp("<command name=\"Polygon\".*</command>","g");
32   sub=reg.exec(c);
33   if(sub!=null){
34     sub=sub.toString();
35     c=c.replace(sub,"");
36   }
37   /*var reg=new RegExp("<element {1,} type=\"polygon\".element>","g");*/
38   var reg=</element type="polygon".*?</element>/;
39   sub=reg.exec(c);
40   if(sub!=null){
41     sub=sub.toString();
42     c=c.replace(sub,"");
43   }
44
45   /*Efface les segments*/
46   var reg=</element type="segment".*?</element>/;
47   while((sub=reg.exec(c))!=null){
48     sub=sub.toString();
49     c=c.replace(sub,"");
50   }
51
52   /*Ajoute les polygones*/
53   str="";
54   for(i=0;i<maxx;i++){
55     a=i/(maxx);
56     b=(i+1)/(maxx)
57     h=a*a;
58     str=str+'<command name="Polygon"><input a0="( '+a+',0)" a1="( '+a+', '+h+')" a2="↔
59     ('+b+', '+h+)" a3="( '+b+',0)"><output a0="poly_{2}" /></command>';
60
61   /*Reconstruit la chaine*/
62   tab=c.split("</construction>");
63   c=tab[0]+str+"</construction>"+tab[1];
64
65   ggbApplet.setXML(c)
66 }

```