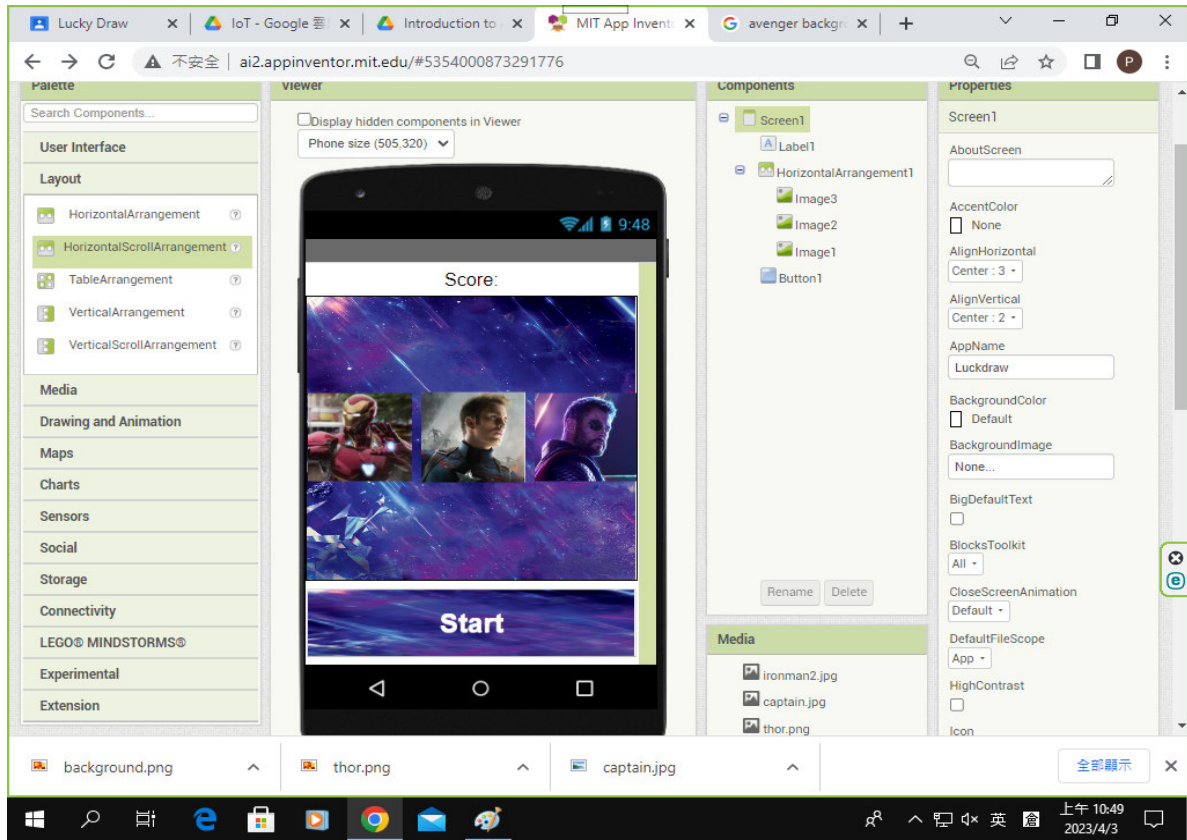


Student04

Lucky Draw



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LUCKDRAW Screen1 • Add Screen ... Remove Screen Publish to Gallery Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Dictionaries
 - Colors
 - Variables
 - Procedures
- Screen1
 - Label1
 - HorizontalArrangement1
 - Image3
 - Image2
 - Image1
 - Button1
- Any component

Media

- ironman2.jpg
- captain.jpg

Viewer

```
initialize global name to 0
initialize global name2 to 0
initialize global name3 to 0

when Button1.TouchDown
do
  set global name to random integer from 1 to 3
  call first_picture
  set global name2 to random integer from 1 to 3
  call second_picture
  set global name3 to random integer from 1 to 3
  call third_picture

to first_picture
do
  if get global name = 1
  then set Image3.Picture to ironman2.jpg
  else if get global name = 2
  then set Image3.Picture to captain.jpg
  else set Image3.Picture to thor.png

to second_picture
do
  if get global name2 = 1
  then set Image2.Picture to ironman2.jpg
  else if get global name2 = 2
  then set Image2.Picture to captain.jpg
  else set Image2.Picture to thor.png

to third_picture
do
  if get global name3 = 1
  then set Image1.Picture to ironman2.jpg
  else if get global name3 = 2
  then set Image1.Picture to captain.jpg
  else set Image1.Picture to thor.png
```

background.png thor.png captain.jpg 全部顯示

上午 10:52 2023/4/3

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LUCKDRAW Screen1 • Add Screen ... Remove Screen Publish to Gallery Designer Blocks

Blocks

- Built-in
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- Screen1
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 - HorizontalArrangement1
 - Image3
 - Image2
 - Image1
 - Button1
- Any component

Media

- ironman2.jpg
- captain.jpg

Viewer

```
to second_picture
do
  if get global name2 = 1
  then set Image2.Picture to ironman2.jpg
  else if get global name2 = 2
  then set Image2.Picture to captain.jpg
  else set Image2.Picture to thor.png

to third_picture
do
  if get global name3 = 1
  then set Image1.Picture to ironman2.jpg
  else if get global name3 = 2
  then set Image1.Picture to captain.jpg
  else set Image1.Picture to thor.png
```

background.png thor.png captain.jpg 全部顯示

上午 10:53 2023/4/3

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Luckdraw

Screen1 Add Screen... Remove Screen Publish to Gallery Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Dictionaries
 - Colors
 - Variables
 - Procedures
- Screen1
 - Label1
 - HorizontalArrangement
 - Image3
 - Image2
 - Image1
 - Button1
- Any component
 - Rename
 - Delete

Media

- ironman2.jpg
- captain.jpg

Viewer

```
when Button1 TouchUp
do
  if Image3 Picture = Image2 Picture and Image2 Picture = Image1 Picture
  then
    set global Score to get global Score + 5
    set Label1 Text to join Score
```

Show Warnings

background.png thor.png captain.jpg 全部顯示

上午 10:54 2023/4/3