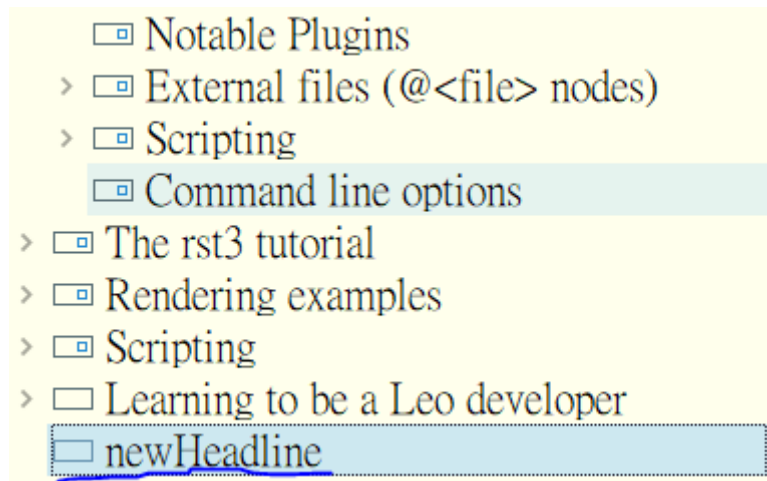# Week13

本周在練習 **leo** 的指令與更改小遊戲
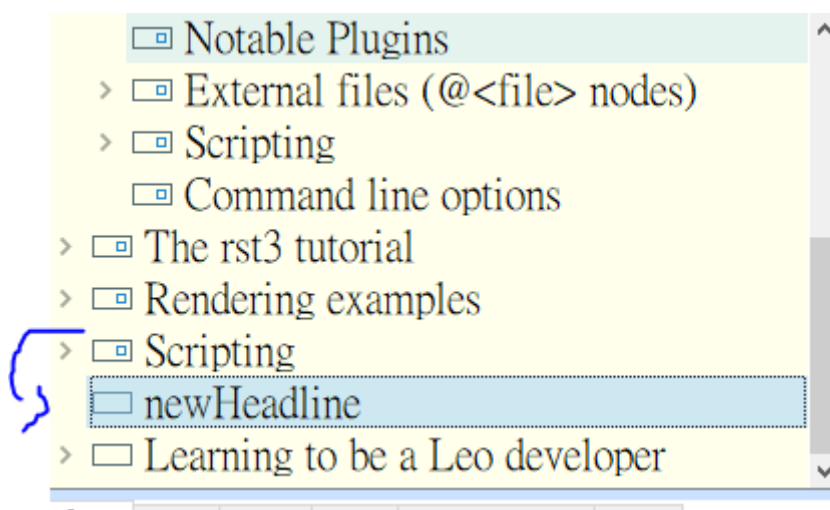
Ctrl+i 是新建一個指截點
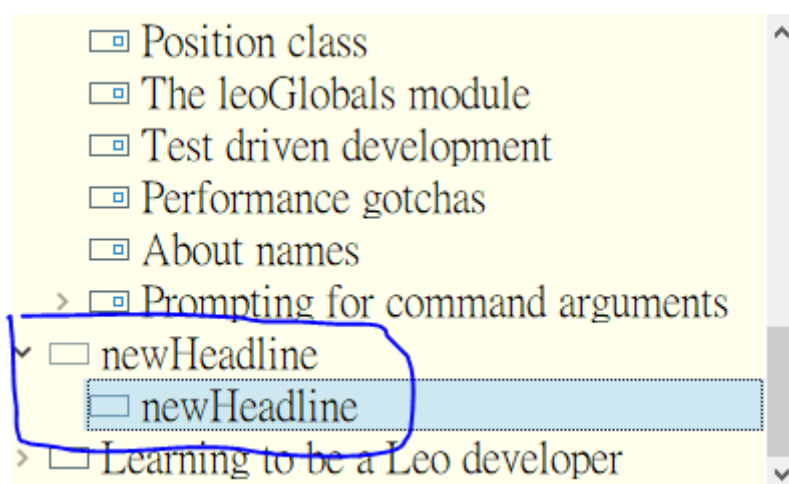

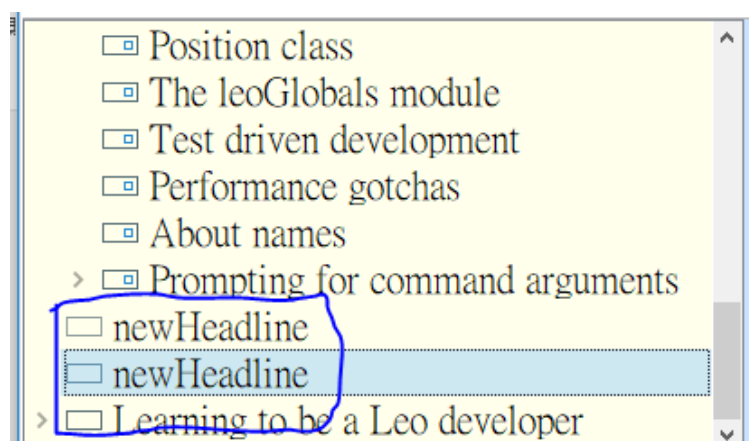**Ctri+u** 是往上移動

Ctri+d 是往下移動

Notable Plugins
External files (@<file> nodes)
Scripting
Command line options
The rst3 tutorial
Rendering examples
Scripting
newHeadline
Learning to be a Leo developer

Ctri+r 是將指截點變成副節點

Position class
The leoGlobals module
Test driven development
Performance gotchas
About names
Prompting for command arguments
newHeadline
newHeadline
Learning to be a Leo developer

Ctri+l 是將副節點變成指截點

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再來是 **kmolgame.leo** 的部分

```
1   @language python
2   '''
3   # example 1
4   # 從 ggame 目錄中, 導入 App, ImageAsset 與 Sprite 模組
5   from ggame import (
6       App,
7       ImageAsset,
8       Sprite,
9       LineAsset,
10      LineStyle,
11      Color
12  )
13  # Create a displayed object at 100,100 using an image asset
14  Sprite(ImageAsset("images/bunny.png"), (100,100))
15  # Create the app, with a default stage
16  app = App()
17  # Run the app
18  app.run()
19  '''
20  '''
```

畫底線的地方是兔子出現在網頁中的 x 座標與 y 座標