

# 作品一

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# 計算機概論報告

名稱:妝品小教室

組員:51090XXXX吳O庭 . 51090XXXX 侯O叡 . 51090XXXX 洪O聿

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51090XXXX胡O伎 . 51090XXXX徐O辰 . 51070XXXX 李O藁

封面:右圖

主題:學習有關彩妝、化學，  
初步了解化妝品應用科在幹  
嘛

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### 程式說明

總共有三個小遊戲讓使用者探索

- 1.藉由彩妝的配臉來發現什麼眉型適合什麼臉
- 2.則是用按鈕來讓你知道生活中大家一定學過的元素週期表的英文全名
- 3.利用搖晃手機混和溶液來體驗調配的樂趣

### 工作分配

報告:51090XX16

做WORD : 51070XX51(學姊)

做PPT:51090XX05

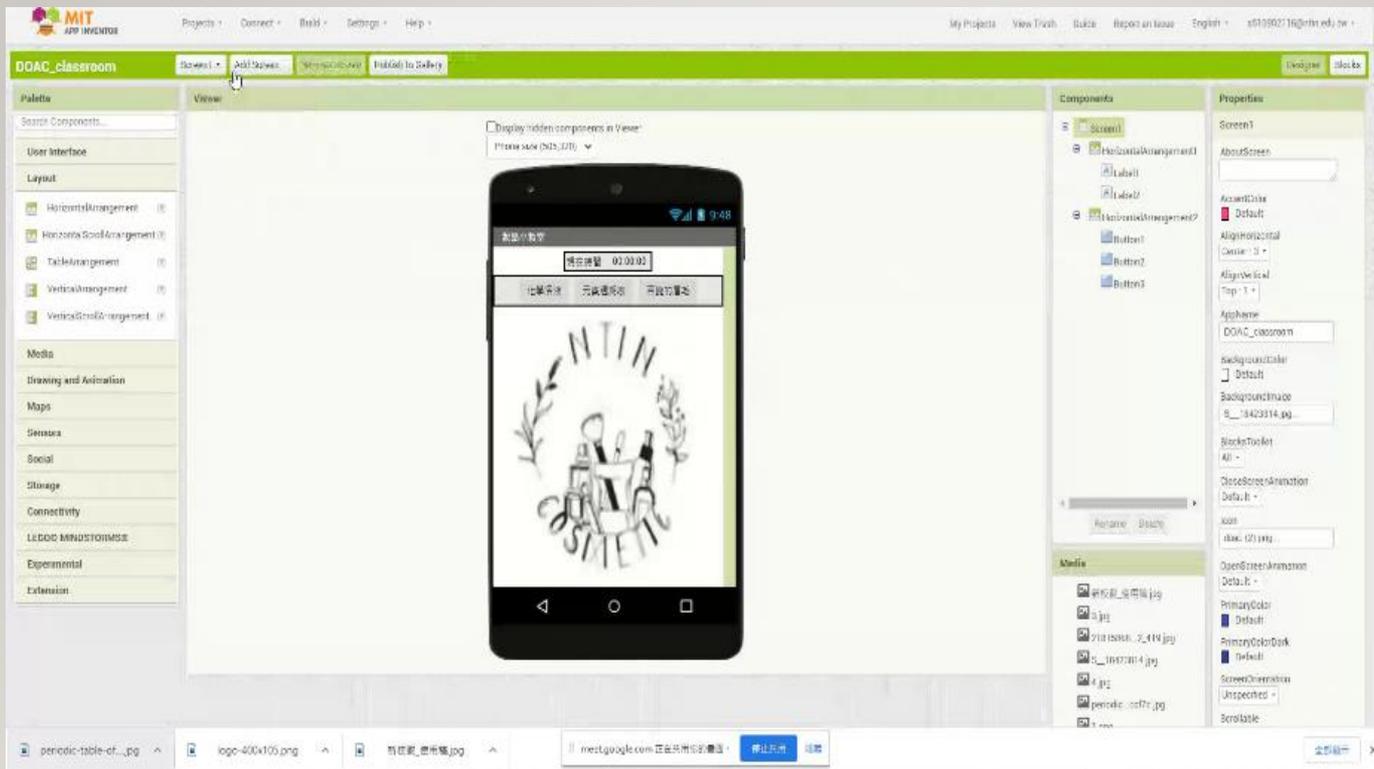
做APP及測試:

51090XX16.51090XX20.51090XX21.510

90XX23

概念:全員一起想





## 畫面編排

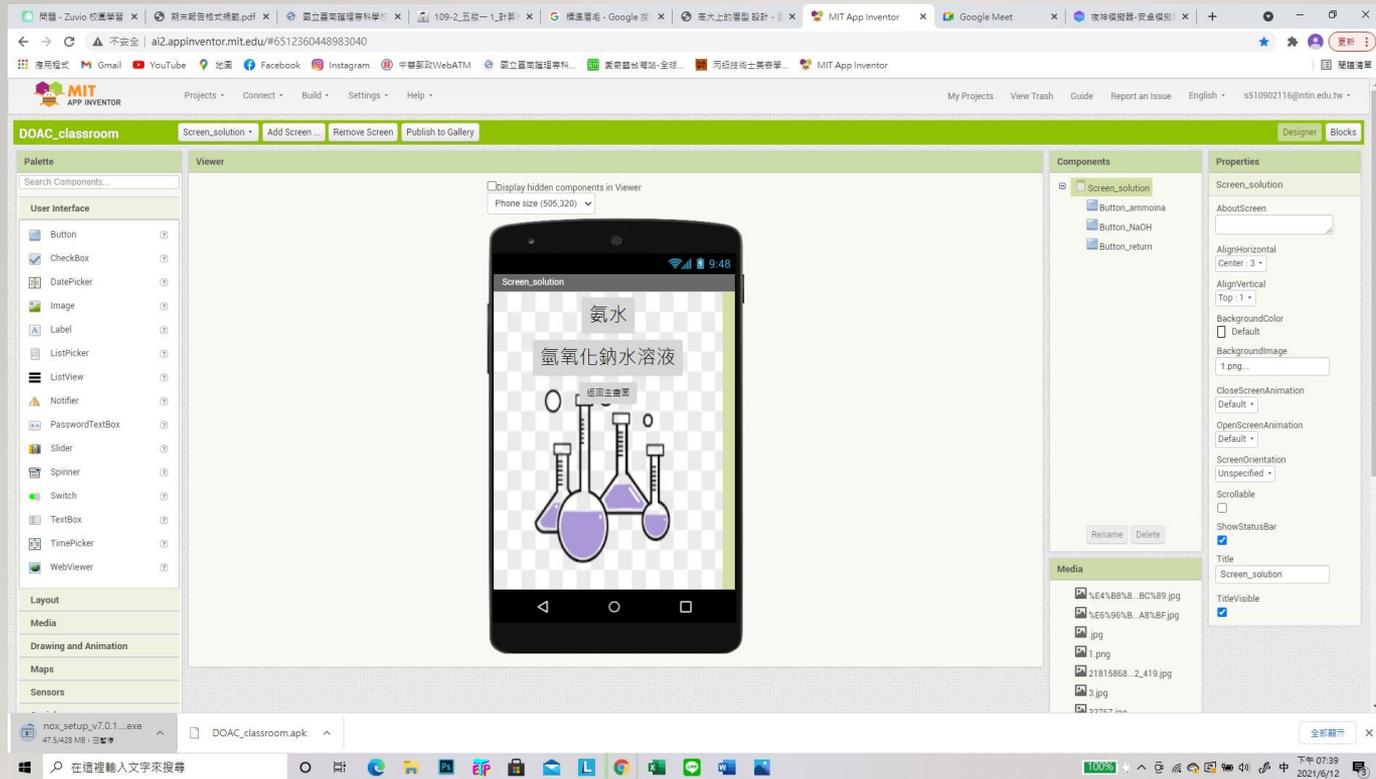
一進去有現在時間及三個按鈕  
(選擇一個小遊戲)

The screenshot displays the MIT App Inventor web interface. The browser address bar shows the URL: `ai2.appinventor.mit.edu/#6512360448983040`. The page title is "DOAC\_classroom". The interface includes a "Blocks" panel on the left with categories like "Built-in", "Screen1", and "Media". The main workspace contains a block-based code editor with the following logic:

- when Button\_eyebrow Click  
do open another screen screenName Screen\_eyebrow
- when Button\_solution Click  
do open another screen screenName Screen\_solution
- when Button\_table Click  
do open another screen screenName Screen\_period\_table
- when Clock1 Times  
do set Label\_time text to call Clock1 FormatTime instant call Clock1 Now

The "Media" panel lists several image files, including `1E41B87A_BC7A9.jpg`, `1CE1967A_AB7BF.jpg`, `1x20(2).png`, `1.png`, `2x20(2).png`, `21815868_2_419.jpg`, `3x20(2).png`, and `3.png`. The bottom status bar shows the system time as 下午 07:43 on 2021/6/12.

# 畫面編排



當使用者點進小遊戲時，會顯示  
題目按鈕給使用者選擇題目。  
「請選擇一個」

# 化學溶液

The screenshot displays the MIT App Inventor web interface. The browser address bar shows the URL: `a12.appinventor.mit.edu/#6512360448983040`. The application is titled "DOAC\_classroom" and is in the "Designer" view. The interface is divided into three main sections:

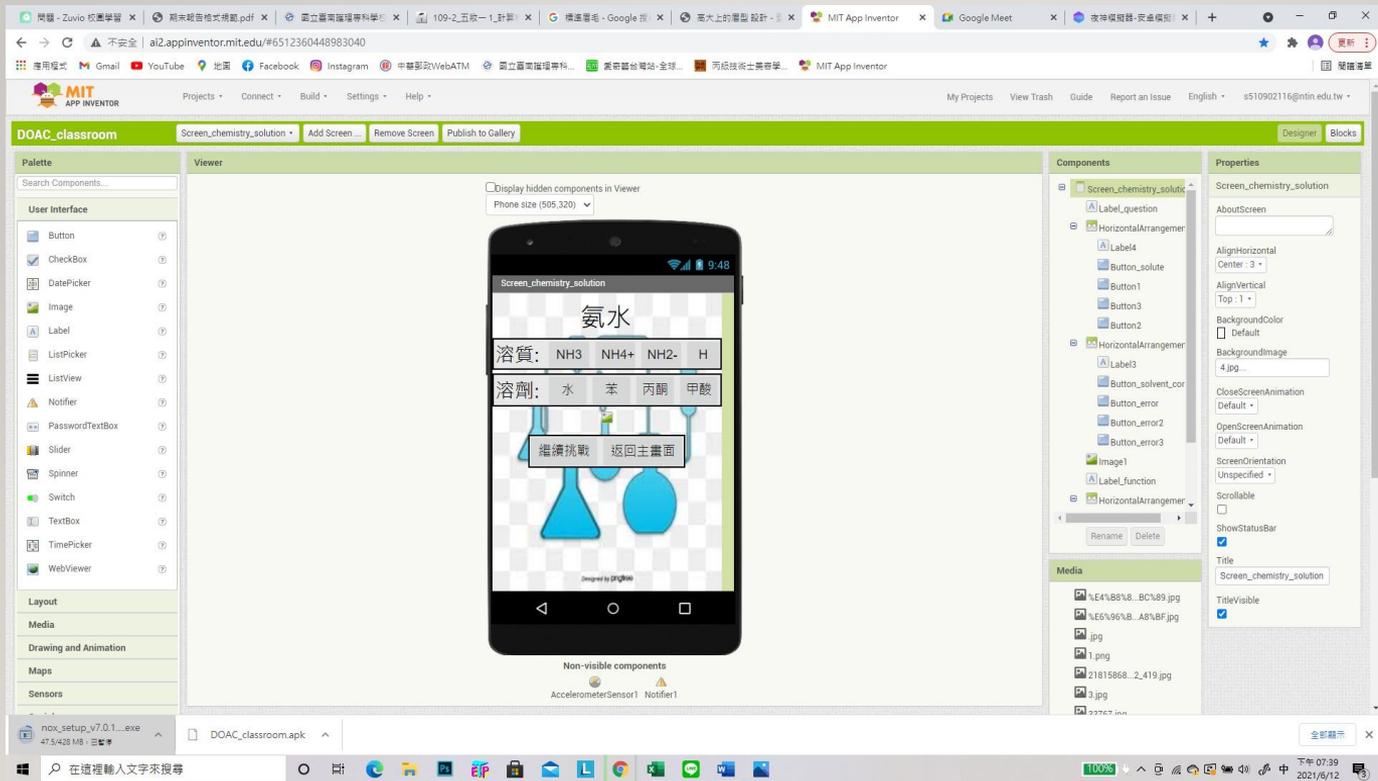
- Blocks:** A palette on the left containing categories like "built-in", "Screen\_solution", and "Any component".
- Media:** A section below the blocks palette showing a list of image files.
- Viewer:** The central workspace where code blocks are assembled. It contains three event-driven blocks:
  - Block 1:** "when Button\_ammoina Click" with a "do" block "open another screen screenName: 'Screen\_chemistry\_solution'".
  - Block 2:** "when Button\_return Click" with a "do" block "close screen".
  - Block 3:** "when Button\_NaOH Click" with a "do" block "open another screen screenName: 'Screen\_solution\_NaOH'".

The Windows taskbar at the bottom shows the search bar with the text "在這裡輸入文字來搜尋", the system tray with the time "下午 07:39" and date "2021/6/12".

# 化學溶液

# 化學溶液

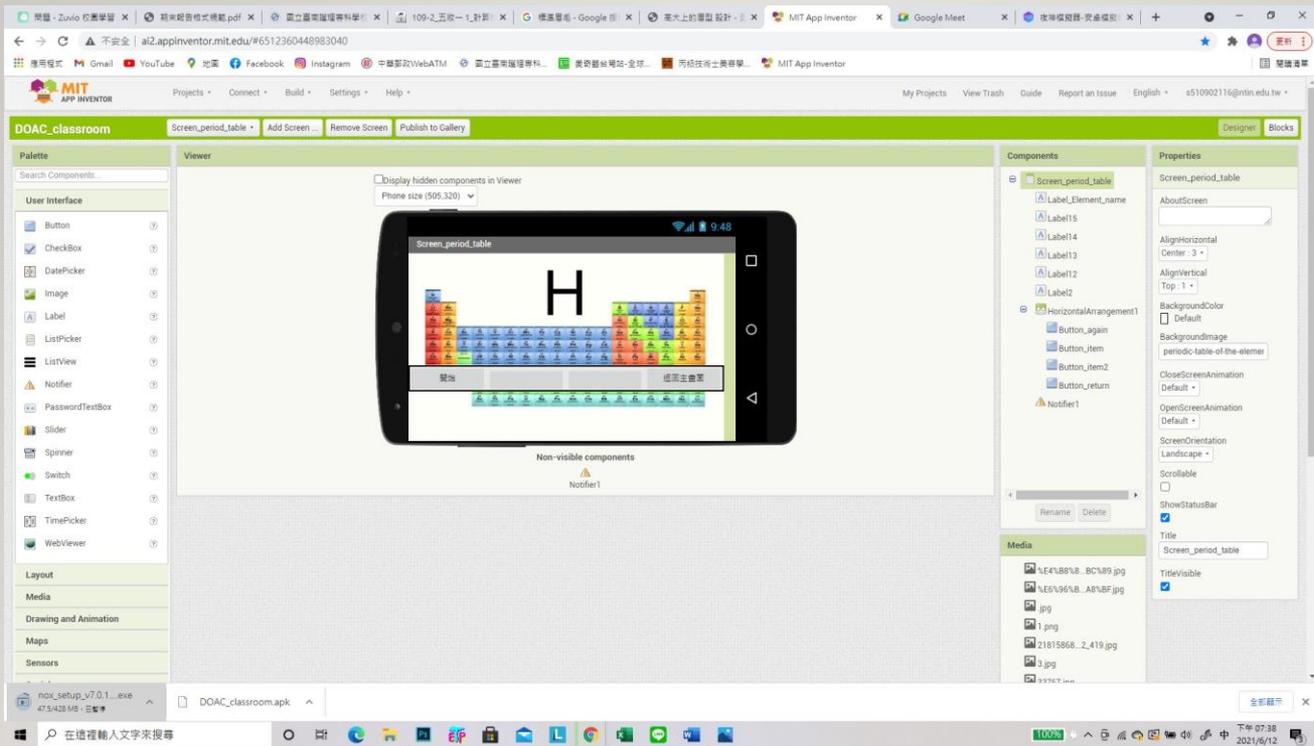
選擇溶劑 + 溶質的按鈕  
使用者答案選擇對時就會顯示 3~5  
秒的提示請使用者搖晃手機，就會  
切換畫面顯示他所配合的溶液及功  
用。





# 元素週期表

當使用者點進小遊戲時，請選擇開始。



Screen\_period\_table

# H

1 H Hydrogen 1.008																	2 He Helium 4.0026						
3 Li Lithium 6.941	4 Be Beryllium 9.0122																	5 B Boron 10.811	6 C Carbon 12.011	7 N Nitrogen 14.007	8 O Oxygen 15.999	9 F Fluorine 18.998	10 Ne Neon 20.180
11 Na Sodium 22.990	12 Mg Magnesium 24.305																	13 Al Aluminum 26.982	14 Si Silicon 28.086	15 P Phosphorus 30.974	16 S Sulfur 32.06	17 Cl Chlorine 35.45	18 Ar Argon 39.948
19 K Potassium 39.098	20 Ca Calcium 40.078	21 Sc Scandium 44.956	22 Ti Titanium 47.88	23 V Vanadium 50.942	24 Cr Chromium 51.996	25 Mn Manganese 54.938	26 Fe Iron 55.845	27 Co Cobalt 58.933	28 Ni Nickel 58.693	29 Cu Copper 63.546	30 Zn Zinc 65.38	31 Ga Gallium 69.723	32 Ge Germanium 72.63	33 As Arsenic 74.922	34 Se Selenium 78.96	35 Br Bromine 79.904	36 Kr Krypton 83.798						
37 Rb Rubidium 85.468	38 Sr Strontium 87.62	39 Y Yttrium 88.906	40 Zr Zirconium 91.224	41 Nb Niobium 92.906	42 Mo Molybdenum 95.94	43 Tc Technetium 98	44 Ru Ruthenium 101.07	45 Rh Rhodium 102.91	46 Pd Palladium 106.36	47 Ag Silver 107.87	48 Cd Cadmium 112.41	49 In Indium 114.82	50 Sn Tin 118.71	51 Sb Antimony 121.76	52 Te Tellurium 127.6	53 I Iodine 126.91	54 Xe Xenon 131.29						
55 Cs Cesium 132.91	56 Ba Barium 137.33	57-71 Lanthanoids	72 Hf Hafnium 178.49	73 Ta Tantalum 180.95	74 W Tungsten 183.84	75 Re Rhenium 186.21	76 Os Osmium 190.23	77 Ir Iridium 192.22	78 Pt Platinum 195.08	79 Au Gold 196.97	80 Hg Mercury 200.59	81 Tl Thallium 204.38	82 Pb Lead 207.2	83 Bi Bismuth 208.98	84 Po Polonium 209	85 At Astatine 210	86 Rn Radon 222						
87 Fr Francium 223	88 Ra Radium 226	89-103 Actinoids	104 Rf Rutherfordium 261	105 Db Dubnium 262	106 Sg Seaborgium 263	107 Bh Bohrium 264	108 Hs Hassium 265	109 Mt Meitnerium 266	110 Ds Darmstadtium 267	111 Kg Kernium 268	112 Cn Copernicium 269	113 Nh Nihonium 270	114 Fl Flerovium 271	115 Mc Moscovium 272	116 Lv Livermorium 273	117 Ts Tennessine 274	118 Og Oganesson 277						
57 La Lanthanum 138.91	58 Ce Cerium 140.12	59 Pr Praseodymium 140.91	60 Nd Neodymium 144.24	61 Pm Promethium 145	62 Sm Samarium 150.36	63 Eu Europium 151.96	64 Gd Gadolinium 157.25	65 Tb Terbium 158.93	66 Dy Dysprosium 162.50	67 Ho Holmium 164.93	68 Er Erbium 167.26	69 Tm Thulium 168.93	70 Yb Ytterbium 173.05	71 Lu Lutetium 174.97									
89 La Lanthanum 138.91	90 Ce Cerium 140.12	91 Pr Praseodymium 140.91	92 Nd Neodymium 144.24	93 Pm Promethium 145	94 Sm Samarium 150.36	95 Eu Europium 151.96	96 Gd Gadolinium 157.25	97 Tb Terbium 158.93	98 Dy Dysprosium 162.50	99 Ho Holmium 164.93	100 Er Erbium 167.26	101 Tm Thulium 168.93	102 Yb Ytterbium 173.05	103 Lu Lutetium 174.97									

開始

Hydrogen

Helium

返回主畫面

## 元素週期表

你會看到一個元素週期表和兩個英文單字，請選出哪一個是元素週期表的英文全名

The screenshot shows the MIT App Inventor web interface. The browser address bar displays `ai2.appinventor.mit.edu/#512360448983040`. The page title is "DOAC\_classroom". The interface includes a "Blocks" palette on the left with categories like "Built-in", "Screen\_period\_table", and "Media". The main workspace is titled "Viewer" and contains a visual programming canvas with several code blocks. The blocks are organized into three main sections: 1. Initialization: A "when Button\_return Click" block followed by "set global result to" and "make a list" blocks. 2. First Click Event: A "when Button\_again Click" block with a complex logic flow involving "if" conditions, "get global result" blocks, and "set Button\_name" blocks. 3. Second Click Event: A "when Button\_item Click" block with similar logic to the first event. The interface also features a "Designer" tab, a "Blocks" tab, and a "Show Warnings" button at the bottom left. The system tray at the bottom shows the date and time as "2021/6/12 下午 07:38".

# 元素週期表

## 百變的眉毛

當使用者點進小遊戲時，你會看到一張什麼都沒有的紙圖和兩對眉型。



Screen\_eyebrow



標準眉



下一題

返回主畫面

# 百變的眉毛

請你點一對眉型，  
那對眉型的臉型，  
就會出現適合



報告結束！  
謝謝老師 謝謝大家！

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SOMEONE@EXAMPLE.COM

# 作品二

國立台南護理專科學校  
計算機概論期末報告

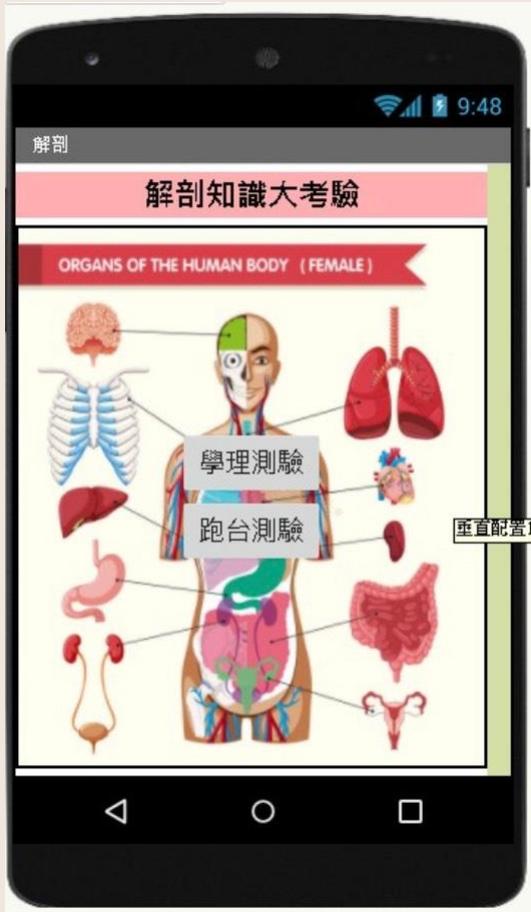
# 102第九組\_解剖知識大考驗

組員:12周 ○ 容 13林 ○ 宜 19邱 ○ 琴 20施 ○ 卉 27張○勛



# 創作動機

一年級接觸到解剖,透過此遊戲,複習學理跟跑台的題目  
種類多元化,含有填空題.選擇題.多選題.是非題  
跑台題目則是有時間上的限制  
讓玩家有如在考試現場般身歷其境的感覺



```
Screen1 • Add Screen ... Remove Screen Publish to Gallery  
Viewer  
when 按鈕_quiz .Click  
do open another screen screenName Screen_quiz  
when 按鈕_treadmill .Click  
do open another screen screenName Screen_treadmill
```

點選其中一個按鈕



**Components**

- Screen\_treadmill
  - 標籤1
  - 垂直配置1
    - 按鈕\_introduction
    - 按鈕\_skeletal
    - 按鈕\_muscular

Screen\_quiz - Add Screen ... Remove Screen Publish to Gallery

**Viewer**

```

when 按鈕_introduction .Click
do open another screen screenName "quiz_introduction"

when 按鈕_muscular .Click
do open another screen screenName "quiz_muscular"

when 按鈕_skeletal .Click
do open another screen screenName "quiz_skeletal"
  
```



Screen\_treadmill - Add Screen ... Remove Screen Publish to Gallery

**Viewer**

```

when 按鈕_introduction .Click
do open another screen screenName "treadmill_introduction"

when 按鈕_skeletal .Click
do open another screen screenName "treadmill_skeletal"

when 按鈕_muscular .Click
do open another screen screenName "treadmill_muscular"
  
```

**Components**

- Screen\_quiz
  - 標籤1
  - 垂直配置1
    - 按鈕\_introduction
    - 按鈕\_skeletal
    - 按鈕\_muscular

再點選 →

## 2. 學理測驗 → 骨骼





quiz\_skeletal - Add Screen ... Remove Screen Publish to Gallery

Viewer

```
initialize global score to 0
```

```
when Button_start Click
```

```
do
```

```
  set global score to 0
```

```
  set Label_score Text to get global score
```

```
  set Label1 Visible to true
```

```
  set Label_score Visible to true
```

```
  set Button_start Visible to false
```

```
  set NEXT Visible to true
```

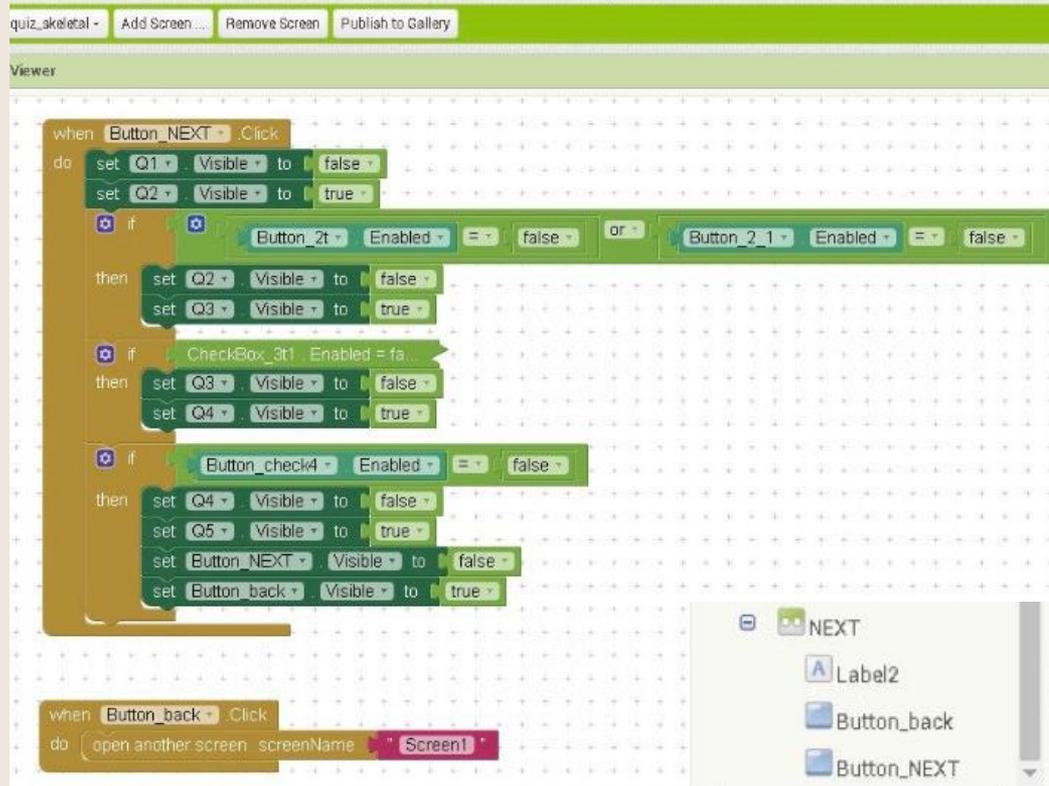
```
  set Q1 Visible to true
```

```
  if Button_1_1 Enabled = true and Button_1_2 Enabled = true
```

```
  then set Button_NEXT Enabled to false
```

Components

- quiz\_skeletal
  - start
    - Button\_start
    - Label1
    - Label\_score



分數: 0

1.分泌新骨質並引起鈣鹽堆積而產生鈣化的細胞為何？

骨細胞

軟骨細胞

造骨母細胞

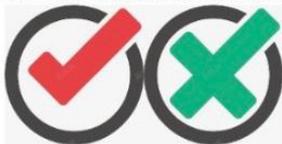
軟骨母細胞

下一題

The screenshot shows a quiz application interface. At the top, there's a header with the text '學理測驗\_骨骼' and a time indicator '12:27'. Below the header, the current score is '分數: 0'. The main question is '1.分泌新骨質並引起鈣鹽堆積而產生鈣化的細胞為何？'. There are four buttons below the question: '骨細胞', '軟骨細胞', '造骨母細胞', and '軟骨母細胞'. A '下一題' button is located to the right of the buttons. The bottom part of the screen shows a code editor for the quiz logic. The code is written in a block-based language and is organized into four 'when' blocks, each corresponding to a button click. Each 'when' block contains a 'do' block with several 'set' blocks. The 'set' blocks are used to change the background color of the clicked button to red, disable all buttons, and enable the 'Button\_NEXT' button. The 'when Button\_1\_1 Click' block also includes a 'set global score to 0' block. The 'when Button\_1\_3 Click' block includes a 'set global score to get global score + 20' block. The 'when Button\_1\_2 Click' and 'when Button\_1t Click' blocks do not include a score update block. The 'when Button\_1\_3 Click' block also includes a 'set Label\_score Text to get global score' block. The code editor has a 'Viewer' tab and a 'Publish to Gallery' button.

分數: 0

2. 骨內膜位於關節軟骨的表面?



下一題

```
when Button_2_1 .Click
do
  set Button_2_1 Enabled to false
  set Button_2t Enabled to false
  set Label7 Visible to true
  set Label7 Text to "錯，骨內膜襯於骨髓腔表面"

when Button_2t .Click
do
  set global score to (get global score) + 20
  set Label_score Text to (get global score)
  set Button_2_1 Enabled to false
  set Button_2t Enabled to false
  set Label7 Visible to true
  set Label7 Text to "回答正確!"
```

Q2

- Label6
- HorizontalArrangen
- Button\_2\_1
- Button\_2t
- Label7

分數: 0

3. 下列哪些是構成眼眶的骨頭?

- 額骨
- 顴骨
- 篩骨
- 淚骨
- 鼻骨
- 蝶骨
- 顎骨
- 上頷骨
- 下頷骨



quiz\_skeletal - Add Screen ... Remove Screen Publish to Gallery

Viewer

Q3

- Label8
- VerticalArranger
  - CheckBox\_3t1
  - CheckBox\_3t2
  - CheckBox\_3t3
  - CheckBox\_3t4
  - CheckBox\_3t5
  - CheckBox\_3t6
  - CheckBox\_3t7
  - CheckBox\_3t2
- Button\_check3
- Label9

```

when Button_check3 Click
do
  set CheckBox_3t1 Enabled to false
  set CheckBox_3t2 Enabled to false
  set CheckBox_3t1 Enabled to false
  set CheckBox_3t2 Enabled to false
  set CheckBox_3t3 Enabled to false
  set CheckBox_3t3 Enabled to false
  set Button_check3 Enabled to false
  set CheckBox_3t4 Enabled to false
  set CheckBox_3t5 Enabled to false
  set CheckBox_3t6 Enabled to false
  set CheckBox_3t7 Enabled to false

  if CheckBox_3t1 Checked and CheckBox_3t2 Checked and CheckBox_3t3 Checked
  then
    set global score to get global score + 20
    set Label_score Text to get global score
    set Label9 Visible to true
    set Label9 Text to "完全正確!!!"
  else
    set Label9 Visible to true
    set Label9 Text to "錯，正確答案為額骨、蝶骨、顴骨、上頷骨、顎骨、篩骨、淚骨"

    if CheckBox_3t2 Checked or CheckBox_3t1 Checked
    then
      set Label9 Visible to true
      set Label9 Text to "錯，正確答案為額骨、蝶骨、顴骨、上頷骨、顎骨、篩骨、淚骨"
  
```

分數: 0

4. 下列敘述哪些只存在於顱骨?  
(額骨、篩骨、蝶骨、頂骨、顴骨、枕骨)

(XX、XX、.....)

確認

下一題

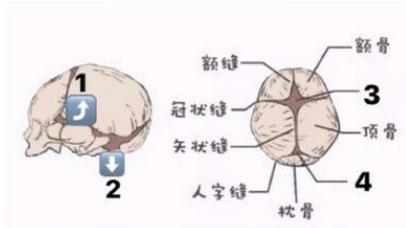
The image shows a Scratch code editor window with a project titled "quiz\_skeletal". The code is written in a "when clicked" event block for a button named "Button\_check4". The logic is as follows:

- When "Button\_check4" is clicked, the code enters a "do" block.
- Inside the "do" block, it first sets "TextBox1.Enabled" to "false" and "Button\_check4.Enabled" to "false".
- Then, it enters an "if" block: "if TextBox1.Text = ' 顱骨、頂骨、枕...'".
- Inside the "if" block's "then" branch:
  - It sets "global score" to "get global score + 20".
  - It sets "Label\_score.Text" to "get global score".
  - It sets "TextBox1.BackgroundColor" to green.
  - It sets "Label12.Text" to " 正確!!!! " and "Label12.Visible" to "true".
- Inside the "if" block's "else" branch:
  - It sets "TextBox1.BackgroundColor" to red.
  - It sets "Label12.Visible" to "true".
  - It sets "Label12.Text" to " 錯, 正確答案為顱骨、頂骨、枕骨 ".

A "Viewer" panel on the right shows a tree view for "Q4" containing "Label10", "Label11", "TextBox1", "Label12", and "Button\_check4".

分數: 0

5. 哪個腦凶最晚閉合?



1 2 3 4

回到首頁

quiz\_skeletal - Add Screen - Remove Screen Publish to Gallery

Viewer

```
when Button_1_1 Click
do
  set Button_1_1 BackgroundColor to #FF0000
  set Button_1_1 Enabled to false
  set Button_1_2 Enabled to false
  set Button_1_3 Enabled to false
  set Button_1t Enabled to false
  set Button_NEXT Enabled to true
```

```
when Button_1_3 Click
do
  set Button_1_3 BackgroundColor to #FF0000
  set Button_1_1 Enabled to false
  set Button_1_2 Enabled to false
  set Button_1_3 Enabled to false
  set Button_1t Enabled to false
  set Button_NEXT Enabled to true
```

```
when Button_1_2 Click
do
  set Button_1_2 BackgroundColor to #FF0000
  set Button_1_1 Enabled to false
  set Button_1_2 Enabled to false
  set Button_1_3 Enabled to false
  set Button_1t Enabled to false
  set Button_NEXT Enabled to true
```

```
when Button_1t Click
do
  set global score to (get global score + 20)
  set Button_1t BackgroundColor to #00FF00
  set Label_score Text to (get global score)
  set Button_1_1 Enabled to false
  set Button_1_2 Enabled to false
  set Button_1_3 Enabled to false
  set Button_1t Enabled to false
  set Button_NEXT Enabled to true
```

- Q5
  - Label13
  - Image1
- HorizontalArrangen
  - Button\_5\_1
  - Button\_5\_2
  - Button\_5t
  - Button\_5\_3
- Label14

## 2.跑台測驗 → 骨骼



## 開始測驗

### 說明

此為跑台考試 作答時間只有30秒，請把握時間作答，加油~

The screenshot displays a programming environment with a top toolbar containing 'treadmill\_skeletal', 'Add Screen ...', 'Remove Screen', and 'Publish to Gallery'. Below the toolbar is a 'Viewer' area showing a script for a quiz application. The script is written in a block-based language and includes the following logic:

- Initialize global variables: `score` to 0, `time` to 30, and `time0` to 0.
- When `treadmill_skeletal` initializes, set `Clock1` `TimerEnabled` to false.
- When `Button_start` is clicked, perform the following actions:
  - Set `Button_start` `Visible` to false.
  - Set `Clock1` `TimerEnabled` to true.
  - Set global `score` to 0.
  - Set `Label_score` `Text` to `get global score`.
  - Set `Label_time` `Text` to 30.
  - Set `Label1` `Visible` to true.
  - Set `Label2` `Visible` to true.
  - Set `Label_score` `Visible` to true.
  - Set `Label_time` `Visible` to true.
  - Set `explain` `Visible` to false.
  - Set `Q1` `Visible` to true.
  - Set `NEXT` `Visible` to true.
  - Set `Clock1` `TimerEnabled` to true.
- When `Button_1_1` `Enabled` is true and `Button_1_2` `Enabled` is true:
  - Set `Button_NEXT` `Enabled` to false.
- Otherwise, set `Button_NEXT` `Enabled` to true.

## 開始測驗

### 說明

此為跑台考試 作答時間只有30秒，請把握時間作答，加油~

treadmill\_skeletal - Add Screen ... Remove Screen Publish to Gallery

Viewer

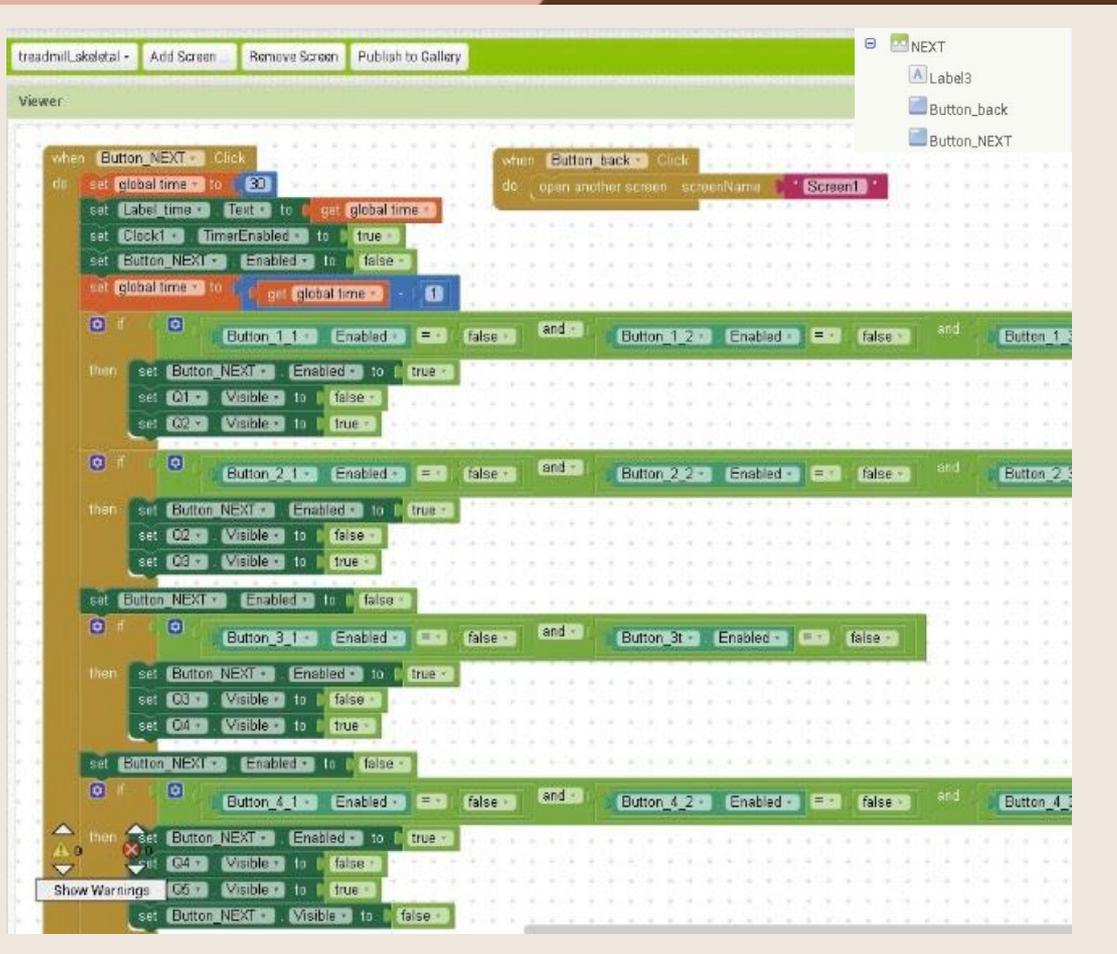
```
when Clock1 - Timer
do
  set global time - to get global time - + 1
  set Label_time - Text - to get global time -
  if Label_time - Text - = 0
  then
    set Clock1 - TimerEnabled - to false
    set Button_NEXT - Enabled - to true
    set global time0 - to get global time0 + 1
    set Label_time - Text - to 0
    if get global time0 - = 1
    then
      set Button_1_1 - Enabled - to false
      set Button_1_2 - Enabled - to false
      set Button_1_3 - Enabled - to false
      set Button_1t - Enabled - to false
    else if get global time0 - = 2
    then
      set Button_2_1 - Enabled - to false
      set Button_2_2 - Enabled - to false
      set Button_2_3 - Enabled - to false
      set Button_2t - Enabled - to false
    else if get global time0 - = 3
    then
      set Button_3_1 - Enabled - to false
      set Button_3t - Enabled - to false
    else if get global time0 - = 4
    then
      set Button_4_1 - Enabled - to false
      set Button_4_2 - Enabled - to false
      set Button_4_3 - Enabled - to false
      set Button_4t - Enabled - to false
```

Show Warnings

treadmill\_skeletal - Add Screen ... Remove Screen Publish to Gallery

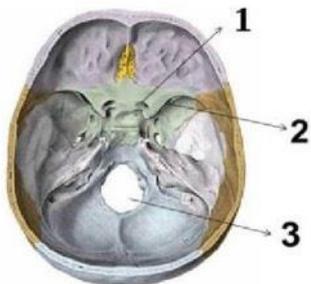
Viewer

```
set Button_2_2 - Enabled - to false
set Button_2_3 - Enabled - to false
set Button_2t - Enabled - to false
else if get global time0 - = 3
then
  set Button_3_1 - Enabled - to false
  set Button_3t - Enabled - to false
else if get global time0 - = 4
then
  set Button_4_1 - Enabled - to false
  set Button_4_2 - Enabled - to false
  set Button_4_3 - Enabled - to false
  set Button_4t - Enabled - to false
else
  set Button_5t - Enabled - to false
  set Button_5_2 - Enabled - to false
  set Button_5_3 - Enabled - to false
  set Button_5_1 - Enabled - to false
```



時間: 28 分數: 0

1. 請問2所代表的孔名稱是?



卵圓孔 視神經孔

內耳道 眶上裂

下一題

treadmill\_skeletal - Add Screen... Remove Screen Publish to Gallery

Viewer

Q1

- Label2
- Button\_1\_1
- Button\_1\_2
- Button\_1\_3
- Button\_1t

```
when Button_1_1 Click
do
  set Clock1 TimerEnabled to false
  set global time0 to get global time0 + 1
  set Button_1_1 BackgroundColor to red
  set Button_1t Enabled to false
  set Button_1_1 Enabled to false
  set Button_1_2 Enabled to false
  set Button_1_3 Enabled to false
  set Button_NEXT Enabled to true

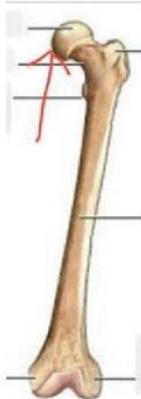
when Button_1_3 Click
do
  set Clock1 TimerEnabled to false
  set global time0 to get global time0 + 1
  set Button_1_3 BackgroundColor to red
  set Button_1t Enabled to false
  set Button_1_1 Enabled to false
  set Button_1_2 Enabled to false
  set Button_1_3 Enabled to false
  set Button_NEXT Enabled to true

when Button_1_2 Click
do
  set Clock1 TimerEnabled to false
  set global time0 to get global time0 + 1
  set Button_1_2 BackgroundColor to red
  set Button_1t Enabled to false
  set Button_1_1 Enabled to false
  set Button_1_2 Enabled to false
  set Button_1_3 Enabled to false
  set Button_NEXT Enabled to true

when Button_1t Click
do
  set global time0 to get global time0 + 1
  set global score to get global score + 20
  set Clock1 TimerEnabled to false
  set Label_score Text to get global score
  set Button_1t BackgroundColor to green
  set Button_1_1 Enabled to false
  set Button_1_2 Enabled to false
  set Button_1_3 Enabled to false
  set Button_1t Enabled to false
  set Button_NEXT Enabled to true
```

時間: 27 分數: 20

2.請問附圖骨頭英文名稱？



Pelvis

Tibia

Ribs

Femur

下一題

```
when Button_2_1 Click
do
  set Clock1 TimerEnabled to false
  set global time0 to get global time0 + 1
  set Button_2_1 BackgroundColor to red
  set Button_2_1 Enabled to false
  set Button_2_2 Enabled to false
  set Button_2_3 Enabled to false
  set Button_NEXT Enabled to true

when Button_2_3 Click
do
  set Clock1 TimerEnabled to false
  set global time0 to get global time0 + 1
  set Button_2_3 BackgroundColor to red
  set Button_2_1 Enabled to false
  set Button_2_2 Enabled to false
  set Button_2_3 Enabled to false
  set Button_2t Enabled to false
  set Button_NEXT Enabled to true

when Button_2_2 Click
do
  set Clock1 TimerEnabled to false
  set global time0 to get global time0 + 1
  set Button_2_2 BackgroundColor to red
  set Button_2_1 Enabled to false
  set Button_2_2 Enabled to false
  set Button_2_3 Enabled to false
  set Button_2t Enabled to false
  set Button_NEXT Enabled to true

when Button_2t Click
do
  set global time0 to get global time0 + 1
  set global score to get global score + 20
  set Clock1 TimerEnabled to false
  set Label_score Text to get global score
  set Button_2t BackgroundColor to green
  set Button_2_1 Enabled to false
  set Button_2_2 Enabled to false
  set Button_2_3 Enabled to false
  set Button_2t Enabled to false
  set Button_NEXT Enabled to true
```

- Q2
  - Label4
- HorizontalArrangement
  - Button\_2\_1
  - Button\_2t
- Label5

時間: 28 分數: 20

3. 此圖 Femur 的方向?



左 右

下一題

treadmill\_skeletal -

Add Screen ...

Remove Screen

Publish to Gallery

Viewer

```
when Button_3_1 Click
do
  set Clock1.TimerEnabled to false
  set global time0 to get global time0 + 1
  set Button_3_1.BackgroundColor to red
  set Button_3_1.Enabled to false
  set Button_3t.Enabled to false
  set Button_NEXT.Enabled to true

when Button_3t Click
do
  set global time0 to get global time0 + 1
  set global score to get global score + 20
  set Clock1.TimerEnabled to false
  set Label_score.Text to get global score
  set Button_3t.BackgroundColor to green
  set Button_3t.Enabled to false
  set Button_3_1.Enabled to false
  set Button_NEXT.Enabled to true
```

Q3

- Label6
- VerticalArrangement2
  - CheckBox\_3t1
  - CheckBox\_3\_1
  - CheckBox\_3\_2
  - CheckBox\_3\_3
  - CheckBox\_3\_4
  - CheckBox\_3t2
- Button\_check3
- Label7

時間: 28 分數: 40

4. 請問圖骨頭英文名稱為?



Pelvis

Femur

Ribs

Clavicle

下一題

treadmill\_skeletal - Add Screen ... Remove Screen Publish to Gallery

Viewer

```
when Button_4_1 Click
do
  set Clock1 TimerEnabled to false
  set global time0 to [get global time0] + 1
  set Button_4_1 BackgroundColor to red
  set Button_4t Enabled to false
  set Button_4_1 Enabled to false
  set Button_4_2 Enabled to false
  set Button_4_3 Enabled to false
  set Button_NEXT Enabled to true

when Button_4_3 Click
do
  set Clock1 TimerEnabled to false
  set global time0 to [get global time0] + 1
  set Button_4_3 BackgroundColor to red
  set Button_4t Enabled to false
  set Button_4_1 Enabled to false
  set Button_4_2 Enabled to false
  set Button_4_3 Enabled to false
  set Button_NEXT Enabled to true

when Button_4_2 Click
do
  set Clock1 TimerEnabled to false
  set global time0 to [get global time0] + 1
  set Button_4_2 BackgroundColor to red
  set Button_4t Enabled to false
  set Button_4_1 Enabled to false
  set Button_4_2 Enabled to false
  set Button_4_3 Enabled to false
  set Button_NEXT Enabled to true

when Button_4t Click
do
  set global time0 to [get global time0] + 1
  set global score to [get global score] + 20
  set Clock1 TimerEnabled to false
  set Label_score Text to [get global score]
  set Button_4t BackgroundColor to green
  set Button_4t Enabled to false
  set Button_4_1 Enabled to false
  set Button_4_2 Enabled to false
  set Button_4_3 Enabled to false
  set Button_NEXT Enabled to true
```

Q4  
VerticalArrangement3  
Label8  
Label9  
Label10  
TextBox1  
Button\_check4  
Label11

時間: 25 分數: 40

5. 請問圖骨頭英文名稱為?



Humerus

Femur

Ribs

Sternum

時間: 25 分數: 20

5. 請問圖骨頭英文名稱為?



Humerus

Femur

Ribs

Sternum

作答結束~

回到首頁

treadmill\_skeletal - Add Screen... Remove Screen Publish to Gallery

Viewer

```

when Button_5_1 Click
do
  set Clock1 TimerEnabled to false
  set Button_5_1 BackgroundColor to red
  set Button_5_1 Enabled to false
  set Button_5_2 Enabled to false
  set Button_5_3 Enabled to false
  set Button_5t Enabled to false
  set Label3 Visible to true
  set Button_back Visible ...

when Button_5_3 Click
do
  set Clock1 TimerEnabled to false
  set Button_5_3 BackgroundColor to red
  set Button_5_1 Enabled to false
  set Button_5_2 Enabled to false
  set Button_5_3 Enabled to false
  set Button_5t Enabled to false
  set Label3 Visible to true
  set Button_back Visible ...

when Button_5_2 Click
do
  set Clock1 TimerEnabled to false
  set Button_5_2 BackgroundColor to red
  set Button_5_1 Enabled to false
  set Button_5_2 Enabled to false
  set Button_5_3 Enabled to false
  set Button_5t Enabled to false
  set Label3 Visible to true
  set Button_back Visible ...

when Button_5t Click
do
  set global score to get global score + 20
  set Clock1 TimerEnabled to false
  set Label_score Text to get global score
  set Button_5t BackgroundColor to green
  set Button_5_1 Enabled to false
  set Button_5_2 Enabled to false
  set Button_5_3 Enabled to false
  set Button_5t Enabled to false
  set Label3 Visible to true
  set Button_back Visible ...
  
```

Inspector: G5  
 VerticalArrangements  
 Label12  
 Label13  
 Label14  
 Label15  
 Label16  
 Label17  
 HorizontalArrangemen  
 Button\_5\_1  
 Button\_5\_2  
 Button\_5\_3  
 Button\_5t  
 Button\_5\_4  
 Label18

# 工作內容分配

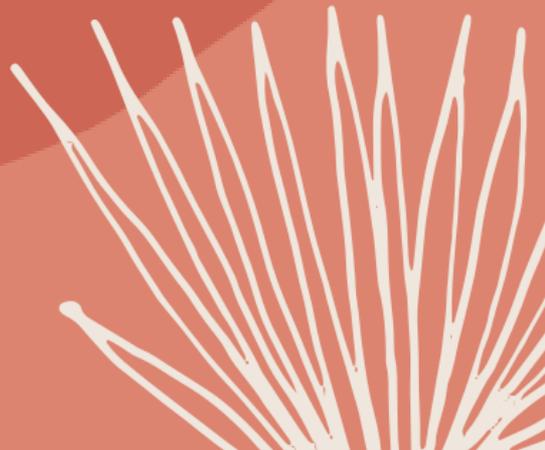
12周O容(查詢資料)

13林O宜(PPT製作)

19邱O琴(組長、程式設計、報告、查詢資料)

20施O卉(查詢資料)

27張O勳(Word製作、查詢資料)



原始程式檔:[work.aia](#)

程式執行檔:[work.apk](#)

期末報告簡報檔:[計概.ppt.pptx](#)

期末報告文件檔:[計概.docx](#)

The background features a light beige color with several abstract shapes. A large, soft-edged pinkish-red shape is on the left side. Another similar shape, in a slightly darker shade of pink, is on the right side. In the top-left corner, there are several overlapping, hand-drawn circular lines in a brownish-gold color. In the bottom-right corner, there is a stylized, brownish-gold line-art illustration of a plant with long, thin, pointed leaves.

Thank you for listening!

# 作品三





計概期末報告——  
老師防呆神器

# 組員及工作分配

Ai2程式設計：陳○豪 51090xxxx

材料收集與構思想法：文○萱 51090xxxx 李○馨 51090xxxx

徐○捷 51090xxxx 陳○怡 51090xxxx

程式美編：徐○婕 51090xxxx

Word檔製作：文○萱 51090xxxx

PPT製作：李○馨 51090xxxx 陳○怡 51090xxxx

# 動機 & 目的

看到我們班導一直叫錯名字，好想幫她記憶我們更深，如果受到計概老師的喜愛，我非常希望把它拿給班導想必是非常有用的。希望老師看到我們製作的防呆器，不會再忘記同學的長相還有名字了!! 在困難的階段加上了時間是希望測驗的人是真的非常熟悉班上的每個同學的名字及長相!

# 操作方式 & 特色

一開始打開程式會有:[請參閱此政策申明書]，按下去會顯示，「老師若同意本應用程式政策就要給我們100分喔」！若不同意則關閉此應用程式;若同意，便會到首頁，有學生名冊、測驗以及結束遊戲的按鈕。

學生名冊帶有搜尋功能，可輸入完整座號或名字，以查看同學的盛世美顏。

測驗有三種難度，測驗後有結果，並依分數給評語。

- 測驗有三個模式:簡單、普通、困難。
  - ① 簡單:只需填上座號,有10題,每格10分。
  - ② 普通:需填上座號+名字,有20題,每格2.5分。  
若連對三題以上則額外加5分。
  - ③ 困難:座號+名字+限時18秒,有20題,每格2.5分。
- 彩蛋(任意格子中輸入)
  - ① 美女:結果顯示 [人家才沒有那麼美呢!]以及這題全對。
  - ② 妹子:顯示[玫瑰!!!]以及這題全對。
  - ③ 肥豬或八婆:顯示[(;´Д` )老師好過分( ;´Д` )]  
但是會被倒扣分數100分喔!

◦另外在測驗完後也會依分數給評語

1. 分數 $\leq 0$ ; 老師ㄉㄞ、心啦💔。
2. 分數 $< 60$ ; 老師你不愛我們。
3. 分數 $\geq 60$ ; 老師你是不是喜歡我。
4. 分數 $\geq 100$ ; 老師愛你唷~❤️。

# 畫面設計：Screen1(政策說明)

The image displays the Xamarin.Forms Designer interface for designing a mobile application screen. The interface is divided into several panels:

- Palette:** A sidebar on the left containing a search bar and a list of UI components under the "User Interface" category, such as Button, CheckBox, DatePicker, Image, Label, ListPicker, ListView, Notifier, PasswordTextBox, Slider, Spinner, Switch, TextBox, TimePicker, and WebViewer. Below this are sections for "Layout" and "Media".
- Viewer:** The central workspace showing a mobile phone simulator. The phone screen displays a dialog box with the text "請同意我們的政策以遊玩此應用程式" (Please agree to our policy to play this application) and "請參閱此政策申明書" (Please refer to this policy statement). The phone's status bar shows the time 9:48 and various icons. The phone is labeled "Screen4".
- Components:** A tree view on the right showing the hierarchy of the design. It includes "Screen1", "VerticalArrangement1", "Label1", and "Notifier1". There are "Rename" and "Delete" buttons at the bottom.
- Properties:** A panel on the far right showing the properties for the selected "Screen1" component. Properties include:
  - Screen1
  - AboutScreen: A text input field.
  - AccentColor: A color picker set to "Default".
  - AlignHorizontal: A dropdown menu set to "Center : 3".
  - AlignVertical: A dropdown menu set to "Center : 2".
  - AppName: A text input field containing "picture".
  - BackgroundColor: A color picker set to "Default".
  - BackgroundImage: A text input field containing "None...".
  - BlocksToolkit: A dropdown menu set to "All".
  - CloseScreenAnimation: A dropdown menu set to "Default".
  - Icon: A text input field containing "None...".
  - OpenScreenAnimation: A dropdown menu set to "Default".
  - PrimaryColor: A color picker set to "Default".
  - PrimaryColorDark: A color picker set to "Default".

# 畫面設計：beginingpage (首頁)

The screenshot displays the MIT App Inventor web interface for a project named "team9project". The interface is divided into several panels:

- Navigation Bar:** Includes "Projects", "Connect", "Build", "Settings", "Help", "My Projects", "View Trash", "Guide", "Report an Issue", "English", and a user ID "s510901433@ntin.edu.tw".
- Project Header:** Shows "beginingpage" with buttons for "Add Screen ...", "Remove Screen", and "Publish to Gallery". It also has "Designer" and "Blocks" tabs.
- Palette:** A sidebar on the left with a search bar and a list of UI components under "User Interface" and "Layout".
- Viewer:** A central area showing a mobile phone simulation. The screen displays the text "學生名冊" (Student Register), "開始測驗" (Start Test), and "結束此應用程式" (End this application). It includes a "Phone size (505,320)" dropdown and a "Display hidden components in Viewer" checkbox.
- Components:** A list of components on the screen, including "beginingpage", "學生名冊", "開始測驗", and "Button1". It has "Rename" and "Delete" buttons.
- Properties:** A panel on the right showing the properties for the selected "beginingpage" component, such as "AboutScreen", "AlignHorizontal", "AlignVertical", "BackgroundImage", "CloseScreenAnimation", "OpenScreenAnimation", "ScreenOrientation", "Scrollable", "ShowStatusBar", "Title", and "TitleVisible".
- Media:** A section at the bottom right showing a media gallery with a file named "1.jpg".

The date "2022/6/20" is visible in the bottom right corner of the interface.

# 畫面設計：students (學生名冊功能)

team9project students 新增螢幕 刪除螢幕 發佈作品到Gallery 畫面編排 程式設計

元件面板

Search Components...

使用者介面

- 按鈕
- 複選盒
- 日期選擇器
- 圖像
- 標籤
- 清單選擇器
- 清單顯示器
- 對話框
- 密碼輸入盒
- 滑桿
- 下拉式選單
- Switch
- 文字輸入盒
- 時間選擇器
- 網路瀏覽器

介面配置

多媒體

繪圖動畫

工作面板

顯示隱藏元件

手機尺寸 (505,320)



Screen1

回到首頁 回到列表

學生名冊功能預覽：顯示一個包含學生照片和姓名的網格。網格上方有「回到首頁」和「回到列表」按鈕。預覽下方有「重新命名」和「刪除」按鈕。

元件清單

- students
  - HorizontalArrangement1
    - 回到首頁
    - 回到列表
    - TextBox1
    - 搜尋
  - TableArrangement1
    - VerticalArrangement2
      - Image2
      - Label3
      - Label4
    - VerticalArrangement3
      - Image3
      - Label5
      - Label6
    - VerticalArrangement1
      - Image1
      - Label1

重新命名 刪除

素材

- 1.jpg
- 10.jpg
- 11.jpg
- 12.jpg

元件屬性

TableArrangement1

列數: 4

高度: 自動...

寬度: 自動...

行數: 13

可見性:

# 畫面設計：test(測驗的版面)

The screenshot displays the MIT App Inventor web interface. At the top, the MIT App Inventor logo is on the left, and navigation links for Projects, Connect, Build, Settings, and Help are in the center. On the right, there are links for My Projects, View Trash, Guide, Report an Issue, and English, along with a user email address. Below the navigation bar, a green header shows the project name 'team9project' and buttons for 'test', 'Add Screen ...', 'Remove Screen', and 'Publish to Gallery'. On the far right of this header are 'Designer' and 'Blocks' buttons.

The main workspace is divided into four panels:

- Palette:** A list of UI components under the 'User Interface' category, including Button, CheckBox, DatePicker, Image, Label, ListPicker, ListView, Notifier, PasswordTextBox, Slider, Spinner, Switch, TextBox, TimePicker, and WebViewer.
- Viewer:** A central area showing a mobile phone mockup. The screen displays a quiz interface with the title '題目難度簡單' and four buttons: '返回首頁', '簡單', '普通', and '困難'. Above the mockup, there are checkboxes for 'Display hidden components in Viewer' and a dropdown for 'Phone size (505,320)'.
- Components:** A tree view of the app's components. The root is 'test', which contains a '最上方' component, an '照片框', and a '結果' label. Below these are '座號框', '姓名框', and three '解決' (Simple, Normal, Difficult) buttons. A '難度框' component contains three sub-components: '返回首頁1', '簡單', and '普通', and a '困難' button. There are also '題審', '判斷中框', and '困難限定' components. 'Rename' and 'Delete' buttons are at the bottom.
- Properties:** A panel for the selected 'test' component. It shows various settings such as 'AboutScreen', 'AlignHorizontal' (Center: 3), 'AlignVertical' (Top: 1), 'BackgroundColor' (Default), 'BackgroundImage' (None...), 'CloseScreenAnimation' (Default), 'OpenScreenAnimation' (Default), 'ScreenOrientation' (Unspecified), 'Scrollable' (checked), 'ShowStatusBar' (checked), 'Title' (題目難度簡單), and 'TitleVisible'.

At the bottom left, there is a 'Layout' button. At the bottom right, the date '2022/6/20' is displayed.

# 畫面設計：finaloot (測驗結果)

The screenshot displays the MIT App Inventor web interface for a project named 'finaloot'. The interface is divided into several panels:

- Top Navigation:** Includes the MIT App Inventor logo, navigation links (Projects, Connect, Build, Settings, Help), and user information (My Projects, View Trash, Guide, Report an Issue, English, s510901433@ntin.edu.tw).
- Project Bar:** Shows the project name 'finaloot' and buttons for 'Add Screen ...', 'Remove Screen', and 'Publish to Gallery'. It also has 'Designer' and 'Blocks' tabs.
- Palette:** A sidebar on the left containing a search bar and a list of UI components under the 'User Interface' category, such as Button, CheckBox, DatePicker, Image, Label, ListPicker, ListView, Notifier, PasswordTextBox, Slider, Spinner, Switch, TextBox, TimePicker, and WebViewer.
- Viewer:** The central workspace showing a mobile phone simulation. The screen displays the text '你得到了' (You got it) in a box. Above the phone, there are controls for 'Display hidden components in Viewer' and 'Phone size (505,320)'. Below the phone are 'Rename' and 'Delete' buttons.
- Components:** A tree view on the right showing the hierarchy of components on the screen: 'finaloot' contains 'VerticalArrangement1', which contains 'Label1', 'Button1', and 'Player1'.
- Properties:** A panel on the far right showing the properties for the selected 'finaloot' component, including 'AboutScreen', 'AlignHorizontal', 'AlignVertical', 'BackgroundColor', 'BackgroundImage', 'CloseScreenAnimation', 'OpenScreenAnimation', 'ScreenOrientation', 'Scrollable', 'ShowStatusBar', 'Title', and 'TitleVisible'.

The date '2022/6/20' is visible in the bottom right corner of the interface.

# 程式設計：政策說明

判斷同意或是不同意 “同意”  
進入程式首頁  
“不同意” 則跳掉程式

按下 “請參閱此政策申明書”  
出現：老師若同意本應用程式政策就要  
給我們100分喔！！  
以及同意和不同意的按鈕

The screenshot shows the MIT App Inventor interface for a project named "team9project". The interface is divided into a "Blocks" panel on the left and a "Viewer" panel on the right. The "Blocks" panel shows a hierarchy of components: Built-in (Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures), Screen1, VerticalArrangement1, Label1, 請參閱此政策申明書, and Notifier1. The "Viewer" panel displays the code blocks for the "請參閱此政策申明書" component. The code consists of two main blocks: a "when Notifier1 .AfterChoosing" block and a "when 請參閱此政策申明書 .Click" block. The "when Notifier1 .AfterChoosing" block contains a "choice" block with an "if" block. The "if" block checks if the choice is "同意" (Agree). If true, it opens another screen named "beginingpage". If false, it closes the application. The "when 請參閱此政策申明書 .Click" block contains a "call Notifier1 .ShowChooseDialog" block with the following properties: message "老師若同意本應用程式政策就要給我們100分喔！", title "Our policy", button1Text "同意", button2Text "不同意", and cancelable "false".

# 程式設計：首頁

按下“學生名冊”  
出現“student”的畫面

按下“開始測驗”  
出現“test”的畫面  
(初始選擇難度的畫面)

按下“結束此應用程式”  
則關閉應用程式

The screenshot displays the MIT App Inventor web interface for a project named "team9project". The interface is divided into a "Blocks" panel on the left and a "Viewer" panel on the right. The "Blocks" panel shows a hierarchy of components: "Built-in" (Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures), "beginningpage" (學生名冊, 開始測驗, Button1), and "Any component". The "Viewer" panel shows a mobile app preview with three code blocks:

- Block 1:** when 學生名冊 .Click do open another screen screenName "students". A red arrow points from the text box above to the "學生名冊" block.
- Block 2:** when 開始測驗 .Click do open another screen screenName "test". A red arrow points from the text box above to the "開始測驗" block.
- Block 3:** when Button1 .Click do close application. A red arrow points from the text box above to the "Button1" block.

At the bottom of the interface, there are "Rename" and "Delete" buttons, a "Media" section with a "1.jpg" image, and a "Show Warnings" button with warning and error icons.

# 程式設計：學生名冊功能

輸入座號或全名然後按下“搜尋”出現對應該學生的資料，否則顯示無結果。

按下“回到首頁”  
關閉此視窗，回到首頁。

視窗初始化  
“回到列表”及“隱藏框”  
的按鈕被隱藏。

按下“回到列表”  
則“回到列表”及“隱藏框”  
的被隱藏並讓學生名冊出現。

The screenshot shows the MIT App Inventor interface for a project named 'team9project'. The 'Blocks' panel on the left lists various categories like Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures, and Media. The 'Viewer' panel in the center displays the application's visual components, including a search input field, a search button, and a table with columns for name, ID, and photo. The 'Code' panel on the right shows the logic blocks for the application. The code includes several blocks: 'initialize global' for '搜尋' and '照片判斷', 'when 回到首頁 .Click' to close the screen, 'when students .Initialize' to set the visibility of '回到列表' and '隱藏框' to false, and 'when 回到列表 .Click' to set the visibility of '隱藏框' to false and '回到列表' to true. The search logic is implemented with a 'when 搜尋 .Click' block that sets the search input field and table arrangement to visible, checks if the search input is a number, and then uses 'get value for key' and 'get global' blocks to retrieve student data from a dictionary. If the data is found, it is displayed in the table; otherwise, it shows '無結果'.

# 程式設計：學生名冊(資料庫)

左：判斷給予哪張照片  
中：判斷給予什麼名字  
右：判斷給予什麼座號

The screenshot shows the MIT App Inventor web interface for a project named 'team9project'. The interface is divided into several sections:

- Top Navigation:** MIT APP INVENTOR logo, navigation links (Projects, Connect, Build, Settings, Help), and user information (My Projects, View Trash, Guide, Report an Issue, English, s510901433@ntn.edu.tw).
- Project Bar:** 'team9project' name, 'students' dropdown, 'Add Screen ...', 'Remove Screen', 'Publish to Gallery', 'Designer', and 'Blocks' buttons.
- Blocks Panel (Left):** A tree view of available blocks. The 'students' category is expanded, showing 'HorizontalArrangement1' (with sub-blocks: 回到首頁, 回到列表, TextBox1, 搜尋) and 'TableArrangement1' (with sub-blocks: VerticalArrangement2, Rename, Delete). A 'Media' section at the bottom shows image files '1.jpg' and '10.jpg'.
- Viewer (Right):** A mobile device simulation showing three vertical columns of data. Each column contains a list of student records with fields for name, photo, and seat number. A red arrow points from the 'HorizontalArrangement1' block in the left panel to the first column in the viewer.
- Bottom:** A 'Show Warnings' button with a warning icon and a '0' count.

# 程式設計：測驗(資料庫)

用座號來判斷對應名字

用照片判斷給予座號

建立題庫 (52張照片)

初始化全域變數 題庫 為 建立清單

1.jpg

2.jpg

3.jpeg

4.jpg

5.jpg

The screenshot shows the MIT App Inventor web interface. At the top, there's a navigation bar with 'MIT APP INVENTOR' logo and various menu items like 'Projects', 'Connect', 'Build', 'Settings', 'Help', 'My Projects', 'View Trash', 'Guides', 'Report an Issue', 'English', and a user email 's510901433@ntn.edu.tw'. Below this is a project-specific bar for 'team9project' with buttons for 'test', 'Add Screen...', 'Remove Screen', and 'Publish to Gallery'. The main workspace is divided into 'Blocks' and 'Viewer'. The 'Blocks' panel on the left shows a 'Built-in' category with sub-categories: Control, Logic, Math, Text, Lists, and Dictionaries. Below this, there's a 'test' folder containing '最上方', '照片檔', '結果', and '座號檔'. The 'Viewer' panel on the right shows a mobile app preview with a list of image assets. A red box highlights the text '用座號來判斷對應名字' pointing to the list. Another red box highlights the text '用照片判斷給予座號' pointing to the '照片檔' folder. A third red box highlights the text '建立題庫 (52張照片)' pointing to the list of image assets. At the bottom left, there's a code block with the text '初始化全域變數 題庫 為 建立清單' and a list of image assets: '1.jpg', '2.jpg', '3.jpeg', '4.jpg', and '5.jpg'.



# 程式設計：測驗

困難模式的解決按鈕  
觸發則會把目前計時關閉  
判斷題目數是否可達標  
並判斷答案

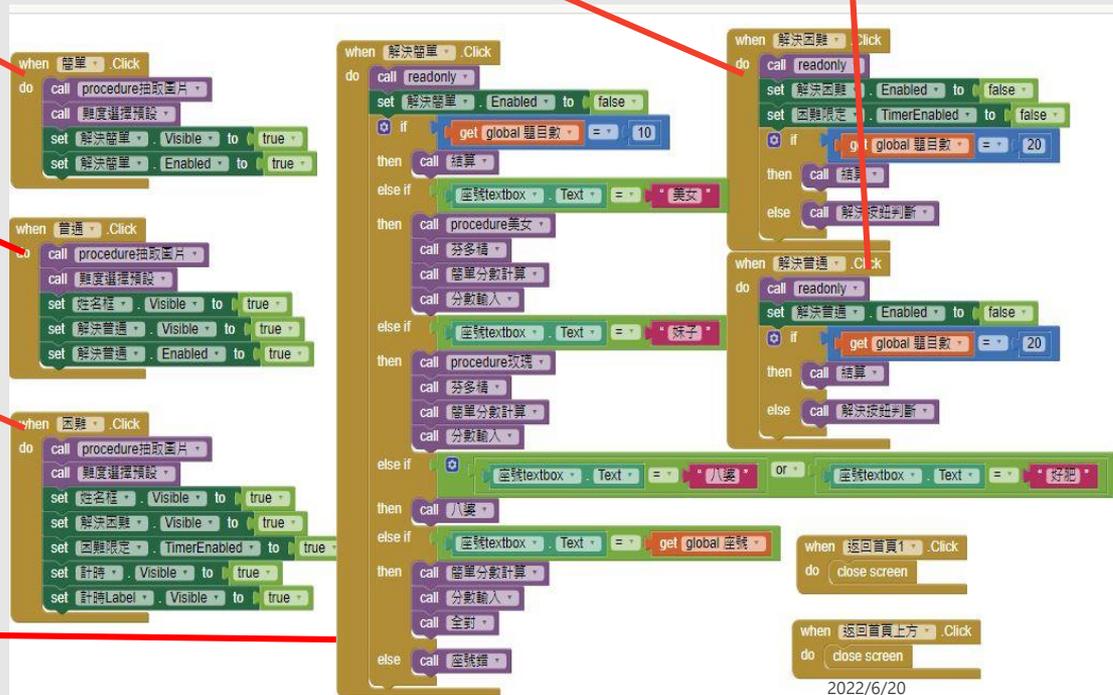
普通模式的解決按鈕  
判斷題目數是否可達標  
並判斷答案

難度簡單被按下版面  
變成簡單模式的版面

普通簡單被按下版面  
變成普通模式的版面

困難簡單被按下版面  
變成困難模式的版面

簡單模式的解決按鈕  
判斷題目數是否達標  
並判斷答案



# 程式設計：測驗

座號和姓名錯，則出現紅色字  
並且呼叫正確答案並扣分。

對1題加2.5分，對2題加100分

答對則出現綠色字“恭喜全對”  
並啟用計時及加一分。

答錯則出現紅色字“你錯了”  
並啟用計時及扣兩分。

The screenshot displays the MIT App Inventor interface for a project named 'team9project'. The interface is divided into a 'Blocks' panel on the left and a 'Viewer' panel on the right. The 'Blocks' panel shows various categories like Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures, test, 最上方, 照片框, 結果, 座號框, 姓名框, 解法簡報, and Media. The 'Viewer' panel shows a complex logic script with several event-driven blocks:

- to 反readonly**: A 'do' block containing 'set 姓名textbox -> ReadOnly -> to false ->' and 'set 座號textbox -> ReadOnly -> to false ->'.
- to 對1題**: A 'do' block containing 'set global 分數 -> to get global 分數 -> + 2.5' and 'call 分數輸入 ->'.
- to 對2題**: A 'do' block containing 'set global 分數 -> to get global 分數 -> + 100' and 'call 分數輸入 ->'.
- to 全對**: A 'do' block containing 'call 分多請 ->', 'call 結果出現 ->', 'set 結果 -> TextColor -> to green ->', 'set 結果 -> Text -> to 恭喜全對 ->', 'set 判斷中程 -> TimerEnabled -> to true ->', and 'set 判斷中程 -> TimerInterval -> to 2000 ->'.
- to 扣分**: A 'do' block containing 'set 結果 -> TextColor -> to red ->', 'set 結果 -> Text -> to 你錯了 ->', 'set global 分數 -> to get global 分數 -> - 2 ->', 'call 分數輸入 ->', 'set 判斷中程 -> TimerEnabled -> to true ->', and 'set 判斷中程 -> TimerInterval -> to 3000 ->'.
- to 結果出現**: A 'do' block containing 'set 結果 -> Visible -> to true ->'.
- to 計時複製和題目數增加**: A 'do' block containing 'set global 題目數 -> to get global 題目數 -> + 1 ->', 'set 作答數Textbox -> Text -> to get global 題目數 ->', and 'set global 計時 -> to 20 ->'.
- to 結算**: A 'do' block containing 'open another screen with start value screenName -> finalloc ->' and 'startValue -> get global 分數 ->'.
- to 座號錯**: A 'do' block containing 'call 結果出現 ->', 'set 座號textbox -> TextColor -> to red ->', 'set 座號textbox -> Text -> to get global 座號 ->', 'set 座號textbox -> Text -> to get global 座號 ->', and 'call 扣分 ->'.
- to 姓名錯**: A 'do' block containing 'call 結果出現 ->', 'set 姓名textbox -> TextColor -> to red ->', 'set 姓名textbox -> Text -> to get global 姓名 ->', 'set 姓名textbox -> Text -> to get global 姓名 ->', and 'call 扣分 ->'.

Red lines connect the text boxes on the left to the corresponding logic blocks in the viewer. A red box highlights the 'to 姓名錯' block in the top right corner.



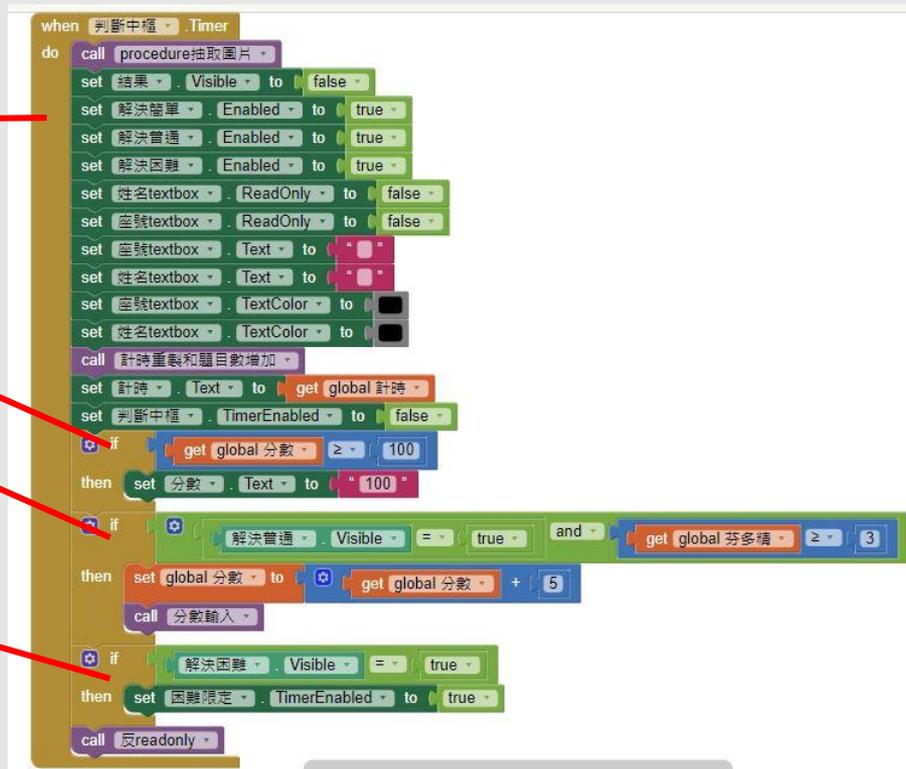
# 程式設計：測驗結果

判斷中樞主體，是最重要的一塊，答題後重置題目。

當分數超過100顯示還是100分

普通模式連對超過三題則多加5分

困難模式計時開啟



```
when 判斷中樞 . Timer
do
  call procedure抽取圖片
  set 結果 . Visible to false
  set 解決簡單 . Enabled to true
  set 解決普通 . Enabled to true
  set 解決困難 . Enabled to true
  set 姓名textbox . ReadOnly to false
  set 座號textbox . ReadOnly to false
  set 座號textbox . Text to ""
  set 姓名textbox . Text to ""
  set 座號textbox . TextColor to black
  set 姓名textbox . TextColor to black
  call 計時重製和題目數增加
  set 計時 . Text to get global 計時
  set 判斷中樞 . TimerEnabled to false
  if get global 分數 >= 100
  then set 分數 . Text to "100"
  if 解決普通 . Visible = true and get global 芬多精 >= 3
  then set global 分數 to get global 分數 + 5
  call 分數輸入
  if 解決困難 . Visible = true
  then set 困難限定 . TimerEnabled to true
  call 反readonly
```

# 程式設計：測驗結果

困難模式計時判斷主體  
時間到自動判斷答案

```
when 困難限定 .Timer
do
  set global 計時 to (get global 計時 - 1)
  set 計時 .Text to (get global 計時)
  if (get global 計時 <= 0)
  then
    call 反readonly
    set 解決困難 .Enabled to false
    set 困難限定 .TimerEnabled to false
  if (get global 題目數 = 25)
  then
    call 結算
  else
    call 解決按鈕判斷
```

The image shows a Scratch code block for a timer. It starts with a 'when' event triggered by '困難限定' (Difficult Mode) and '.Timer'. The 'do' block contains several steps: 1. 'set global 計時 to (get global 計時 - 1)'. 2. 'set 計時 .Text to (get global 計時)'. 3. An 'if' block with the condition '(get global 計時 <= 0)'. Inside this 'if' block, there is a 'then' block with three steps: 'call 反readonly', 'set 解決困難 .Enabled to false', and 'set 困難限定 .TimerEnabled to false'. 4. Another 'if' block with the condition '(get global 題目數 = 25)'. Inside this 'if' block, there is a 'then' block with two steps: 'call 結算' and 'call 解決按鈕判斷'.

# 程式設計：測驗(跳過按鈕)

跳過按鈕的判斷的主體

計時重置

普通及困難模式跳過扣兩分

分數超過100固定顯示100分

判斷答題數是否結算分數

```
when 跳過 . Click
do
  call 計時重製和題目數增加
  call procedure抽取圖片
  set 姓名textbox . Text to *
  set 座號textbox . Text to *
  if 解決困難 . Visible = true
  then set 困難限定 . TimerEnabled to true
  if 解決普通 . Visible = true or 解決困難 . Visible = true
  then set global 分數 to get global 分數 - 2
  call 芬少猜
  call 分數輸入
  if get global 分數 >= 100
  then set 分數 . Text to 100
  if get global 題目數 >= 11 and 解決普通 . Visible = true
  then call 結算
  else if get global 題目數 >= 21 and 解決普通 . Visible = true
  then call 結算
  else if get global 題目數 >= 26 and 解決困難 . Visible = true
  then call 結算
```

# 程式設計：測驗結果

當按下“Button1”  
則回到“首頁”之頁面

```
when Button1.Click
do
  open another screen screenName "beginingpage"
```

分數結果的顯示  
以及給評語的判斷

分數 $\leq 0$ ；老師ㄗㄟ心啦💔。

分數 $< 60$ ；老師你不愛我們。

分數 $\geq 60$ ；老師你是不是喜歡我。

分數 $\geq 100$ ；老師愛你唷~❤️。

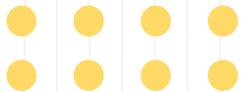
```
when finalout.Initialize
do
  set Label1.Visible to true
  set Label1.Text to join Label1.Text
  if get start value  $\geq$  100
  then "100"
  else get start value
  "分"
  if get start value  $\leq$  0
  then
    set Button1.Text to "老師ㄗㄟ心啦💔"
    set Player1.Source to "loss.mp3"
    call Player1.Start
  else if get start value  $<$  60
  then
    set Button1.Text to "老師你不愛我們"
    set Player1.Source to "loss.mp3"
    call Player1.Start
  else if get start value  $\geq$  60
  then
    set Button1.Text to "老師你是不是喜歡我"
    set Player1.Source to "success.mp3"
    call Player1.Start
  else if get start value  $\geq$  100
  then
    set Button1.Text to "老師愛你唷~❤️"
    set Player1.Source to "success.mp3"
    call Player1.Start
```

# 心得與未來展望

透過這次的分組報告互相學習到很多不同的事，在困難之中同儕的相互幫忙讓彼此更團結，從想法到最後的成品每個階段都很用心，佳豪的眼睛為這次的程式設計報告受了不少苦，有他，我們的程式才能夠完善的展現出來，子捷也把自己擅長的領域「畫畫」發揮在程式上像是同學的照片還有一些美編上的製作，幼萱在word檔製作上也很用心把整個架構都用得很完整，年怡對ppt的排版也很熟悉很有想法，而家馨總是熱心的幫助大家，細心積極的跟進討論……希望我們的努力是有回報的！



# 作品四



# 國立台南護理專科學校 計算機概論 期末報告

標題名稱:反應能力

小組成員: 51090xxxx 陳O好

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## 摘要

現代離超高齡也越來越近了，對每個人來說手機也越來越普及了，而由一個小遊戲來增加年長者的反應能力和敏銳能力，而且藉由著小遊戲也可以讓他們有著樂趣，不至於這麼的枯燥乏味。

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01

緒論

## 1.1 背景 動機 目的

**背景:**隨著醫療技術日益進步，人們的平均壽命也不斷延長，高齡人口也持續增加。根據內政部的公告指出，2016年台灣的高齡平均達到80歲，未來將會邁向更高的年齡層。... 簡單來說，相當於每1個月就多出1萬個高齡人口，顯現台灣社會結構的高齡化速度越來越快，連工薪族的人口增長速度也趕不上高齡化趨勢。

**動機:**為了防止年長人反應減緩快速，所以希望可以藉由這個遊戲能夠防止他們反應能力和敏銳能力防止快速流失。

**目的:**藉由這個小遊戲希望他們可以靈活思考，防止大腦的老化。

## 1.2 工作分配

34 陳O好-ppt

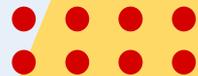
36 陳O綺-ppt

40 黃O汶-ppt

46 詹O容-研發app+word

47 詹O絢-word

52 鄭O媛-word



02

# 功能說明與操作方法

## 2-1 功能說明

藉由這個小遊戲希望可以讓大腦靈活運用，然後防止大腦的老化，而且也可以從中得到樂趣。

## 2-2 操作方法

遊戲的時間限制為30秒，要點選與文字內相同的顏色，答對加一分，答錯則不扣分，想要結束時就按右下的”遊戲結束”，想在玩一次就按左下得”再玩一次”



03

# 程式說明

(畫面設計和程式設計)



# 畫面設計



**3.1.1 Screen1**-先放一個Image放入我們要的圖片，再拉一個Vertical Arrangement，再拉3個Button放進去，Button1的Text改成“遊戲開始”，Button2的Text改成”遊戲結束”，Button3的Text改成“遊戲說明”，再拉一個player改成我們要的音樂，然後Screen1的Icon改成我們要的圖片。



Figure 1 Screen1 畫面設計



# 畫面設計



**3.1.2 Screen2-**先拉一個HorizontalArrangement，再拉4個Lable，Lable1的Text改成”時間:”，Lable2的Text取消掉，Lable3的Text改成” 分數:”，Lable4的Text取消掉，再拉一個Image，再拉一個TableArrangement裡面放入10個Button，裡面的Button改成我們要的答案，再拉一個Button，他的Text取消掉，作為空格，再拉一個HorizontalScrollArrangement，裡面放入3個Button，第一個Button的名稱改Button\_again並且Text改成” 再玩一次”，第二個Button的名稱改Button\_space並且Text取消掉，第三個Button的名稱改Button\_end並且Text改成” 遊戲結束”，再拉一個Lable，Text取消掉，BackgroundColor改成透明，再拉一個player改成我們要的音樂，再拉一個sound，再拉一個clock。



Figure 2 Screen2 畫面設計



# 畫面設計



**3.1.3** Screen3-拉7個Lable，Lable1的Text改為” 遊戲說明” ，2的Text取消掉，BackgroundColor改為透明，3的Text改為” 點選和” ，4的Text改為” 文字中的顏色” 並且把TextColor改為藍色，5的Text改為” 相同的按鍵可得分” ，7的Text改成” 一局1分鐘” ，6的Text取消掉作為空格，再拉一個Button他的Text改為” 返回主畫面” 。



Figure 3 Screen3 畫面設計

# 程式設計



**3.2.1 Screen1-**當按下Button1，再放一個call player1.stop，讓音樂暫停，還要再放一個open another screen，切換到screen2，當按下Button2時要關閉螢幕，當按下Button3時，放入open another screen，螢幕要切到screen3，再拉一個when.....Initialize，再放一個call....start，讓他在screen1的時候播放音樂，再拉一個when....OtherScreenClosed裡面放一個call ... start，讓他返回screen1時也播放音樂。

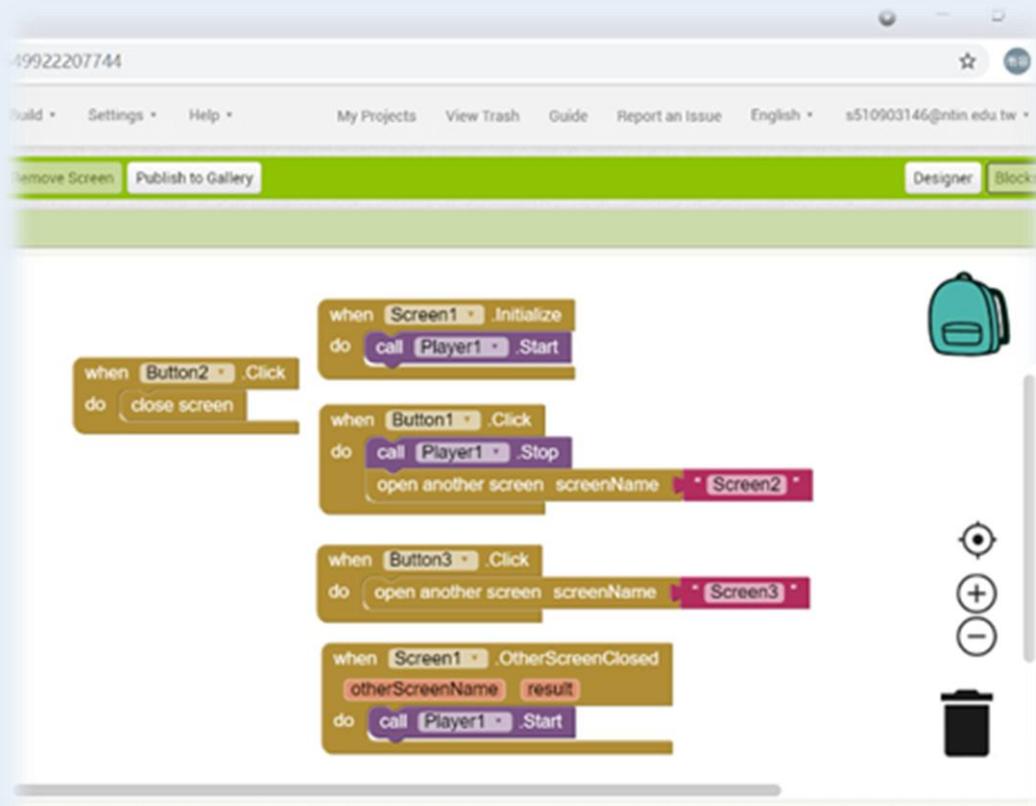


Figure 4 Screen1 程式設計

# 程式設計



**3.2.2 Screen2**-先拉一個initialize global...to再拉一個make a list建立清單，後面放入我們要的圖片，再建立兩個空間(initialize global...to)第一個命為name2，後面接著Text的空白方塊，第二個命為name3後面接著從Math拉出的空白方塊，再拉一個when...Initialize，裡面放call...start、set global name2 to pick a random item list get global name、set image1.picture to get global name2、set label2.text to 30、set label4.text to 0、set clock1.TimerEnabled to true，讓他在screen2時音樂播放並且從name清單裡隨機選一個至name2再image顯現，label2則顯現30，label4則顯示0，時間則開始計時。拉一個when...Timer裡面放set label2 text to label2 text-1、set button\_again enabled to false 再拉一個if...then裡面放label text=0、set label2 text to “結束了嘞”、set “button\_red” enabled to false將不同的顏色都打上去，然後，set clock1 timerenabled to false、set button\_again enabled to true，意思是，當clock計時時label2要減1，並請button\_again不能使用，如果label2到零的時候，下面的顏色按鍵不能使用，計時也不能繼續，可是button\_again可以按。



例:拉一個when button\_purple click 裡面放if...then...else在裡面要放then:get global name2=brown\_purple、set label5 text to “答對耶”、set sound source to “win(2).mp3”、call sound play。else:set label5 text to “答錯了耶...看仔細啦”、set sound source to “lose(2).mp3”、call sound1 play，再拉一個if...then，裡面放label5=”答對耶”、set global name3 to get global name3+1、set label4 text to get global name3。再放set global name2 to pick a random item list get global name、set image1 picture to get global name2。意思是當button\_purple被點選時，如果global name2為”brown\_purple.jpg”，則label5出現”答對耶”，音樂要是贏的開始播放，但是如果是其他的label5會出現”答錯了耶...看仔細啦”音樂為輸的要開始播放，如果label5的文字出現”答對耶”分數則加1，要出現在label4裡，然後繼續從清單裡選擇下一張，繼續完成，其他的做法也一樣。



然後拉一個when button\_again click裡面放set label2 text to 30、set global name3 to 0、set label4 text to get global name3、set button\_red enabled to ture所有顏色都要、set global name2 to pick a random item list get global name、set image picture to get global name2，意思是當button\_again被點選時label2文字是要30，分數要為0，然後下面的按鍵可以執行，時間也要開始執行，然後要從清單裡再選一個出來做為下一題。再拉一個when button\_end click裡面放close screen，意思是當按下遊戲結束要關掉畫面。

```
initialize global name2 to 0
initialize global name2 to 1

when screen2 is initialized
do
  call Player1 Start
  set global name2 to pick a random item from list get global name2
  set image1 Picture to get global name2
  set label2 Text to 00
  set label4 Text to 0
  set clock1 TimerEnabled to true

when clock1 Timer
do
  set label2 Text to label2 Text + 1
  set button_again Enabled to false
  if
  Label2 Text = 100
  then
    set label5 Text to WFLJ
    set button_red Enabled to false
    set button_black Enabled to false
    set button_blue Enabled to false
    set button_brown Enabled to false
    set button_green Enabled to false
    set button_yellow Enabled to false
    set button_pink Enabled to false
    set button_purple Enabled to false
    set button_grey Enabled to false
    set button_grey2 Enabled to false
    set button_grey3 Enabled to false
    set button_grey4 Enabled to false
    set button_grey5 Enabled to false
    set button_grey6 Enabled to false
    set button_grey7 Enabled to false
    set button_grey8 Enabled to true

when button_black Click
do
  if
  get global name2 = 0
  then
    set label2 Text to WFLJ
    set sound1 Source to win2.mp3
    call sound1 Play
  else if
  get global name2 = 1
  then
    set label2 Text to WFLJ
    set sound1 Source to win2.mp3
    call sound1 Play
  else if
  get global name2 = 2
  then
    set label2 Text to WFLJ
    set sound1 Source to win3.mp3
    call sound1 Play
  else if
  get global name2 = 3
  then
    set label2 Text to WFLJ
    set sound1 Source to win4.mp3
    call sound1 Play
  else if
  get global name2 = 4
  then
    set label2 Text to WFLJ
    set sound1 Source to win5.mp3
    call sound1 Play
  else if
  get global name2 = 5
  then
    set label2 Text to WFLJ
    set sound1 Source to win6.mp3
    call sound1 Play
  else if
  get global name2 = 6
  then
    set label2 Text to WFLJ
    set sound1 Source to win7.mp3
    call sound1 Play
  else if
  get global name2 = 7
  then
    set label2 Text to WFLJ
    set sound1 Source to win8.mp3
    call sound1 Play
  else if
  get global name2 = 8
  then
    set label2 Text to WFLJ
    set sound1 Source to win9.mp3
    call sound1 Play
  else if
  get global name2 = 9
  then
    set label2 Text to WFLJ
    set sound1 Source to win10.mp3
    call sound1 Play
  else if
  get global name2 = 10
  then
    set global name2 to pick a random item from list get global name2
    set image1 Picture to get global name2

when button_pink Click
do
  if
  get global name2 = 11
  then
    set label2 Text to WFLJ
```

Figure 5 Screen2 程式設計(1)

```
when Button_again .Click
do
  set Label2 . Text to 60
  set global name3 to 0
  set Label4 . Text to get global name3
  set Button_red . Enabled to true
  set Button_black . Enabled to true
  set Button_blue . Enabled to true
  set Button_brown . Enabled to true
  set Button_green . Enabled to true
  set Button_yellow . Enabled to true
  set Button_pink . Enabled to true
  set Button_purple . Enabled to true
  set Button_white . Enabled to true
  set Button_red . Enabled to true
  set Clock1 . TimerEnabled to true
  set global name2 to pick a random item list get global name
  set Image1 . Picture to get global name2
```

Figure 6 Screen2 程式設計(2)

# 程式設計



**3.2.3** Screen3-拉一個When button1 click，裡面放close screen，意思是按下button1時螢幕要關掉。



Figure 7 Screen3 程式設計



04

結論



4.1 檢討：這個小遊戲還有很多不成熟的地方，需要我們的改進，而且使用久了會覺得無聊，希望這個小遊戲可以變得更多元。

4.2 心得：最一開始時我們也毫無靈感可以做甚麼遊戲，可是上了心理學時老師介紹一個小遊戲，說是一個小測驗，所以想說是不是可以做做看，在寫程式的過程中雖然遇到了很多的困難，但是透過詢問同學和小組討論一一解決，而且從這次的作業中也體會到了同學愛和團隊合作，是最值得嘉許的東西。

4.3 未來展望：希望台灣的年長人的反應能力和敏銳力可以有所增長。



05

參考資料



5-1. <https://www.crew.com.tw/2018/taiwan-turned-aged-society-march-2018/>

5-2. <https://www.airtilibrary.com/Publication/aIDetailedMesh?docid=20719833-201008-201103230007-201103230007-149-168>

5-3. <http://www.appinventor.tw/ai2-3>

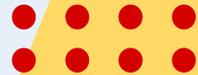
當其他螢幕被關閉並且控制權回到這個螢幕時，便執行do區塊內的動作。



Figure 參考資料

06

附件





6.1 原始程式檔：計概期末報告\_第二組.aia

6.2 程式執行檔：計概期末報告\_第二組.apk

6.3 期末報告文件檔：計概期末報告\_第二組(1).docx

6.4 期末報告簡報檔：計概期末報告\_第二組(1).pptx

6.5 遊戲畫面截圖

# 服

反應遊戲

遊戲開始

遊戲結束

遊戲說明



Figure 9 Screen1 遊戲畫面

## 遊戲說明

點選和  
文字中的顏色  
相同的按鍵可得分  
一局1分鐘

返回主畫面

Figure 10 Screen3 遊戲畫面

時間: 26 分數: 1

紅

- |   |   |   |   |   |
|---|---|---|---|---|
| 紅 | 橙 | 黃 | 綠 | 藍 |
| 紫 | 粉 | 白 | 棕 | 黑 |

再玩一次

遊戲結束

答對耶



Figure 11 Screen2 答對遊戲畫面

時間: 22 分數: 1

黑

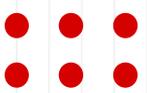
紅	橙	黃	綠	藍
紫	粉	白	棕	黑

再玩一次

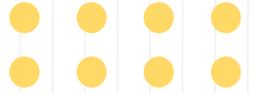
遊戲結束

答錯了耶.....看仔細啦

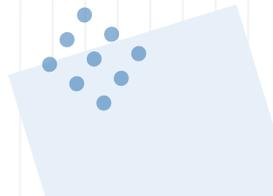
Figure 12 Screen2 答錯遊戲畫面



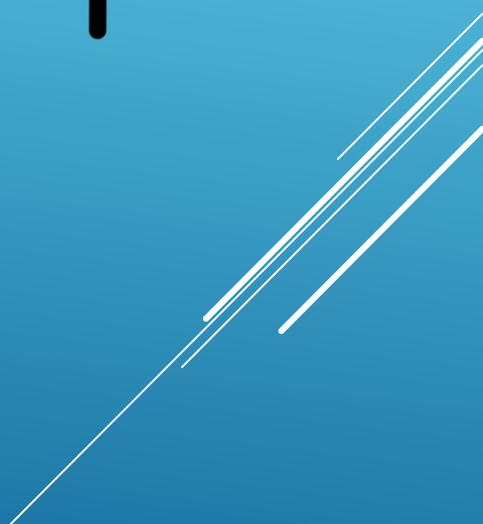
# Thanks!



**CREDITS:** This presentation template was created by **Slidesgo**, including icons by **Flaticon**, and infographics & images by **Freepik**



# 作品五



# 計概報告

S101-7 組長：42 楊O瑄

23 高O微 24 康O瑾 30 郭O玲

31 郭O君 42 楊O瑄 43 楊O淳



## 咩呷蝦咪

設計：高○微 楊○瑄



## 小遊戲

設計：郭○伶 郭○君 楊○瑄

# 動機



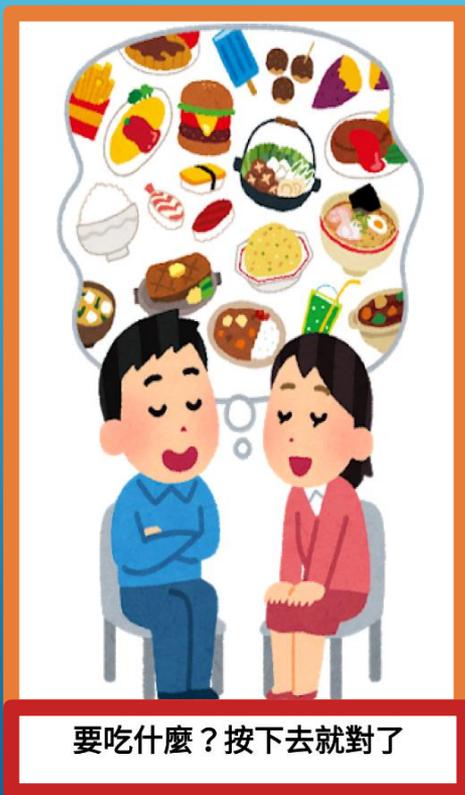
史上最難回答的問題：「咩甲蝦咪？」經常外食的人們一定都了解這個問題的困難度，為了解決這問題，才設計出了一款利用快速問答的方式隨機抽出一項食物的程式來應付這個難題

# 目標

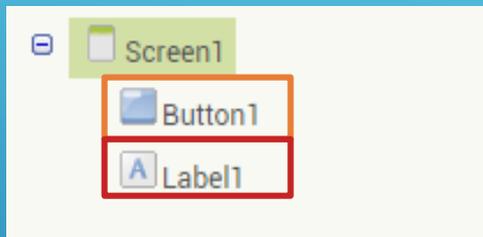


讓飢腸轆轆卻總是要耗費時間絞盡腦汁思考到底要吃什麼卻還是想不到的人可以利用短時間隨機找到一項食物享受，不僅減少了寶貴的時間，也能吃到好吃的美食，真是一舉兩得！

# 設計 SCREEN1



## 元件



## 程式

```
when Button1 .Click  
do open another screen screenName "Screen9"
```

# 設計 SCREEN9



## 元件



## 程式

```
when Button1_正餐 .Click
do open another screen screenName " Screen3 "

when Button2 .Click
do open another screen screenName " Screen10 "
```

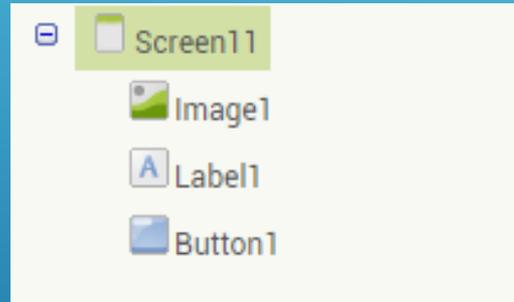
# 設計 screen11



甜甜圈

不想吃嗎？再選一次

## 元件



# 設計 screen11

## 程式

```
initialize global name to ""  
initialize global food to  
  make a list  
  "sweets_purin_normal.png"  
  "sweets_shiroi_taiyaki_white.png"  
  "sweets_softcream_kinpaku.png"  
  "sweets_chocolate_milk.png"  
  "thumbnail_sweets_ichigoame.jpg"  
  "sweets_daifuku_ichigo_shiroan.png"  
  "sweets_donuts_box.png"  
  "sweets_fondant_au_chocolat.png"  
  "sweets_jelly_cup.png"  
when Button1 .Click  
do open another screen screenName "Screen9"
```

```
when Screen11 .Initialize  
do set global name to pick a random item list get global food  
set Image1 . Picture to get global name  
if get global name = "sweets_purin_normal.png"  
then set Label1 . Text to "布丁"  
else if get global name = "sweets_shiroi_taiyaki_white.png"  
then set Label1 . Text to "鯰魚燒"  
else if get global name = "sweets_softcream_kinpaku.png"  
then set Label1 . Text to "冰淇淋"  
else if get global name = "sweets_chocolate_milk.png"  
then set Label1 . Text to "巧克力"  
else if get global name = "thumbnail_sweets_ichigoame.jpg"  
then set Label1 . Text to "糖葫蘆"  
else if get global name = "sweets_daifuku_ichigo_shiroan.png"  
then set Label1 . Text to "草莓大福"  
else if get global name = "sweets_donuts_box.png"  
then set Label1 . Text to "甜甜圈"  
else if get global name = "sweets_fondant_au_chocolat.png"  
then set Label1 . Text to "流心巧克力"  
else set Label1 . Text to "果凍"
```

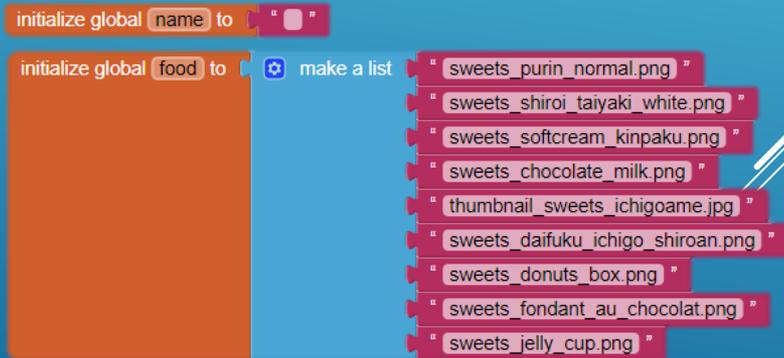
# 程式介紹

- 利用切換螢幕元件進行進行更細的分類



```
when Button1 .Click
do open another screen screenName "Screen9"
```

- 創造一個食物圖片清單



```
initialize global name to " "
initialize global food to
  make a list
    "sweets_purin_normal.png"
    "sweets_shiroi_taiyaki_white.png"
    "sweets_softcream_kinpaku.png"
    "sweets_chocolate_milk.png"
    "thumbnail_sweets_ichigoame.jpg"
    "sweets_daifuku_ichigo_shiroan.png"
    "sweets_donuts_box.png"
    "sweets_fondant_au_chocolat.png"
    "sweets_jelly_cup.png"
```

# 程式介紹

- 切換到最後的螢幕後隨機選擇圖片
- 顯示食物名稱

```
when Screen11.Initialize
do
  set global name to pick a random item list get global food
  set Image1.Picture to get global name
  if get global name = "sweets_purin_normal.png"
  then set Label1.Text to "布丁"
  else if get global name = "sweets_shiroi_taiyaki_white.png"
  then set Label1.Text to "鯛魚燒"
  else if get global name = "sweets_softcream_kinpaku.png"
  then set Label1.Text to "冰淇淋"
  else if get global name = "sweets_chocolate_milk.png"
  then set Label1.Text to "巧克力"
  else if get global name = "thumbnail_sweets_ichigoame.jpg"
  then set Label1.Text to "糖葫蘆"
  else if get global name = "sweets_daifuku_ichigo_shiroan.png"
  then set Label1.Text to "草莓大福"
  else if get global name = "sweets_donuts_box.png"
  then set Label1.Text to "甜甜圈"
  else if get global name = "sweets_fondant_au_chocolat.png"
  then set Label1.Text to "流心巧克力"
  else set Label1.Text to "果凍"
```

# 未來展望



這次的食物種類多採用臺灣常看到的美食，有些比較小眾或是冷門的食物並沒有在食物清單中，未來若有機會將會加入更多美食加入咿甲蝦米的食物清單內

而現在只有西式/中式兩種選項可以選擇，為此在未來我們也會對此部分做改善；多更多像是：美式 日式等在選項裡面供使用者選擇





## 咩呷蝦咪

設計：高○微 楊○瑄



## 小遊戲

設計：郭○伶 郭○君 楊○瑄

# 動機



隨台灣的高齡化，反映出我國高齡人口的嚴重，除此之外，老人年紀升高所造成反應力下降的問題也深深影響著台灣，想讓長者們除了在玩遊戲的開心之餘還可以延緩腦部的退化，因此便設計了此款程式。

# 目標

能在閒暇時光裡娛樂枯燥乏味的老年生活，也可以同時訓練長者的反應能力，遇到煩惱也可以輕鬆應對。



# 設計 SCREEN1



## 元件



## 程式





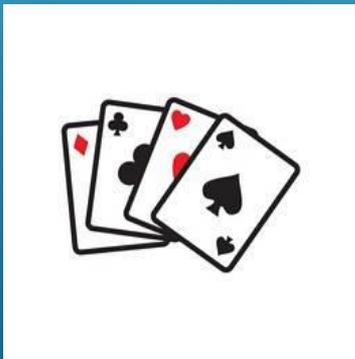
麥來亂



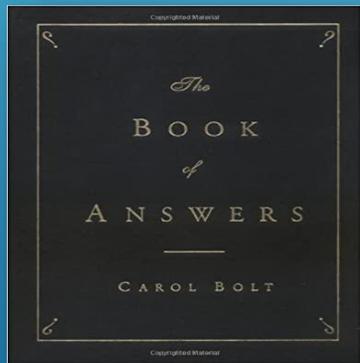
數字謎題



咻蹦蹦速度



抽鬼牌

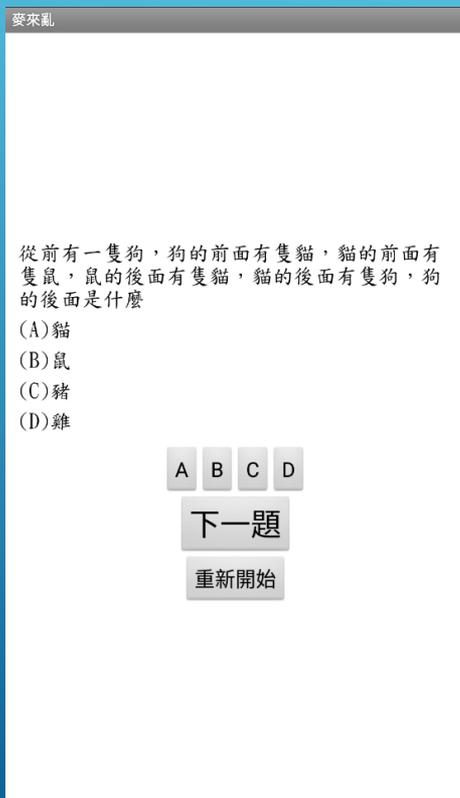


答案之書

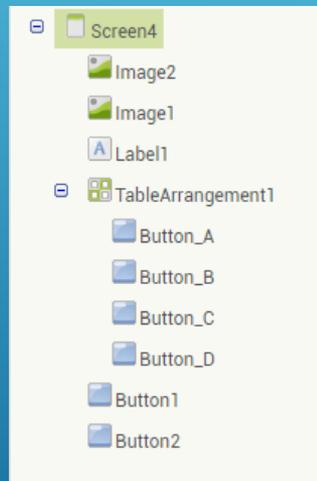


數字小遊戲

# 設計麥來亂



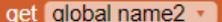
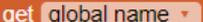
## 元件

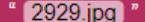


# 設計麥來亂

- 做一個題目清單
- 螢幕一開始隨機挑選題目顯示
- 按下ABCD後出現圖片

```
initialize global name2 to  make a list  
  "a2.png"  
  "B2.png"  
  "c2.png"  
  "D.png"  
  "E.png"  
  "F.png"  
  "G.png"  
  "H.png"  
  "I.png"
```

```
initialize global name to  "  
when Screen4.Initialize  
do  
  set global name to  pick a random item list  get global name2  
  set Image1 . Picture to  get global name
```

```
when Button_A .Click  
do  
  set Image2 . Picture to  "2929.jpg"  
when Button_B .Click do se...  
when Button_C .Click do se...  
when Button_D .Click do se...
```

# 設計 麥來亂

- 當下一題按鈕被長按，隨機挑選題目

```
when Button1 . LongClick
do
  set global name to pick a random item list get global name2
  set Image1 . Picture to get global name
  set Label1 . Visible to false
```

- 當按下重新開始按鈕，隨機挑選題目

```
when Button2 . Click
do
  set global name to pick a random item list get global name2
  set Image1 . Picture to get global name
  set Label1 . Visible to false
  set Image2 . Picture to false
```

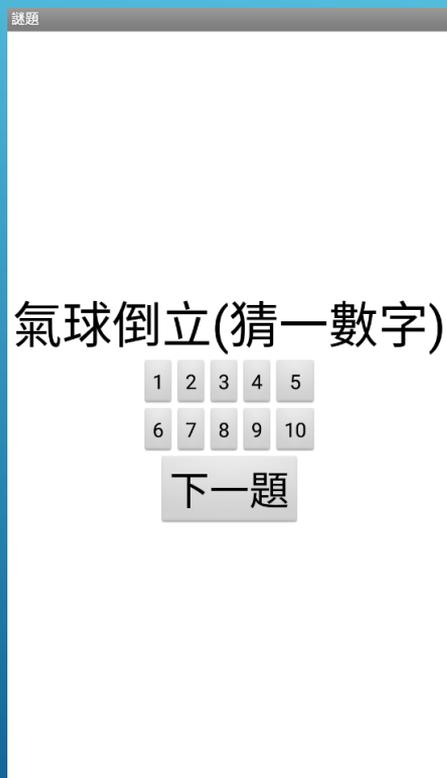
# 設計麥來亂

- 當下一題被按下，顯示答案

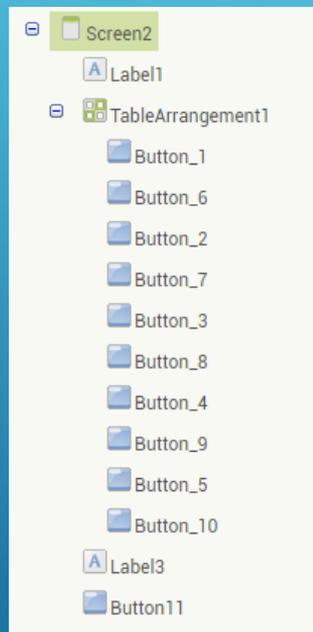
```
when Button1 .Click
do
  if [get global name] = "a2.png"
  then
    set Label1 . Text to "沒有這一天啦!!"
    set Label1 . Visible to true
  if [get global name] = "c2.png"
  then
    set Label1 . Text to "粵(衛視中文台)"
    set Label1 . Visible to true
  if [get global name] = "D.png"
  then
    set Label1 . Text to "答錯囉!是漆黑!!!"
    set Label1 . Visible to true
  if [get global name] = "E.png"
  then
    set Label1 . Text to "答案是S(SK2)"
    set Label1 . Visible to true
  if [get global name] = "F.png"
  then
    set Label1 . Text to "錯錯錯~是天國人"
    set Label1 . Visible to true
  if [get global name] = "G.png"
  then
    set Label1 . Text to "蓋(別黏筆啦!)"
    set Label1 . Visible to true
```



# 設計數字謎題



## 元件



# 設計數字謎題

- 做一個題目清單
- 螢幕一開始和按下下一題按鈕時隨機挑選題目顯示
- 判斷玩家是否正確

```
initialize global name2 to  
make a list  
" 氣球(猜一數字) "  
" 18平均分不得9(猜一數字) "  
" 滅火(猜一數字) "  
" 弱冠之年減一年(猜一數字) "  
" 3與3，嘴對嘴(猜一數字) "  
" 棍子打棒球(猜一數字) "  
" 虛心(猜一數字) "  
" 其中(猜一數字) "  
" 氣球倒立(猜一數字) "  
" 剪刀石頭布(猜一數字) "  
" 除了2還是2(猜一數字) "  
" 1減1不是0 "
```

```
when Screen2.Initialize  
do set Label1.Text to pick a random item list get global name2  
when Button11.Click  
do set Label1.Text to pick a random item list get global name2
```

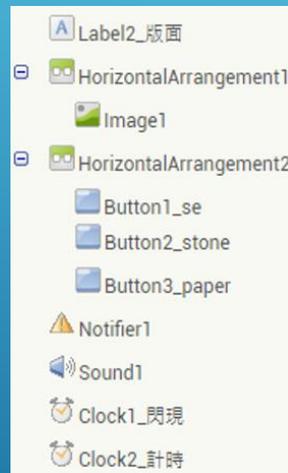
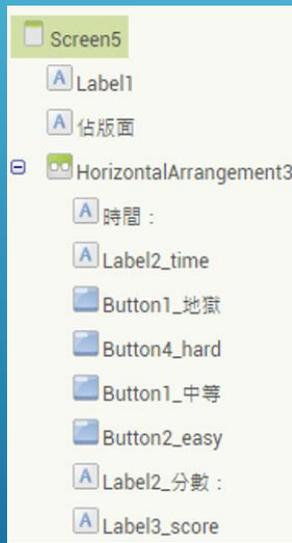
```
when Button_1.Click  
do if Label1.Text = " 滅火(猜一數字) "  
then set Label3.Text to " 水喔~答對! "  
else if Label1.Text ≠ " 滅火(猜一數字) "  
then set Label3.Text to " 哈哈哈 "  
set Label3.Visible to true
```



# 設計 咻蹦蹦速度



## 元件



# 設計 咻 蹦蹦 拚 速度

- 設置螢幕一開始各元件的狀態

```
when Screen5.Initialize
do
  set Clock1_閃現.TimerEnabled to false
  set Clock2_計時.TimerEnabled to false
  set Button2_stone.Enabled to false
  set Button1_se.Enabled to false
  set Button3_paper.Enabled to false
```

```
initialize global score to 0
```

```
to win
do
  set global score to (get global score + 1)
  set Label3_score.Text to (get global score)
  set Sound1.Source to "winnnnnn.mp3"
  call Sound1.Play
```

```
to lose
do
  set global score to (get global score - 1)
  set Label3_score.Text to (get global score)
  set Sound1.Source to "loseee.mp3"
  call Sound1.Play
```

- 設計一個加分和扣分的程式  
win和lose

# 程式咻蹦蹦速度

- 製作一個圖片清單，使圖片隨機閃現
- 製作計時器



```
initialize global p to make a list ["st.png", "s.png", "pa.png"]
initialize global name2 to ""
when Clock1_閃現 .Timer
do set global name2 to pick a random item list get global p
set Image1 .Picture to get global name2

when Clock2_計時 .Timer
do set Label2_time .Text to Label2_time .Text - 1
if Label2_time .Text = 0
then set Label2_time .Text to 30
set Clock1_閃現 .TimerEnabled to false
set Clock2_計時 .TimerEnabled to false
set Button2_stone .Enabled to false
set Button1_se .Enabled to false
set Button3_paper .Enabled to false
set Button4_hard .Enabled to true
set Button1_中等 .Enabled to true
set Button2_easy .Enabled to true
set Button1_地獄 .Enabled to true
call Notifier1 .ShowAlert
notice "時間到！"
```

# 設計 咻 蹦蹦 拚 速度

- 判斷玩家答對和答錯
- 因選擇難度bottom都需要相同程式，所以製造一個Procedures：name

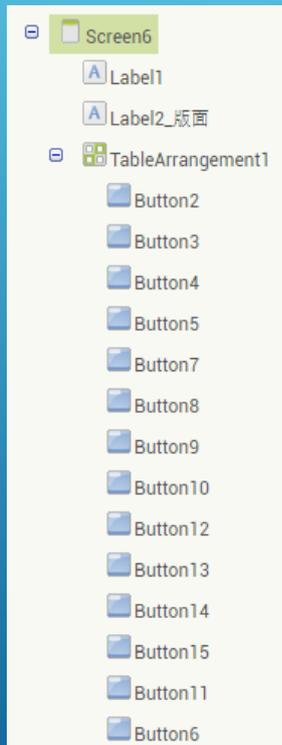
```
when Button3_paper .Click ...
when Button1_se .Click do ...
when Button2_stone .Click
do
  if Image1 . Picture = "pa.png"
  then call win
  else call lose
```

```
to name
do
  set global score to 0
  set Label3_score . Text to get global score
  set Clock1 閃現 . TimerEnabled to true
  set Clock2 計時 . TimerEnabled to true
  set Button2_stone . Enabled to true
  set Button1_se . Enabled to true
  set Button3_paper . Enabled to true
  set Button4_hard . Enabled to false
  set Button1_中等 . Enabled to false
  set Button2_easy . Enabled to false
  set Button1_地獄 . Enabled to false
```



# 設計抽鬼牌

## 元件



# 設計抽鬼牌

- 創造一個撲克牌圖片清單



# 設計抽鬼牌

- 每次開始遊戲都需要洗牌，  
所以做一個Procedures：洗牌

```
initialize global tmp_list to create empty list
initialize global tmp_item to ""
initialize global rit_list to ""

to 洗牌
do
  set global tmp_list to copy list list get global card
  set global rit_list to create empty list
  while test length of list list get global tmp_list > 0
  do
    set global tmp_item to pick a random item list get global tmp_list
    add items to list list get global rit_list
    item get global tmp_item
    remove list item list get global tmp_list
    index index in list thing get global tmp_item
    list get global tmp_list
```

# 設計抽鬼牌

- 設計遊戲勝利或失敗後，牌會全部翻開

```
when Clock1 . Timer
do
  set Button2 . Image to select list item list get global rit_list
  index 1
  set Button3 . Image to select list item list get global rit_list
  index 2
  set Button4 . Image to select list item list get global rit_list
  index 3
  set Button5 . Image to select list item list get global rit_list
  index 4
  set Button6 . Image to select list item list get global rit_list
  index 5
  set Button7 . Image to select list item list get global rit_list
  index 6
  set Button8 . Image to select list item list get global rit_list
  index 7
  set Button9 . Image to select list item list get global rit_list
  index 8
  set Button10 . Image to select list item list get global rit_list
  index 9
  set Button11 . Image to select list item list get global rit_list
  index 10
  set Button12 . Image to select list item list get global rit_list
  index 11
  set Button13 . Image to select list item list get global rit_list
  index 12
  set Button14 . Image to select list item list get global rit_list
  index 13
  set Button15 . Image to select list item list get global rit_list
  index 14
```

# 設計抽鬼牌

- 做一個決定牌的狀態的Procedures：  
false
- 當螢幕一開始call false，把clock設  
為false

```
to false
do
  set Button2 . Enabled to false
  set Button3 . Enabled to false
  set Button4 . Enabled to false
  set Button5 . Enabled to false
  set Button6 . Enabled to false
  set Button7 . Enabled to false
  set Button8 . Enabled to false
  set Button9 . Enabled to false
  set Button10 . Enabled to false
  set Button11 . Enabled to false
  set Button12 . Enabled to false
  set Button13 . Enabled to false
  set Button14 . Enabled to false
  set Button15 . Enabled to false
```

```
when Screen6 . Initialize
do
  call false
  set Clock1 . TimerEnabled to false
```

# 設計抽鬼牌

- 做一個清單放勝利和失敗出現的訊息

```
initialize global win to [make a list]
  "嘿！你贏了"
  "竟然發現我了qq"
  "勝利！！！！"
  "贏啦，恭喜你"

initialize global notfound to [make a list]
  "哈哈！找不到我吧！"
  "我在這裡啦"
  "我躲得很好齣"
  "我就說你找不到我~~~"
```

- 牌被按下(翻開)

```
when Button2 .Click
do
  set Button2 .Enabled to false
  set Button2 .Image to [select list item list] [get global rit_list]
  index 1
  if [Button2 .Image] == ["pic15(14).jpg"]
  then call win
  else call notfound
```

# 設計抽鬼牌

- 判斷抽到鬼牌且勝利

```
to win
do
  call Notifier1 .ShowAlert
  notice pick a random item list get global over
  call false
  set Sound1 . Source to "9414.mp3"
  call Sound1 .Play
  set Button_start . Enabled to true
  set Clock1 . TimerEnabled to true
```

initialize global count to 0

- 判斷沒抽到鬼牌且失敗

```
to notfound
do
  set global count to get global count + 1
  if get global count = 13
  then
    call Notifier1 .ShowAlert
    notice pick a random item list get global notfound
    call false
    set Button_start . Enabled to true
    set Clock1 . TimerEnabled to true
    set Sound1 . Source to "HA.mp3"
    call Sound1 .Play
```

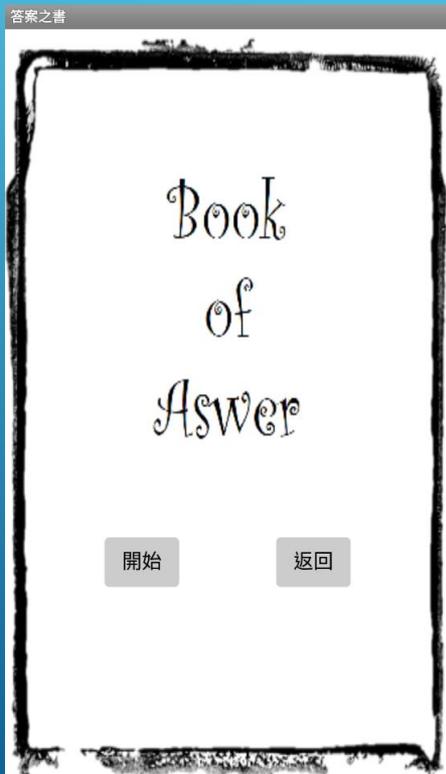
# 設計抽鬼牌

- 按下開始鍵後的各狀態

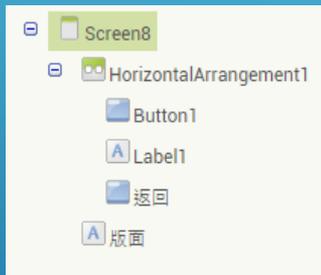
```
when Button_start . Click
do
  call 洗牌
  set global count to 0
  set Button_start . Enabled to false
  set Clock1 . TimerEnabled to false
  set Button2 . Enabled to true
  set Button3 . Enabled to true
  set Button4 . Enabled to true
  set Button5 . Enabled to true
  set Button6 . Enabled to true
  set Button7 . Enabled to true
  set Button8 . Enabled to true
  set Button9 . Enabled to true
  set Button10 . Enabled to true
  set Button11 . Enabled to true
  set Button12 . Enabled to true
  set Button13 . Enabled to true
  set Button14 . Enabled to true
  set Button15 . Enabled to true
  set Button2 . Image to "pic15.jpg"
  set Button3 . Image to "pic15.jpg"
  set Button4 . Image to "pic15.jpg"
  set Button5 . Image to "pic15.jpg"
  set Button6 . Image to "pic15.jpg"
  set Button7 . Image to "pic15.jpg"
  set Button8 . Image to "pic15.jpg"
  set Button9 . Image to "pic15.jpg"
  set Button10 . Image to "pic15.jpg"
  set Button11 . Image to "pic15.jpg"
  set Button12 . Image to "pic15.jpg"
  set Button13 . Image to "pic15.jpg"
  set Button14 . Image to "pic15.jpg"
  set Button15 . Image to "pic15.jpg"
```



# 設計答案之書



## 元件



## 程式

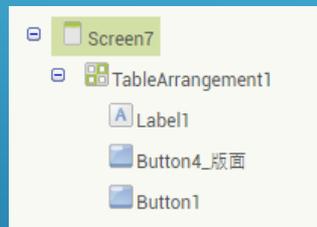
```
when Button1 .Click
do open another screen screenName "Screen7"

when 返回 .Click
do open another screen screenName "Screen1"
```

# 設計答案之書



## 元件



# 設計答案之書

- 創造一個答案清單 ▶
- 螢幕一開始隨機挑選答案顯示
- 按下按鈕返回畫面 ▼

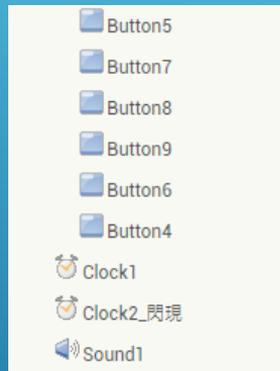
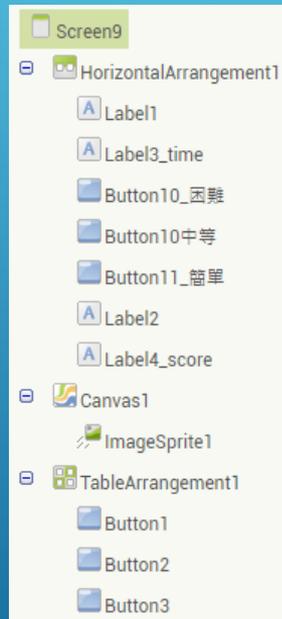
```
when Screen7.Initialize  
do set Label1.Text to pick a random item list get global name2  
  
when Button1.Click  
do open another screen screenName "Screen8"
```



# 設計數字小遊戲



## 元件



# 設計數字小遊戲

- 創造一個數字圖片清單

```
initialize global number to [ ]
make a list [
  "11111.png"
  "222.png"
  "3.png"
  "444.png"
  "5.png"
  "6.png"
  "7.png"
  "8.png"
  "9.png"
]
```

- 因為會重複使用，做一個Procedures  
：FALSE

```
to FALSE
do
  set ImageSprite1 . Visible to false
  set Clock1 . TimerEnabled to false
  set Clock2_閃現 . TimerEnabled to false
  set Button1 . Enabled to false
  set Button2 . Enabled to false
  set Button3 . Enabled to false
  set Button4 . Enabled to false
  set Button5 . Enabled to false
  set Button6 . Enabled to false
  set Button7 . Enabled to false
  set Button8 . Enabled to false
  set Button9 . Enabled to false
```

# 設計數字小遊戲

- 因難度bottom會重複使用此程式，做一個Procedures：start

```
initialize global score to 0
to start
do
  set global score to 0
  set Label4_score . Text to get global score
  set Label3_time . Text to 30
  set ImageSprite1 . Visible to true
  set Clock1 . TimerEnabled to true
  set Clock2_閃現 . TimerEnabled to true
  set Button1 . Enabled to true
  set Button2 . Enabled to true
  set Button3 . Enabled to true
  set Button4 . Enabled to true
  set Button5 . Enabled to true
  set Button6 . Enabled to true
  set Button7 . Enabled to true
  set Button8 . Enabled to true
  set Button9 . Enabled to true
```

# 設計數字小遊戲

- 做一個得分和扣分的Procedures

```
to win
do
  set Sound1 . Source to "2103.mp3"
  call Sound1 . Play
  set global score to (get global score) + 1
  set Label4_score . Text to (get global score)
```

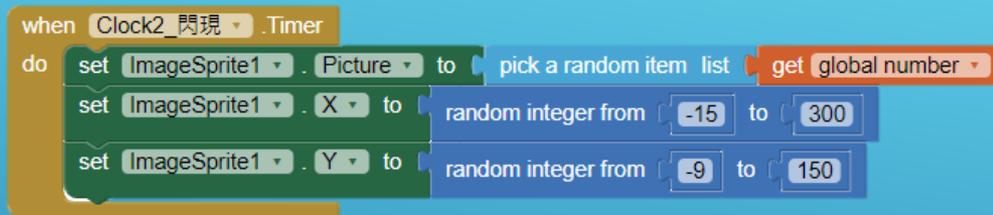
```
to lose
do
  set Sound1 . Source to "3617.mp3"
  call Sound1 . Play
  set global score to (get global score) - 1
  set Label4_score . Text to (get global score)
```

- 設置一個計時器

```
when Clock1 . Timer
do
  set Label3_time . Text to (Label3_time . Text) - 1
  if (Label3_time . Text) = 0
  then call FALSE
```

# 設計數字小遊戲

- 利用clock元件做出圖片隨機地點、數字出現



```
when Clock2_閃現 .Timer
do
  set ImageSprite1 . Picture to pick a random item list get global number
  set ImageSprite1 . X to random integer from -15 to 300
  set ImageSprite1 . Y to random integer from -9 to 150
```

The code block is a Scratch script starting with a 'when timer ticks' event. It contains three 'set' blocks: the first sets the 'Picture' property of 'ImageSprite1' to 'pick a random item list' followed by 'get global number'; the second sets the 'X' property to 'random integer from -15 to 300'; the third sets the 'Y' property to 'random integer from -9 to 150'.

- 判斷玩家是否正確



```
when Button1 .Click
do
  if Button1 . Image = ImageSprite1 . Picture
  then call win
  else call lose
```

The code block is a Scratch script starting with a 'when clicked' event. It contains an 'if' block with a gear icon. The condition is 'Button1 . Image = ImageSprite1 . Picture'. If true, it calls the 'win' function; if false, it calls the 'lose' function.

# 設計數字小遊戲

- 螢幕一開始便call false

```
when Screen9.Initialize  
do call FALSE
```

- 設計難度按鈕

```
when Button10_困難.Click  
do call start  
set Clock2_閃現.TimerInterval to 1000
```

```
when Button10中等.Click  
do call start  
set Clock2_閃現.TimerInterval to 1500
```

```
when Button11_簡單.Click  
do call start  
set Clock2_閃現.TimerInterval to 2000
```



# 未來展望



希望這次我們設計的這款程式能夠幫助到有需要的人，而在未來有機會的話我們將會設計出更多簡單實用的小程式、小遊戲來加到小手機這個程式裡面，繼續在人類生活中扮演重要的角色。



謝謝大家

