# Google Blockly積木撰寫

WBBIT教育版&BLOCKLYDUINO

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# 自訂積木撰寫課程表

09:00-10:00 自訂積木安裝與架構說明

10:00-11:00 Blockly Developer Tools

11:00-12:00 多國語系製作與常用技巧

13:00-14:00 Webbit教育版自訂積木實作

14:00-15:00 BlocklyDuino自訂積木實作

# Webbit教育版安裝

• 下載網址: Google搜尋 "WebBitSetup.exe"

離線版:https://ota.webduino.io/WebBitInstaller/WebBitSetup.exe

網頁版: https://webbit.webduino.io/blockly/ (無法使用USB連線)

• 驅動程式: http://www.wch.cn/download/CH341SER\_ZIP.html

(離線版安裝已內建驅動程式)

• 更新韌體:離線版接上Webbit後可自動偵測線上更新)

# BlocklyDuino v3 Beta 5

下載網址: https://github.com/MediaTek-Labs/BlocklyDuino-for-LinkIt/releases/tag/3.0.312b

64位元 blocklyduino-3.0.312b-win64-ide.zip

32位元 blocklyduino-3.0.312b-win32-ide.zip

使用指南:https://docs.labs.mediatek.com/linkit-7697-blocklyduino/linkit-7697-blocklyduino-12879411.html

吉哥積木: <a href="https://sites.google.com/jes.mlc.edu.tw/ljj/linkit7697/如何安裝吉哥自製積木">https://sites.google.com/jes.mlc.edu.tw/ljj/linkit7697/如何安裝吉哥自製積木</a>

CSHOP: <a href="https://github.com/iCShopMgr/LinkIt7697\_Bit\_for\_BlocklyDuino">https://github.com/iCShopMgr/LinkIt7697\_Bit\_for\_BlocklyDuino</a>

法蘭斯積木: https://github.com/fustyles/webduino/tree/master/LinkIt7697/FranceFu

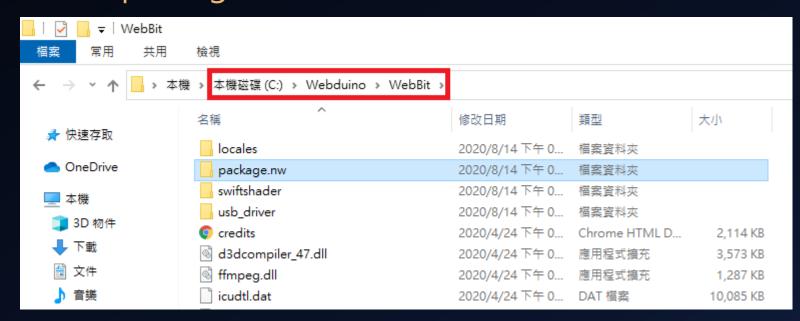
## Webbit教育版新增自訂積木(法一)

• 研習資料: <a href="https://github.com/fustyles/Workshop/2020.8.19\_blockly.zip">https://github.com/fustyles/Workshop/2020.8.19\_blockly.zip</a>

點選 Clone or download 並解壓縮壓縮檔。

• 安裝外掛:解壓縮 2020.8.19\_blockly.zip

目錄內package.nw資料夾覆蓋至C:\Webduino\WebBit\



開啟目錄 C:\Webduino\WebBit\package.nw\blockly\toolbox\以記事本開啟檔案 index.xml 新增「進階 catPlus」程式碼。可將自訂積木設定掛載在此目錄下。

```
<category id="catPin" COLOUR="50">
      <block type="pin_read_digital"></block>
      <block type="pin_read_analog"></block>
      <block type="pin_write_analog">
    <value name="value_">
          <blook type="math_number">
            <field name="NUM">0</field>
          </block>
        </value>
      </block>
      <blook type="pin_write_digital">
        <value name="value ">
          <blook type="math_number">
            <field name="NUM">0</field>
          </block>
        </value>
      </block>
    </category>
  </category>
                                         新增catPlus目錄
  <sep></sep>
  <category id="catPlus" COLOUR="190" index="99"></category>
  <category id="catEduExtension" COLOUR="290" index="99"></category>
</xml>
```

<category id="catPlus" COLOUR="190" index="99"> </category>

## 「以瀏覽器開啟」可利於自訂積木撰寫與除錯,AI影像辨識積木可正常執行。

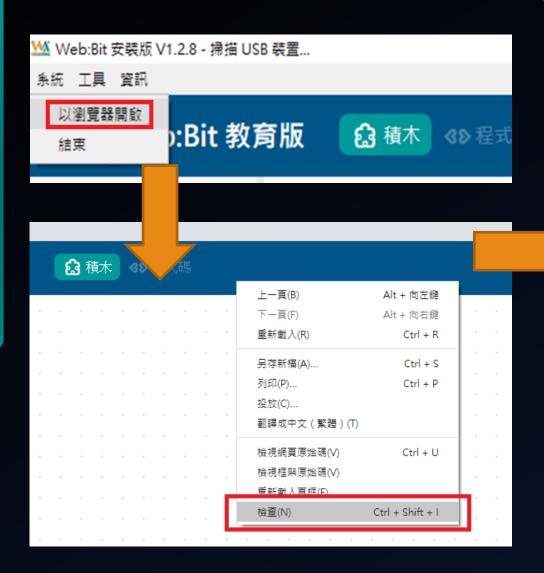


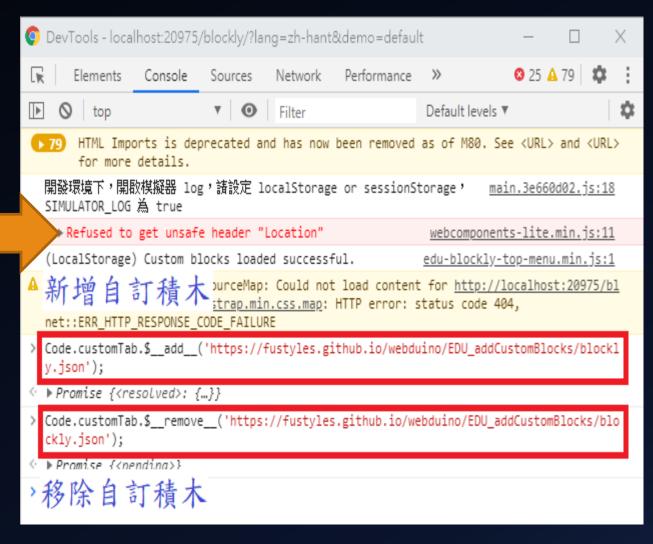


填入自訂積木連結下拉選單點選add,或點選addAll新增所有自訂積木。 https://github.com/fustyles/webduino/blob/master/CustomBlock.txt

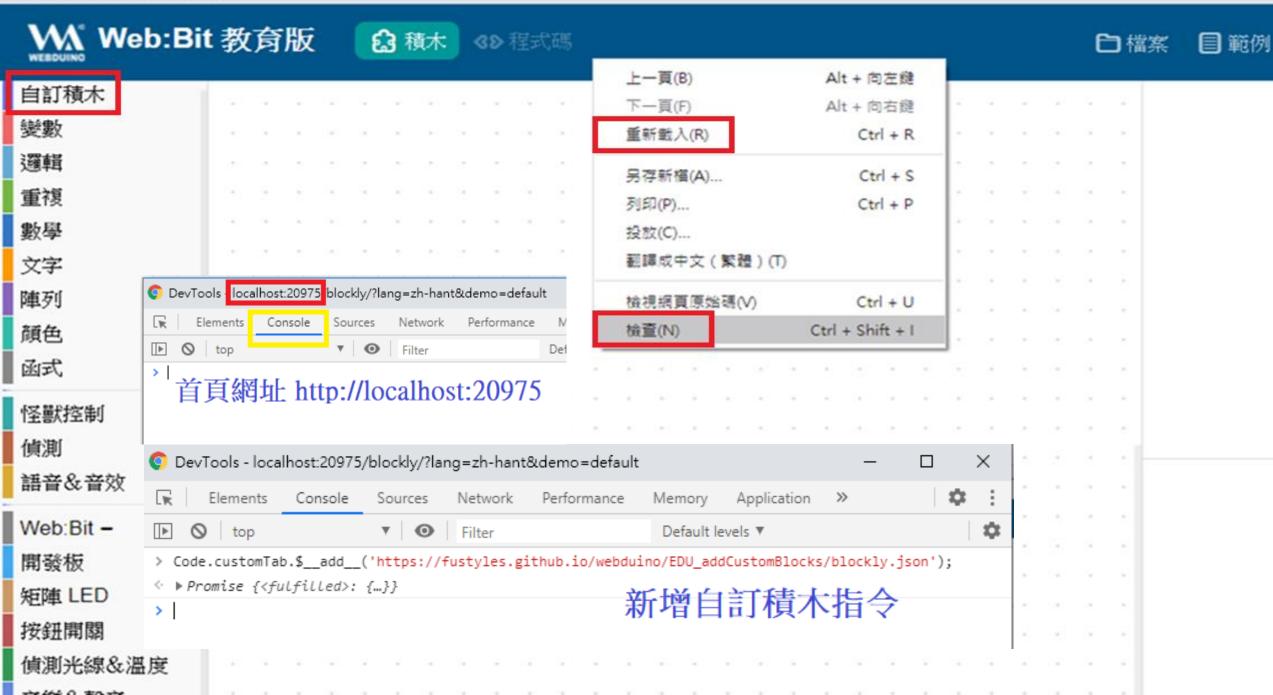


## Webbit教育版新增自訂積木(法二)



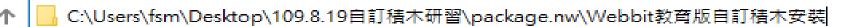


指令参考: https://github.com/fustyles/webduino/blob/master/EDU\_addCustomBlocks/blockly/blocks.js



## Webbit教育版新增自訂積木(法三)





名稱 修改日期 類型 大小 **B** blocks 2020/8/14 下午 02:40 JavaScript 指令檔 15 KB javascript 2020/8/16 下午 05:32 JavaScript 指令檔 4 KB toolbox 2020/8/16 下午 05:32 XML Document 1 KB webbit edu addCustomBlock 2020/8/16 下午 05:33 Windows 批次檔案 1 KB

類型: Windows 批次檔案

大小: 289 個位元組

修改日期: 2020/8/16 下午 05:33

# 點選批次檔執行檔案覆蓋至安裝目錄





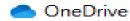








圖 文件



桌面

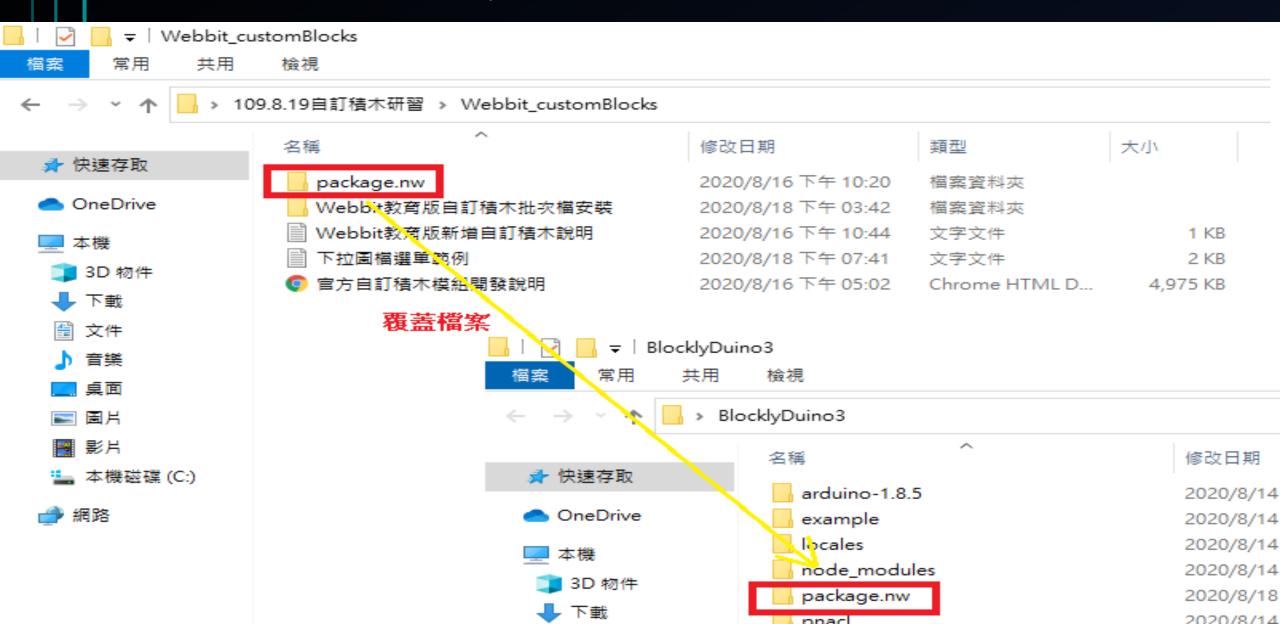


📕 影片

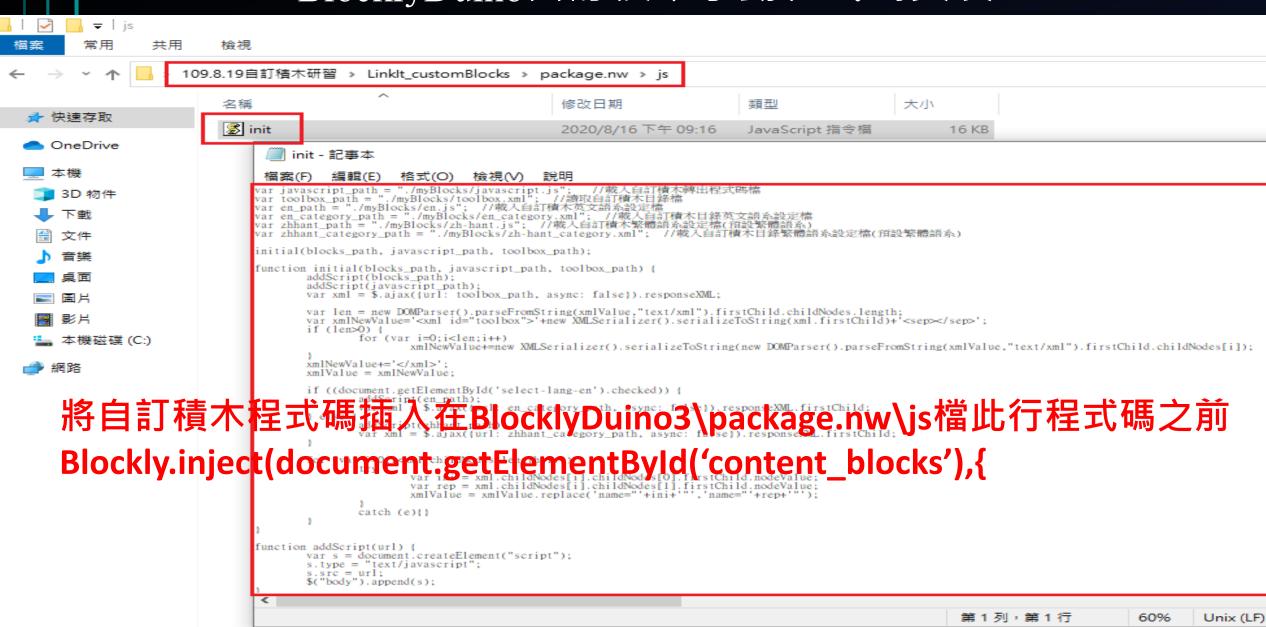
📥 本機磁碟 (C:)

🧀 網路

# BlocklyDuino自訂積木安裝



## BlocklyDuino自訂積木手動程式碼安裝



1個項目

已選取 1 個項目 15.2 KB

# Javascript 程式編輯

免費編輯軟體 Notepad++ 7.8.6

https://www.azofreeware.com/2006/10/notepad-35.html

Javascript 編輯器介紹

https://kknews.cc/zh-tw/code/nanm2ng.html

https://www.temok.com/blog/top-20-javascript-ide-source-code-editors/

JavaScript 教學文件

https://www.w3schools.com/js/

JavaScript Online Editor

https://www.w3schools.com/js/tryit.asp?filename=tryjs\_myfirst



## Google Blockly 學習資源

Blockly | Google Developers

https://developers.google.com/blockly

Blockly討論區

https://groups.google.com/g/blockly

Blockly函式庫

https://developers.google.com/blockly/reference/overview

Blockly原始碼離線包

https://github.com/google/blockly/zipball/master

Webduino官方撰寫積木教學文件

https://www.facebook.com/groups/webduino/permalink/1536223946446669/

## Webduino檔案架構(雲端平台、教育版、Kebbi)

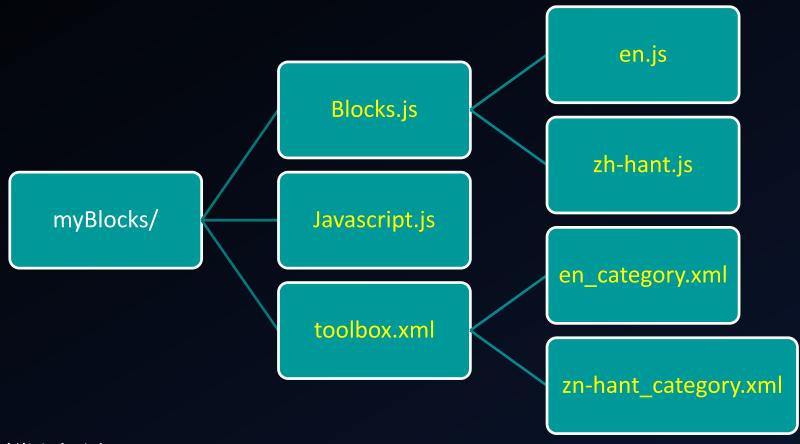


## Webduino自訂積木架構



http://xxx.xxx.xxx/myBlocks/blockly.json

## BlocklyDuino自訂積木架構



自訂積木本機連結(BlocklyDuino)

./myBlocks/blockly.json

## Blockly.json (Webbit) 自訂積木佈署檔

```
自訂積木id列表。執行程式前會檢查是否使用到
"types": ["digitalwrite", "digitalread"],
                                         列表中的積木則載入"dependencies"下的檔案。
"category": "catPlus", —— 自訂積木掛載主目錄id
"scripts": [
 "blockly/blocks.js", —— 自訂積木定義檔 (Blockly Developer Tools產出)
 "blockly/javascript.js" 自訂積木產出原始碼變數檔 (Blockly Developer Tools產出)
"dependencies": [
 "myBlocks.js" 執行程式時載入對應javascript.js產出的函式的自訂js函式庫
"msg": "blockly/msg", 自訂積木目錄名稱語系檔en.js(英文), zh-hans.js(簡中), zh-hant.js(繁中)
"blocksMsg": "blockly/msg/blocks", —— 自訂積木文字語系檔en.js(英文), zh-hans.js(簡中), zh-hant.js(繁中)
"toolbox": "blockly/toolbox.xml" —— 自訂積木目錄配置檔 (Blockly Developer Tools產出)
```

# Blockly Developer Tools (Block Factory)

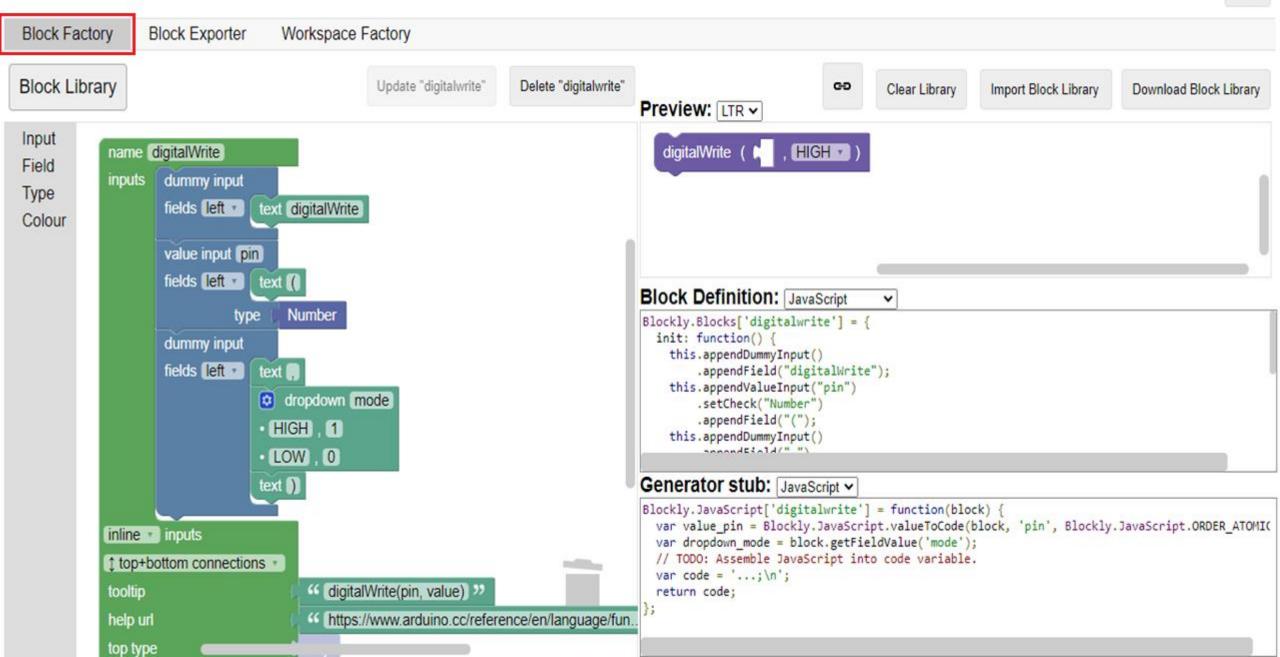
Blockly Developer Tools ( 匯出blocks.js, javascript.js, toolbox.xml ) https://blockly-demo.appspot.com/static/demos/blockfactory/index.html

#### 使用教學

https://developers.google.com/blockly/guides/create-custom-blocks/blockly-developer-tools

#### 教學影片

https://www.youtube.com/watch?time\_continue=705&v=s2\_xaEvcVI0&feature=emb\_logo



Block Factory

Block Exporter

Workspace Factory

First, select blocks from your block library by clicking on them. Then, use the Export Settings form to download starter code for selected blocks.

#### **Block Selector**



#### **Export Settings**

Currently Selected:

digitalwrite, digitalread



Generator Stub(s)

Language: JavaScript ✓

File Name:

javascript

Export

#### **Export Preview**

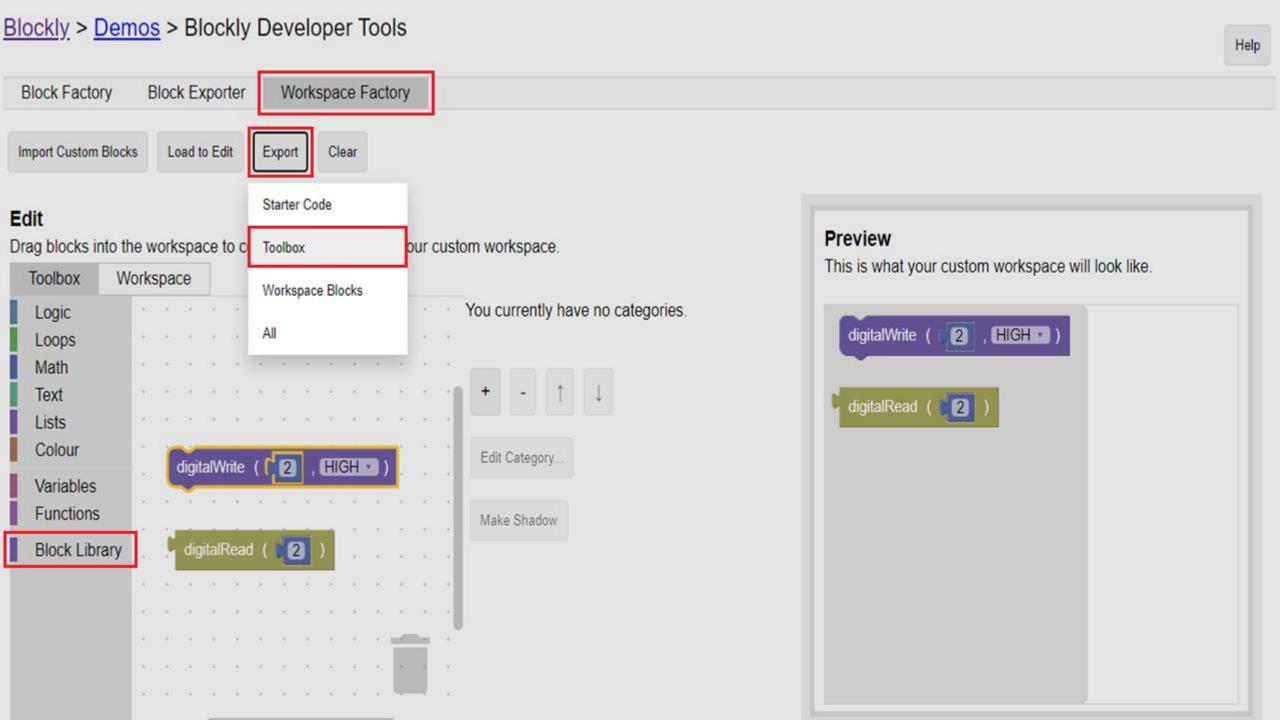
**Block Definitions:** 

```
Blockly.Blocks['digitalwrite'] = {
  init: function() {
    this.appendDummyInput()
        .appendField("digitalWrite");
    this.appendValueInput("pin")
        .setCheck("Number")
        .appendField("(");
    this.appendDummyInput()
        .appendField(",")
        .appendField(new Blockly.FieldDropdown([["HIGH","1"], ["LOW","0"]]), "moc
```

Generator Stubs: 若是BlocklyDuino須將程式碼中"Javascript"全部取代為"Arduino"

```
Blockly.JavaScript['digitalwrite'] = function(block) {
  var value_pin = Blockly.JavaScript.valueToCode(block, 'pin', Blockly.JavaScript
  var dropdown_mode = block.getFieldValue('mode');
  // TODO: Assemble JavaScript into code variable.
  var code = '...;\n';
  return code;
};

Blockly.JavaScript['digitalread'] = function(block) {
  var value_pin = Blockly.JavaScript.valueToCode(block, 'pin', Blockly.JavaScript
```



# myBlocks\blockly\blocks.js (WebBit) myBlocks\blocks.js (BlocklyDuino)

```
Blockly.Blocks['digitalwrite'] = {
                                                             myBlocks\blockly\msg\blocks\en.js
  init: function() {
    this.appendDummyInput() 動態語系文字
                                                             Blockly.Msg.digitalWrite = "Digital Write";
        .appendField(Blockly.Msg.digitalWrite);
                                                             myBlocks\blockly\msg\blocks\zh-hant.js
    this.appendValueInput("pin")
                                                             Blockly.Msg.digitalWrite = "數位輸出";
                                   自訂名稱
        .setCheck("Number")
        .appendField("("); 固定文字
   this.appendDummyInput()數值輸入
.appendField(",") 固定文字
                                                選單文字 值
                                                             選單文字 值
        .appendField(new Blockly.FieldDropdown([["HIGH","1"], ["LOW","0"]]), "mode") 下拉選單
        .appendField(")"); 固定文字
    this.setInputsInline(true); 不換行顯示
   this.setPreviousStatement(true, null);
                                                                             HIGH ▼
                                                            數位輸出( 📜 2
   this.setNextStatement(true, null);
   this.setColour(255); 積木繭色
                                                                  digitalWrite(pin, value)
    this.setTooltip("digitalWrite(pin, value)");---
    this.setHelpUrl("https://www.arduino.cc/reference/en/language/functions/digital-io/digitalwrite/"):
                          HIGH ▼
         數位輸出 (1
};
                                               🔯 digitalWrite() - Arduino Reference
                                                                                                          \times
                    複製
                                                 SIGN IN
                                                                             CHange language
                                                  This page is also available in
                    教學
                                                  2 other languages
                                                                              English
                    小工具
```

## myBlocks\blockly\javascript.js (WebBit)

```
Blockly.JavaScript['digitalwrite'] = function(block) {
  var value_pin = Blockly.JavaScript.valueToCode(block, 'pin', Blockly.JavaScript.ORDER_ATOMIC); 值輸入
  var dropdown_mode = block.getFieldValue('mode'); 下拉選單
                                                               換行
  var code = 'digitalWrite('+value_pin+', '+dropdown_mode+');\n<mark>'</mark>;
                                                                     程式碼變數 (尾端加:\m)
  return code:
                輸出指令
                                          注意是否要加雙引號
                                                                 myBlocks\myBlocks.js
                                          "'+dropdown mode+"
                                                                 function digitalWrite(pin, val) {
                          HIGH •
        數位輸出( 2
                                                                     var url = "http://192.168.1.100/?digitalwrite="+pin+";"+val;
                                                                     console.log(url);
       digitalWrite(2, 1);
                                                                     fetch(url);
Blockly.JavaScript['digitalread'] = function(block) {
  var value_pin = Blockly.JavaScript.valueToCode(block, 'pin', Blockly.JavaScript.ORDER_ATOMIC); 值輸入
  var code = 'digitalRead('+value_pin+')'; 程式碼變數 (尾端不加 ;/m)
  return [code, Blockly.JavaScript.ORDER_NONE]; 輸出值
};'
                                                                  myBlocks\myBlocks.js
                                                                  function digitalRead(pin) {
          數位輸入
                                                                      var url = "http://192.168.1.100/?digitalread="+pin;
                                                                      console.log(url);
        digitalRead(2);
                                                                      return url;
```

# myBlocks\javascript.js (Blocklyduino)

```
Blockly.JavaScript['digitalwrite'] = function(block) {
  var value_pin = Blockly.JavaScript.valueToCode(block, 'pin', Blockly.JavaScript.ORDER_ATOMIC);
  var dropdown_mode = block.getFieldValue('mode');

  var code = 'digitalWrite('+value_pin+', '+dropdown_mode+');\n';
  return code;
};

Arduino函式庫
```

#### 將Blockly Developer Tools 產生的程式碼所有"Javascript"取代為"Arduino"

```
Blockly. Arduino ['digitalwrite'] = function(block) {
  var value_pin = Blockly. Arduino. valueToCode(block, 'pin', Blockly. Arduino. ORDER_ATOMIC);
  var dropdown mode = block.getFieldValue('mode');

  var code = 'digitalWrite('+value_pin+', '+dropdown_mode+');\n';
  return code;
};

Arduino 函式庫
```

## myBlocks\blockly\toolbox.xml (Webbit) 對應id

```
<category id="myBlocks" name="myBlocks"> 丰目録
  <category id="myCategory1" name="myCategory1">
   <blook type="digitalwrite">
     <field name="mode">1</field>
     <value name="pin">
```

```
<blook type="math_number">
        <field name="NUM">2</field>
      </block>
    </r></ra>
  </block>
  <blook type="digitalread">
    <value name="pin">
      <blook type="math number">
        <field name="NUM">2</field>
      </block>
    </value>
  </block>
</category>
```

```
子日錄1
```

```
MSG.myBlocks = "My Blocks";
MSG.myCategory1 = "Category 1";
MSG.myCategory2 = "Category 2":
```

myBlocks\blockly\msg\en.js

```
<category id="myCategory2" name="myCategory2">
 <blook type="digitalread">
   <value name="pin">
      <blook type="math number">
        <field name="NUM">2</field>
      </block>
   </value>
 </block>
 <blook type="digitalwrite">
   <field name="mode">1</field>
   <value name="pin">
     <blook type="math number">
        <field name="NUM">2</field>
     </block>
   </value>
 </block>
</category>
```

#### 子月錄2

#### myBlocks\blockly\msg\zh-hant.js

```
MSG.myBlocks = "我的積木";
MSG.myCategoryl = "目錄 1";
MSG.myCategory2 = "目錄 2":
```

## myBlocks.js (Webbit)

```
+(function (window, document) {
  'use strict';
 function digitalWrite(ip, pin, val) {
        var url = "http://"+ip+"/?digitalwrite="+pin+";"+val;
        console. log(url);
        fetch(url);
 function digitalRead(pin) {
        var ur = http://192.168.1.100/?digitalread="+pin;
        console.ldg(url);
        return ur1:
 window.digitalWrite = digitalWrite;
 window.digitalRead = digitalRead;
 新增函式要對應新增此行程式碼
}(window, window.document));
```

## myBlocks\toolbox.xml (BlocklyDuino) 對應name

檔案en\_category.xml、zh-hant\_category.xml 內容不可換行排列,請參照範例檔內容。

子月錄1

```
<category id="myBlocks" name="myBlocks"> 丰 🖯 🎎
  <category id="myCategory1" name="myCategory1">
    <blook type="digitalwrite">
      <field name="mode">1</field>
      <value name="pin">
        <block type="math_number">
          <field_name="NUM">2</field>
        </block>
      </r></ra>
    </block>
    <blook type="digitalread">
      <value name="pin">
        <blook type="math_number">
          <field name="NUM">2</field>
        </block>
      </value>
   </block>
  </category>
```

```
<category id="myCategory2" name="myCategory2">
 <block type="digitalread">
   <value name="pin">
     <blook type="math_number">
        <field name="NUM">2</field>
      </block>
    </r></ra>
  </block>
 <blook type="digitalwrite">
   <field name="mode">1</field>
   <value name="pin">
      <blook type="math_number">
        <field_name="NUM">2</field>
     </block>
   </value>
 </block>
</category>
```

#### 子目錄2

```
myBlocks\en category.xml
< xml>
  <category>
    <name>mvBlocks</name>
    <replace>Mv Blocks</replace>
  </category>
  <category>
    <name>mvCategorv1</name>
    <replace>Category l</replace>
  </category>
  <category>
    <name>mvCategorv2</name>
    <replace>Category 2</replace>
  </category>
</xml>
myBlocks\en category.xml
< xml>
  <category>
    <name>myBlocks</name>
    <replace> 我的積木</replace>
  </category>
  <category>
    <name>mvCategorv1</name>
    <replace>目錄 1</replace>
  </category>
  <category>
    <name>myCategory2</name>
    <replace>目錄 2</replace>
  </category>
</xml>
```

## 下拉圖檔選單 (Webbit)

```
//圖檔位置 C:\Webduino\WebBit\package.nw\blockly\media
var monsterList = [
  ['{"src":"media/demo-edu-a1-s.png", "width":"30", "height":"42", "title":"HIGH", "showTitle":"true"}', '1'], ['{"src":"media/demo-edu-a4-s.png", "width":"30", "height":"42", "title":"LOW", "showTitle":"true"}_', '0']
                                                                                                              神奇的空格
Blockly.Blocks['digitalwrite'] = {
  init: function() {
    this.appendDummyInput()
         .appendField(Blockly.Msg.digitalWrite);
    this.appendValueInput("pin")
         .setCheck("Number")
                                                                                          數位輸出(
                                                                                                              HIGH ▼
         .appendField("(");
    this.appendDummyInput()
         .appendField(",")
         .appendField(new Blockly.FieldDropdown(monsterList),
         .appendField(")");
    this.setInputsInline(true);
    this.setPreviousStatement(true, null);
    this.setNextStatement(true, null);
    this.setColour(255);
    this.setTooltip("digitalWrite(pin, value)");
    this.setHelpUrl("https://www.arduino.cc/reference/en/language/functions/digital-io/digitalwrite/");
```

# Javascript.js常用技巧 (Webbit)

xmlHttp取得XML資料與AJAX取得跨網域資料

https://github.com/fustyles/webduino/blob/master/AirQuality\_Taiwan\_20180121/AirQualityTaiwan.js 遊戲元素自訂積木原始碼解說

https://github.com/fustyles/webduino/blob/master/GameElements\_20190131/blockly/javascript.js 新增遊戲元素積木指令

https://github.com/fustyles/webduino/blob/master/EDU\_addCustomBlocks/blockly/blocks.js



## Javascript.js實用技巧 (BlocklyDuino)

```
置於程式碼最上方
Blockly.Arduino.definitions_['自訂名稱'] = '#include <函式庫名稱.h>';
取得目前Setup(){}區塊內程式碼
var statements setup = Blockly.Arduino.statementToCode(block, 'setup');
取得目前loop(){} 區塊內程式碼
var statements loop = Blockly.Arduino.statementToCode(block, 'loop');
取得某statements input區塊內程式碼
var statements custom = Blockly.Arduino.statementToCode(block, 'NAME值');
插入程式碼置於Setup(){}區塊內最前方
Blockly.Arduino.setups_.manual_add = "pinMode(2, OUTPUT);\n" + statements_setup;
```

Blockly.Arduino.setups\_.manual\_add = statements\_setup + "pinMode(2, OUTPUT);\n";

插入程式碼置於Setup(){}區塊內最後方

## 新增函式庫置放目錄(BlocklyDuino)



## 自訂積木路徑設定 (BlocklyDuino)

開啟package.nw\js\init.js將本機路徑修改成遠端路徑

### 本機路徑

```
var blocks_path = "./myBlocks/blocks.js";
var javascript_path = "./myBlocks/javascript.js";
var toolbox_path = "./myBlocks/toolbox.xml";
var en_path = "./myBlocks/en.js";
var en_category_path = "./myBlocks/en_category.xml";
var zhhant_path = "./myBlocks/zh-hant.js";
var zhhant_category_path = "./myBlocks/zh-hant_category.xml";
```

## 遠端路徑

```
var blocks_path = "https://xxx.xxx.xxx.xxx/myBlocks/blocks.js";
var javascript_path = "https://xxx.xxx.xxx.xxx/myBlocks/javascript.js";
var toolbox_path = "https://xxx.xxx.xxx.xxx/myBlocks/toolbox.xml";
var en_path = "https://xxx.xxx.xxx/myBlocks/en.js";
var en_category_path = "https://xxx.xxx.xxx.xxx/myBlocks/en_category.xml";
var zhhant_path = "https://xxx.xxx.xxx/myBlocks/zh-hant.js";
var zhhant_category_path = "https://xxx.xxx.xxx/myBlocks/zh-hant_category.xml";
```

## 新增數個自訂積木 (BlocklyDuino)

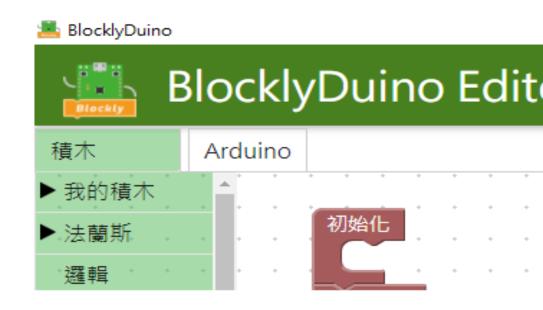
#### 法蘭斯自訂積木

```
var blocks_path = "https://fustyles.github.io/webduino/LinkIt7697/FranceFu/blocks.js";
var javascript_path = "https://fustyles.github.io/webduino/LinkIt7697/FranceFu/javascript.js";
var toolbox_path = "https://fustyles.github.io/webduino/LinkIt7697/FranceFu/toolbox.xml";
var en_path = "https://fustyles.github.io/webduino/LinkIt7697/FranceFu/en.js";
var en_category_path = "https://fustyles.github.io/webduino/LinkIt7697/FranceFu/en_category.xml";
var zhhant_path = "https://fustyles.github.io/webduino/LinkIt7697/FranceFu/zh-hant.js";
var zhhant_category_path = "https://fustyles.github.io/webduino/LinkIt7697/FranceFu/zh-hant_category.xml";
initial(blocks_path, javascript_path, toolbox_path);
```

#### 可重複新增此區塊程式碼設定自訂積木路徑載入多個自訂積木

#### 我的自訂積木

```
var blocks_path = "./myBlocks/blocks.js";
var javascript_path = "./myBlocks/javascript.js";
var toolbox_path = "./myBlocks/toolbox.xml";
var en_path = "./myBlocks/en.js";
var en_category_path = "./myBlocks/en_category.xml";
var zhhant_path = "./myBlocks/zh-hant.js";
var zhhant_category_path = "./myBlocks/zh-hant_category.xml";
initial(blocks_path, javascript_path, toolbox_path);
```



## 進階控制技巧

https://blockly-demo.appspot.com/static/tests/playground.html?dir=ltr&toolbox=test-blocks

## 法蘭斯自訂積木

法蘭斯點矩陣

https://fustyles.github.io/webduino/EDU\_bit\_MatrixLed\_20190827/blockly.json

#### 遊戲元素

https://fustyles.github.io/webduino/GameElements\_20190131/blockly.json

Javascript 指令擴充

https://fustyles.github.io/webduino/Instruction\_20181213/blockly.json

#### 朗讀語言擴充

https://fustyles.github.io/webduino/EDU\_speak\_setting/blockly.json

監看程式碼 (首頁開啟開發人員工具 http://localhost:20975/blockly/)

https://fustyles.github.io/webduino/ShowCode\_20181216/blockly.json

## 姿態辨識 (tfjs posenet)

https://fustyles.github.io/webduino/posenet\_20190822/blockly.json

### 物件辨識(tfjs mobilenet)

https://fustyles.github.io/webduino/mobilenet\_20190821/blockly.json

#### 物件辨識(tfjs coco-ssd)

https://fustyles.github.io/webduino/coco-ssd\_20190821/blockly.json

## 臉部偵測 (tfjs face-api.js)

https://fustyles.github.io/webduino/faceapi\_20200124/blockly.json

### 臉部辨識 (tfjs face-api.js)

https://fustyles.github.io/webduino/faceapi\_20200402/blockly.json

#### 深度學習 (tfjs KNN-Classifier)

https://fustyles.github.io/webduino/knn-classifier\_20190608/blockly.json

#### 語音辨識

https://fustyles.github.io/webduino/SpeechRecognition\_20191225/blockly.json

## 圖像分割 (tfjs deeplab)

https://fustyles.github.io/webduino/deeplab\_20200125/blockly.json

## 身體偵測 (tfjs bodypix2)

https://fustyles.github.io/webduino/bodypix2\_20200125/blockly.json

## 身體偵測 (tfjs bodypix1)

https://fustyles.github.io/webduino/bodypix1\_20200125/blockly.json

#### 人臉偵測 (Tracking.js)

https://fustyles.github.io/webduino/Tracking\_20190917/blockly.json

### 顏色偵測 (Tracking.js)

https://fustyles.github.io/webduino/Tracking\_20200625/blockly.json

### 手勢偵測 (tfjs handpose)

https://fustyles.github.io/webduino/handpose\_20200614/blockly.json

### 臉部網格偵測 (tfjs facemesh)

https://fustyles.github.io/webduino/Facemesh\_20200626/blockly.json

#### 臉部偵測 (tfjs brazeface)

https://fustyles.github.io/webduino/Blazeface\_20200627/blockly.json

#### 機械學習 (tfjs Machine Learning)

https://fustyles.github.io/webduino/teachablemachine\_20200729/blockly.json

#### 文字偵測 (tesseract.js)

https://fustyles.github.io/webduino/tesseract.js\_20200615/blockly.json

#### Line Bot

https://fustyles.github.io/webduino/LineBot\_20181027/blockly.json

#### Telegram Bot

https://fustyles.github.io/webduino/Telegram\_20200809/blockly.json

物件辨識(Microsoft Azure Custom Vision) https://fustyles.github.io/webduino/Azure\_Classifylmage\_20190901/blockly.json

物件辨識(Microsoft Azure Custom Vision + TFJS) https://fustyles.github.io/webduino/Azure\_customvision-tfjs\_20200128/blockly.json

臉部辨識(Microsoft Azure Face API – Face Detect) https://fustyles.github.io/webduino/Azure\_FaceDetection\_20190901/blockly.json

尋找相似臉(Microsoft Azure Face API - Find Similar Face) https://fustyles.github.io/webduino/Azure\_FaceFindSimilar\_20191117/blockly.json

驗證同一人(Microsoft Azure Face API API – Verify Face To Face) <a href="https://fustyles.github.io/webduino/Azure\_FaceToFaceVerify\_20191118/blockly.json">https://fustyles.github.io/webduino/Azure\_FaceToFaceVerify\_20191118/blockly.json</a>

#### ESP32-CAM (雲端平台網址須由https改成http)

https://fustyles.github.io/webduino/ESP32-CAM\_20191201/blockly.json

[韌體]

https://github.com/fustyles/Arduino/tree/master/ESP32-CAM\_MyBlockly\_JSON

#### WebBit (雲端平台網址須由https改成http)

https://fustyles.github.io/webduino/WebBit\_20190225/blockly.json

[韌體]

https://github.com/fustyles/Arduino/blob/master/WebBit\_ESP32\_MyBlockly\_JSON.ino

#### WiFiBoard (ESP32 \ LinkIt7697)

https://fustyles.github.io/webduino/ESP8266\_20190128/blockly.json

[ESP32韌體]

https://github.com/fustyles/Arduino/blob/master/ESP32\_MyBlockly\_JSON.ino

[LinkIt7697韌體]

https://github.com/fustyles/Arduino/blob/master/LinkIt7697\_MyBlockly\_JSON.ino

## 自訂積木範例 https://github.com/fustyles/webduino

雲端平台搜尋「自訂積木」

