

10	REM Listing 1	EAD683
20	INPUT "X-Koordinate: ",x	EC8E23
30	INPUT "Y-Koordinate: ",y	EAADE3
40	INPUT "Radius: ",r	EBE783
50	CLS	EE1CE3
60	FOR a=0 TO r STEP 2	EFFBC3
70	h=SOR(r^2-a^2)	EAC263
80	MOVE x+a,y+h : DRAW x+a,y-h	E35423
90	MOVE x-a,y+h : DRAW x-a,y-h	E484C3
100	NEXT	E71E83

Listing 1. Vollkreise mit «Speed»

10	REM Listing 2	CA8623
20	INPUT "X-Koordinate:",x	CC8023
30	INPUT "Y-Koordinate:",y	CA40B3
40	INPUT "Radius:",r	CE8E783
50	CLS	DE1CE3
60	DEG	CD8AC3
70	FOR a=1 TO 180	CA48C3
80	c=COS(a)*r : s=SIN(a)*r	CB87A3
90	PLOT x+c,y+s : PLOT x-c,y-s	CEFAE3
100	NEXT	C71E83

Listing 2. Auch Leerkreise gehen schneller