

MIT App Inventor

ai2.appinventor.mit.edu/#4827898248560640

MIT APP INVENTOR

ProjectsConnectBuildSettingsHelp

My ProjectsView TrashGuideReport an IssueEnglish

Walking1

Publish to Gallery

Screen1Add Screen ...Remove Screen

DesignerBlocks

Blocks

Built-in

Control

Logic

Math

Text

Lists

Dictionaries

Colors

Variables

Procedures

Screen1

Canvas1

Ball1

Ball2

Label1

HorizontalArrangement1

Button1

HorizontalArrangement2

RenameDelete

Media

Upload File ...

Viewer

initialize global message_counter to 500

when Ball1 .CollidedWith other do set Label1 . Text to 衝突！ set global message_counter to 500

when Ball2 .Flung x y speed heading xvel yvel do set Ball2 . Speed to get speed set Ball2 . Heading to get heading

when Ball2 .EdgeReached edge do call Ball2 .Bounce edge get edge

initialize global top to false

initialize global bottom to false

initialize global left to false

initialize global right to false

when Clock1 .Timer do

if get global top then set Ball1 . Y to Ball1 . Y + -1

if get global bottom then set Ball1 . Y to Ball1 . Y + 1

if get global left then set Ball1 . X to Ball1 . X + -1

if get global right then set Ball1 . X to Ball1 . X + 1

if get global message_counter > 0 then set global message_counter to get global message_counter - 1

else set Label1 . Text to もう一度ぶつける！

when Button1 .TouchDown do set global top to true

when Button1 .TouchUp do set global top to false

when Button2 .TouchDown do set global bottom to true

when Button2 .TouchUp do set global bottom to false

when Button3 .TouchDown do set global left to true

when Button3 .TouchUp do set global left to false

when Button4 .TouchDown do set global right to true

when Button4 .TouchUp do set global right to false

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Show Warnings

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