

MIT App Inventor

ai2.appinventor.mit.edu/#5210013701111808

MIT APP INVENTOR

ProjectsConnectBuildSettingsHelp

My ProjectsView TrashGuideReport an IssueEnglish

Three1Publish to Gallery

Screen1Add Screen ...Remove Screen

DesignerBlocks

Built-in

ControlLogicMathTextListsDictionariesColorsVariablesProcedures

Screen1

TableArrangement1

Button11Button12Button13Button21Button22Button23

RenameDelete

Media

Upload File ...

to set mark

do

if

compare texts

get mark

≠

•••

then

if

compare texts

get global mark

=

•••

then

set global mark

to

•x•

else

set global mark

to

•••

else

set global mark

to

•••

set Button. Text

of component

get button

to

get global mark

call check mark

if

compare texts

get global winner

≠

•••

then

set Label1. Text

to

join

get global winner

•の勝ち

initialize global winner

to

•••

initialize global mark

to

•••

when Button11. Click

do

call set mark

button

Button11

mark

when Button21. Click

do

call set mark

button

Button21

mark

when Button31. Click

do

call set mark

button

Button31

mark

when Button12. Click

do

call set mark

button

Button12

mark

when Button22. Click

do

call set mark

button

Button22

mark

when Button32. Click

do

call set mark

button

Button32

mark

when Button13. Click

do

call set mark

button

Button13

mark

when Button23. Click

do

call set mark

button

Button23

mark

when Button33. Click

do

call set mark

button

Button33

mark

to check mark

do

if

compare texts

Button11. Text

≠

•••

then

if

compare texts

Button11. Text

=

Button12. Text

and

compare texts

Button12. Text

=

Button13. Text

then

set global winner

to

Button11. Text

if

compare texts

Button11. Text

=

Button21. Text

and

compare texts

Button21. Text

=

Button23. Text

then

set global winner

to

Button11. Text

if

compare texts

Button11. Text

=

Button22. Text

and

compare texts

Button22. Text

=

Button33. Text

then

set global winner

to

Button11. Text

if

compare texts

Button22. Text

≠

•••

then

if

compare texts

Button21. Text

=

Button22. Text

and

compare texts

Button22. Text

=

Button23. Text

then

set global winner

to

Button22. Text

if

compare texts

Button12. Text

=

Button22. Text

and

compare texts

Button22. Text

=

Button32. Text

then

set global winner

to

Button22. Text

if

compare texts

Button33. Text

≠

•••

then

if

compare texts

Button31. Text

=

Button32. Text

and

compare texts

Button32. Text

=

Button33. Text

then

set global winner

to

Button33. Text

if

compare texts

Button13. Text

=

Button23. Text

and

compare texts

Button23. Text

=

Button33. Text

then

set global winner

to

Button11. Text

if

compare texts

Button13. Text

≠

•••

then

if

compare texts

Button13. Text

=

Button22. Text

and

compare texts

Button22. Text

=

Button31. Text

then

set global winner

to

Button13. Text

when Button1. Click

do

call set mark

button

Button11

mark

call set mark

button

Button12

mark

call set mark

button

Button13

mark

call set mark

button

Button21

mark

call set mark

button

Button22

mark

call set mark

button

Button23

mark

call set mark

button

Button31

mark

call set mark

button

Button32

mark

call set mark

button

Button33

mark

set Label1. Text

to

•x並べ

90

Show Warnings

Privacy Policy and Terms of Use