```
10 GOSUB 200:GOSUB 290                                          [2450]
20 RAD:INK 2,10:INK 3,14:MODE 2:LOCATE 5
   ,5:PRINT"Bild berechnen ... 1":LOCATE
    5,6:PRINT"Bild laden ..... 2"                               [A7FE]
30 LOCATE 5,8:INPUT"Bitte waehlen Sie: "
   ,w:IF w=2 THEN 180                                           [A726]
40 IF w<>1 THEN 30                                              [7A4E]
50 CLS:PRINT:PRINT"Nullpunkt:":INPUT" x:
    ",x0%:INPUT" y: ",y0%:PRINT:INPUT"Ve
   rgroesserungsfaktor: ",f:IF f=0 THEN
   f=1                                                          [BF9E]
60 PRINT:PRINT"Konstanten:":INPUT" a: ",
   a:INPUT" b: ",b:INPUT" c: ",c:MODE 1:
   ORIGIN x0%,y0%:x=0:y=0:fa%=0:T=TIME:F
   OR n%=0 TO 100:fa%=fa%+1-(3 AND fa%=3
   ):FOR m%=0 TO 10000:PLOT f*x,f*y,fa%:
   xx=y-SGN(x)*SQR(ABS(b*x-c)):y=a-x:x=x
   x                                                            [BF16]
70 IF INKEY$=CHR$(13)THEN 90                                    [5E0A]
80 NEXT:NEXT                                                    [7A80]
90 CALL &A000:MODE 2:tt=(TIME-T)/300:m=F
   IX(tt/60):s=tt-60*m:PRINT"Anzahl der
   Iterationen :";10000*n%+m%:PRINT:PRIN
   T"Benoetigte Zeit : ";USING"#### min<
   2>## sec";m,s:LOCATE 5,6:PRINT"Bild s
   ichern ..... 1":LOCATE 5,7:PRIN
   T"Weiterrechnen ..... 2"                                     [F242]
100 LOCATE 5,8:PRINT"Berechnung abbreche
    n ... 3"                                                    [01CA]
110 LOCATE 5,10:INPUT"Bitte waehlen Sie:
     ",w:IF w=3 THEN 20                                         [586A]
120 IF w=2 THEN 170                                             [239E]
130 IF w<>1 THEN 110                                            [5F0C]
140 CLS:a$="*.hpf":|DIR,@a$                                     [A7E6]
150 LOCATE 1,25:INPUT"SAVE-> Bildnummer
    (1..99): ",nr%:IF nr%<1 OR nr%>99 TH
    EN 150                                                      [CD34]
160 N0$="bild-"+RIGHT$(STR$(100+nr%),2)+
    ".hpf":MODE 1:CALL &A00C:SAVE N0$,b,
    &C000,&4000:GOTO 20                                         [4B82]
170 MODE 1:ORIGIN x0%,y0%:CALL &A00C:GOT
    O 80                                                        [2C24]
180 CLS:a$="*.hpf":|DIR,@a$:LOCATE 1,25:
    INPUT"LOAD-> Bildnummer: ",nr%:N0$="
    bild-"+RIGHT$(STR$(100+nr%),2)+".hpf
    ":MODE 1:INK 1,1:INK 2,1:INK 3,1:LOA
    D N0$,&C000:INK 2,10:FOR i=0 TO 500:
    NEXT:INK 3,14:FOR i=0 TO 500:NEXT:IN
    K 1,24:WHILE INKEY$="":WEND                                 [990E]
190 GOTO 20                                                     [E7EA]
200 MEMORY HIMEM-60:S0=HIMEM+1:RESTORE 2
    10:FOR A0=S0 TO S0+59:READ w$:POKE A
    0,VAL("&"+w$):NEXT:POKE &BD7A,(S0-IN
    T(S0/256)*256):POKE &BD7B,INT(S0/256
    ):RETURN                                                    [296A]
210 DATAcd,e8,35,3f,c8,38,03,af                                 [1C2C]
220 DATA3c,c9,cd,0f,33,eb,e5,dd                                 [D140]
230 DATAe1,dd,7e,04,d6,81,3f,1f                                 [5F28]
240 DATA3c,dd,77,04,06,04,c5,cd                                 [96BA]
250 DATA16,33,eb,11,e8,b8,cd,18                                 [9CC4]
260 DATA2e,11,f2,b8,cd,9e,34,11                                 [6ABE]
270 DATAf2,b8,cd,3f,33,dd,35,04                                 [1926]
280 DATAc1,10,e3,c9                                             [5902]
290 MEMORY &5FFF:RESTORE 300:FOR A0=&A00
    0 TO &A017:READ w$:POKE A0,VAL("&"+w
    $):NEXT:RETURN                                              [92D0]
300 DATA21,00,c0,11,00,60,01,00,40,ed,b0
    ,c9                                                         [7796]
310 DATA21,00,60,11,00,c0,01,00,40,ed,b0
    ,c9                                                         [CD98]
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**Mit unserem Listing »Hüpfer« erzeugen Sie wunderschöne Kunstwerke der Mathematik**