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zu a): # Eingabe der Operanden
print ('Operanden:')
x = int(input('x = '))
y = int(input('y = '))
print()

# Eingabe der Operation
print('Operation:')
print(' Addition < + >')
print(' Subtraktion < - >')
print(' Multiplikation < * >')
print(' Division < / >')
print(' Potenz < ** > ')
op = input()
print()

def summe(a,b): return a + b

def differenz(a,b): return a - b

def produkt(a,b):
    result = 0
    i = 0
    while i < b:
        result = summe(result,a)
        i +=1
    return result

def quotient(a,b):
    rest = a
    result = 0
    while rest >= b:
        rest = differenz(rest,b)
        result += 1
    return result

def potenz(a,b):
    if b == 0: return 1
    else:
        result = a
        i = 1
        while i < b:
            result = produkt(result,a)
            i +=1
        return result

if op == '+': print (x, ' + ', y, '=', summe(x,y))
elif op == '-': print (x, ' - ', y, '=', differenz(x,y))
elif op == '*': print (x, ' * ', y, '=', produkt(x,y))
elif op == '/': print (x, ' // ', y, '=', quotient(x,y))
elif op == '**': print (x, ' ^ ', y, '=', potenz(x,y))
else: print('falsche Eingabe')
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zu b):

Eingabe der Operanden x, y					
Eingabe der Operation op					
yes	op = '+'				no
	r = summe(x,y)	op = '-'			
Ausgabe r	r = differenz(x,y)	op = '*'			
	Ausgabe r	r = produkt(x,y)	op = '/'		
		Ausgabe r	r = quotient(x,y)	op = '**'	
	Ausgabe r		r = potenz(x,y)	∅	
			Ausgabe r		

Aylin

zu d):

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from tkinter import *

def berechnen():
    wert1 = int(entry1.get())
    op = entry2.get()
    wert2 = int(entry3.get())
    if op == '+':
        res = summe(wert1,wert2)
    elif op == '-':
        res = differenz(wert1,wert2)
    elif op == '*':
        res = produkt(wert1,wert2)
    elif op == '/':
        res = quotient(wert1,wert2)
    elif op == '**':
        res = potenz(wert1,wert2)
    label.config(text = str(res))

def summe(a,b): return a + b

def differenz(a,b): return a - b

def produkt(a,b):
    result = 0
    i = 0
    while i < b:
        result = summe(result,a)
        i +=1
    return result

```

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def potenz(a,b):
    if b == 0: return 1
    else:
        result = a
        i = 1
        while i < b:
            result = produkt(result,a)
            i +=1
        return result

fenster = Tk()
fenster.title('Rechner')
fenster.geometry('500x300')
fenster.resizable(0,0)
#fenster.iconbitmap('W:\symbol.ico')

label = Label(master=fenster, bg='lightgrey',fg='purple',
               text = 'Ergebnis', font=("Arial", 30))
label.place(x=10, y=200, width=230, height=50)

entry1 = Entry(master=fenster, bg='red', font=("Arial", 30))
entry1.place(x=10, y=70, width=120, height=50)

entry2 = Entry(master=fenster, bg='red', font=("Arial", 30))
entry2.place(x=140, y=70, width=50, height=50)

entry3 = Entry(master=fenster, bg='red', font=("Arial", 30))
entry3.place(x=200, y=70, width=120, height=50)

button = Button(master=fenster, bg='green', text='=',
                 font=('Arial', 30), command = berechnen)
button.place(x=10, y=130, width=100, height=50)

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Leon, Tammo

