

(4) プログラムの記述と作図例

① サブルーチンライブラリーの使用例

```
C      *** シ"ト"ウ セイス" ノ レイタ"イ ***
      CALL DAPSTR
      CALL NEWPEN (4)
        CALL RECT (0.0,0.0,250.0,350.0,0.0)
        CALL MARK (0.0,0.0, 2)
      CALL NEWPEN (1)
        CALL LINE1 (50.0,50.0, 50.0,200.0)
        CALL LINE1 (50.0,200.0, 150.0,200.0)
        CALL ARC1 (150.0,200.0, 300.0,50.0,
+ 150.0,50.0, 1)
        CALL LINE1 (300.0,50.0, 50.0,50.0)
        CALL CIRC1 (125.0,125.0, 50.0)
        CALL DHLINE (60.0,125.0,190.0,125.0,
+ 2, 10.0,1.5, 2.0,1.5)
        CALL DHLINE (125.0,60.0,125.0,190.0,
+ 2, 10.0,1.5, 2.0,1.5)
      CALL NEWPEN (3)
        CALL ARROW (125.0,125.0,160.36,160.36,
+ 5.0, 2)
        CALL ARROW (150.0,50.0, 256.07,156.07,
+ 5.0, 2)
        CALL SYMBL (135.0,140.0, 4.0, 'R50',
+ 45.0, 3)
        CALL SYMBL (210.0,115.0, 4.0, 'R150',
+ 45.0, 4)
        CALL LINE1 (50.0,50.0, 50.0,20.0)
        CALL LINE1 (125.0,60.0, 125.0,40.0)
        CALL LINE1 (150.0,50.0, 150.0,30.0)
        CALL LINE1 (300.0,50.0, 300.0,20.0)
        CALL DIMEN (50.0,42.0, 75.0, 0.0)
        CALL DIMEN (50.0,32.5, 100.0, 0.0)
        CALL DIMEN (150.0,32.5, 150.0, 0.0)
        CALL DIMEN (50.0, 22.5, 250.0, 0.0)
        CALL LINE1 (30.0,50.0, 50.0,50.0)
        CALL LINE1 ( 30.0,200.0, 50.0,200.0)
        CALL LINE1 (40.0,125.0, 60.0,125.0)
        CALL DIMEN (32.5,50.0, 150.0, 90.0)
        CALL DIMEN (42.5,50.5, 75.0, 90.0)
      CALL NEWPEN (2)
        CALL SYMBL (30.0,230.0, 8.0,
+ '<<< EXAMPLE >>>', 0.0, 17)
        CALL SYMBL (50.0,210.0, 10.0,
+ 'JIDOU-SEIZU NO ENSYUU', 0.0, 21)
        CALL KANJI (250.0,190.0,12.0,1485,0.0)
        CALL KANJI ( 270.0,190.0,12.0,744,0.0)
        CALL KANJI (300.0,190.0,12.0,621, 0.0)
        CALL KANJI (320.0,190.0,12.0,1972,0.0)
        CALL PLOT (0.0,0.0, 3)
      CALL DAPEND
      STOP
      END
```