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PROCEDURE Cornet;
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VAR
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    pageWidth:    REAL;  
    pageHeight:  REAL;  
    pageY2: REAL;  
    objectX1,objectX2:REAL;  
    objectY1,objectY2:REAL;  
    width:    REAL;  
    height:   REAL;  
    i,anzahl: INTEGER;  
    b:        REAL;  
    a:        REAL;  
    delta:    REAL;
```

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BEGIN
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{*Variablen berechnen*}  
    pageWidth:=210;  
    pageHeight:=297;  
    pageY2:= pageHeight/2;  
  
    height:=pheight;  
    width:=pwidth;  
    b:=pb;  
    a:=pa;  
    delta:=pdelta;  
  
    objectx1:=a;  
    objectX2:=objectX1+width;  
    objectY1:=-height;  
    objectY2:=height;  
  
    {*blatt zeichnen*}  
    {*Stift einstellen*}  
    penPat(2);  
    penFore(0,0,65535);  
    moveto(0,0);  
    lineto(0,pageHeight/2);  
    lineto(pageWidth,pageHeight/2);  
    lineto(pageWidth,-pageHeight/2);  
    lineto(0,-pageHeight/2);  
    lineto(0,0);  
  
    {*faltkante*}  
    {*Stift einstellen*}  
    penPat(-2);  
    penFore(65535,0,0);
```

```

moveto(0,0);
lineto(pageWidth,0);

WHILE ((objectx2<pageWidth) AND (objectY2<pageY2)) DO BEGIN
  i:=i+1;

  {*Stift einstellen*}
  penPat(-2);
  penFore(65535 ,0,0);

  {*faltkanten zeichnen*}
  moveto(objectX1,objectY1);
  lineto(objectX2,objectY1);
  moveto(objectX1,objectY2);
  lineto(objectX2,objectY2);

  {*Stift einstellen*}
  penPat(2);
  penFore(0,0,65535);

  {*schnittkante*}

  moveto(objectX1,objectY1);
  lineto(objectX1,objectY2);
  moveto(objectX2,objectY1);
  lineto(objectX2,objectY2);

  objectX1:=objectX2+b;
  objectX2:=objectX1+width+i*delta;
  objectY1:=-height-i*5;
  objectY2:=+height+i*5;
END;

  {*zeichnen*}

END;
RUN(Cornet);

```