

MIT App Inventor

ai2.appinventor.mit.edu/#5977567172362240

MIT APP INVENTOR

ProjectsConnectBuildSettingsHelp

Walking2

Screen1Add Screen ...Remove Screen

DesignerBlocks

Built-in

ControlLogicMathTextListsDictionariesColorsVariablesProcedures

Screen1Canvas1Ball1ImageSprite1Label1HorizontalArrangement1Button1HorizontalArrangement2

Media

cu1.pngcu2.pngcu3.pngcu4.pngcu5.pngcu6.png

Upload File ...

when Ball1.CollidedWith other

do set Label1.Text to 衝突!

do set global message_counter to 500

when ImageSprite1.EdgeReached edge

do call ImageSprite1.Bounce edge get edge

when Clock1.Timer

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

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

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

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

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

do else set Label1.Text to もう一度ぶつける!

do if ImageSprite1.Speed > 0 then set ImageSprite1.Speed to ImageSprite1.Speed - 1

do set ImageSprite1.Picture to join cu random integer from 1 to 6 .png

do else set ImageSprite1.Speed to 0

when AccelerometerSensor1.Shaking

do set ImageSprite1.Speed to absolute AccelerometerSensor1.ZAccel x 5

do set ImageSprite1.Heading to absolute AccelerometerSensor1.XAccel x 10

initialize global message_counter to 500

initialize global top to false

initialize global bottom to false

initialize global left to false

initialize global right to false

when Button1.TouchDown

do set global top to true

when Button2.TouchDown

do set global bottom to true

when Button3.TouchDown

do set global left to true

when Button4.TouchDown

do set global right to true

when Button1.TouchUp

do set global top to false

when Button2.TouchUp

do set global bottom to false

when Button3.TouchUp

do set global left to false

when Button4.TouchUp

do set global right to false

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Show Warnings

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