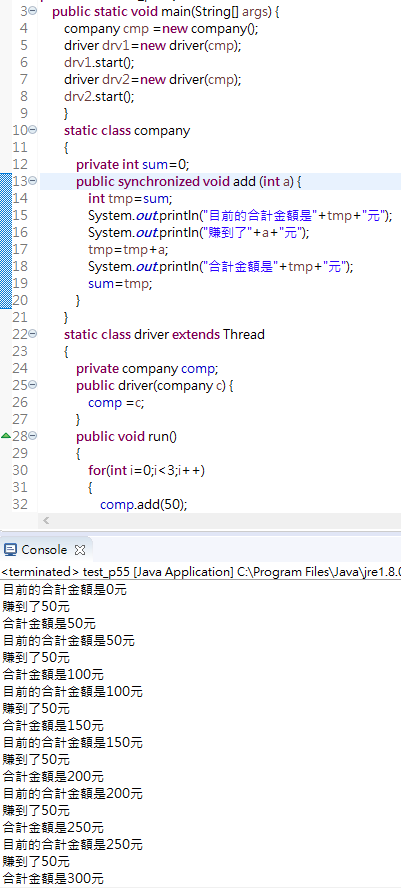
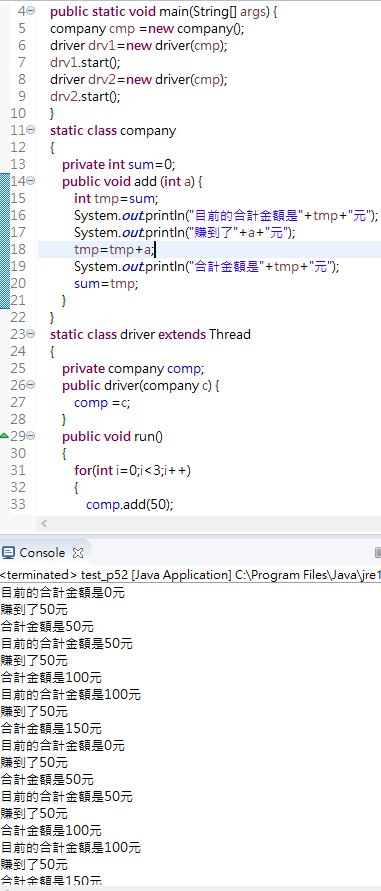
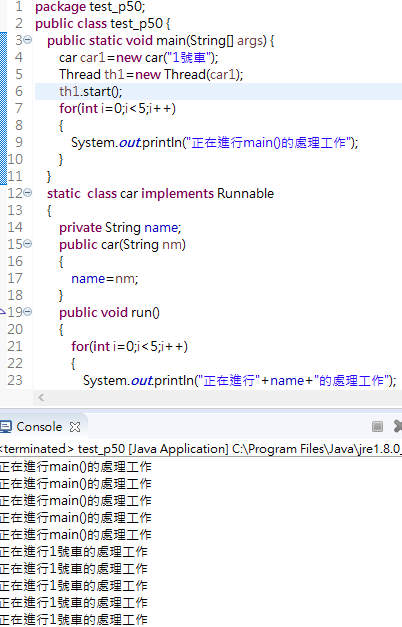
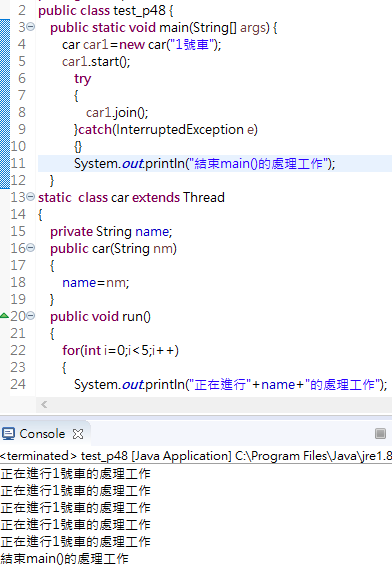
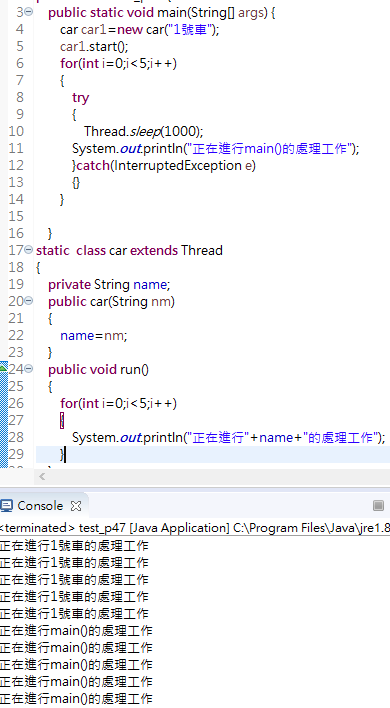
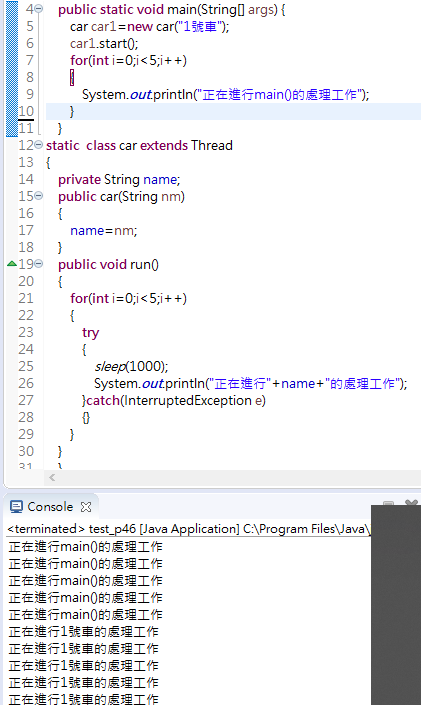
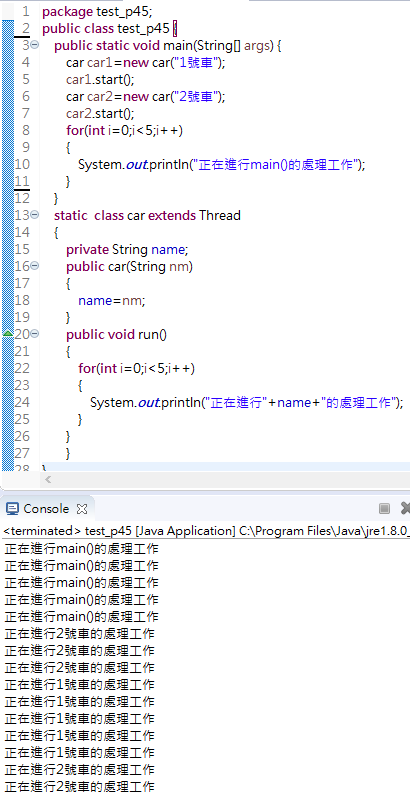
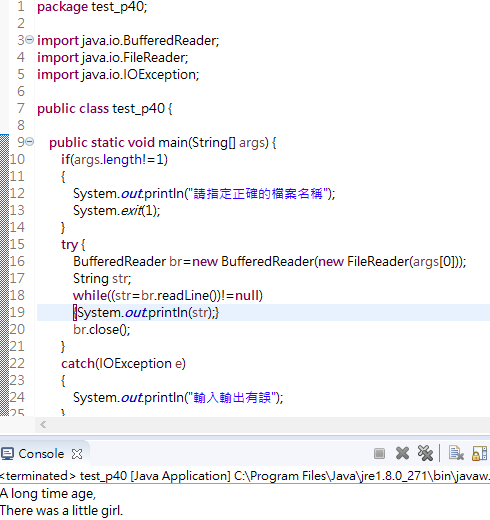
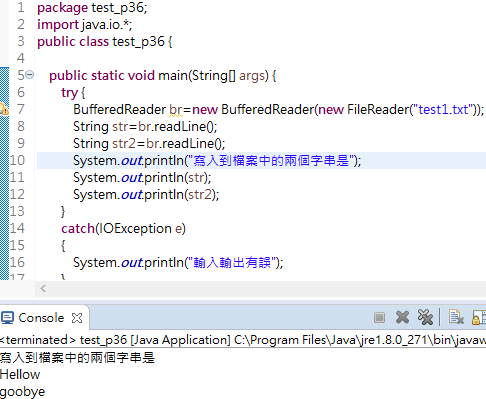
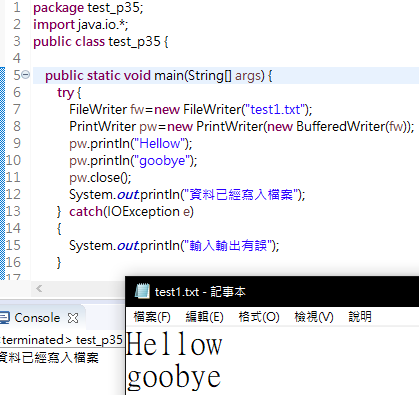
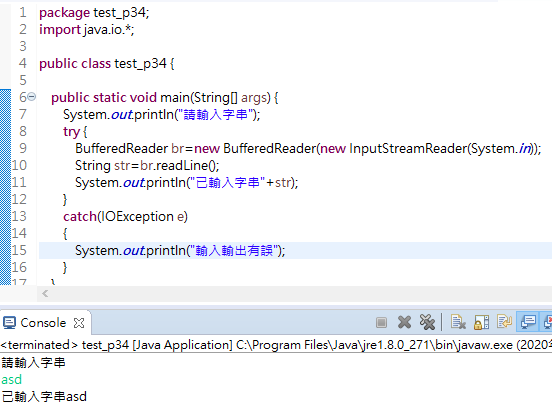
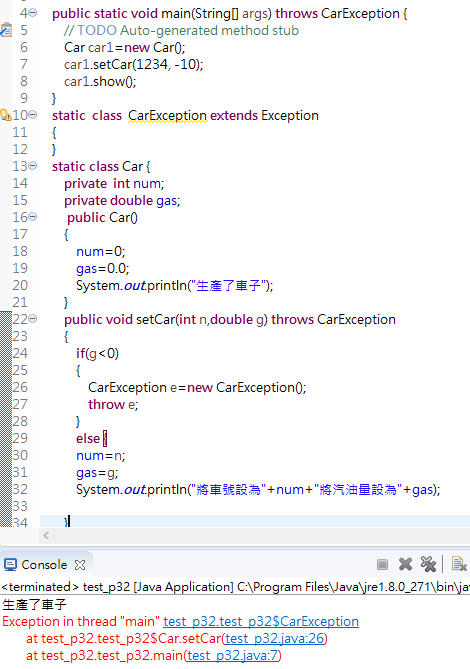
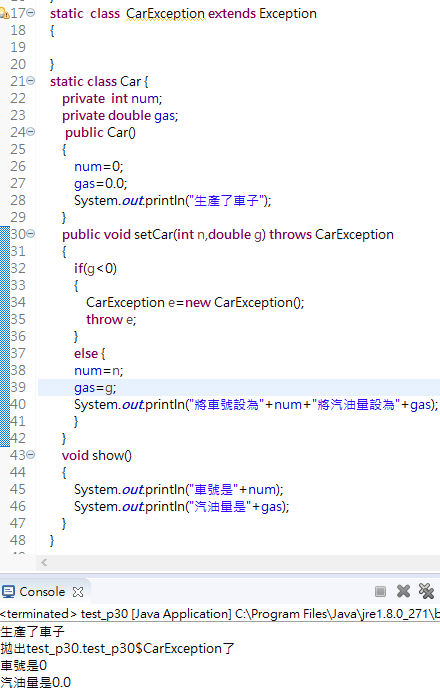
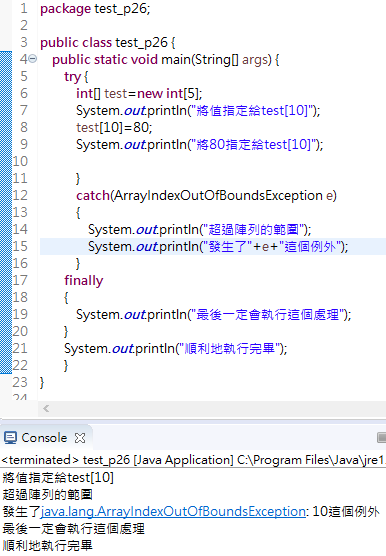
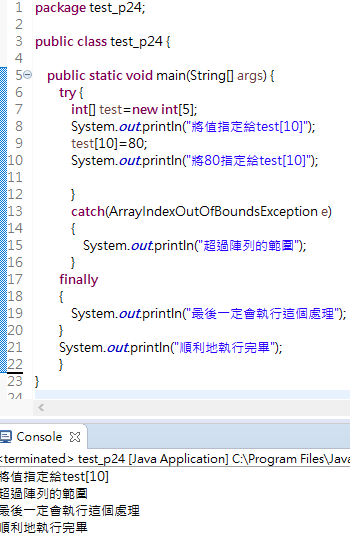
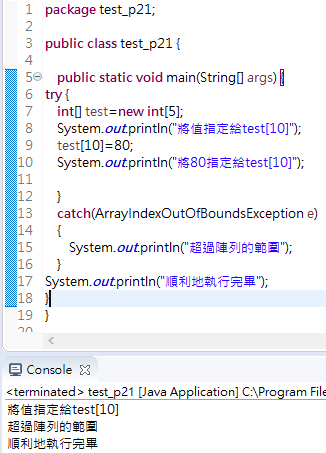
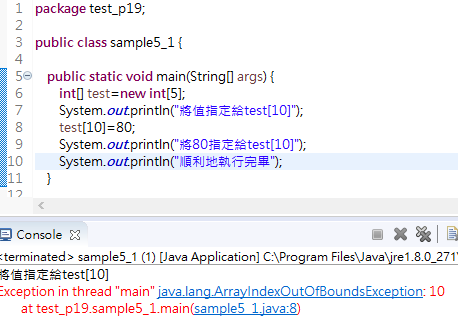
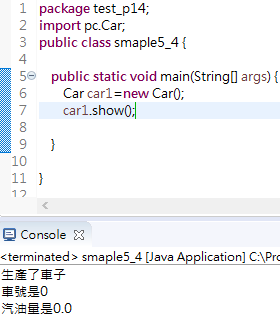
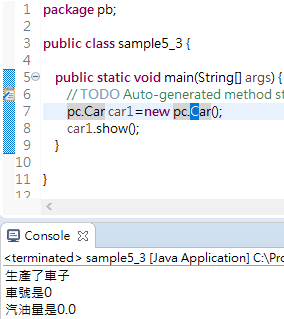
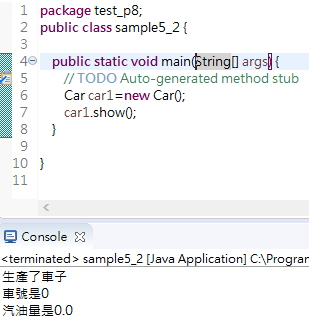
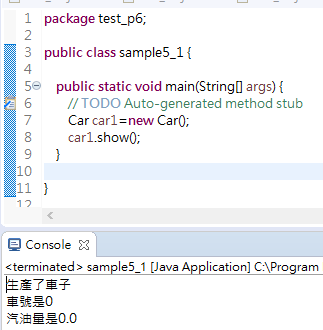
應用軟體設計實習

電子三甲

107360122

潘竑翔

結果:



心得:

在用其他package的類別和方法時，必須在前面加public不然會報錯，使用前要先import 套件名稱.類別名稱;出來才可做使用;接下來的是try{}catch(){}，會檢查try裡有無錯誤，如過有錯誤就會執行catch程式區塊內部，我開始理解之前android教try和catch的用法; 執行緒(thread):同時擁有多個處理流程，做完這作業後，終於理解之前kotlin的作業要怎麼寫，我自己在做一次後就做出來了，如果當時先講這份投影片，我的作業就不會做不出來。