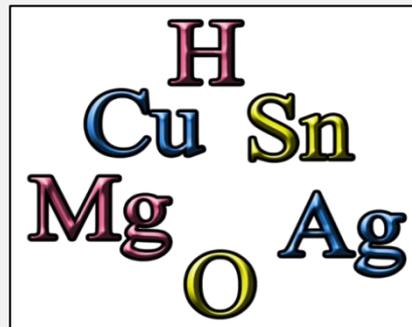
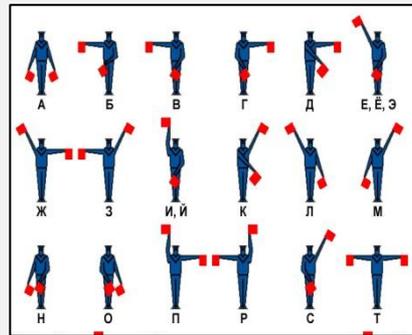
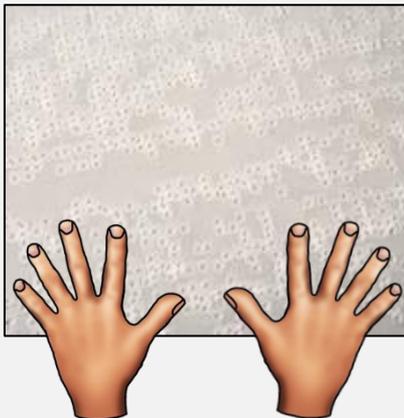


# Метод координат

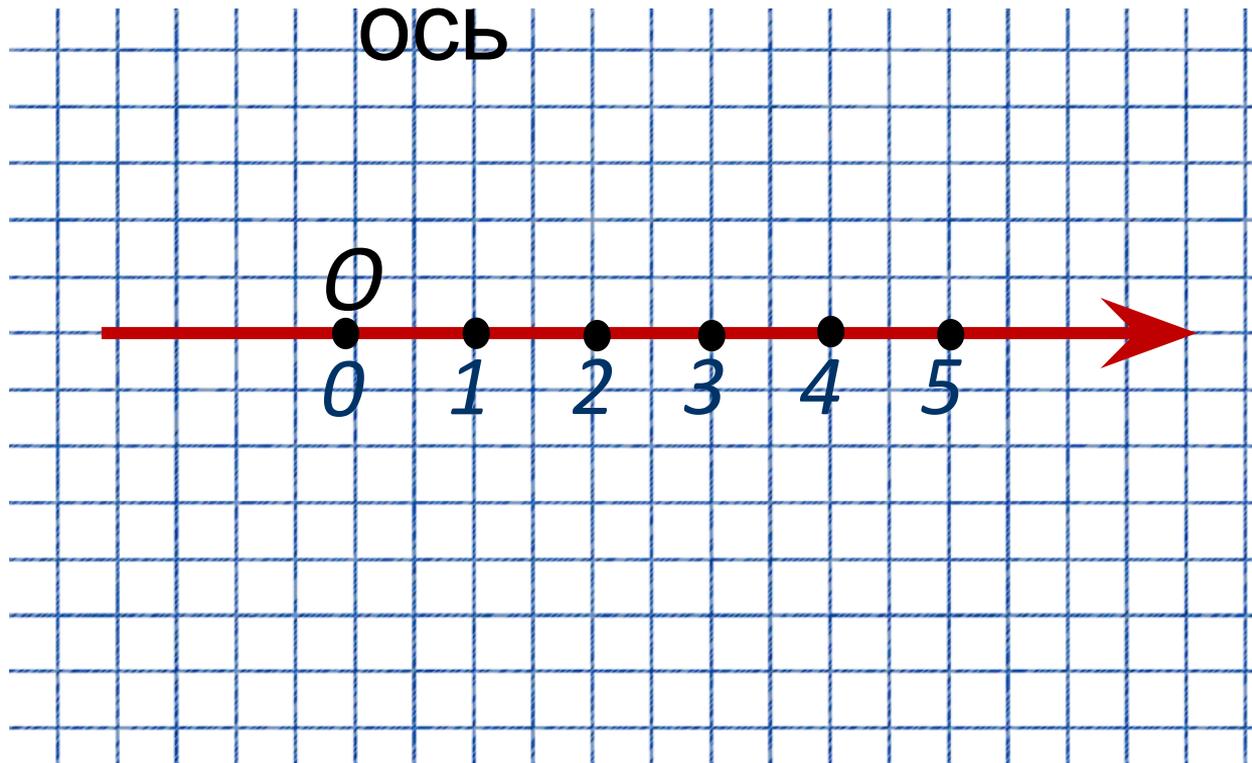


А • -	Л • - • •	Ц - • - •
Б - • • • •	М - -	Ч - - - •
В • - -	Н - •	Ш - - - -
Г - - •	О - - -	Щ - - • -
Д - • • •	П • - - •	Ъ • • - - • •
Е •	Р • - •	Ы - • - -
Ж • • • • -	С • • • •	Ь - • • -
З - - • • •	Т -	Э • • - • •
И • •	У • • -	Ю • • - -
Й • - - -	Ф • • • • •	Я • • • -
К - • -	Х • • • • •	



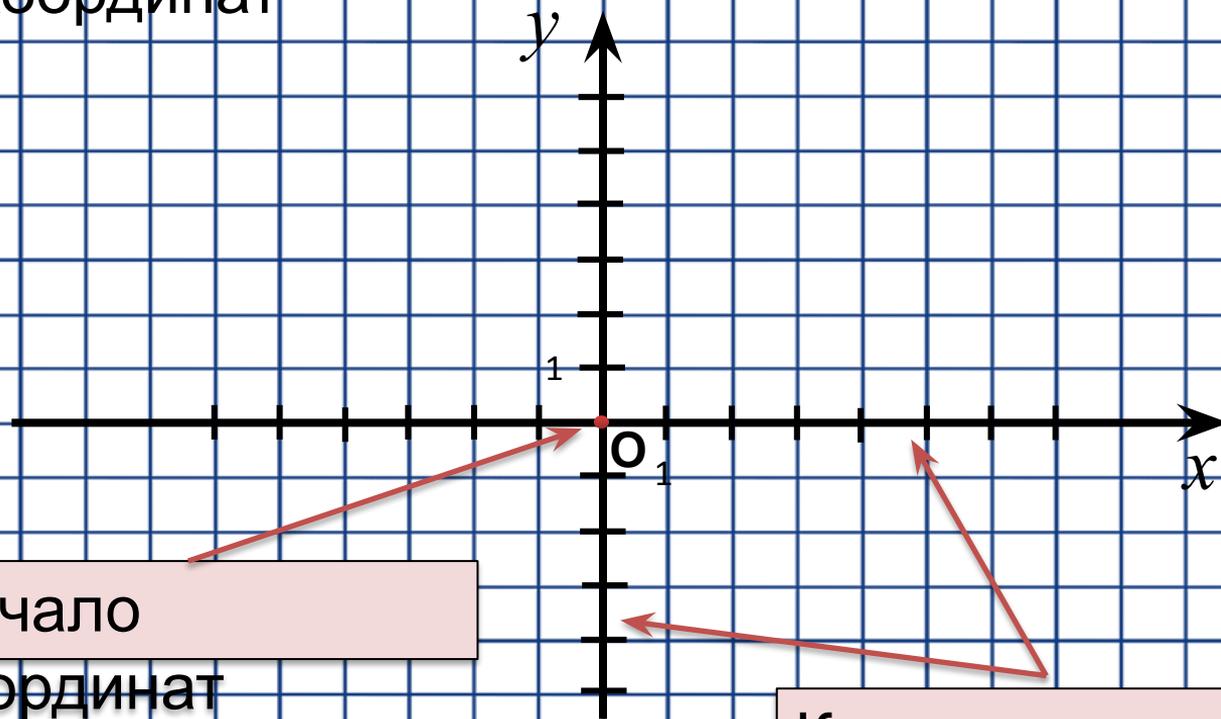
# Числовая

ось



# Декартова прямоугольная система

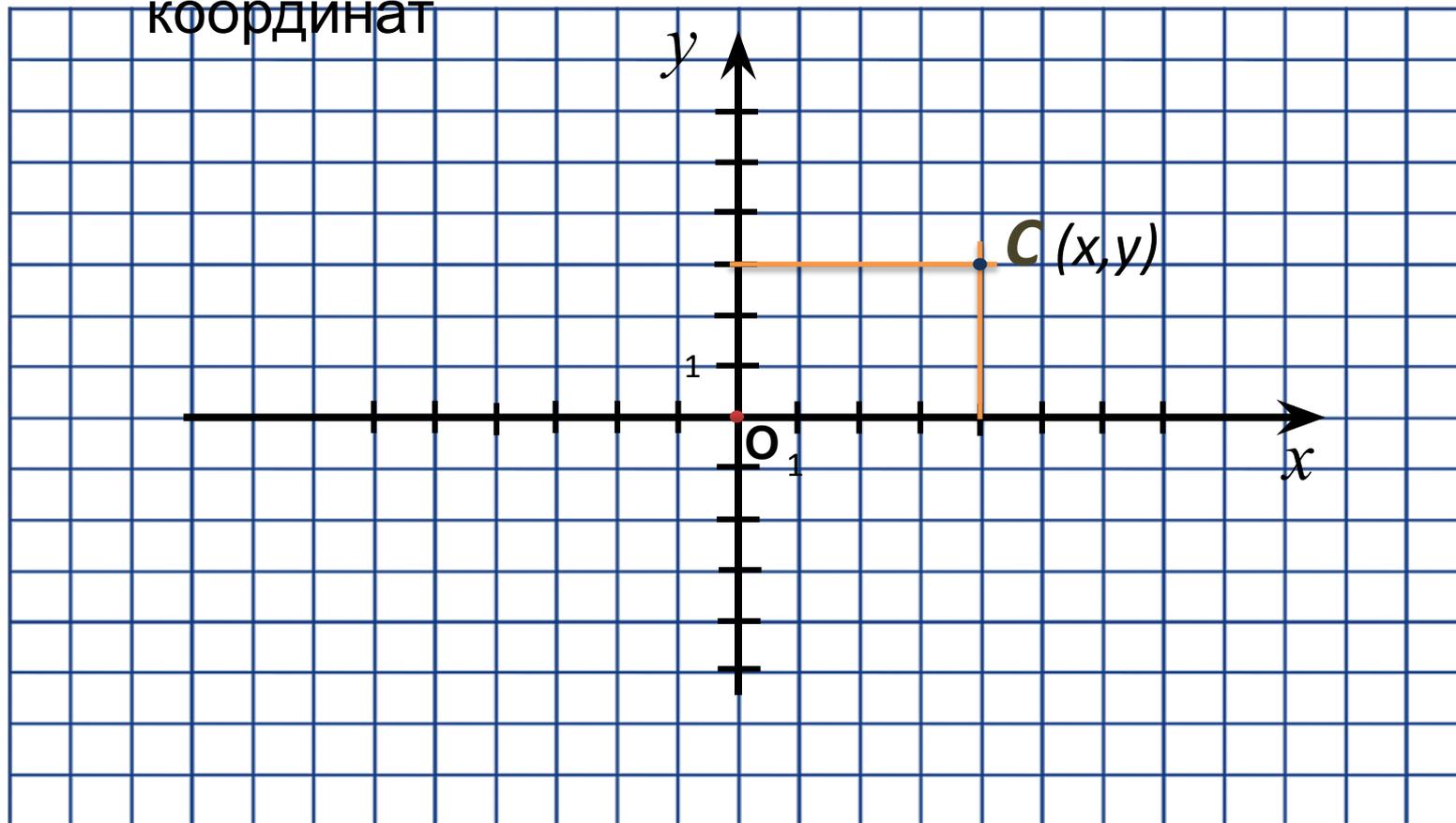
координат



Начало  
координат

Координатные  
оси

# Декартова прямоугольная система координат

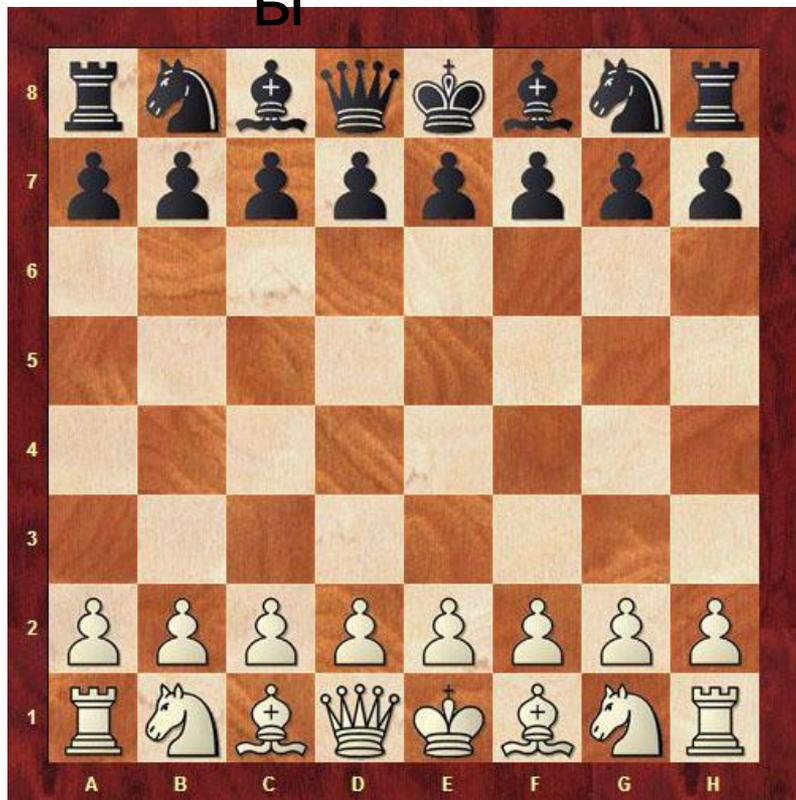


# Декартова прямоугольная система координат



# Шахмат

ы



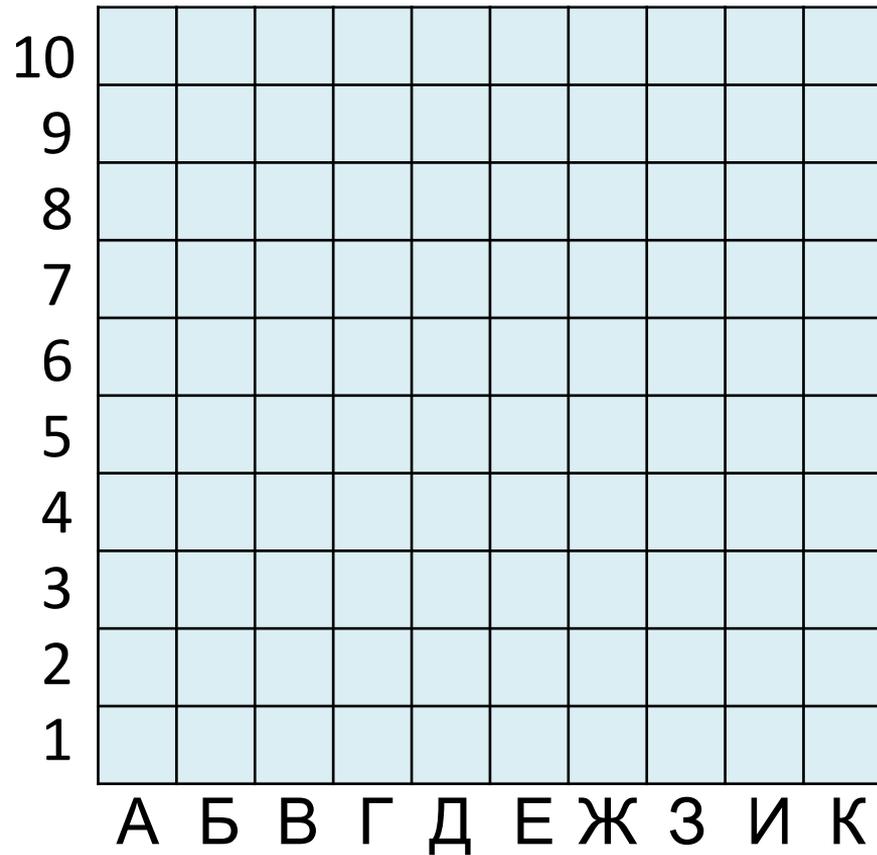
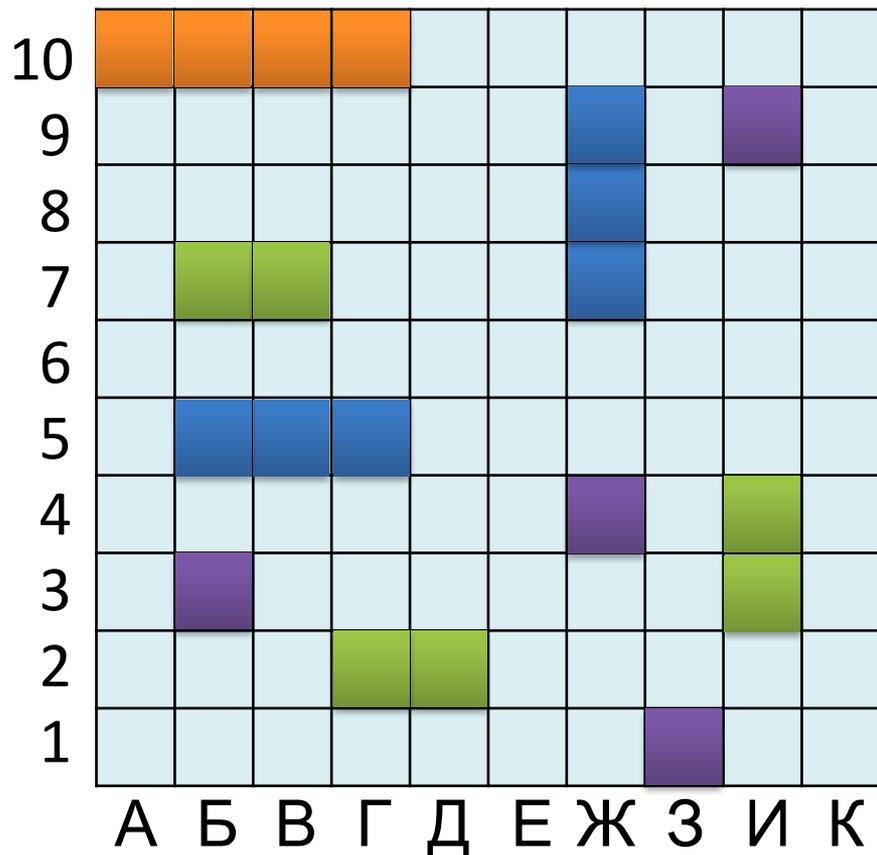
Черный король:

**E8**

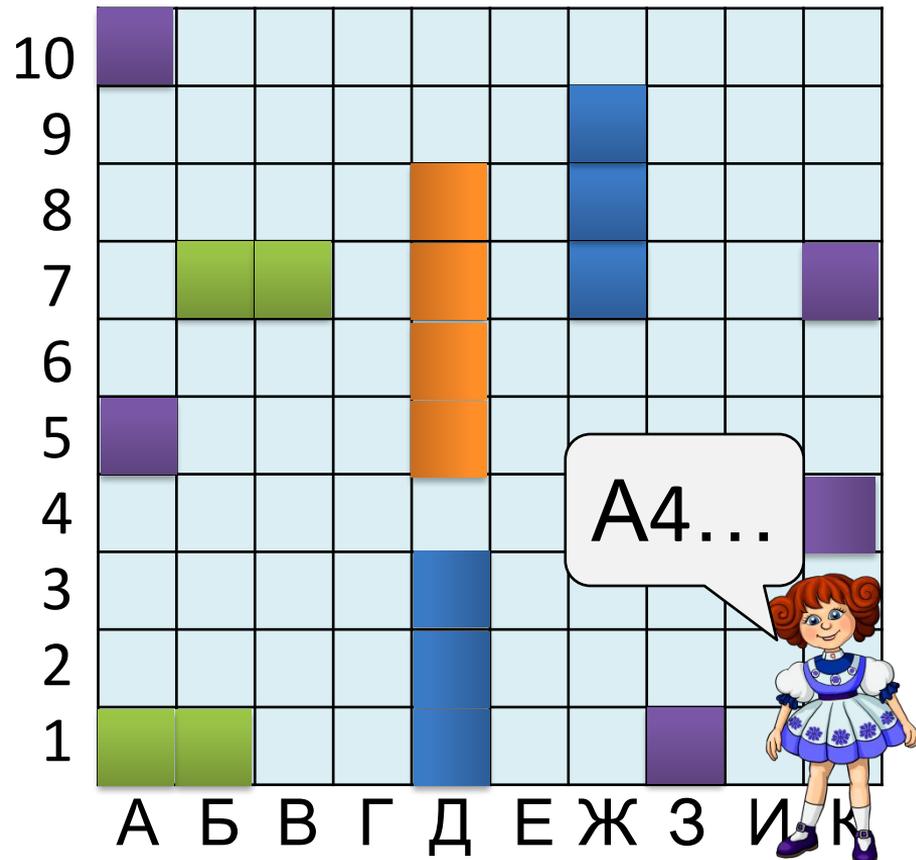
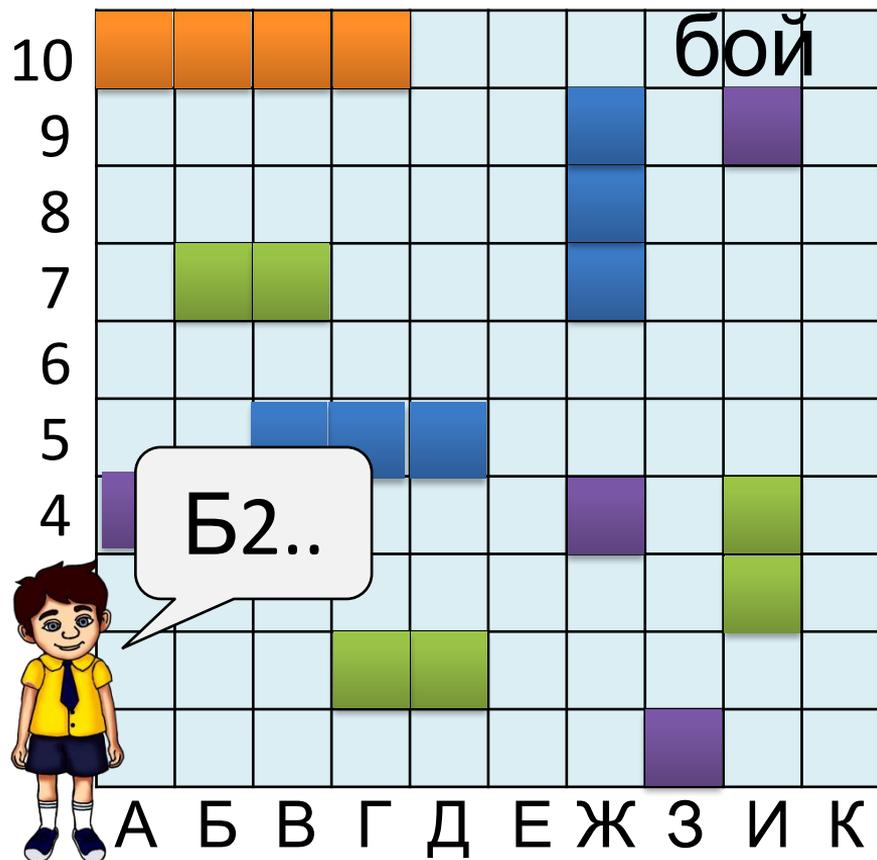
Белый ферзь:

**D1**

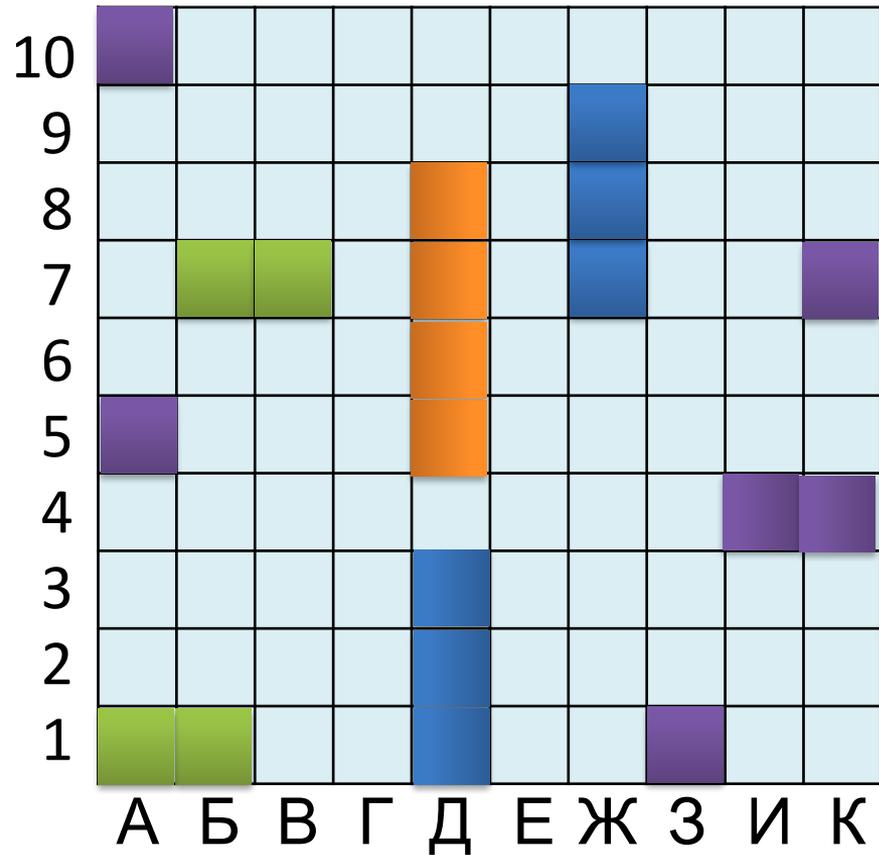
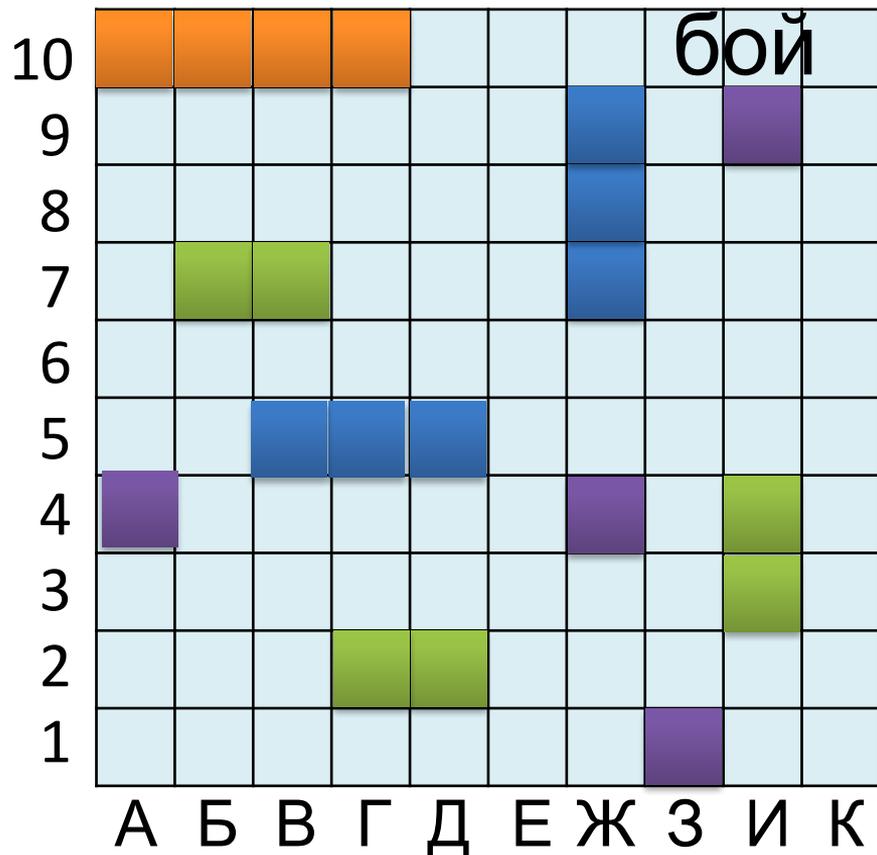
# Морской



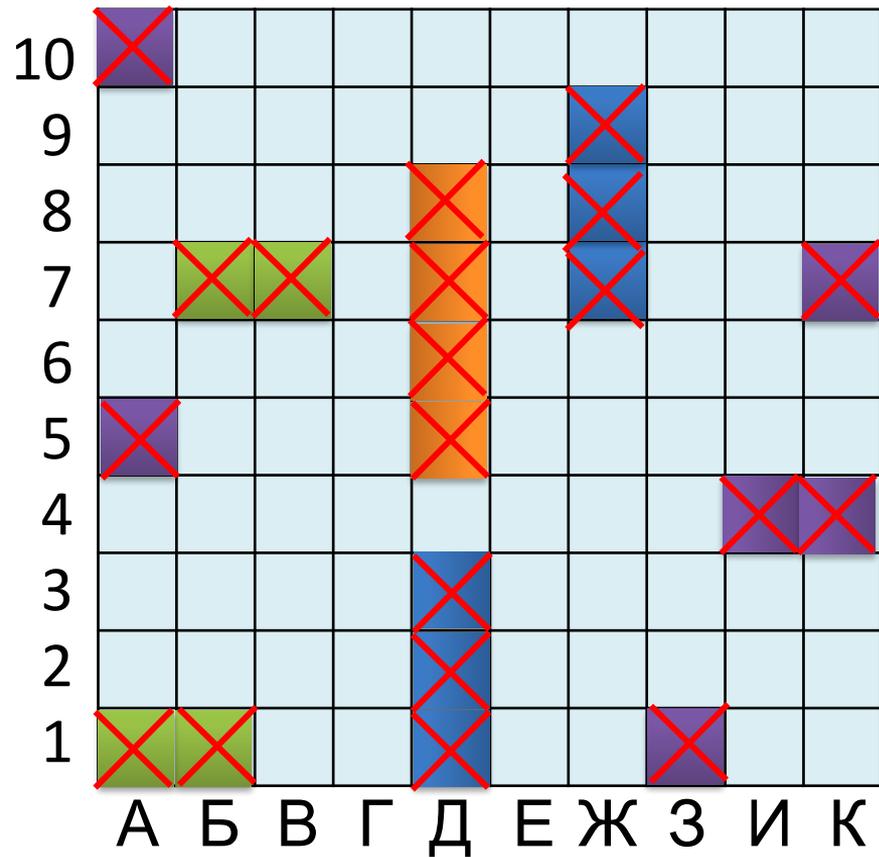
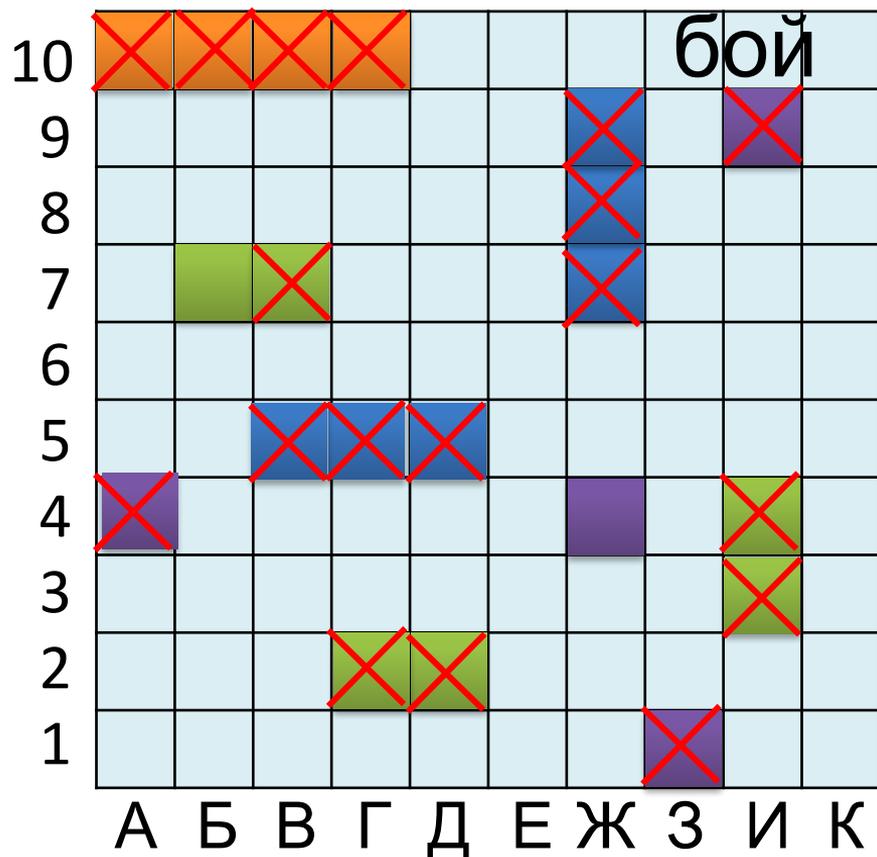
# Морской



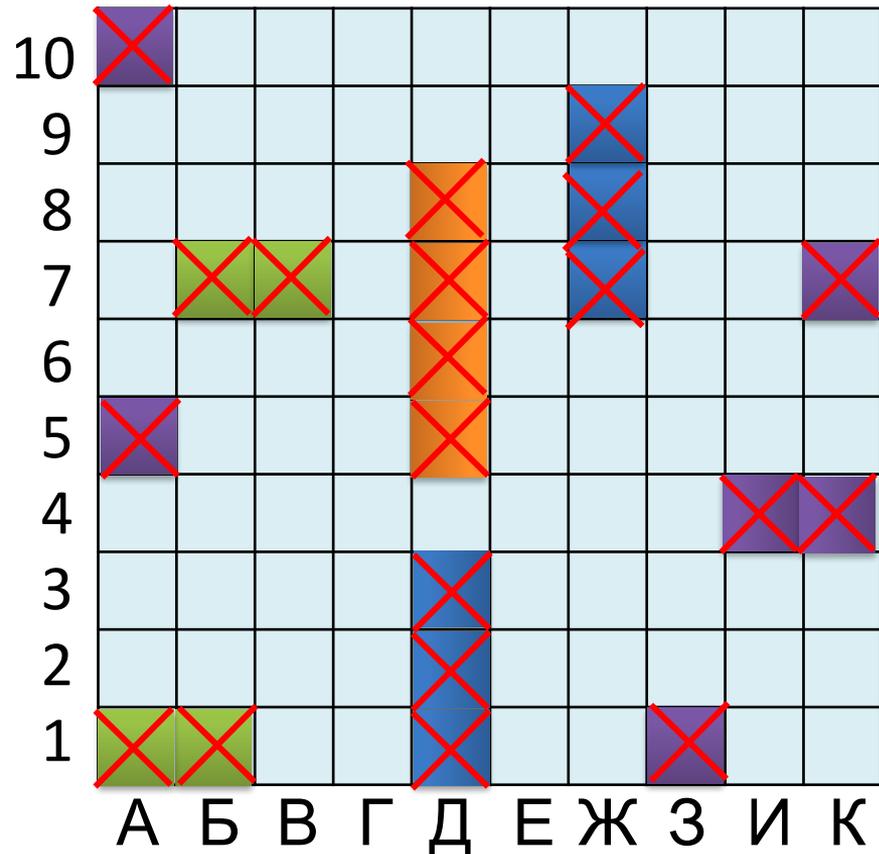
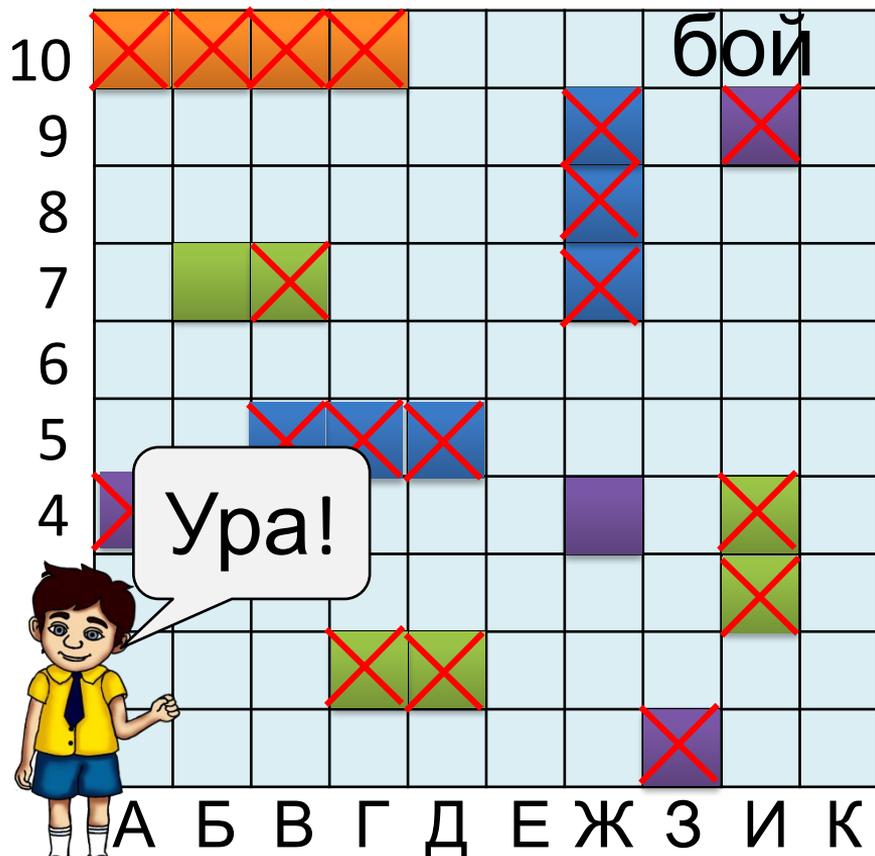
# Морской бой



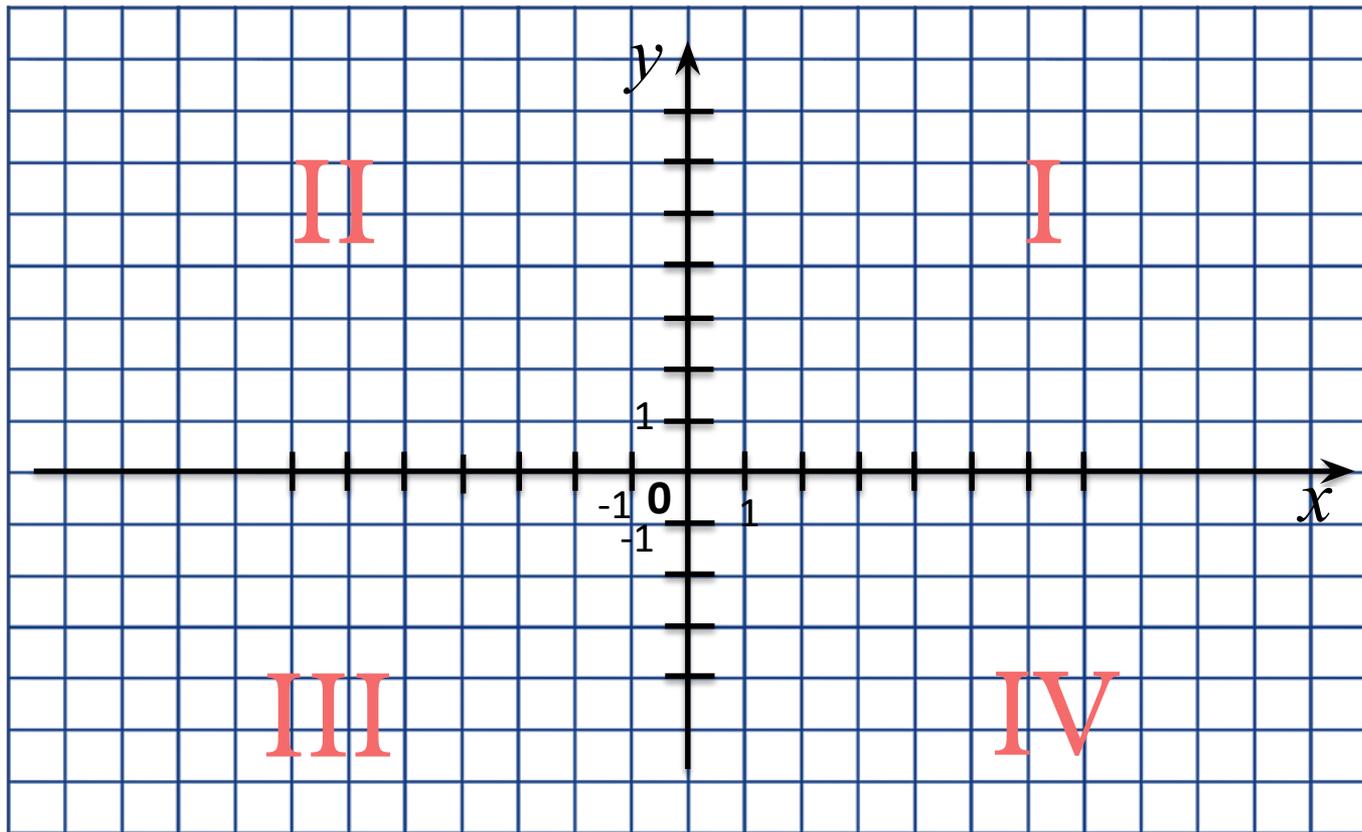
# Морской бой



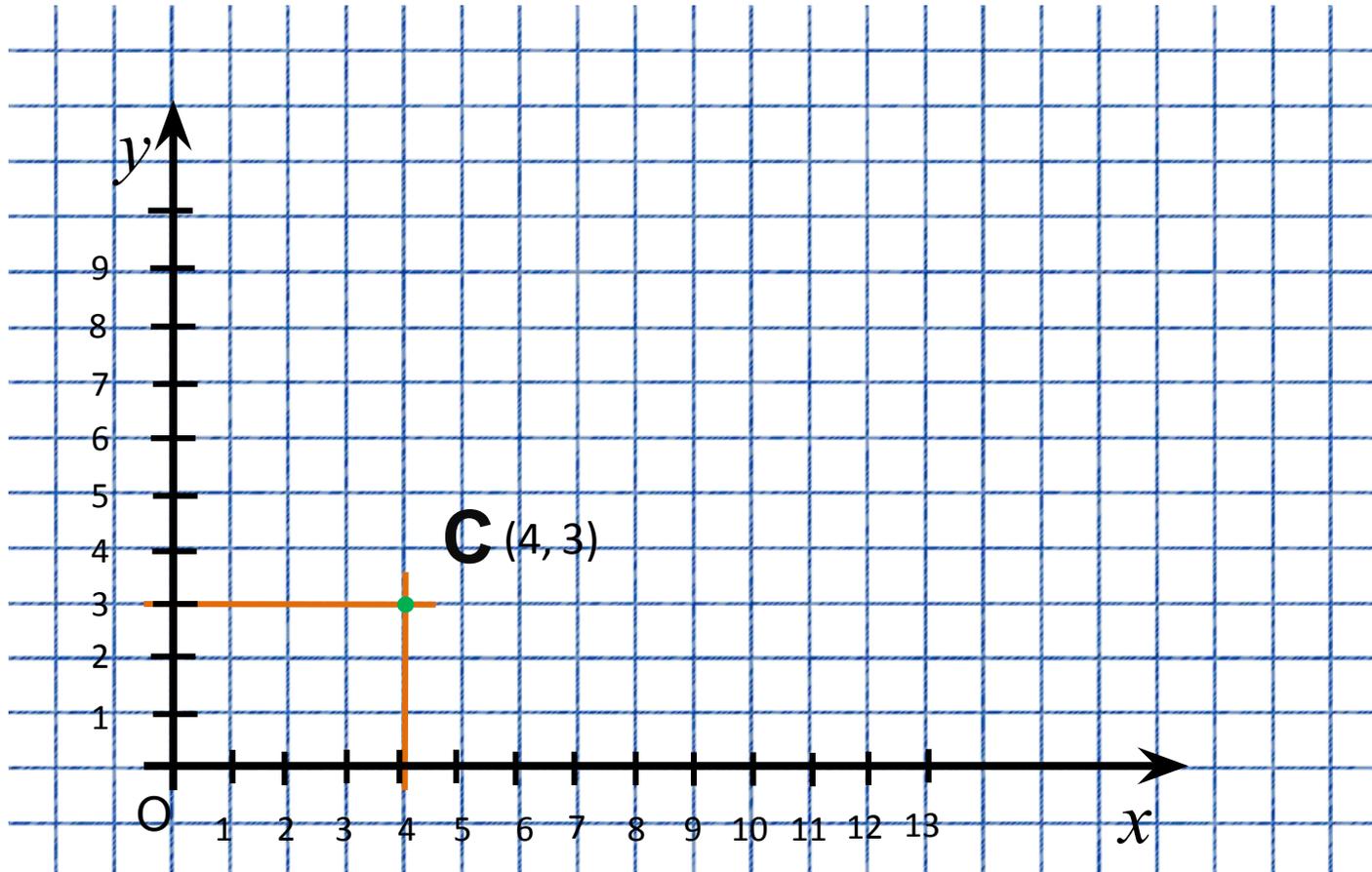
# Морской бой



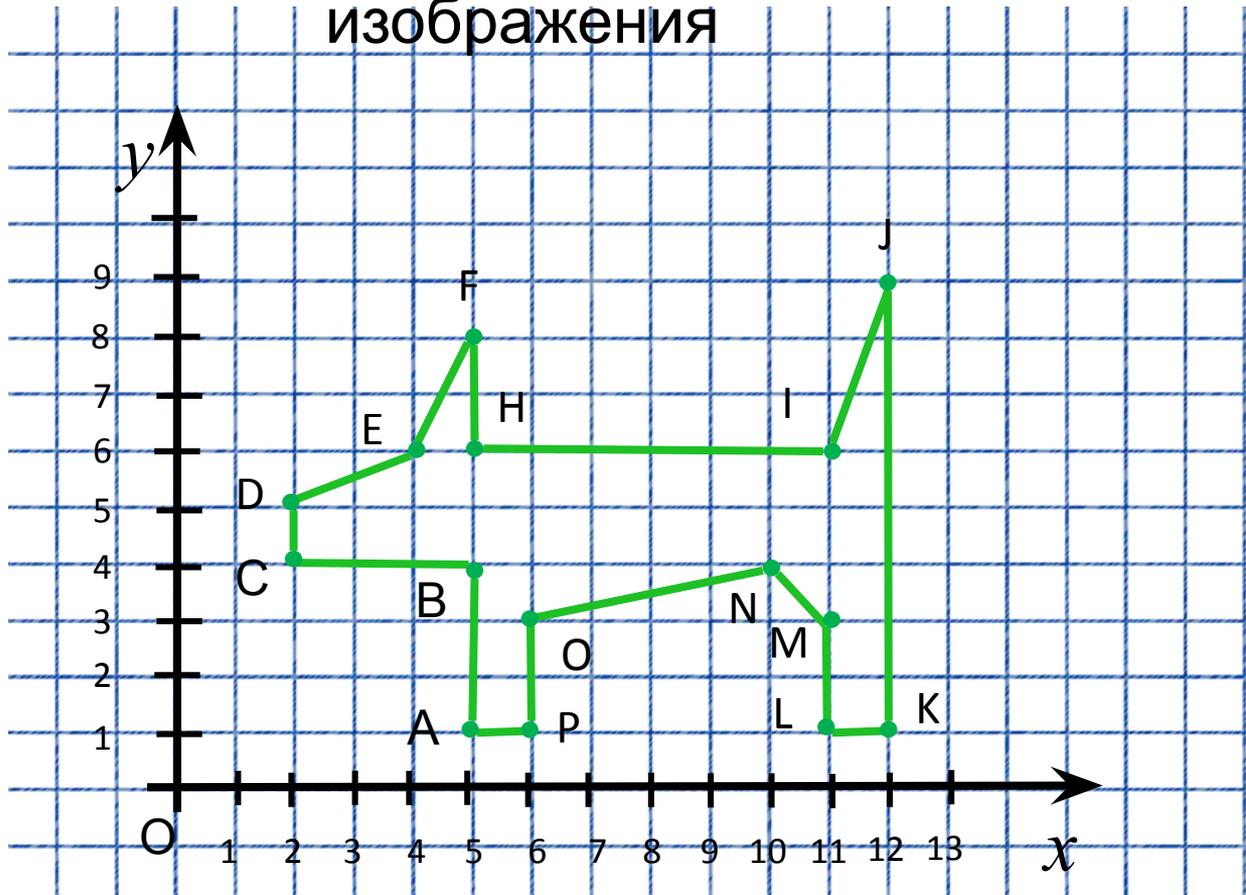
Оси координат разбивают плоскость на 4 четверти.



# Определение координат точки

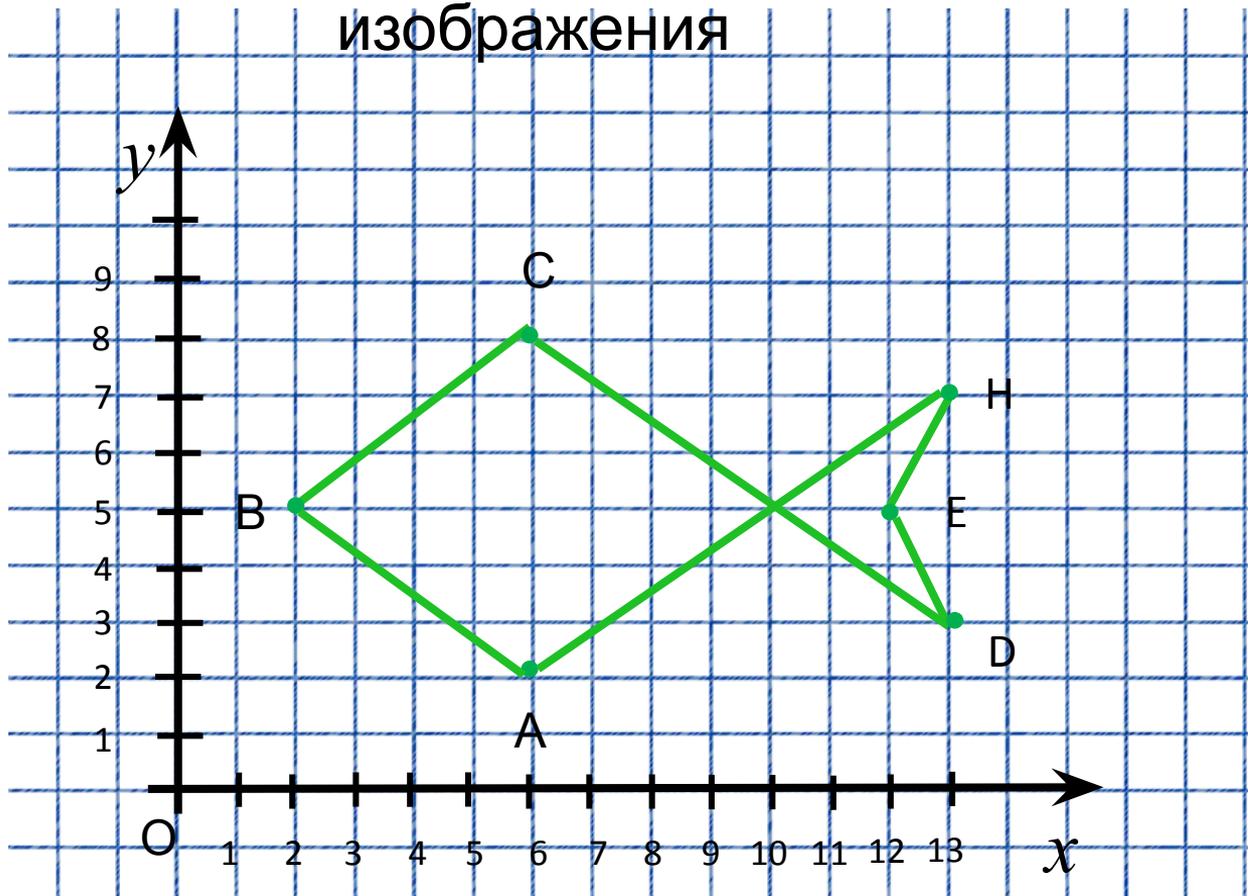


# Декодирование графического изображения



- A (5, 1)
- B (5, 4)
- C (2, 4)
- D (2, 5)
- E (4, 6)
- F (5, 8)
- H (5, 6)
- I (11, 6)
- J (12, 9)
- K (12, 1)
- L (11, 1)
- M (11, 3)
- N (10, 3)
- O (6, 3)
- P (6, 1)

# Кодирование графического изображения



A (6, 2)

B (2, 5)

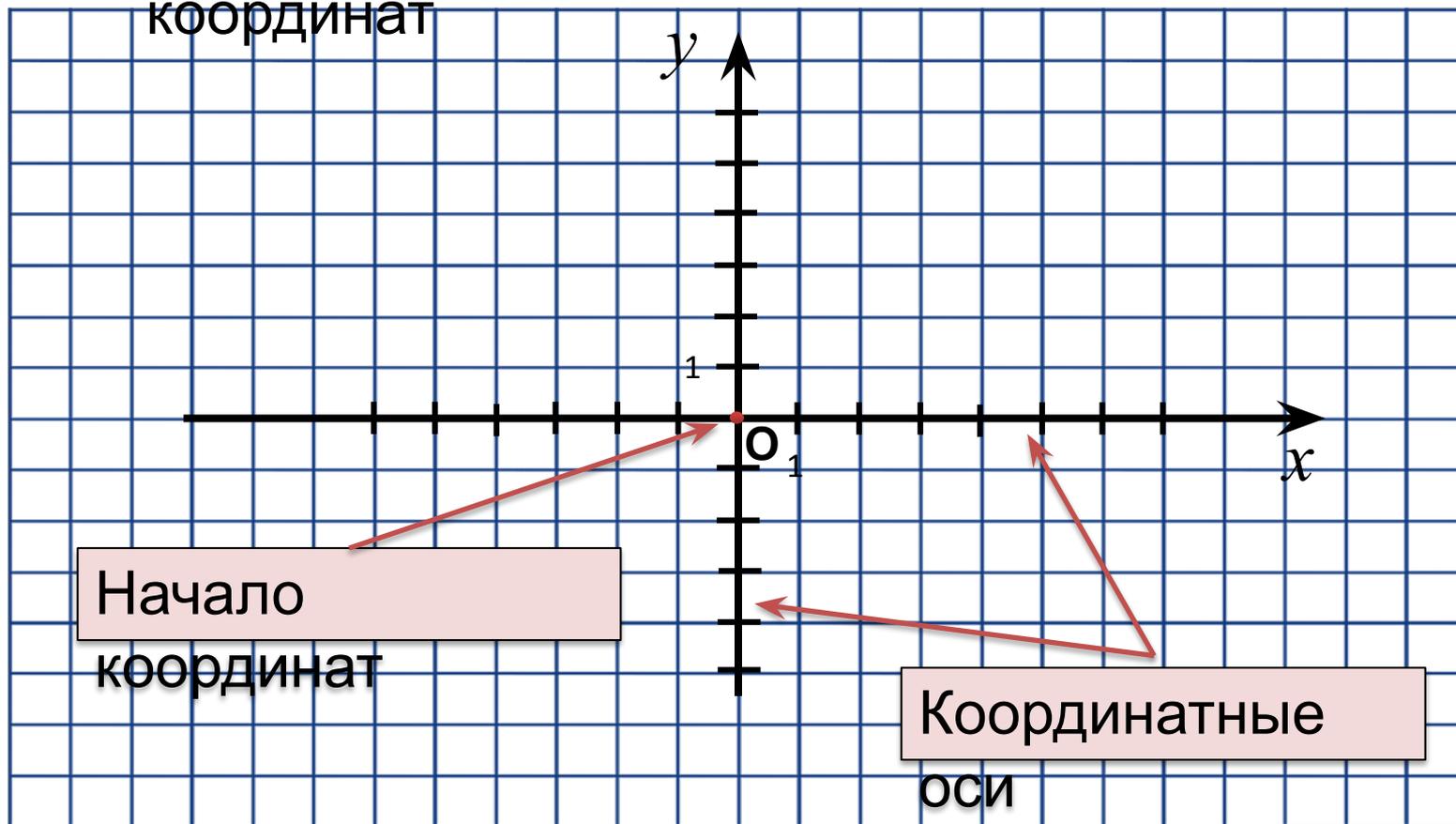
C (6, 8)

D (13, 3)

E (12, 5)

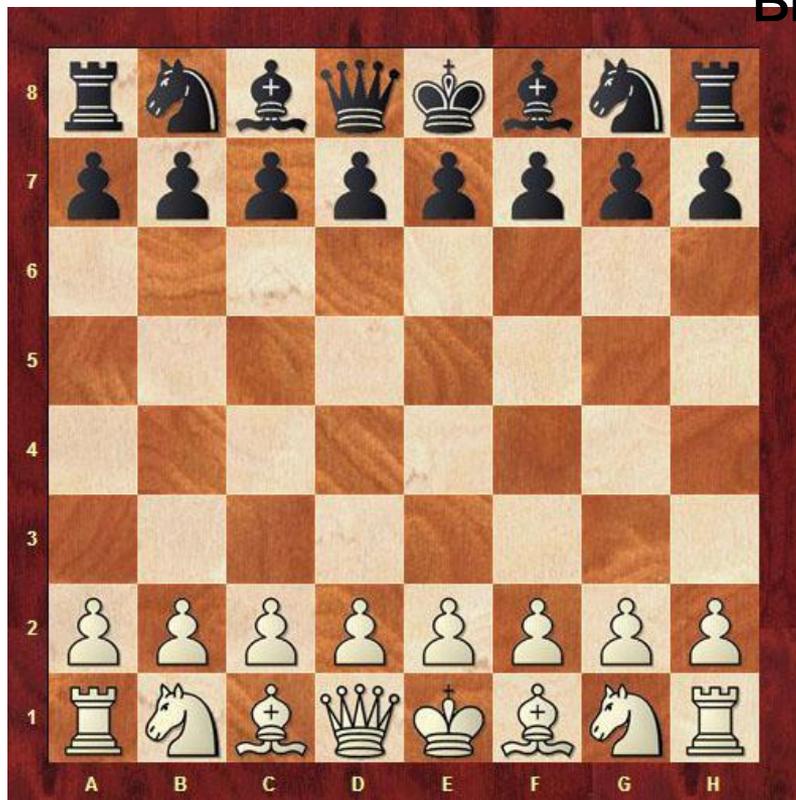
H (13, 7)

# Декартова прямоугольная система координат



# Шахмат

ы



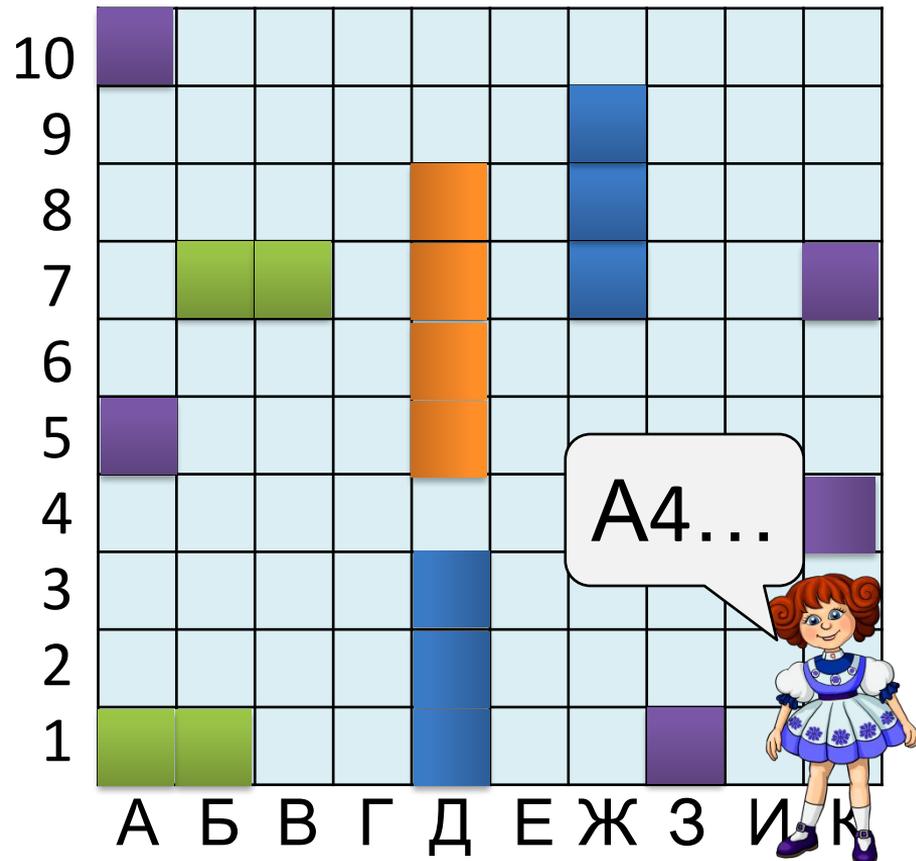
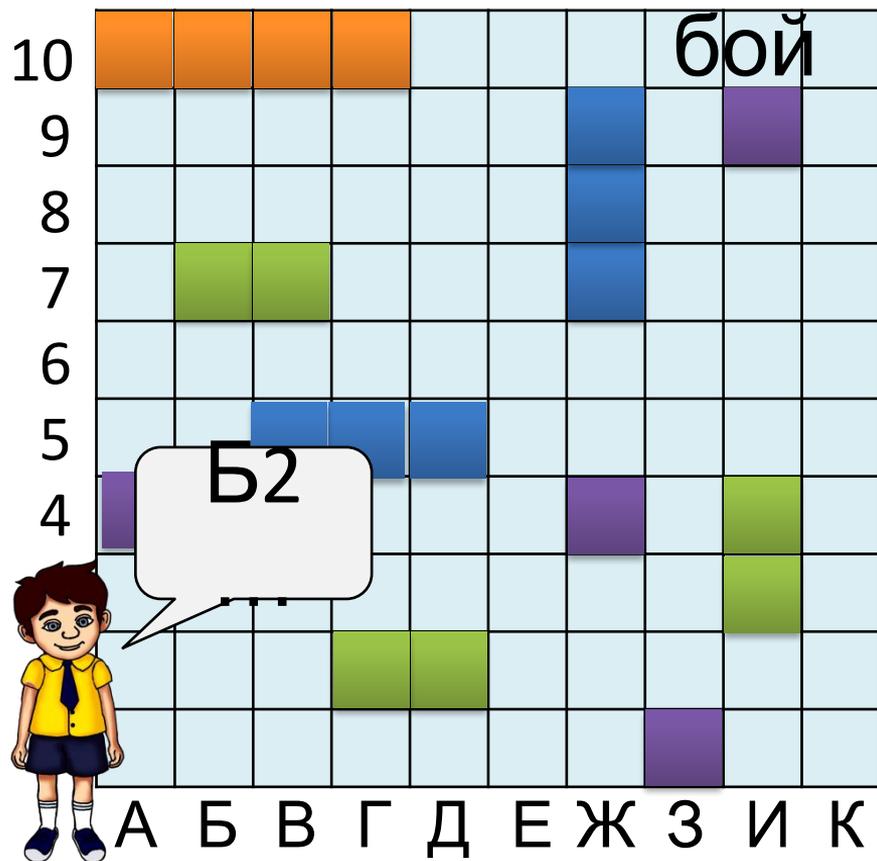
Черный король:

**E8**

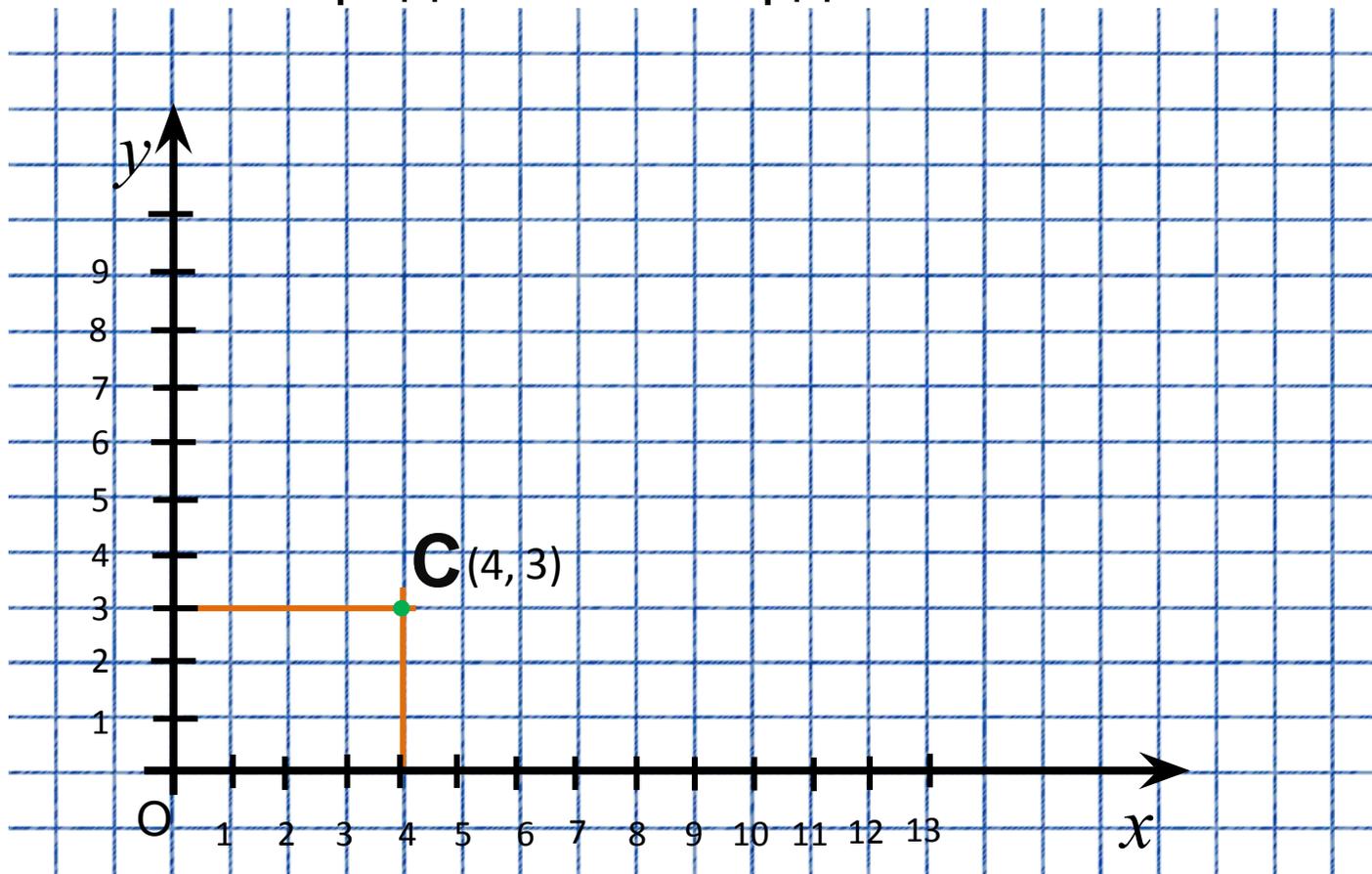
Белый ферзь:

**D1**

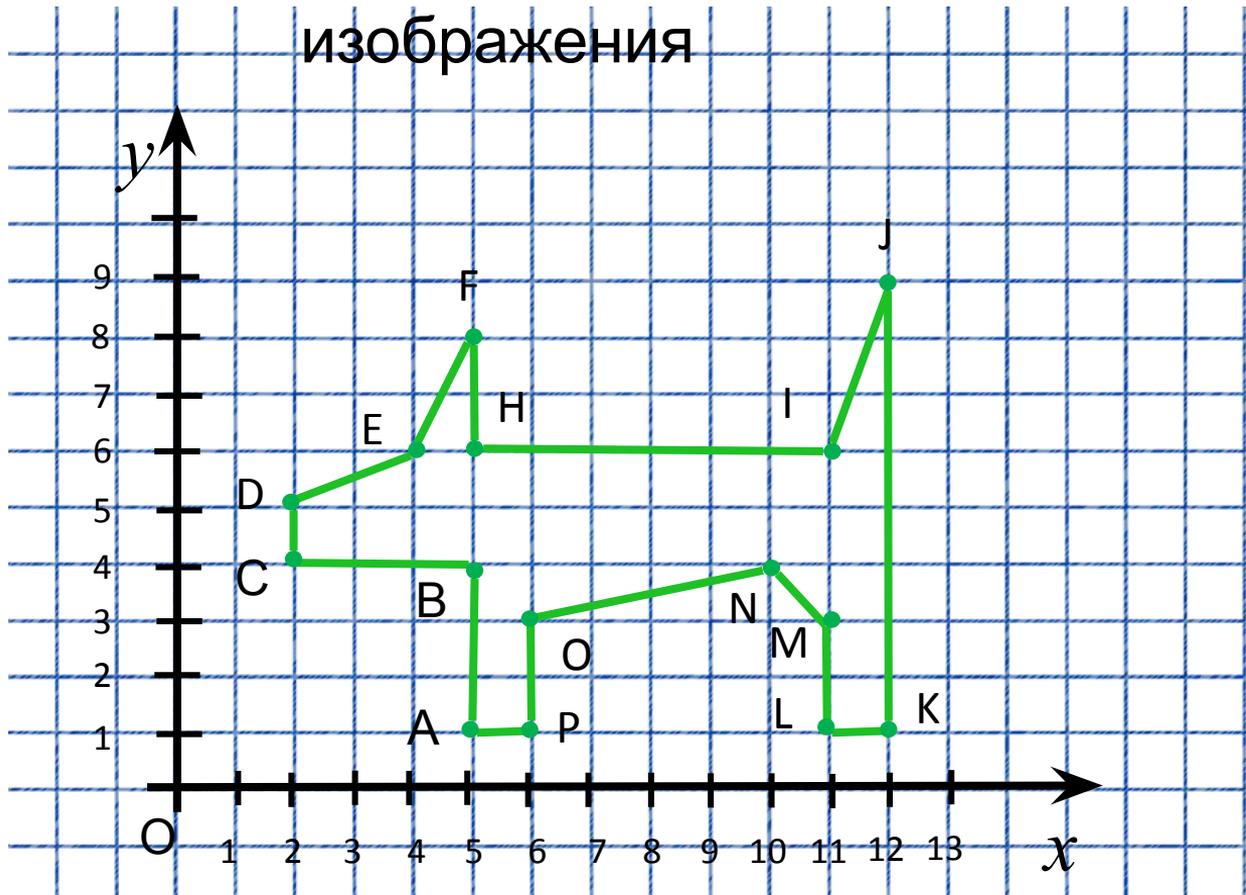
# Морской



# Определение координат точки

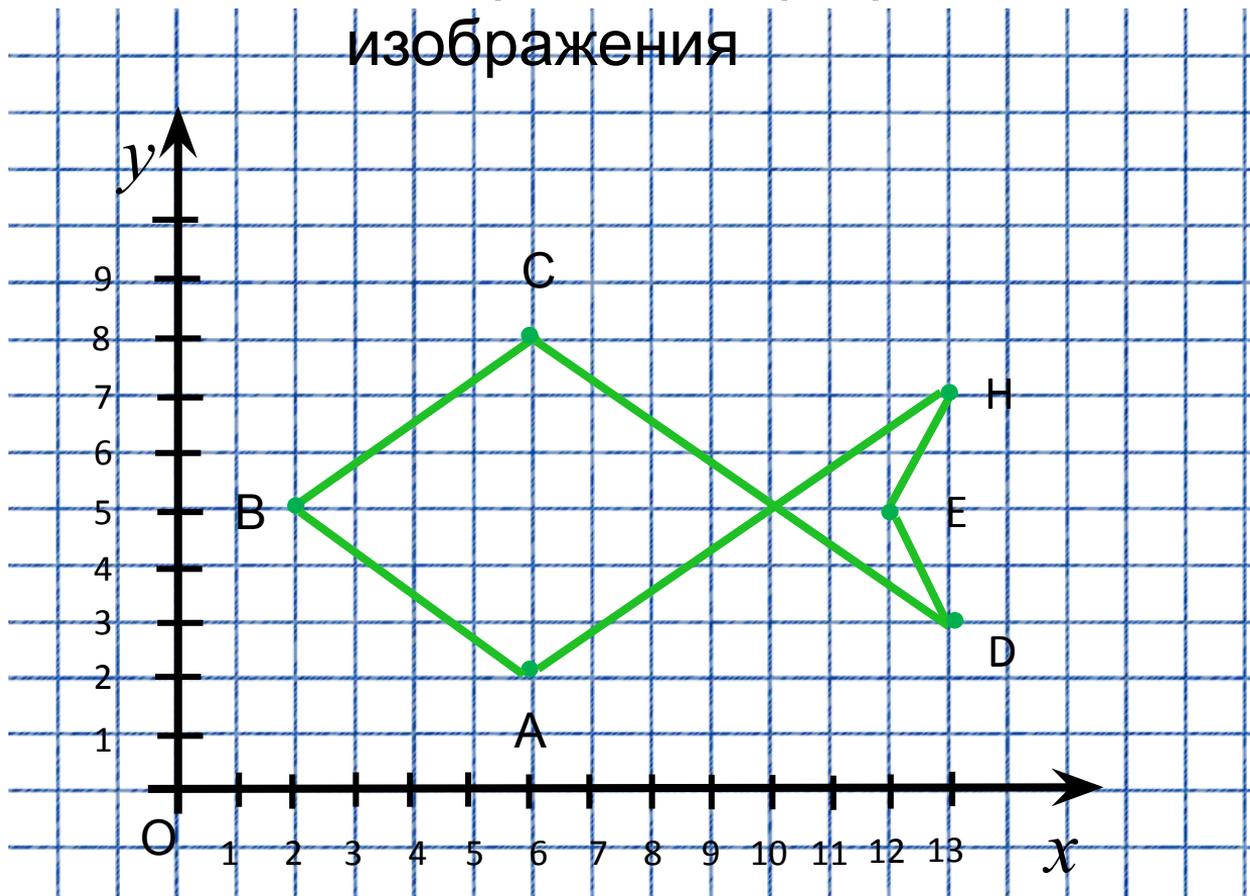


# Декодирование графического изображения



- A (5, 1)
- B (5, 4)
- C (2, 4)
- D (2, 5)
- E (4, 6)
- F (5, 8)
- H (5, 6)
- I (11, 6)
- J (12, 9)
- K (12, 1)
- L (11, 1)
- M (11, 3)
- N (10, 3)
- O (6, 3)
- P (6, 1)

# Кодирование графического изображения



A (6, 2)

B (2, 5)

C (6, 8)

D (13, 3)

E (12, 5)

H (13, 7)