



App Inventor

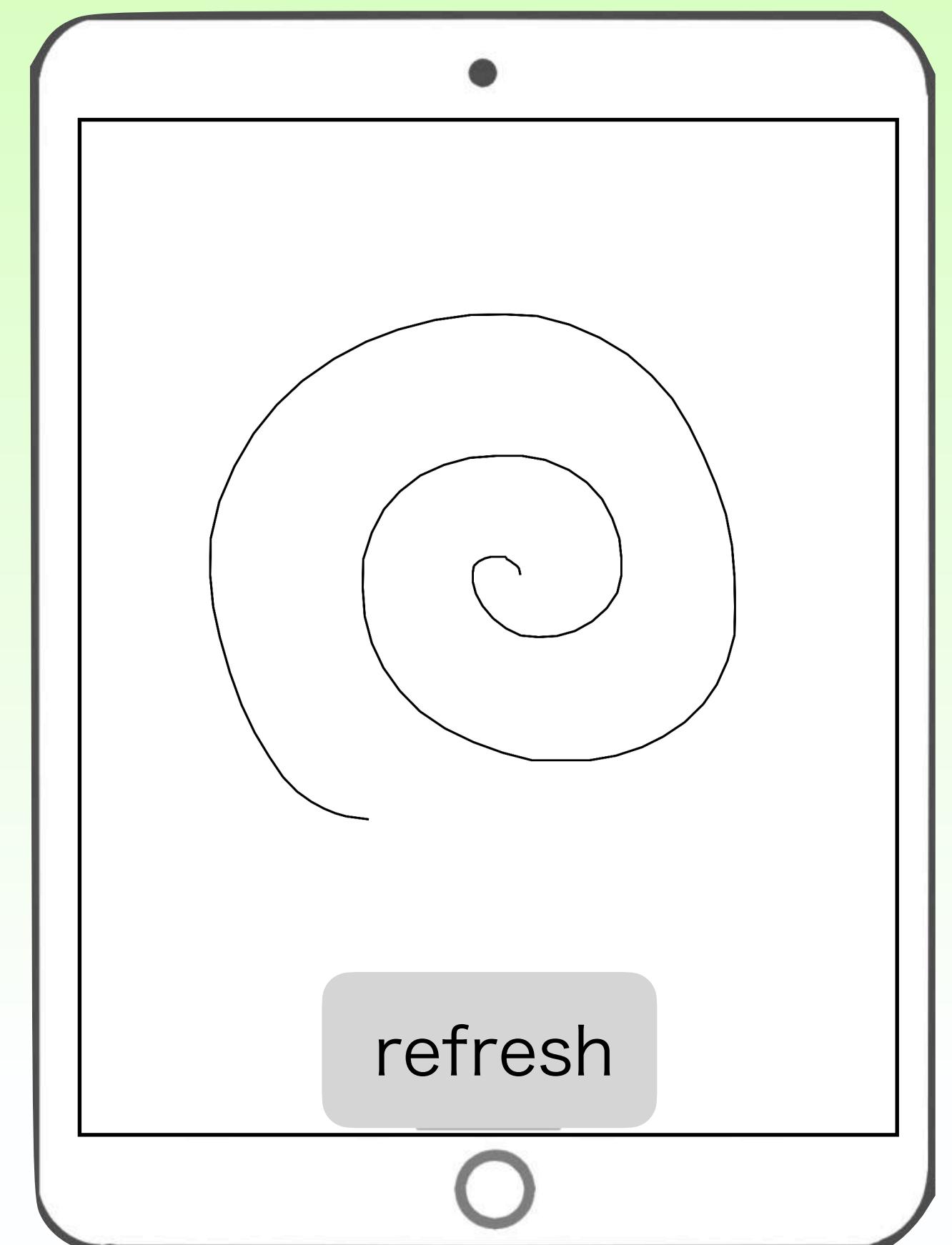


K1 情報
20210708

本日の課題

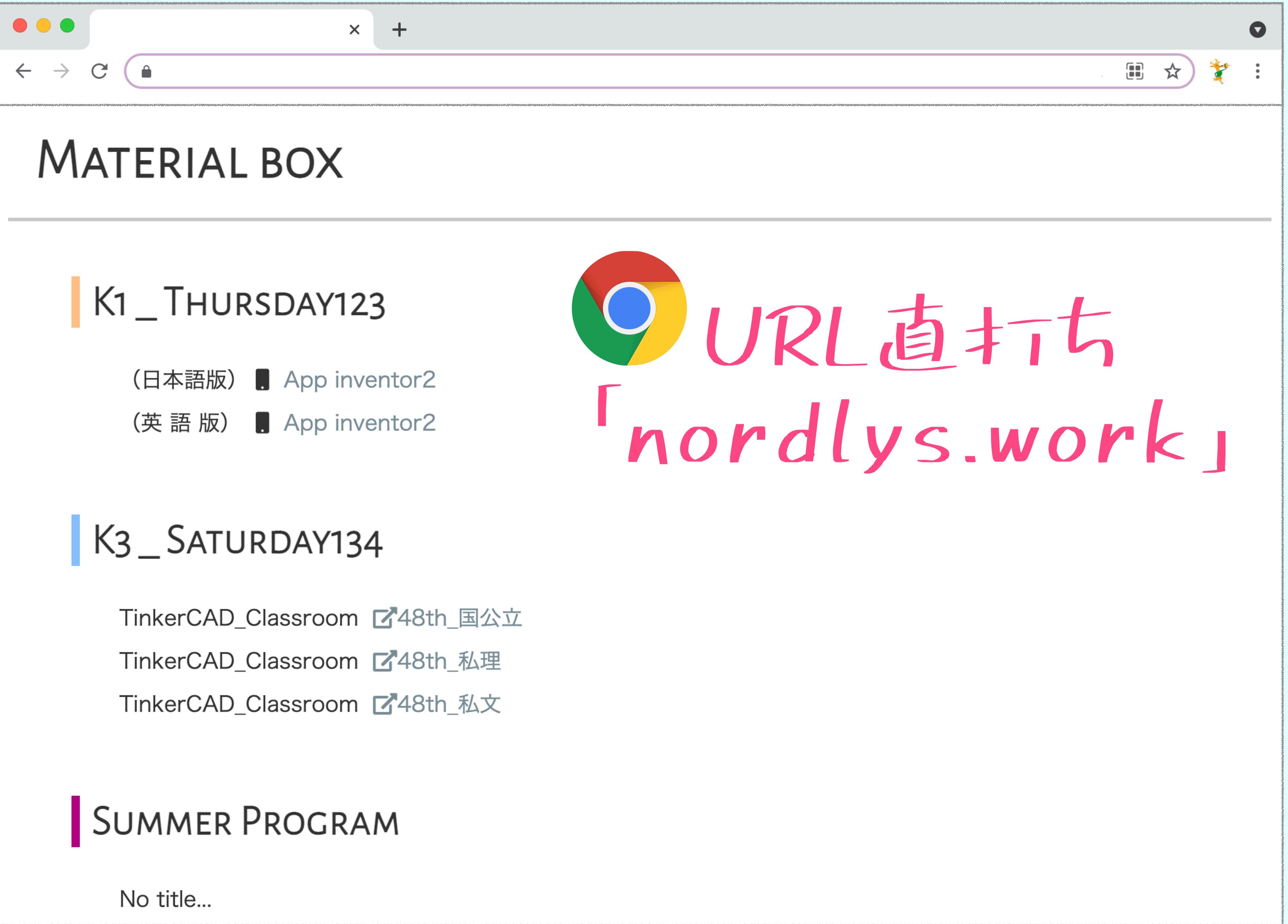
お絵かきアプリの作成

- Canvas
- ボタン



本日の課題

- ロイロで課題を提出
- 正常な動作ができている様子を画面収録
その動画(8秒程度)を提出
- チャレンジ課題に挑戦 → 加点

A screenshot of a Material Box interface on a Mac OS X desktop. The window title is 'MATERIAL BOX'. The content area is divided into three main sections: 'K1_THURSDAY123' (orange bar), 'K3_SATURDAY134' (blue bar), and 'SUMMER PROGRAM' (purple bar).
Section 'K1_THURSDAY123':
- Title: K1_THURSDAY123
- Subtitle: (日本語版) App inventor2
- Subtitle: (英語版) App inventor2
Section 'K3_SATURDAY134':
- Subtitle: TinkerCAD_Classroom ↗48th_国公立
- Subtitle: TinkerCAD_Classroom ↗48th_私理
- Subtitle: TinkerCAD_Classroom ↗48th_私文
Section 'SUMMER PROGRAM':
- Subtitle: No title...

MATERIAL BOX

K1_THURSDAY123

(日本語版) App inventor2

(英語版) App inventor2

K3_SATURDAY134

TinkerCAD_Classroom ↗48th_国公立

TinkerCAD_Classroom ↗48th_私理

TinkerCAD_Classroom ↗48th_私文

SUMMER PROGRAM

No title...

ログイン - Google アカウント

日本語

プロジェクト接続ビルドSettingsヘルプ私のプロジェクトView Trashガイド日本語化フィードバック日本語yuuto.komori@siz-seiko.ac.jp

プロジェクトを新規作成 プロジェクトを削除 View Trash

私のプロジェクト

プロジェクト名	作成日	変更日▼
aaa	2021/06/20 21:23:39	2021/06/23 1:57:10

Start new Project

Palette

Search Components...

User Interface

Layout

Media

Drawing and Animation

- Ball
- Canvas
- ImageSprite

Maps

Sensors

Social

Storage

Viewer

Display hidden components in Viewer

Phone size (505,320) ▾



Components

- Screen1
- Canvas1

Properties

Canvas1

BackgroundColor

Default

BackgroundImage

None...

ExtendMovesOutsideCanvas

FontSize

14.0

Height

Automatic...

Width

Automatic...

LineWidth

2.0

PaintColor

Default

TextAlignment

center : 1 ▾

Visible

Rename Delete

Media

Upload File ...

「Drawing and Animation」の
「Canvas」を追加

A large red arrow points from the 'Canvas' item in the Drawing and Animation section of the palette to the 'Canvas1' component in the Components panel. A large red box highlights the entire 'Drawing and Animation' section of the palette.

Palette

Search Components...

User Interface

Layout

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Drawing and Animation

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- ImageSprite

Maps

Sensors

Social

Storage

Connectivity

LEGO® MINDSTORMS®

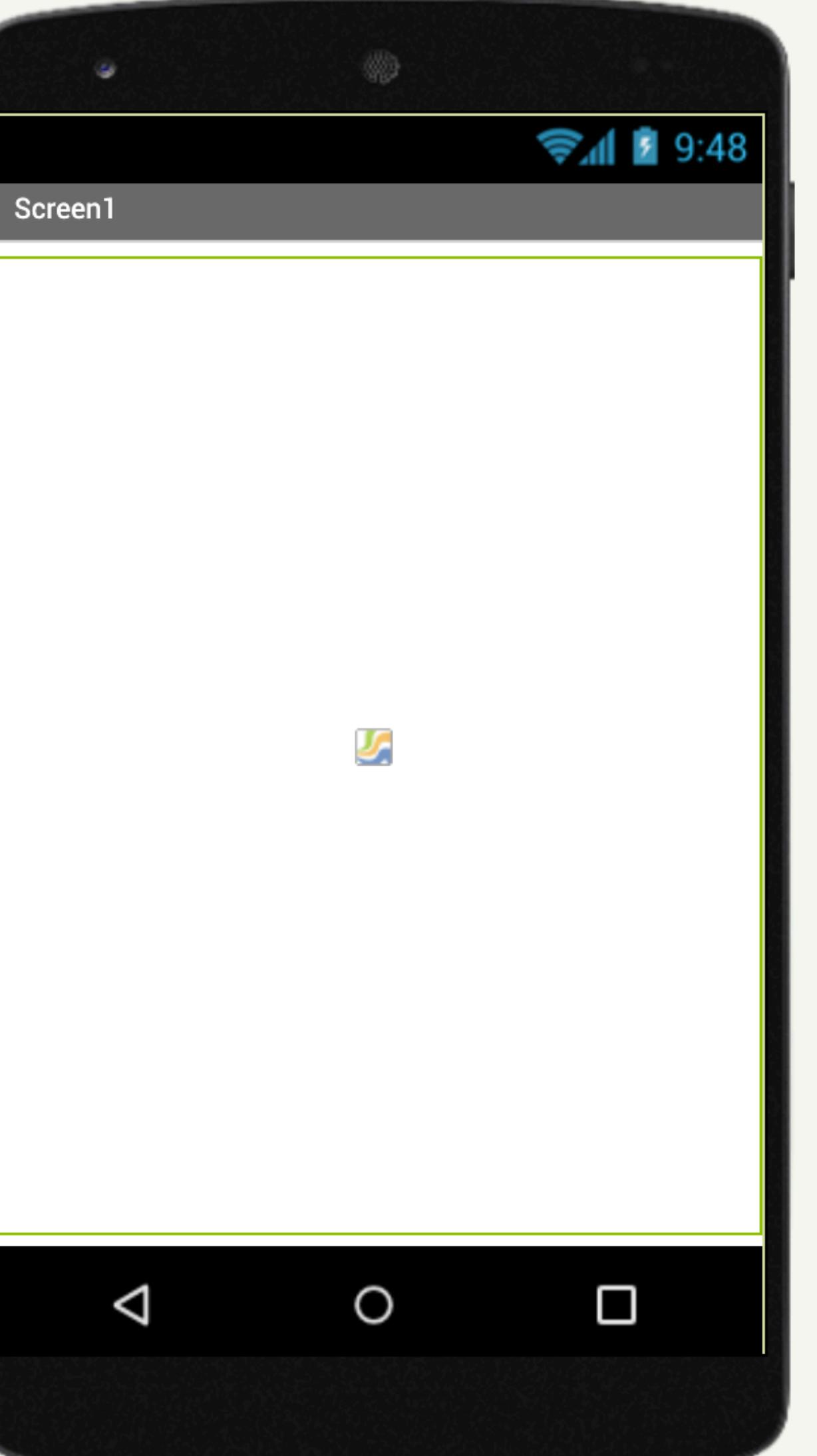
Experimental

Extension

Viewer

Display hidden components in Viewer

Phone size (505,320) ▾



Components

- Screen1
- Canvas1

Properties

Canvas1

BackgroundColor
□ Default

BackgroundImage
None...

ExtendMovesOutsideCanvas
□

FontSize
14.0

Height
Fill parent...

Width
Fill parent...

LineWidth
2.0

PaintColor
Black

The 'Height' and 'Width' properties are circled in red.

「Canvas」の高さと幅を
画面いっぱいに広げる

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Dictionaries
 - Colors
 - Variables
 - Procedures
- Screen1
 - Canvas1
- Any component

Rename Delete

Media

Upload File ...

! 0 ✘ 0

Show Warnings

Viewer



右上のボタンで
「Blocks」へ移動

Top right button to move to 'Blocks'.

! 0 ✘ 0

Show Warnings

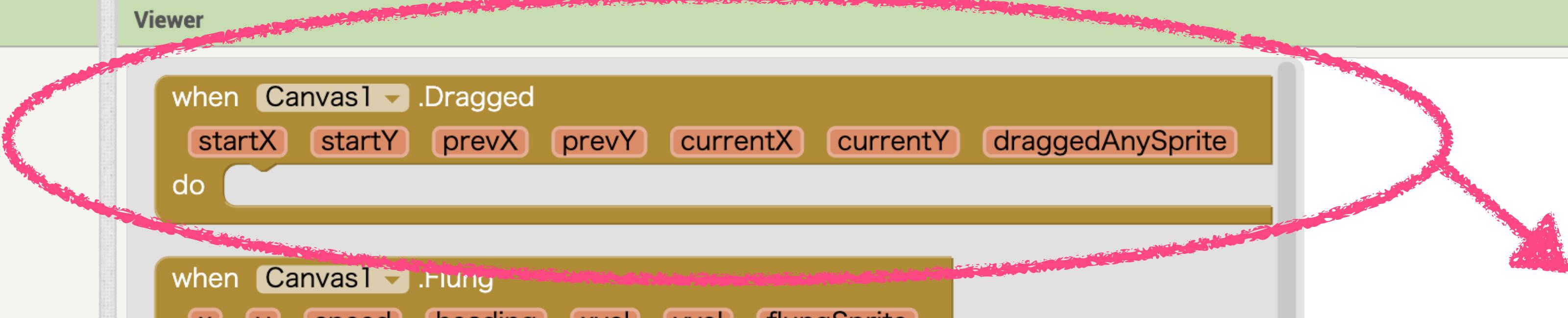
Top right icons: eye (selected), +, -.

Bottom right icons: trash can.

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Dictionaries
 - Colors
 - Variables
 - Procedures
- Screen1
 - Canvas1
- + Any component

Viewer



```
when Canvas1 .Dragged
  startX startY prevX prevY currentX currentY draggedAnySprite
  do [ ]
```

```
when Canvas1 .Flung
  x y speed heading xv yv flungSprite
  do [ ]
```

```
when Canvas1 .TouchDown
  x y
  do [ ]
```

```
when Canvas1 .TouchUp
  x y
  do [ ]
```

```
when Canvas1 .Touched
  x y touchedAnySprite
  do [ ]
```

```
call Canvas1 .Clear
```

```
call Canvas1 .DrawArc
  left
  top
  right
```

Icon: A teal backpack icon.

Icon: A circular target icon with a dot in the center.

Icon: A plus sign icon.

Icon: A minus sign icon.

Icon: A trash can icon.

Blocks

- Built-in
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- Screen1
 - Canvas1
- + Any component

Media

Upload File ...

Actions

Rename Delete

Viewer

The image shows a Scratch script consisting of the following blocks:

- A purple `sweepAngle` block with parameters: `useCenter` (false), `fill` (true). It has variables: `startX`, `startY`, `prevX`, `prevY`, `currentX`, `currentY`, `draggedAnySprite`.
- A purple `call [Canvas1 v].DrawCircle` block with parameters: `centerX`, `centerY`, `radius`, `fill` (true).
- A purple `call [Canvas1 v].DrawLine` block with parameters: `x1`, `y1`, `x2`, `y2`.
- A purple `call [Canvas1 v].DrawPoint` block with parameters: `x`, `y`.
- A purple `call [Canvas1 v].DrawShape` block with parameters: `pointList`, `fill` (true).
- A purple `call [Canvas1 v].DrawText` block with parameters: `text`, `x`, `y`.

A red oval highlights the first two blocks: `sweepAngle` and `call [Canvas1 v].DrawCircle`. A red arrow points from the `fill` parameter of the `sweepAngle` block to the `fill` parameter of the `call [Canvas1 v].DrawCircle` block.

Blocks

- Built-in
 - Control
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- Screen1
 - Canvas1
- Any component

Rename Delete

Media

Upload File ...

Viewer

The screenshot shows a Scratch script in the 'Viewer' tab. It consists of a single 'when Canvas1 Dragged' hat block with a self-loop arrow. Inside the loop, there is a 'do' control loop. The 'do' loop contains a 'call' control block pointing to 'Canvas1' followed by two 'get prevX' blocks. The second 'get prevX' block has a self-loop arrow pointing back to the first 'get prevX' block, creating a circular reference.

when **Canvas1**.Dragged
do
 call **Canvas1**
 get **prevX**
 get **prevX**
 set **prevX** to **x2**
 set **prevX** to **y2**

! 0 X 0

Show Warnings

A teal backpack icon is visible in the top right corner of the workspace.

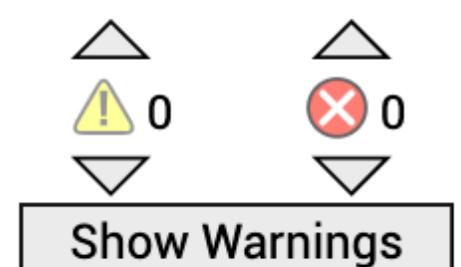
Blocks

- ⊖ Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
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 - Colors
 - Variables
 - Procedures

- ⊖ Screen1
 - Canvas1
- + Any component

Rename Delete

Media

Upload File ...Show Warnings

Viewer

```
when Canvas1 .Dragged
  startX startY prevX prevY currentX currentY draggedAnySprite
  do call Canvas1 .DrawLine
    x1 get prevX
    y1 get prevY
    x2 get currentX
    y2 get currentY
```



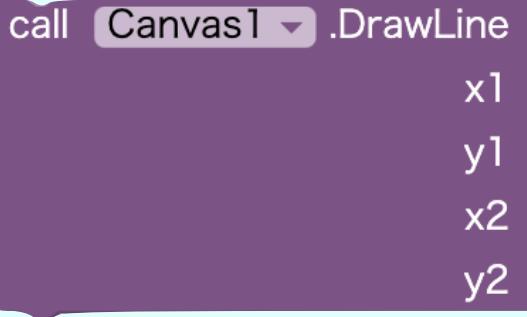
同じように全て追加したら
完成!!



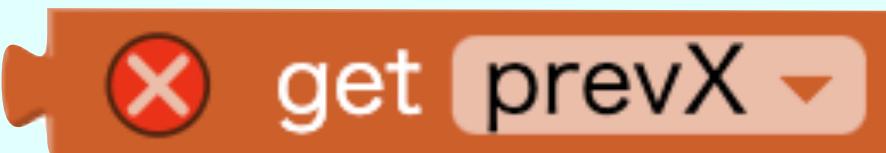
チャレンジ課題

① リセットボタンを作成

→ ボタンを押すと、画面がリフレッシュされる等

② 「」を他のブロックに変更

→ DrawLine以外のブロックを試してみる

③ 「」を他のブロックに変更

→ 「startX」などに変更して試してみる

色々試してみましょう！

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