

圖像分類 - 儲存訓練後模型 m.json

將訓練好的模型儲存起來，點擊這個積木會跳出存檔對話方塊，總共儲存 m.json 與 m.weights.bin 兩個檔案，兩個檔案的檔名要一致，且存放在同一個路徑，路徑與檔名不可以有中文。

圖像分類 - 載入預先訓練模型 D:\m.json

載入預先訓練模型檔，檔名要加上路徑，載入後就可直接進行影像分類，不需重新訓練。

The image shows a Scratch script for image classification. The script starts with a 'When clicked' event block, followed by 'Set video to On', 'Set video transparency to 0', and a 'Hide' block. The main logic is enclosed in a 'Repeat (forever)' loop. Inside the loop, a variable 'Guess' is set to 'Image Classification - Predicted Class'. Then, there are three conditional blocks: 'If Guess = Category 1 and Image Classification - Classification Similarity > 0.9, then set MAX7219 8*8 LED Matrix to [Category 1 icon]', 'If Guess = Category 2 and Image Classification - Classification Similarity > 0.9, then set MAX7219 8*8 LED Matrix to [Category 2 icon]', and 'If Guess = Category 3 and Image Classification - Classification Similarity > 0.9, then set MAX7219 8*8 LED Matrix to [Category 3 icon]'. Each conditional block is followed by a 'Set MAX7219 8*8 LED Matrix' block with parameters: DIN 12, CS A4, CLK A5. The script ends with a 'Repeat (forever)' loop arrow.

