

2022 年,我曾参加"常州市青少年创意编程与智能设计大赛",并获得市级二等奖



2023 年, 我曾参加"全国中学生新作文大赛", 并获得省级一等奖



主办单位:中国当代文学研究会 批准文号:教育部教监管厅函〔2022〕13号



【编号 YSTB20233143A157 】

杨子仪 同学:

在第二十届"叶圣陶杯" 全国中学生新作文大赛中, 你的 作品《 飞箭与流石 荣获省级一等奖。

特发此证。

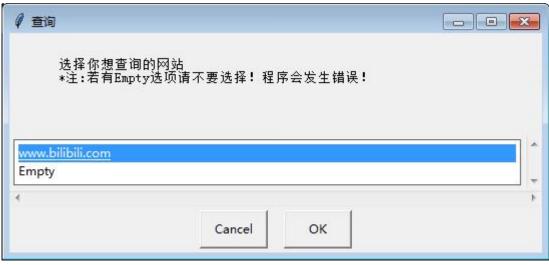






−、使用 Python 编程:<mark>网站密码存储器</mark>

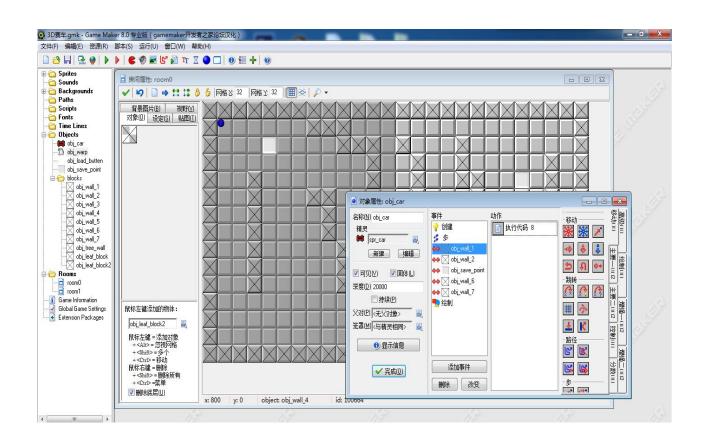




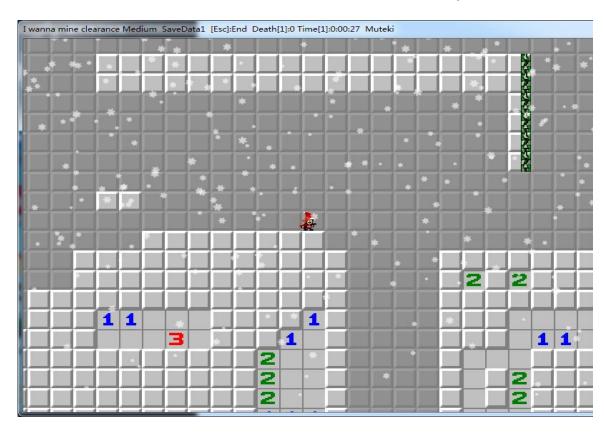
```
def RegisterGUI():#汪册贝自函数
     g<mark>lobal RegisterState,UserChoi</mark>ce
    RegisterState=0
if UserChoice== 注册':
         if Register==1:
g.msgbox("你已经注册过账号了!")
RegisterState=1
             UserChoice=
             StartMenu()
         if Register == 0:
                  UserList=g. multpasswordbox(*设置用户名和密码\n*提示:用户名最多5个字符,密码最多为9个字符,不可少于5个字符', title='往册',
                  UserName=UserList[0]
                  UserPassword=UserList[1]
                  if UserName=="Name":
g.msgbox("你不能使用初始名称!")
                      RegisterGUI()
                  if len(UserName) <= 5 and len(UserPassword) <= 9 and len(UserPassword) >= 5:
    f = open("data", "r+")
                      f. write (str (UserName) +"\n")
                      UserPasswordTrue=str(bin(int(UserPassword)))
f.write(str(UserPasswordTrue)+"\n")#写入用户名和密码的字符串个数
                      f.close()
                     RegisterState=1
StartMenu()
                      g. msgbox("你的用户名或密码格式有问题! \n请重新修改!")
                      UserChoice=
                      Regic<mark>terGUI()</mark>
    return RegisterState
```

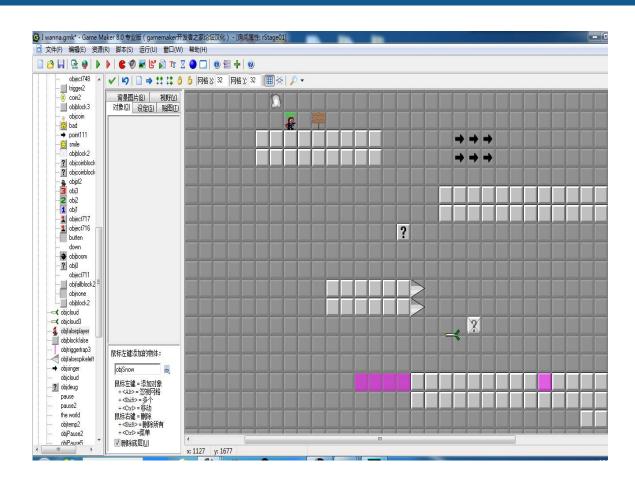
二、使用 GamerMaker 编写小游戏: 3D 赛车





三、Iwanna 同人游戏: I wanna be the minesweeper





四、RPG游戏模版: Undefinity Engine



五、单机卡牌游戏: Space Cruise



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                                                                                                                                                      ● 自己◎ 其他 ◎ 对象
                                                   if ButtenAttack==true
                                                                   draw_set_alpha(BoardAlpha)
                                                                  draw_sprite ext(sprIconAttack,0,ButtenAttackX,ButtenAttackY,1,1,0,c_white,BoardAlpha)
fw_draw_set_font(global.FontCardDefault)
                                                                   draw_set_color(c_yellow)
                                                                   fw draw text(TextX, AttackTextY, "ATTACK")
                                                                  if point_in_rectangle(mouse_x,mouse_y,TextX,ButtenAttackY,BoardWidth-32-6,32) and Select==true and Allowof
                                                                                   draw_set_alpha(0.3)
draw_set_color(c_white)
                                                                                    \texttt{draw\_recTangle} \ (\texttt{TextX}, \texttt{ButtenAttackY}, \texttt{ButtenAttack
                                                                                   draw_set_color(c_gray)
draw_set_alpha(BoardAlpha)
                                                                                   if mouse_x>room_width-128
                                                                                   ATKDetailBoxX=mouse x-128
                                                                                   else
                                                                                  ATKDetailBoxX=mouse_x
if mouse y<32
     95
96
                                                                                   ATKDetailBoxY=0
                                                                                    else if mouse_y>room_height-32
                                                                                   ATKDetailBoxY=room_height-32
                                                                                   ATKDetailBoxY=mouse_y-32
                                                                                   draw_rectangle(ATKDetailBoxX,ATKDetailBoxY,ATKDetailBoxX+128,ATKDetailBoxY+32,false)
```

六、联机卡牌游戏:

