

— stanCode —

Assignment 5

學生姓名

— Functionality —

— Style —

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✓

stanCode

Style Comments

標準程式教育機構

Style Comments

- **Super clear function comments** 
- **Programs are well-decomposed** 
- **Spaces between functions are consistent** 
- **Indentations and spaces are correct** 
- **Single line comments are precise, enabling users to understand your code easily** 

Feedbacks is provided as follows:

Style Comments

```
37 def start(_):  
38     """  
39  
40     """
```

這種function還是要寫一下comment

然後header comment要寫！

```
2  File: bouncing_ball.py  
3  Name: 110613024 呂信吾  
4  -----  
5  TODO:
```

Case Testing

Problem 1 - draw_line

奇數次點擊畫圓	✓
圓的中心在點擊的位置	✓
偶數次點擊移除圓	✓
偶數次點擊畫線	✓
線的頭尾都在正確的位置	✓

Problem 2 - bouncing_ball

點擊開始動畫	✓
球在下落過程中點擊不會影響	✓
球不會黏在地板上	✓
球超出右側視窗會回到初始位置	✓

回到初始位置後點擊 球會再次落下	✓
球超出右側視窗三次後 點擊不再下落	✓
球每次回到初始位置vy會重置	✓
程式正常結束 (exit code: 0)	✓

Functionality Comments

```
43 while True:
44     vy += 1
45     y = vy + (1/2)*1*GRAVITY
46     oval.move(VX, y)
47     pause(DELAY)
48     if oval.y >= window.height-SIZE:
49         vy = (-vy - 2)*0.9
50     if oval.x >= window.width-SIZE+20:
51         window.remove(oval)
52         window.add(oval, x=START_X, y=START_Y)
53         num += 1
54         break
```



```
43 while True:
44     vy += GRAVITY
45     oval.move(VX, vy)
46     pause(DELAY)
47     if oval.y >= window.height-SIZE and vy > 0:
48         vy = (-vy)*0.9
49     if oval.x >= window.width-SIZE:
50         window.remove(oval)
51         window.add(oval, x=START_X, y=START_Y)
52         num += 1
53         break
54     click += 1
```

你在這題加加減減了一些數字，感覺是因為你的球有黏在地板上的問題(？
要解決這個問題的話其實只要加上and
vy>0這個條件就行了！

然後你可以用click = True跟click = False當開關！

Functionality Comments

```
37 def start(mouse):
```



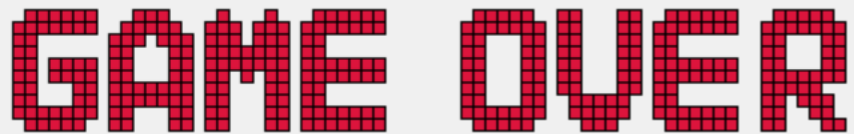
```
37 def start(_):
```

因為這題不會用到滑鼠資訊，所以可以把不重要的變數用底線代替就好！

Problem 3 – clear_bricks

視窗最上方隨機生成磚塊 範圍： $0 < x < \text{WINDOW_WIDTH} - \text{SIZE}$	✓
磚塊隨機落下速度 範圍： $\text{MIN_Y_SPEED} \sim \text{MAX_Y_SPEED}$	✓
點擊落下中的磚塊會將其移除 並重新從上方掉落一個	✓
磚塊掉出視窗會有新的磚塊從上方落下	✓
磚塊掉出視窗三次後程式會結束 (exit code: 0)	✓

Functionality Comments

The text "GAME OVER" is rendered in a pixelated, red font. Each character is composed of a grid of small red squares, giving it a retro, digital appearance. The text is centered within a light gray rectangular background.

超級喜歡這個！！超強勿！

Functionality Comments