

Bauklötze würfeln

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>
> moeglichePositionen := proc(a,b,c)
local zaehler,x,y,z;
zaehler := 0;
for x from 0 to 4 do
  for y from 0 to 4 do
    for z from 0 to 4 do
      if x + a <= 5 then
        if y + b <= 5 then
          if z + c <= 5 then
            print (x,y,z);
            zaehler := zaehler + 1;
          else; end if;
        else; end if;
      else; end if;
    end do;
  end do;
end do;
print(zaehler);
return NULL;
end proc;
> moeglichePositionen (1,2,4);
>
> with (combinat, permute);
> l:= permute ([2,2,3]);
for i to nops (l) do
print (l[i]);
moeglichePositionen(op(l[i]));
end do;
> l:= permute ([1,2,4]);
for i to nops (l) do
print (l[i]);
moeglichePositionen(op(l[i]));
end do;
> l:= permute ([1,1,1]);
for i to nops (l) do
print (l[i]);
moeglichePositionen(op(l[i]));
end do;
> anzahlPositionen := proc(a,b,c)
local zaehler,x,y,z,l;
zaehler := 0;
for x from 0 to 4 do
  for y from 0 to 4 do
    for z from 0 to 4 do
      if x + a <= 5 then
        if y + b <= 5 then
          if z + c <= 5 then
            zaehler := zaehler + 1;
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        else; end if;
    else; end if;
else; end if;
end do;
end do;
end do;
l:= permute([a,b,c]);
zaehler:= zaehler * nops(l);
return zaehler;
end proc;
[ > anzahlPositionen (1,1,1);
[ >
[ >
```