

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 '當被點擊' (When clicked) event block. It then sets '視訊設為' (Video) to '開啟' (On) and '視訊透明度設為' (Video transparency) to '0'. A '隱藏' (Hide) block is also present. The main logic is enclosed in a '重複無限次' (Repeat forever) loop. Inside the loop, a '變數 猜拳' (Variable: Rock-Paper-Scissors) is set to '圖像分類 - 預測分類' (Image classification - Predicted classification). There are three '如果' (If) blocks, each checking if '猜拳' equals a specific category ('類別一', '類別二', '類別三') and if '圖像分類 - 分類相似度' (Image classification - Classification similarity) is greater than 0.9. If both conditions are met, a '那麼' (Then) block sets the 'MAX7219 8\*8LED矩陣' (MAX7219 8\*8 LED matrix) to a specific pattern (represented by icons). If the conditions are not met, the '否則' (Else) block is executed. The script ends with a '循環箭頭' (Loop arrow) block.