수학의 기초 + 단위변환계산기 다이어트 만보기

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개발목적

화면 디자인 및 컴포넌트

Screen1

수학의 기초

최대 최소값구하기	약수와 배수
소수 구하기	n! 구하기

단위 환산기

만보기
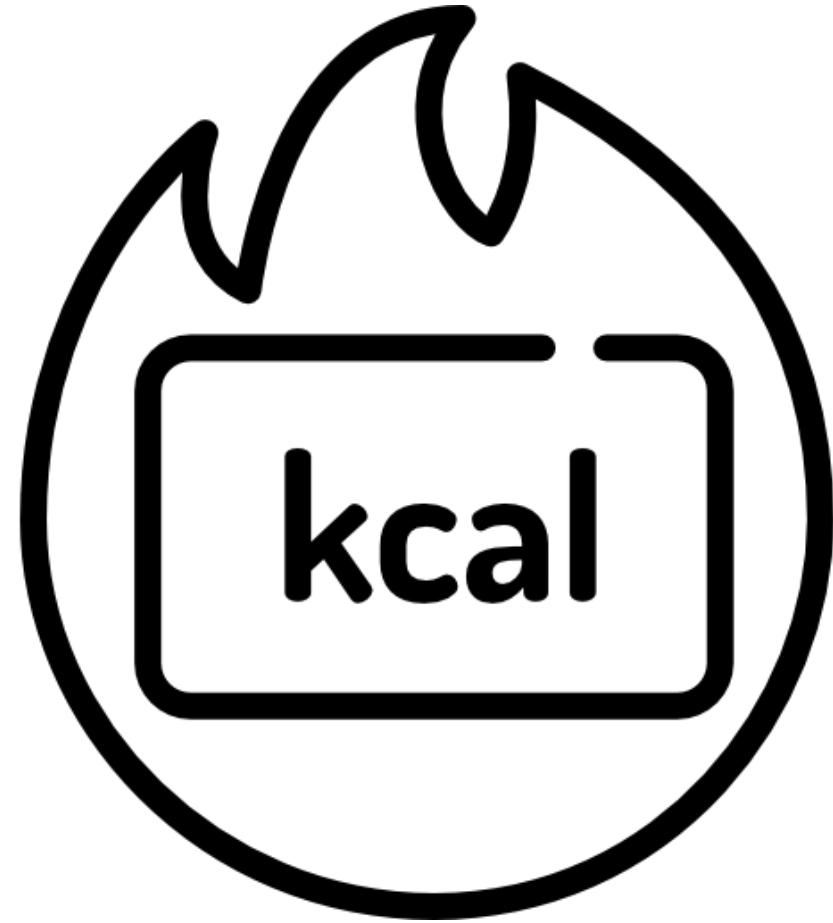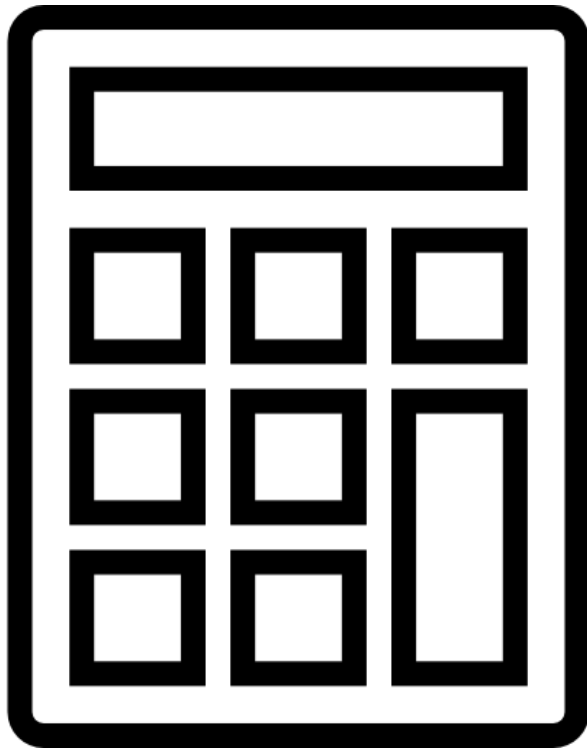
최대 최소값 구하기

값을 입력하세요

입력

최대값구하기

최소값구하기

최대값

최소값

다시하기

뒤로가기

약수와 배수

약수와 배수

값입력

약수의 종류

1부터 30까지의 수중 배수의 갯수

약수구하기

배수구하기

지우기

뒤로가기

소수 구하기

소수구하기

값입력

소수 판정

소수인가요?

다시하기

뒤로가기

팩토리얼의 합계

값입력

n!은...

n! 구하기

1!+2!+3!+4!+5!

5! 까지의 합

지 우 기

뒤로가기

단위 환산기

단위를 선택하세요

값을 입력하세요

결과입니다
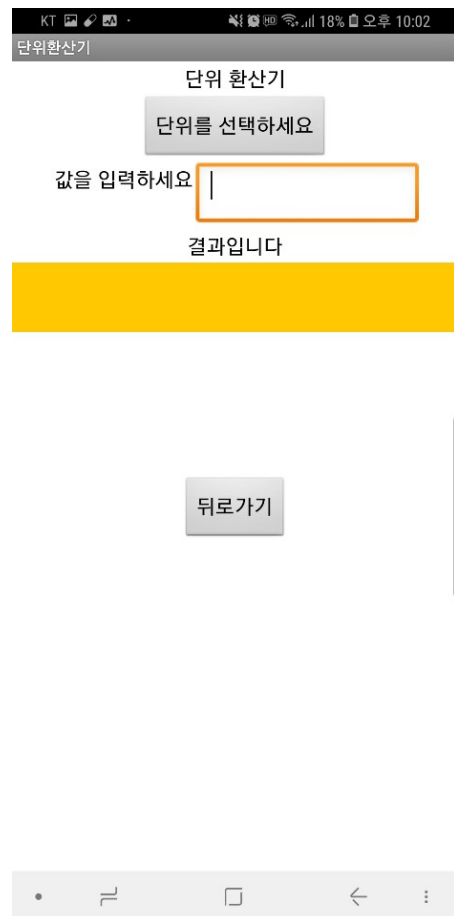
뒤로가기

섭취칼로리 0

소비칼로리 0

남은칼로리 0

걸음수 ---- step

거리 ---- meter

시작

뒤로가기

핵심코드 및 알고리즘

- if와 else if문 사용
- for문 사용
- WalkStep
- List 기능
- Logic 기능

```
when  Button1 ▾ .Click
do    open another screen  screenName  " CC "
```

```
when  Button2 ▾ .Click
do    open another screen  screenName  " Y_B "
```

```
when  Button3 ▾ .Click
do    open another screen  screenName  " Sosu "
```

```
when  Button4 ▾ .Click
do    open another screen  screenName  " nFac "
```

```
when  Button5 ▾ .Click
do    open another screen  screenName  " D_H "
```

```
when  Button6 ▾ .Click
do    open another screen  screenName  " diet "
```

```
when D_H .Initialize
do  set ListPicker1 . Elements to   get global units

initialize global units to   make a list   " 센치 -> 인치 "
                                           " 제곱미터 -> 평 "
                                           " 섭씨 -> 화씨 "

when Button1 .Click
do  open another screen screenName   " Screen1 "

when ListPicker1 .AfterPicking
do  if     ListPicker1 . Selection = " 센치 -> 인치 "
    then   set TextBox2 . Text to   join   TextBox1 . Text × 0.3937
                                           " 인치입니다. "
    else if   ListPicker1 . Selection = " 제곱미터 -> 평 "
    then   set TextBox2 . Text to   join   TextBox1 . Text × 0.3025
                                           " 평입니다. "
    else if   ListPicker1 . Selection = " 섭씨 -> 화씨 "
    then   set TextBox2 . Text to   join   TextBox1 . Text × 33.8
                                           " 화씨입니다. "
    else   set TextBox2 . Text to   " 선택이 잘못 되었습니다. "
```

KT 18% 오후 10:02
단위환산기

단위 환산기

단위를 선택하세요

값을 입력하세요 [   ]

결과입니다

뒤로가기

```
initialize global val1 to 0        initialize global val4 to 0        initialize global max to 0
initialize global val2 to 0        initialize global val5 to 0        initialize global min to 999
initialize global val3 to 0        initialize global cnt to 0

when CC .Initialize                when Button2 .Click
do  set global max to 0            do  open another screen screenName " Screen1 "
    set global min to 999

when Button1 .Click
do  set global cnt to 0
    set global val1 to 0
    set global val2 to 0
    set global val3 to 0
    set global val4 to 0
    set global val5 to 0
    set global max to 0
    set global min to 999
    set max . Text to " "
    set max . Text to " "
    set min . Text to " "

when input .Click
do  set global cnt to  get global cnt + 1
    if   get global cnt ≥ 1  and  get global cnt ≤ 5
    then  if  get global cnt = 1
          then  set global val1 to TextBox1 . Text
                set TextBox1 . Text to " "
          else if  get global cnt = 2
          then  set global val2 to TextBox1 . Text
                set TextBox1 . Text to " "
          else if  get global cnt = 3
          then  set global val3 to TextBox1 . Text
                set TextBox1 . Text to " "
          else if  get global cnt = 4
          then  set global val4 to TextBox1 . Text
                set TextBox1 . Text to " "
          else if  get global cnt = 5
          then  set global val5 to TextBox1 . Text
                set TextBox1 . Text to " "

when max_cal .Click
do  for each number from 1
                    to  5
                    by  1
    do  if  get global val1 > get global max
        then  set global max to get global val1
        else if  get global val2 > get global max
        then  set global max to get global val2
        else if  get global val3 > get global max
        then  set global max to get global val3
        else if  get global val4 > get global max
        then  set global max to get global val4
        else if  get global val5 > get global max
        then  set global max to get global val5
    set max . Text to get global max
```

⚠ 1   ❌ 0
Show Warnings

```
when  min_cal ▾ .Click
do    for each  number  from  1
                        to    5
                        by    1
      do    ⚙ if        get global val1 ▾  < ▾  get global min ▾
            then   set global min ▾ to  get global val1 ▾
            else if     get global val2 ▾  < ▾  get global min ▾
            then   set global min ▾ to  get global val2 ▾
            else if     get global val3 ▾  < ▾  get global min ▾
            then   set global min ▾ to  get global val3 ▾
            else if     get global val4 ▾  < ▾  get global min ▾
            then   set global min ▾ to  get global val4 ▾
            else if     get global val5 ▾  < ▾  get global min ▾
            then   set global min ▾ to  get global val5 ▾
      set  min ▾ . Text ▾  to  get global min ▾
```

❌ 0
arnings

App Inventor blocks:
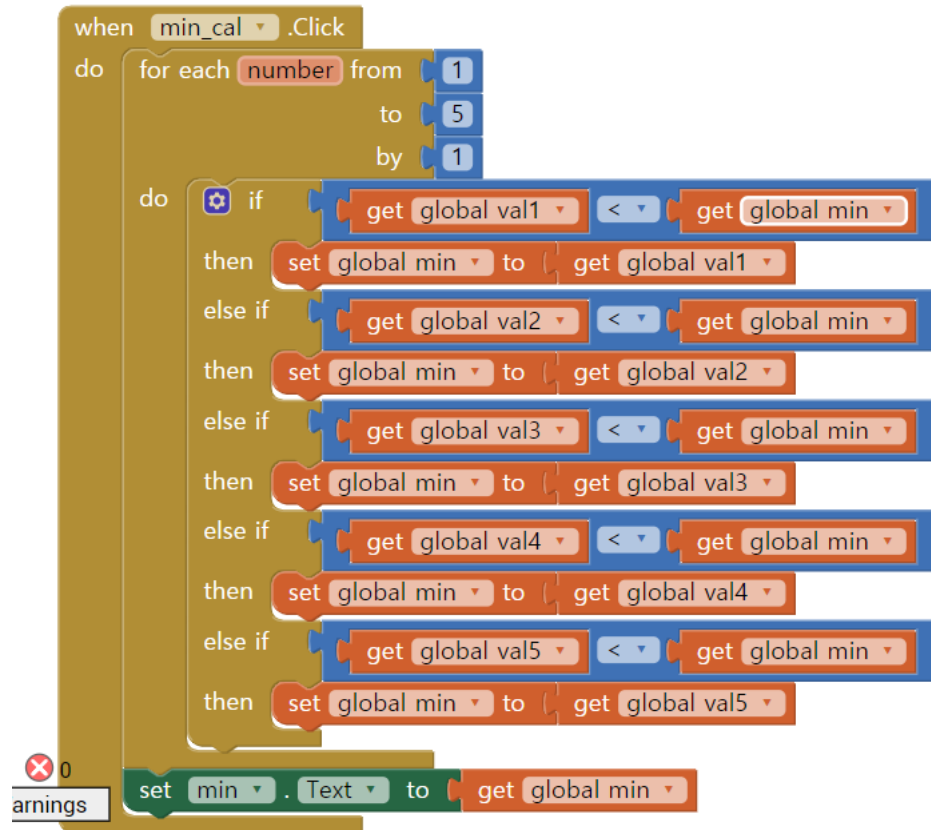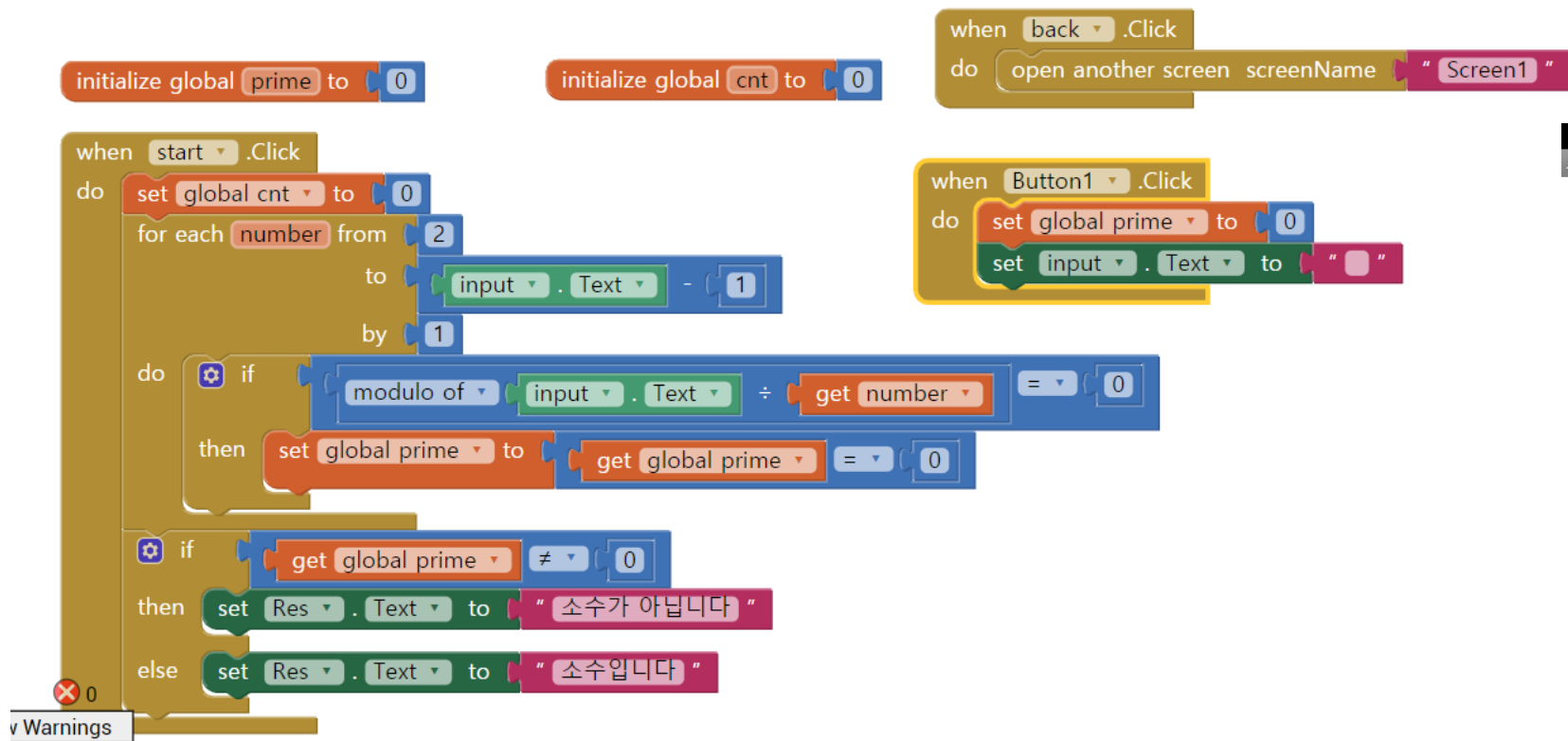
```
initialize global cnt to 0
initialize global cnt2 to 1
initialize global divisor to " "

when back .Click
do open another screen screenName " Screen1 "

when Button1 .Click
do set global cnt to input . Text
   for each number from 1
                    to (get global cnt - 1)
                    by 1
   do set global cnt2 to (get global cnt2 + 1)
      if (remainder of (input . Text ÷ get global cnt2) = 0)
      then set global divisor to join (get global divisor)
                                       " "
                                       (get global cnt2)
   set lbl_div . Text to get global divisor

initialize global imsi to 0

when Button2 .Click
do set global imsi to 0
   set global imsi to (30 / input . Text)
   set lbl_mup . Text to join (get global imsi)
                             " 개 "

when Button3 .Click
do set input . Text to " "
   set lbl_div . Text to " "
   set lbl_mup . Text to " "
   set global cnt to 0
   set global cnt2 to 0
   set global imsi to 0
   set global divisor to " "
```

Phone screen:

약수와 배수

약수와 배수

값입력 [   ]

약수의 종류
[   ]

1부터 30까지의 수중 배수의 갯수
[   ]

약수구하기

배수구하기

지우기

뒤로가기

Blocks:

```
initialize global cal to 0

when Pedometer1 .WalkStep
  walkSteps  distance
do  set global cal to ( get distance × ( 180 / 4000 ) )
    set TextBox2 . Text to get global cal
    set TextBox3 . Text to ( TextBox1 . Text - get global cal )
    set 레이블1 . Text to get walkSteps
    set 레이블2 . Text to get distance

when Button1 .Click
do  call Pedometer1 .Reset
    set global cal to 0
    set TextBox2 . Text to 0
    set TextBox3 . Text to 0
    set 레이블1 . Text to " --- "
    set 레이블2 . Text to " --- "
    call Pedometer1 .Start

when Button2 .Click
do  open another screen screenName " Screen1 "
```

Phone screen:

KT 18% 오후 10:02
diet

섭취칼로리   0
소비칼로리   0
남은칼로리   0

걸음수   ----step
거리   ----meter

시작

뒤로가기

```
initialize global fact to [1]        initialize global total to [0]

when back .Click
do   open another screen screenName  " Screen1 "

when Button1 .Click
do   for each number from [1]
                      to   input . Text
                      by   [1]
         do   set global fact to ( get global fact × get number )
         set res1 . Text to ( get global fact )

when CLS .Click
do   set input . Text to " [ ] "
     set res1 . Text to " [ ] "
     set res2 . Text to " [ ] "

when Button2 .Click
do   set global fact to [1]
     set global total to [0]
     for each number from [1]
                      to   [5]
                      by   [1]
         do   for each number from [1]
                              to   get number
                              by   [1]
                  do   set global fact to ( get global fact × get number )
              set global total to ( get global total + get global fact )
              set global fact to [1]
         set res2 . Text to ( get global total )
```
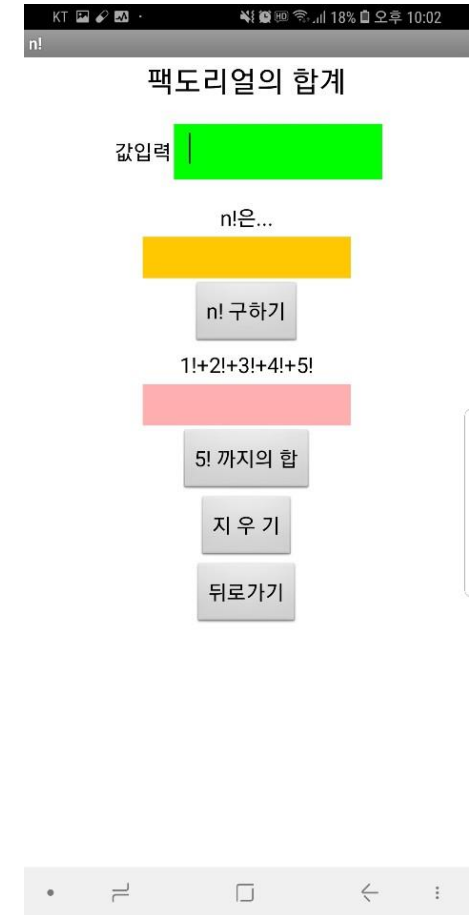
실행영상 유투브 링크

- https://youtu.be/eRK7z1ME2yk