# Google Blockly積木撰寫

WBBIT教育版&BLOCKLYDUINO

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# 自訂積木撰寫課程表

08:30-10:00 自訂積木安裝與架構說明

10:00-11:30 Blockly Developer Tools

11:30-12:00 多國語系製作

13:00-13:30 javascript.js常用技巧

13:30-15:30 自訂積木實作

# 研習講義與檔案下載

#### PDF簡報檔

https://github.com/fustyles/Workshop/blob/master/Webbit教育版&Blockduino自訂 積木撰寫.pdf

### PPT簡報檔

https://drive.google.com/drive/folders/1Q6I\_saFnBYjrw\_sCDfQ59W6mjEUI\_zd2

### 上課檔案

https://github.com/fustyles/Workshop/blob/master/2020.8.19\_blockly.zip

# 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/

# Javascript 學習資源

免費編輯軟體 Notepad++

https://notepad-plus-plus.org/downloads/

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



# Webduino自訂積木撰寫

# 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)

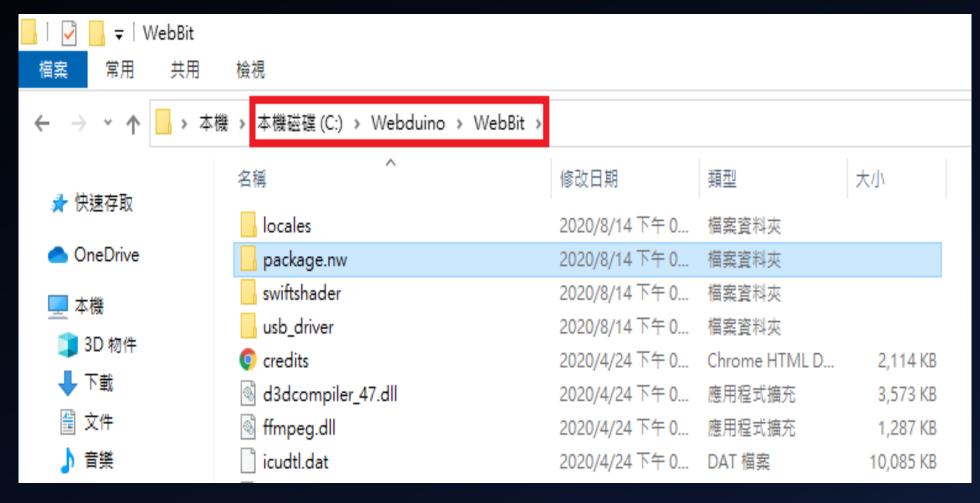
• 驅動程式: http://www.wch.cn/download/CH341SER\_ZIP.html

(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

## Webbit教育版新增自訂積木(法一)

將資料夾Webbit\_customBlocks\package.nw覆蓋至 C:\Webduino\WebBit\ package.nw



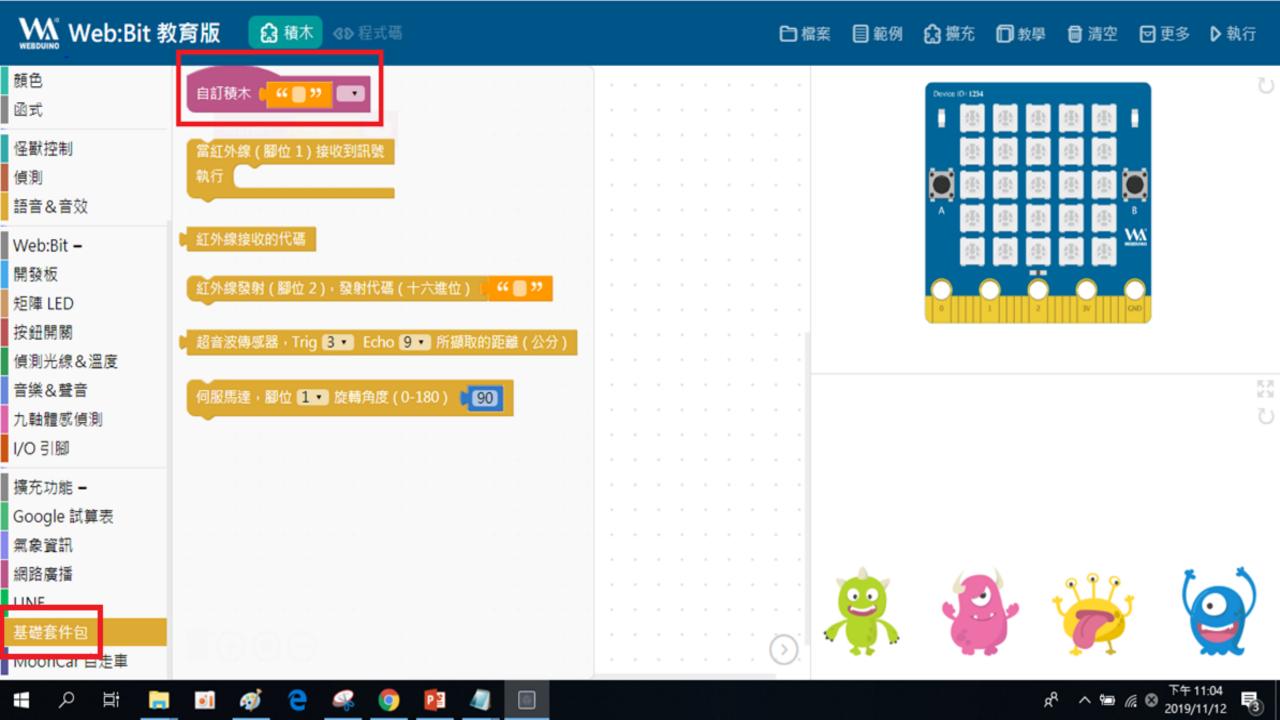
開啟目錄 C:\Webduino\WebBit\package.nw\blockly\toolbox\index.xml 編輯新增「進階 catPlus」程式碼,可將自訂積木設定掛載在此目錄下。

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

```
<category id="catPin" COLOUR="50">
     <blook 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>
```

「以瀏覽器開啟」利於自訂積木撰寫與除錯,且AI影像辨識積木才可正常執行。

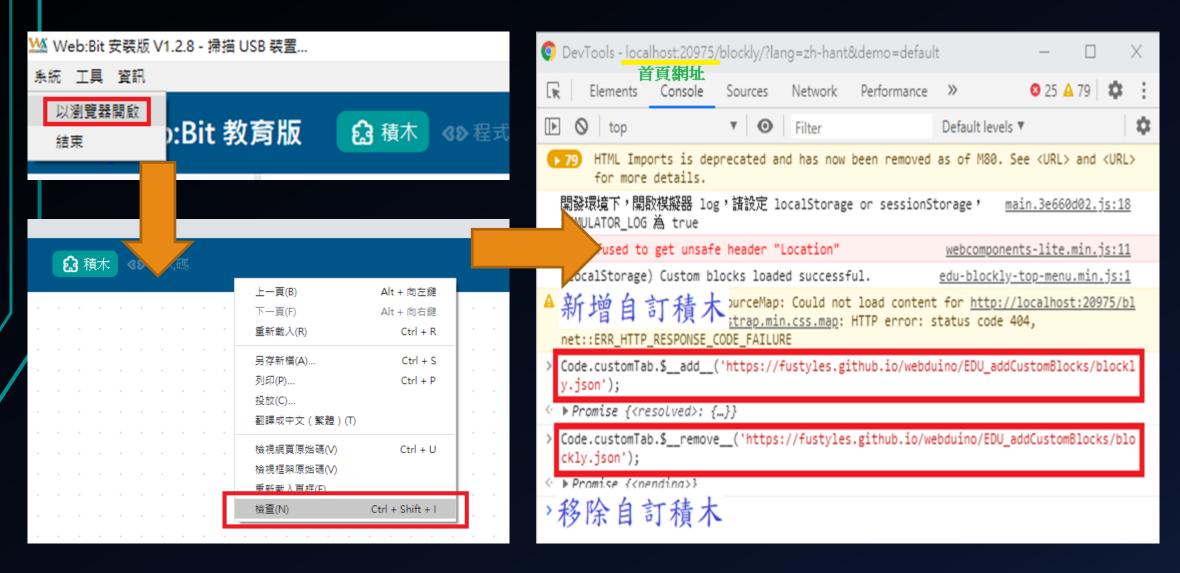




填入自訂積木連結下拉選單點選add,或點選addAll新增所有自訂積木。 https://github.com/fustyles/webduino/blob/master/CustomBlock.txt

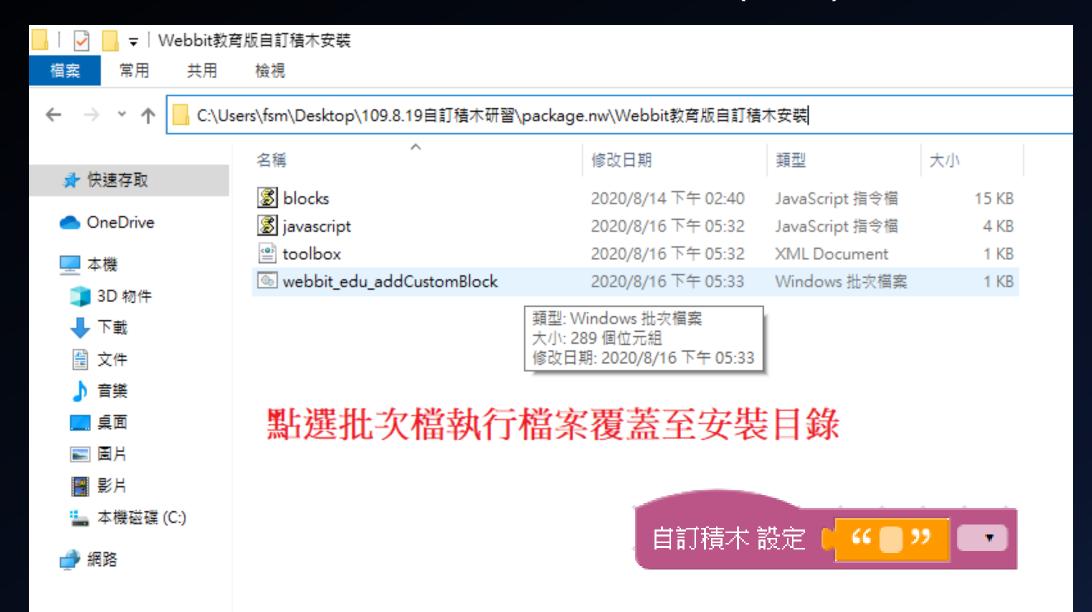


### Webbit教育版新增自訂積木(法二)



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

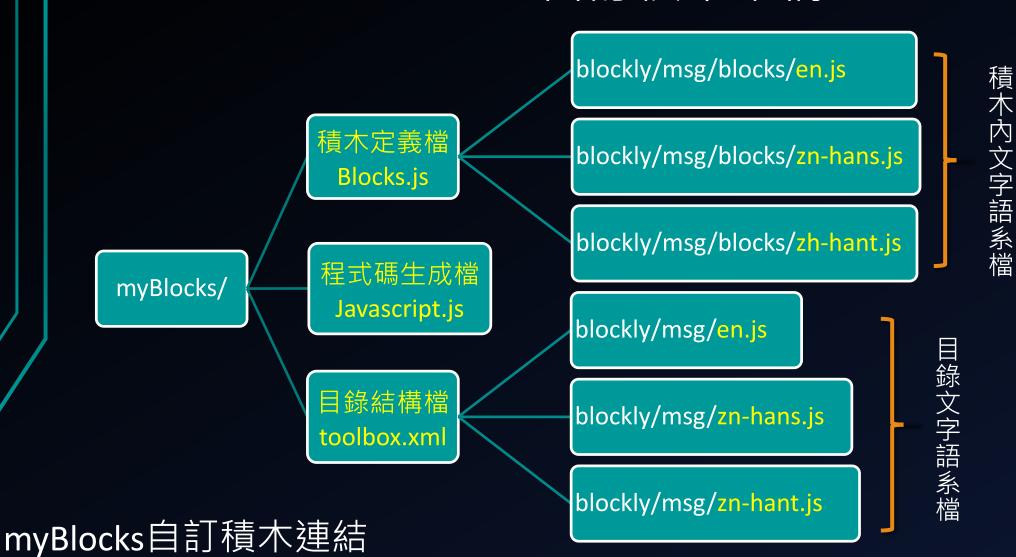
### Webbit教育版新增自訂積木(法三)



# Webduino檔案架構(雲端平台、教育版、Kebbi)



# Webduino自訂積木架構



http://localhost:20975/myBlocks/blockly.json

## 自訂積木佈署檔 Blockly.json (Webbit)

```
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)

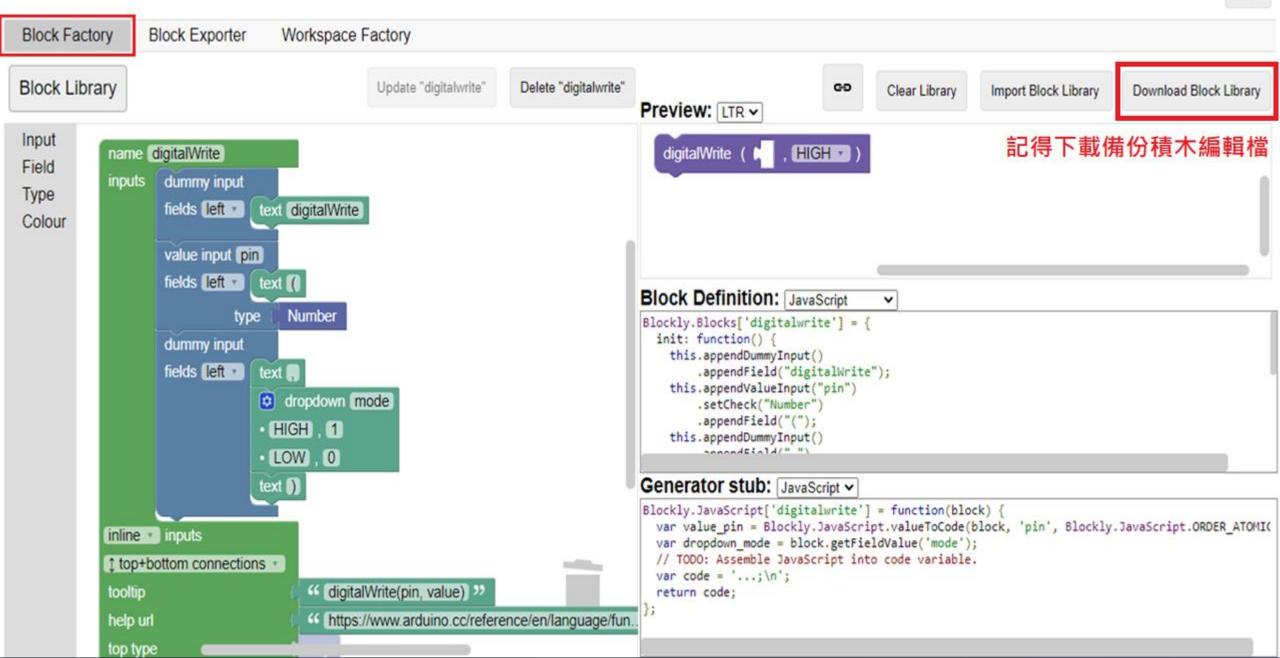
Blockly Developer Tools ( 匯出blocks.js, javascript.js, toolbox.xml ) https://blockly-demo.appspot.com/static/demos/blockfactory/index.html

### 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
```

# 積木定義檔 blocks.js (WebBit)

```
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")
                                  自訂名稱
       .setCheck("Number")
                                                            Blockly.Msg.digitalWrite = "數位輸出";
       .appendField("("); 固定文字
   this.appendDummyInput()數值輸入
       .appendField(",") 固定文字
                                                           選軍文字 值
                                              選軍文字 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);
                                                          數位輸出 ( 2
                                                                          HIGH ▼
指 this.setNextStatement(true, null);
   this.setColour(255); 積木顏色
                                                                  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( 2
                                             🧊 digitalWrite() - Arduino Reference
                                                                                                      ×
                   複製
                                               \Theta
                                                                                        SIGN IN
                                                This page is also available in
                   教學
                                                2 other languages
                                                                            English
                   小工具
    this.setOutput(true, "Number");
                                                  數位輸入
```

# 程式碼產出檔 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
  var code = 'digitalWrite('+value_pin+', '+dropdown_mode+');\n';
                                                                   程式碼變數 (尾端加:\m)
  return code; 輸出指令
                                           一般要加上雙引號
                                                                myBlocks.js 自訂JS函式庫
                                         "'+dropdown_mode+'"
                                                                function digitalWrite(pin, val) {
        數位輸出([2]
                        , HIGH ▼
                                                                    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.js 自訂JS函式庫
};
                                                                function digitalRead(pin) {
         數位輸入(
                                                                    var url = "http://192.168.1.100/?digitalread="+pin;
                                                                    console.log(url);
        digitalRead(2);
                                                                    return url;
```

### 目錄結構檔 toolbox.xml (Webbit) 對應id

```
<category id="myBlocks" name="myBlocks"> 主目録

<category id="myCategory1" name="myCategory1"> 子|
```

```
子目錄1
```

### myBolck\blockly\msg\en.js

```
MSG.myBlocks = "My Blocks";

MSG.myCategory1 = "Category 1";

MSG.myCategory2 = "Category 2";
```

```
<category id="myCategory2" name="myCategory2">
  <block type="digitalread">
    <value name="pin">
      <block 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>
```

#### 子目錄2

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

```
MSG.myBlocks = "我的積木";
MSG.myCategory1 = "目錄 1";
MSG.myCategory2 = "目錄 2";
```

## 自訂JS函式庫 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 ur 1;
 window.digitalWrite = digitalWrite;
 window.digitalRead = digitalRead;
 新增函式要對應新增此行程式碼
}(window, window.document));
```

# 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



# 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/");
```

# BlocklyDuino自訂積木撰寫

# 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

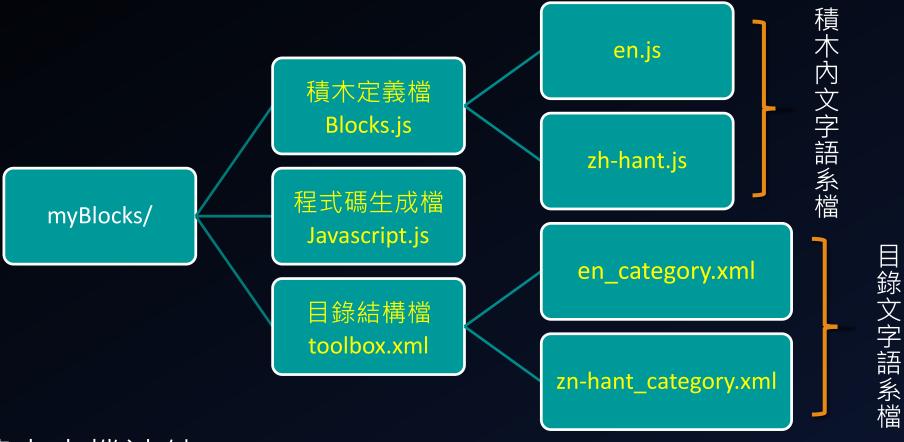
使用指南:https://docs.labs.mediatek.com/linkit-7697-blocklyduino/linkit-7697-blocklyduino-12879411.html

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

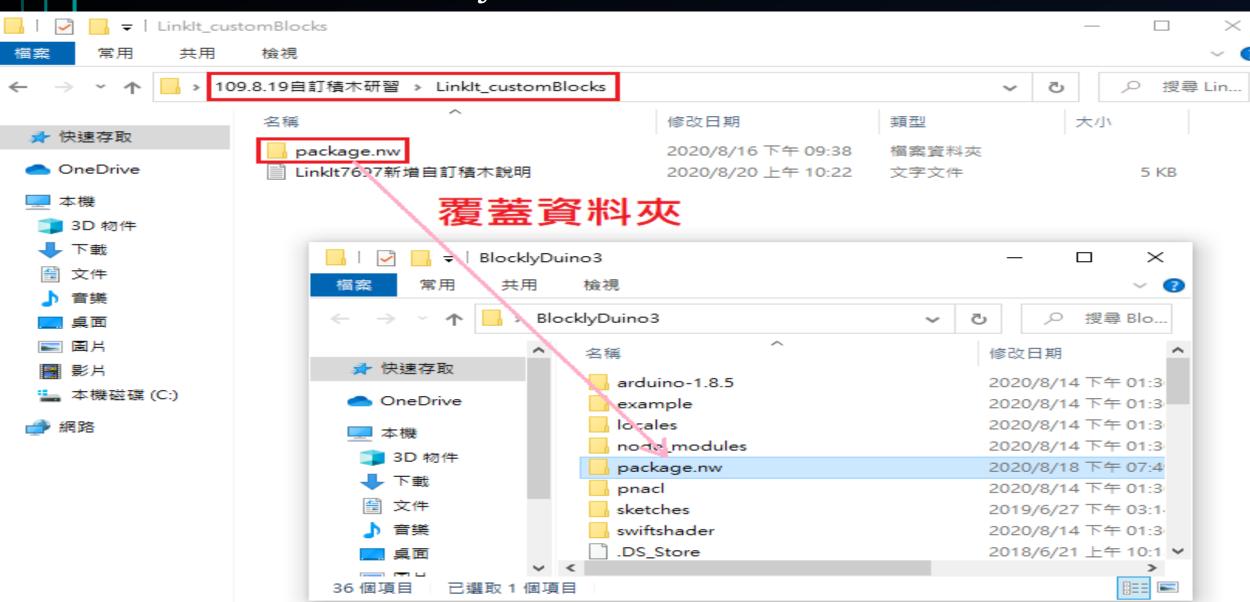
# BlocklyDuino自訂積木架構



自訂積木本機連結

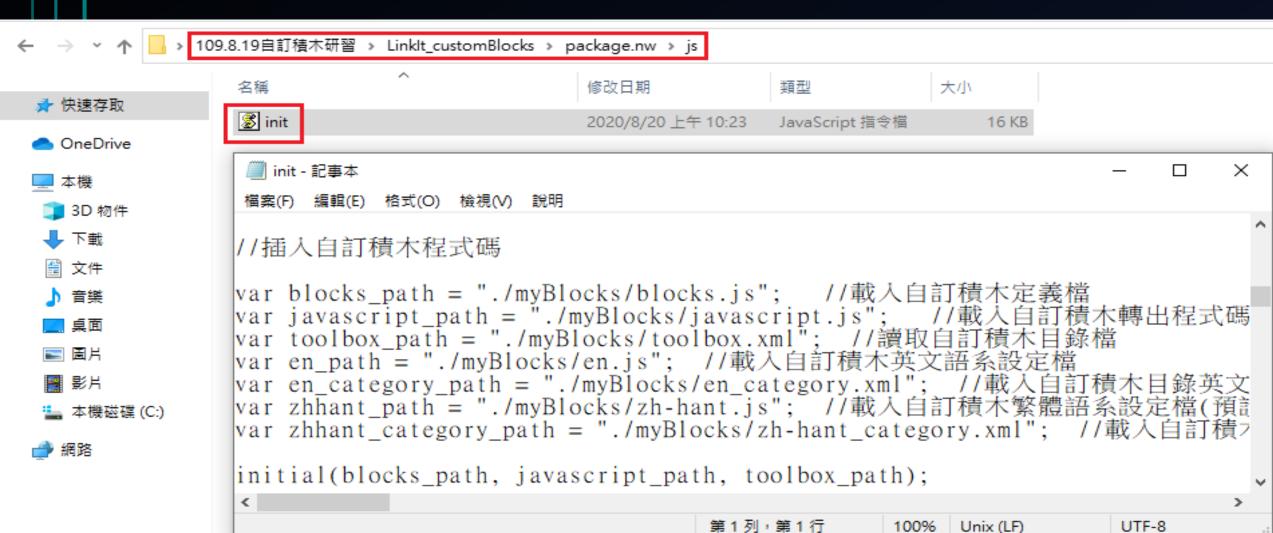
./myBlocks/blockly.json

# BlocklyDuino自訂積木安裝



### BlocklyDuino手動插入新增自訂積木程式碼避免覆蓋其他自訂積木設定

將程式碼區塊複製插入在BlocklyDuino3\package.nw\js\init.js檔此行程式碼之前Blockly.inject(document.getElementById('content\_blocks'),{



# 積木定義檔 blocks.js (Blocklyduino)

```
Blockly.Blocks['digitalwrite'] = {
                                                                    en.js
  init: function() {
    this.appendDummyInput() 動裝語系文字
                                                                    Blockly.Msg.digitalWrite = "Digital Write";
         .appendField(Blockly.Msg.digitalWrite);
                                                                    zh-hant.js
    this.appendValueInput("pin")
                                       自訂名稱
         .setCheck("Number")
                                                                    Blockly.Msg.digitalWrite = "數位輸出";
         .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
                                                                 數位輸出(C2), HIGH T
    this.setPreviousStatement(true, null);
    this.setNextStatement(true, null);
                                                                                    digitalWrite(pin, value)
    this.setColour(255); 積木顏色
    this.setTooltip("digitalWrite(pin, value)");
    this.setHelpUrl("https://www.arduino.cc/reference/en/language/functions/digital-io/digitalwrite/");
};
                                               o digitalWrite() - Arduino Reference
                                                                                                              X
                                                                                                          數位輸出([2]
                     HIGH +
                                                \Theta
                                                                                                   SIGN IN
                  說明
                                                                                Change language
                                                    This page is also available in 2 other
                                                    languages
                                                                                English
                                                                                                 *
     this.setOutput(true, "Number");
```

# 程式碼產出檔 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 國式庫
```

### 目錄結構檔 toolbox.xml (BlocklyDuino) 對應name

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

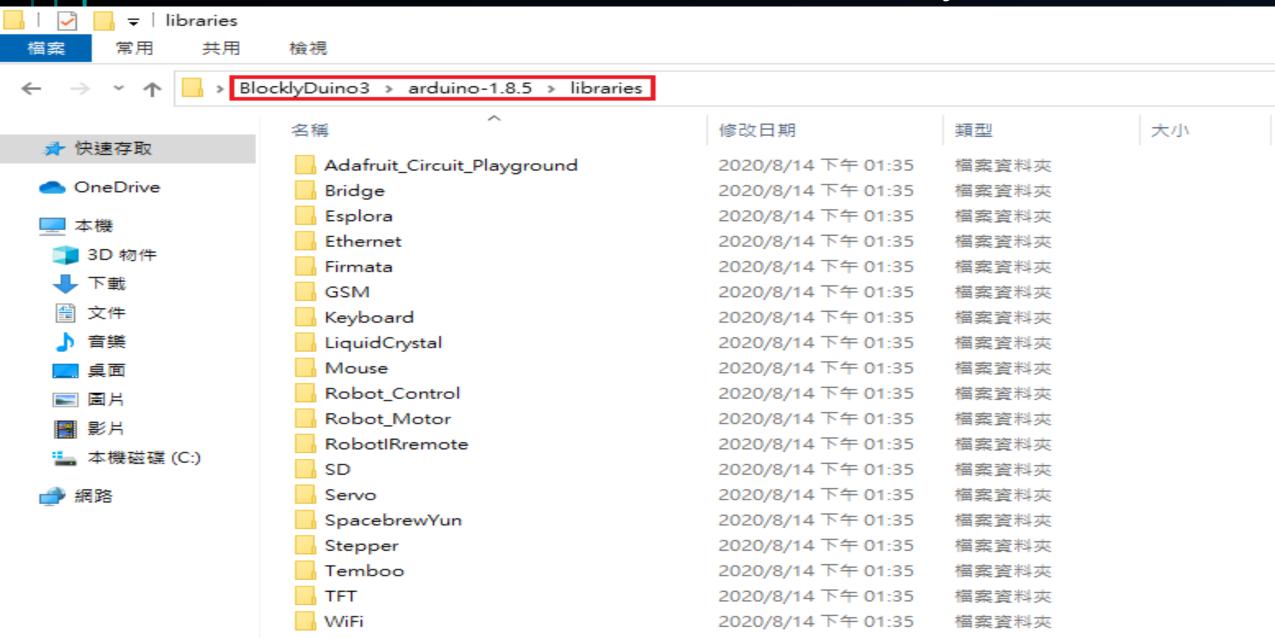
```
<category id="myBlocks" name="myBlocks"> 丰 目 緑
  <category id="myCategory1" name="myCategory1">
                                                  子目錄1
    <blook type="digitalwrite">
      <field name="mode">1</field>
      <value name="pin">
        <block type="math_number">
          <field name="NUM">2</field>
        </block>
      </value>
    </block>
    <blook type="digitalread">
     <value name="pin">
       <block type="math_number">
          <field name="NUM">2</field>
        </block>
      </value>
   </block>
 </category>
```

```
<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>
```

#### 子目錄2

```
en category.xml
< xml>
  <category>
    <name>myBlocks</name>
    <replace>My Blocks</replace>
  </category>
  <category>
    <name>myCategory1</name>
    <replace>Category 1</replace>
  </category>
  <category>
   <name>myCategory2</name>
    <replace>Category 2</replace>
  </category>
</xml>
en_category.xml
< xml>
  <category>
    <name>myBlocks</name>
    <replace> 我的積木</replace>
  </category>
  <category>
    <name>myCategory1</name>
    <replace>目錄 1</replace>
  </category>
  <category>
    <name>myCategory2</name>
    <replace>目錄 2</replace>
  </category>
</xml>
```

# 自訂積木所需新增函式庫置放目錄(BlocklyDuino)



# package.nw\js\Init.js檔編輯新增數個自訂積木 (BlocklyDuino)

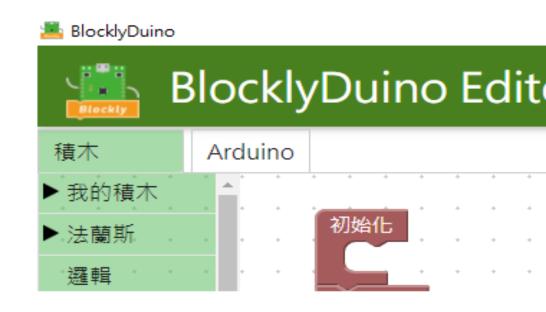
#### 法蘭斯自訂積木

```
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);
```



# 自訂積木路徑設定 (BlocklyDuino)

開啟package.nw\js\init.js編輯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.xxx/myBlocks/zh-hant.js";
var zhhant_category_path = "https://xxx.xxx.xxx/myBlocks/zh-hant_category.xml";
```

# 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;
插入程式碼置於Setup(){}區塊內最後方
Blockly.Arduino.setups\_.manual\_add = statements\_setup + "pinMode(2, OUTPUT);\n";

# 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 (Webduino)

#### 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」

