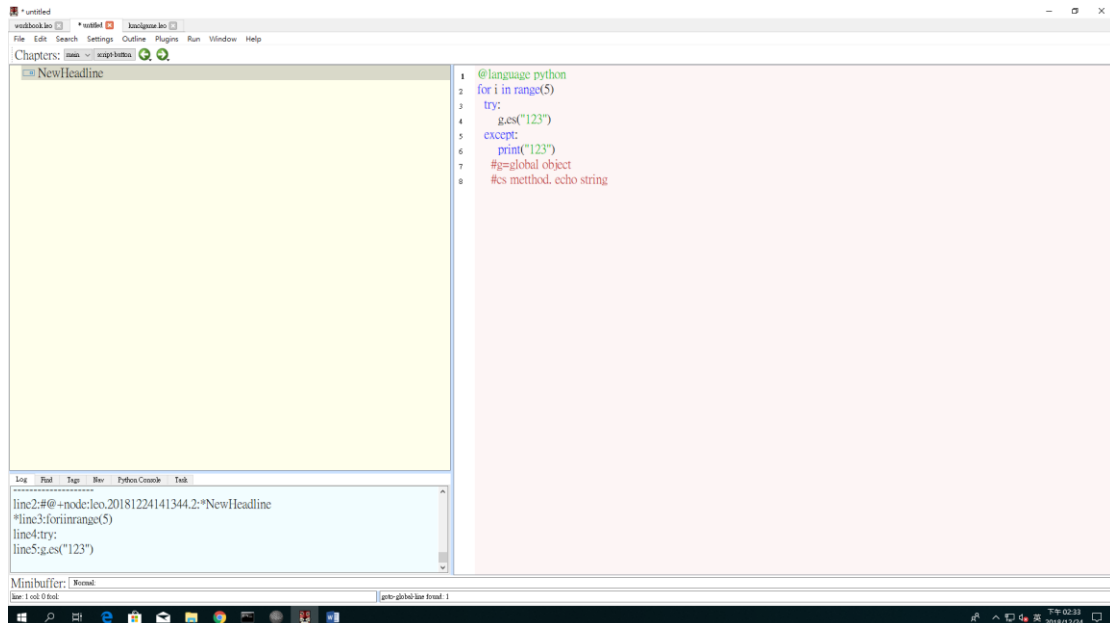
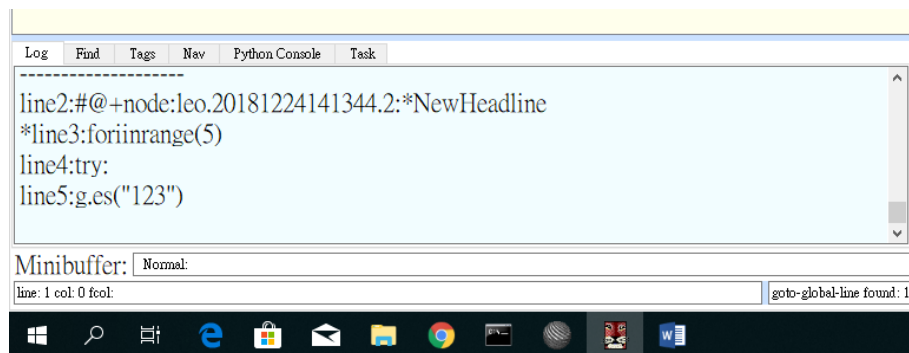


W13

語法練習

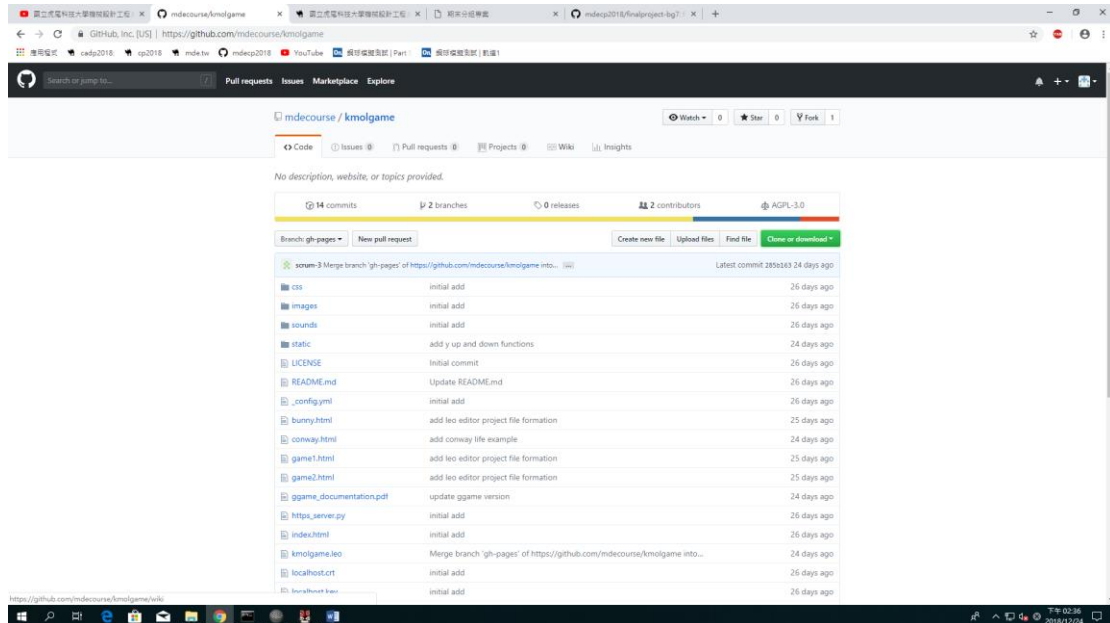


Ctrl+b 執行程式

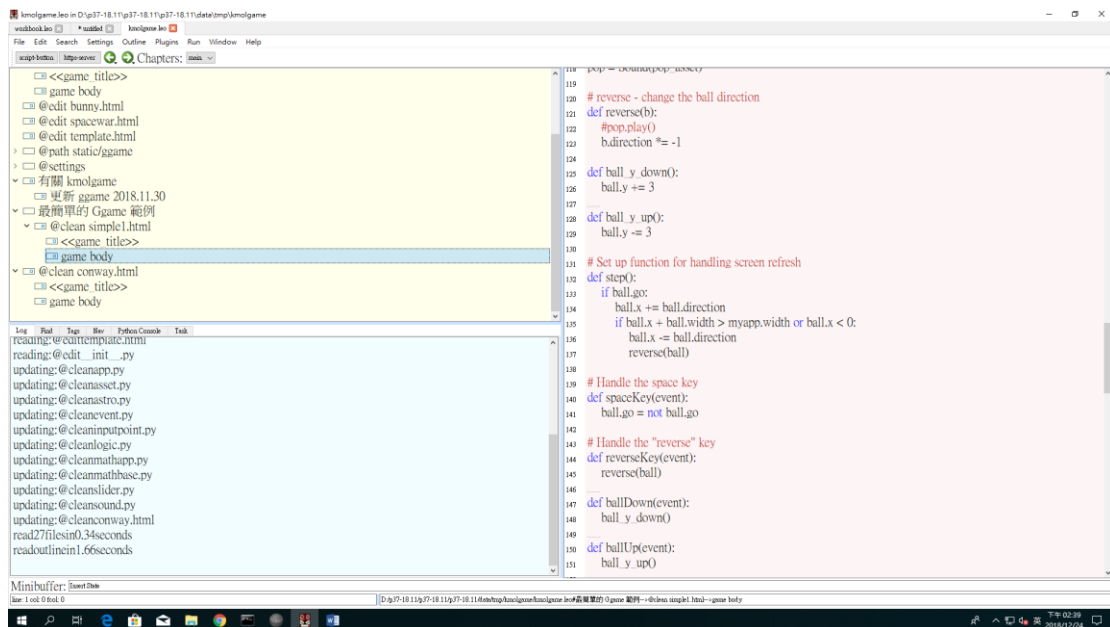


Example1

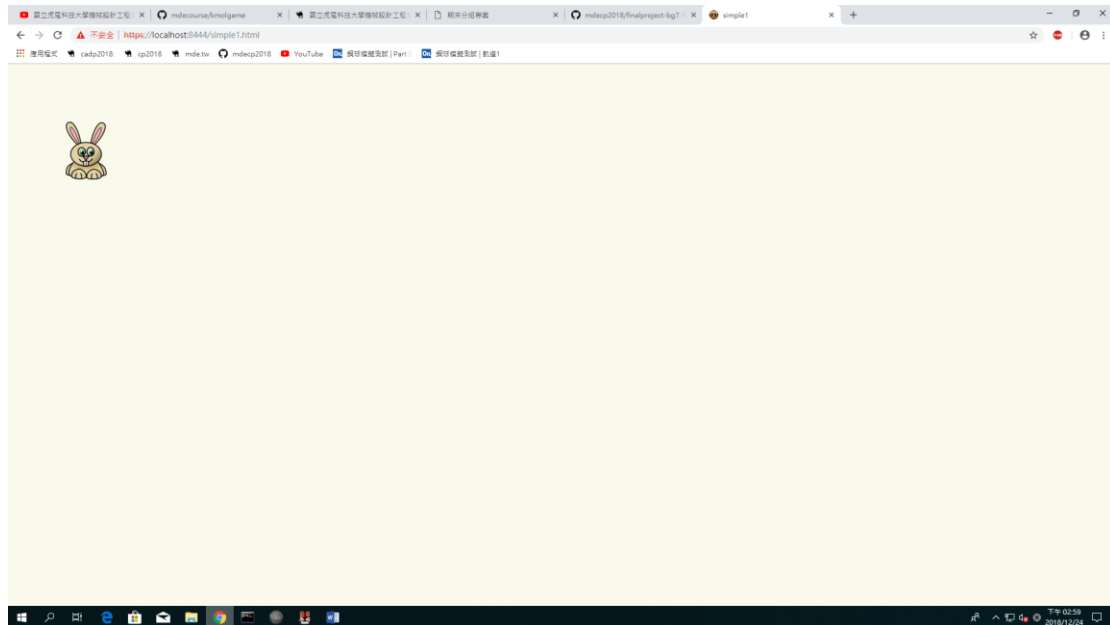
先把倉儲 kmolgame git clone 到可攜系統中



並開啟 kmolgame.leo

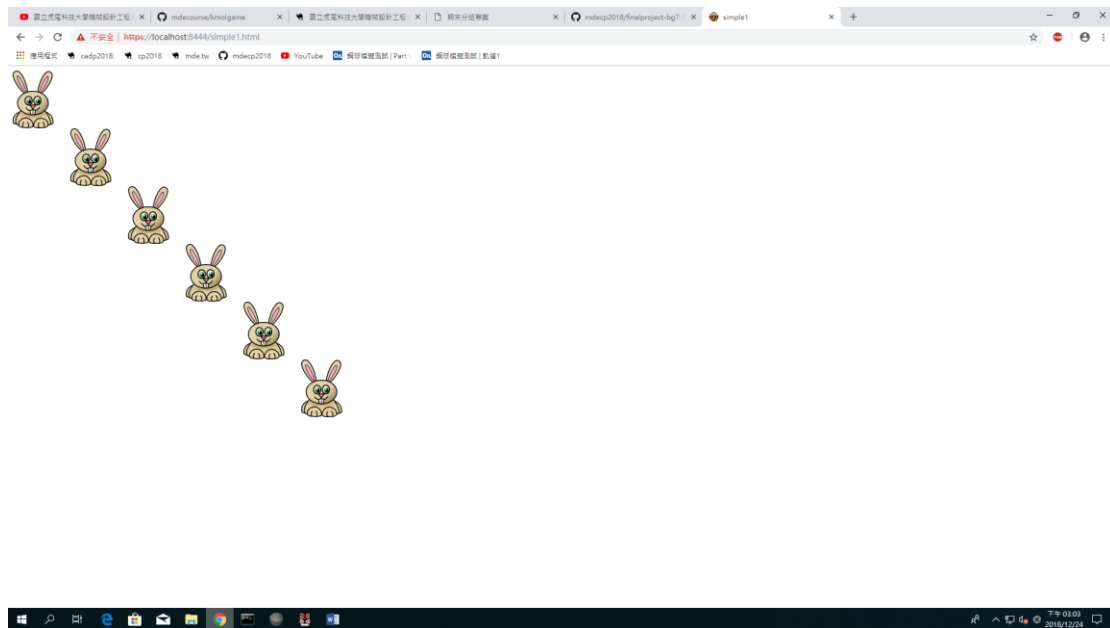


兔子會出現在(100,100)的位置上

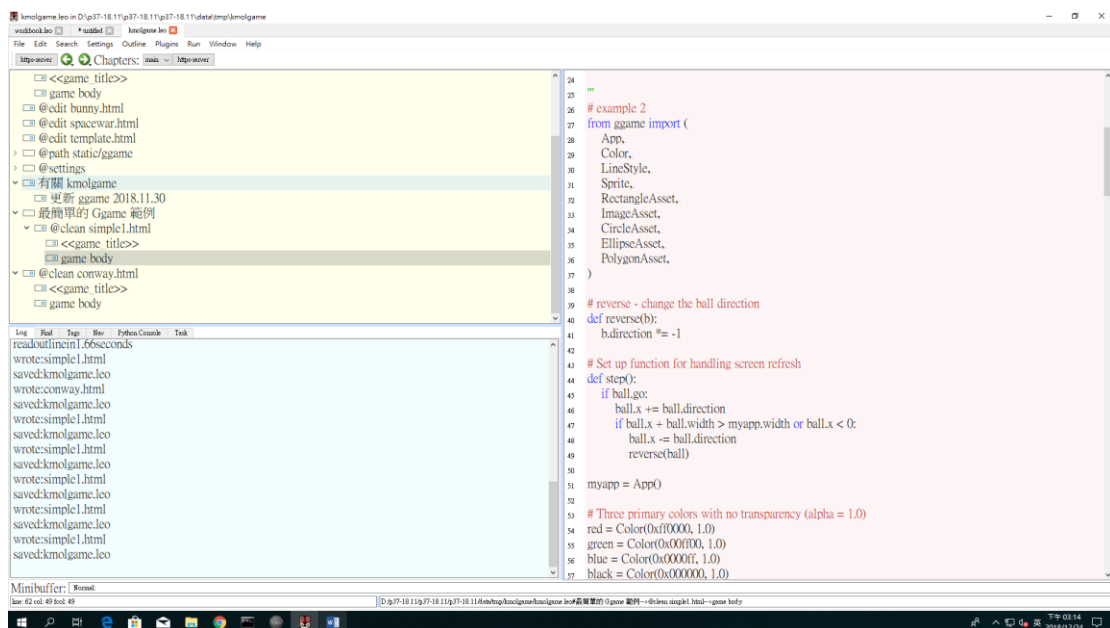


若要不同位置且更多隻兔子的話新增並更改座標即可

```
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"), (0,0))
15 Sprite(ImageAsset("images/bunny.png"), (100,100))
16 Sprite(ImageAsset("images/bunny.png"), (200,200))
17 Sprite(ImageAsset("images/bunny.png"), (300,300))
18 Sprite(ImageAsset("images/bunny.png"), (400,400))
19 Sprite(ImageAsset("images/bunny.png"), (500,500))
20 # Create the app, with a default stage
21 app = App()
22 # Run the app
23 app.run()
24
25 ==
26 # example 2
27 from ggame import (
28     App,
29     Color,
30     LineStyle,
31     Sprite,
32     RectangleAsset,
33     ImageAsset,
34     CircleAsset,
```



Example2



儲存檔案後在網頁進行更新

