```
function ggbOnInit() {}

var valeur=new Array(3,4,5,6,7,10,20,30,40,50,60,70,80,256);

function plus(){
  o=ggbApplet.getValue("o");
  if(o<valeur.length-1){
    o=o+1;
    ggbApplet.evalCommand("o="+o);
    ggbApplet.evalCommand("oo="+valeur[o]);
    creer(valeur[o]);
  }
}

function moins(){
  o=ggbApplet.getValue("o");
  if(o>0){
    o=o-1;
    ggbApplet.evalCommand("o="+o);
    ggbApplet.evalCommand("oo="+valeur[o]);
    creer(valeur[o]);
  }
}

function creer(maxx){
  c=ggbApplet.getXML();
  c=c.replace("\n","");
  c=c.replace("\r","");

  /*Efface polygone*/
  var reg=new RegExp("<command name=\"Polygon\".*/command>","g");
  sub=reg.exec(c);
  if(sub!=null){
    sub=sub.toString();
    c=c.replace(sub,"");
  }
  /*var reg=new RegExp("<elemen(t){1,} type=\"polygon\".element>","g");*/
  var reg=/<element type="polygon".*?\/element>/;
  sub=reg.exec(c);
  if(sub!=null){
    sub=sub.toString();
    c=c.replace(sub,"");
  }

  /*Efface les segments*/
  var reg=/<element type="segment".*?\/element>/;
  while((sub=reg.exec(c))!=null){
    sub=sub.toString();
    c=c.replace(sub,"");
  }

  /*Ajoute les polygones*/
  str="";
  for(i=0;i<maxx;i++){
    a=i/(maxx);
    b=(i+1)/(maxx)
    h=a*a;
    str=str+'<command name="Polygon"><input a0="('+a+',0)"   a1="('+a+', '+h+')" a2="↩
       ('+b+', '+h+')" a3="('+b+',0)"/><output a0="poly_{2}" /></command>';
  }

  /*Reconstruit la chaine*/
  tab=c.split("</construction>");
  c=tab[0]+str+"</construction>"+tab[1];

  ggbApplet.setXML(c)
}
```