


3限基本機能

Browse files

 main



 suzukikoushi committed 3 hours ago

1 parent [b7ef068](#)    commit [fdd69227348fc8e348503eda30bb886e2b64b810](#)




Showing 3 changed files with 117 additions and 35 deletions.

Split

Unified

▼ 0  ex05/README.me 

Empty file.

▼  149  ex05/dodge\_bomb.py 

...

@@ -1,65 +1,144 @@

1    import pygame as pg

2    import sys

3    import random

4

1    import pygame as pg

2    import sys

3    import random

4

5    +

6    + class Screen: #スクリーンクラス(第4回の問

7    +        def \_\_init\_\_(self,title,wh,image):

8    +            pg.display.set\_caption(title)

9    +            self.sfc =

10    +            pg.display.set\_mode(wh) # Surface

11    +            self.rct = self.sfc.get\_rect()

12    +            # Rect

13    +            self.bgi\_sfc =

14    +            pg.image.load(image)        # Surface

15    +            self.bgi\_rct =

16    +            self.bgi\_sfc.get\_rect()        # Rect

17    +            # Rect

18    +        def blit(self):

19    +            self.sfc.blit(self.bgi\_sfc,

20    +            self.bgi\_rct)

21    +        class Bird:

22    +            def

23    +            \_\_init\_\_(self,image:str,size:float,xy):

24    +            self.sfc = pg.image.load(image)

```
# Surface
20 +         self.sfc =
pg.transform.rotozoom(self.sfc, 0, size)
# Surface
21 +         self.rct = self.sfc.get_rect()
# Rect
22 +         self.rct.center = xy
23 +
24 +         def blit(self,scr:Screen):
25 +             #screen_sfc.blit(self.sfc,
self.rct)
26 +             scr.sfc.blit(self.sfc,self.rct)
27 +
28 +         def update(self,scr:Screen):
29 +             key_states =
pg.key.get_pressed() # 辞書
30 +             if key_states[pg.K_UP] :
31 +                 self.rct.centery -= 1
32 +             if key_states[pg.K_DOWN] :
33 +                 self.rct.centery += 1
34 +             if key_states[pg.K_LEFT] :
35 +                 self.rct.centerx -= 1
36 +             if key_states[pg.K_RIGHT]:
37 +                 self.rct.centerx += 1
38 +             # 練習7
39 +             if check_bound(self.rct,
scr.rct) != (1, 1): # 領域外だったら
40 +                 if key_states[pg.K_UP] :
41 +                     self.rct.centery += 1
42 +                 if key_states[pg.K_DOWN] :
43 +                     self.rct.centery -= 1
44 +                 if key_states[pg.K_LEFT] :
45 +                     self.rct.centerx += 1
46 +                 if key_states[pg.K_RIGHT] :
47 +                     self.rct.centerx -= 1
48 +                 self.blit(scr)
49 +
50 +
51 + class Bomb:
52 +     def
__init__(self,color,size,vxy,scr:Screen)
:
53 +         self.sfc =
pg.Surface((size*2,size*2)) # Surface
54 +         self.sfc.set_colorkey((0, 0, 0))
55 +         pg.draw.circle(self.sfc,
(color), (size,size),size)
56 +         self.rct = self.sfc.get_rect() #
Rect
```

```

5     def main():
6         clock = pg.time.Clock()
7
8         # 練習1: スクリーンと背景画像
9     - pg.display.set_caption("逃げろ！こう
      かとん")
10    - screen_sfc =
      pg.display.set_mode((1600, 900)) #
      Surface
11    - screen_rct = screen_sfc.get_rect()
      # Rect
12    - bgimg_sfc =
      pg.image.load("fig/pg_bg.jpg") #
      Surface
13    - bgimg_rct = bgimg_sfc.get_rect()
      # Rect
14    - screen_sfc.blit(bgimg_sfc,
      bgimg_rct)
15
16    # 練習3: こうかとん
17    - kking_sfc =
      pg.image.load("fig/6.png") # Surface
18    - kking_sfc =
      pg.transform.rotozoom(kking_sfc, 0, 2.0)

```

```

57    + self.rct.centerx =
      random.randint(0, scr.rct.width)
58    + self.rct.centery =
      random.randint(0, scr.rct.height)
59    + self.vx, self.vy = vxy # 練習6
60    +
61    + def blit(self,scr:Screen):
62    +     scr.sfc.blit(self.sfc,self.rct)
63    +
64    + def update(self,scr:Screen):
65    +     # 練習6
66    +     self.rct.move_ip(self.vx,
      self.vy)
67    +     # 練習7
68    +     yoko, tate =
      check_bound(self.rct, scr.rct)
69    +     self.vx *= yoko
70    +     self.vy *= tate
71    +     # 練習5
72    +     scr.sfc.blit(self.sfc, self.rct)
73    +     self.blit(scr)
74    +
75    +
76    def main():
77        clock = pg.time.Clock()
78
79        # 練習1: スクリーンと背景画像
80    + pg.display.set_caption("逃げろ！こう
      かとん")
81    + #screen_sfc =
      pg.display.set_mode((1600, 900)) #
      Surface
82    + #screen_rct = screen_sfc.get_rect()
      # Rect
83    + #bgimg_sfc =
      pg.image.load("fig/pg_bg.jpg") #
      Surface
84    + #bgimg_rct = bgimg_sfc.get_rect()
      # Rect
85    + #screen_sfc.blit(bgimg_sfc,
      bgimg_rct)
86    + scr = Screen("逃げろ！こうかとん!!",
      (1600,900),"fig/pg_bg.jpg")
87
88    # 練習3: こうかとん
89    + #kking_sfc =
      pg.image.load("fig/6.png") # Surface
90    + #kking_sfc =
      pg.transform.rotozoom(kking_sfc, 0, 2.0)

```

```

# Surface
19 - kking_rct = kking_sfc.get_rect()
# Rect
20 - kking_rct.center = 900, 400

21
22 # 練習5: 爆弾
23 - bmimg_sfc = pg.Surface((20, 20)) #
Surface
24 - bmimg_sfc.set_colorkey((0, 0, 0))
25 - pg.draw.circle(bmimg_sfc, (255, 0,
0), (10, 10), 10)
26 - bmimg_rct = bmimg_sfc.get_rect() #
Rect
27 - bmimg_rct.centerx =
random.randint(0, screen_rct.width)
28 - bmimg_rct.centery =
random.randint(0, screen_rct.height)
29 - vx, vy = +1, +1 # 練習6

30
31 while True:
32 - screen_sfc.blit(bgimg_sfc,
bgimg_rct)

33
34 # 練習2
35 for event in pg.event.get():
36     if event.type == pg.QUIT:
return
37
38 # 練習4
39 - key_states =
pg.key.get_pressed() # 辞書
40 - if key_states[pg.K_UP] ==
True: kking_rct.centery -= 1
41 - if key_states[pg.K_DOWN] ==
True: kking_rct.centery += 1
42 - if key_states[pg.K_LEFT] ==
True: kking_rct.centerx -= 1
43 - if key_states[pg.K_RIGHT] ==
True: kking_rct.centerx += 1
44 # 練習7
45 - if check_bound(kking_rct,
screen_rct) != (1, 1): # 領域外だったら
46 - if key_states[pg.K_UP] ==
True: kking_rct.centery += 1
47 - if key_states[pg.K_DOWN] ==

```

```

# Surface
91 + #kking_rct = kking_sfc.get_rect()
# Rect
92 + #kking_rct.center = 900, 400
93 + kkt=Bird("fig/6.png",2.0,(900,400))
94
95 # 練習5: 爆弾
96 + #bmimg_sfc = pg.Surface((20, 20)) #
Surface
97 + #bmimg_sfc.set_colorkey((0, 0, 0))
98 + #pg.draw.circle(bmimg_sfc, (255, 0,
0), (10, 10), 10)
99 + #bmimg_rct = bmimg_sfc.get_rect() #
Rect
100 + #bmimg_rct.centerx =
random.randint(0, screen_rct.width)
101 + #bmimg_rct.centery =
random.randint(0, screen_rct.height)
102 + #vx, vy = +1, +1 # 練習6
103 + bkb = Bomb((255,0,0),10,(+1,+1),scr)
104
105 while True:
106 + scr.blit()

107 + #screen_sfc.blit(bgimg_sfc,
bgimg_rct)

108
109 # 練習2
110 for event in pg.event.get():
111     if event.type == pg.QUIT:
return
112
113 # 練習4
114 + #key_states =
pg.key.get_pressed() # 辞書
115 + #if key_states[pg.K_UP] ==
True: kking_rct.centery -= 1
116 + #if key_states[pg.K_DOWN] ==
True: kking_rct.centery += 1
117 + #if key_states[pg.K_LEFT] ==
True: kking_rct.centerx -= 1
118 + #if key_states[pg.K_RIGHT] ==
True: kking_rct.centerx += 1
119 # 練習7
120 + #if check_bound(kking_rct,
screen_rct) != (1, 1): # 領域外だったら
121 + # if key_states[pg.K_UP]
== True: kking_rct.centery += 1
122 + # if key_states[pg.K_DOWN]

```

```
True: kking_rct.centery -= 1
48 -         if key_states[pg.K_LEFT] ==
True: kking_rct.centerx += 1
49 -         if key_states[pg.K_RIGHT] ==
True: kking_rct.centerx -= 1
50 -         screen_sfc.blit(kking_sfc,
kking_rct)

51
52         # 練習6
53 -         bmimg_rct.move_ip(vx, vy)
54         # 練習5
55 -         screen_sfc.blit(bmimg_sfc,
bmimg_rct)
56         # 練習7
57 -         yoko, tate =
check_bound(bmimg_rct, screen_rct)
58 -         vx *= yoko
59 -         vy *= tate

60
61         # 練習8
62 -         if
kking_rct.colliderect(bmimg_rct): return

63
64         pg.display.update()
65         clock.tick(1000)
```

```
== True: kking_rct.centery -= 1
123 +         #         if key_states[pg.K_LEFT]
== True: kking_rct.centerx += 1
124 +         #         if key_states[pg.K_RIGHT]
== True: kking_rct.centerx -= 1
125 +         #screen_sfc.blit(kking_sfc,
kking_rct)
126 +         kkt.update(scr)
127
128         # 練習6
129 +         #bmimg_rct.move_ip(vx, vy)
130         # 練習5
131 +         #screen_sfc.blit(bmimg_sfc,
bmimg_rct)
132         # 練習7
133 +         #yoko, tate =
check_bound(bmimg_rct, screen_rct)
134 +         #vx *= yoko
135 +         #vy *= tate
136 +         bkb.update(scr)#爆弾の位置
137
138         # 練習8
139 +         #if
kking_rct.colliderect(bmimg_rct): return
140 +         if kkt.rct.colliderect(bkb.rct):
141 +         return
142
143         pg.display.update()
144         clock.tick(1000)
```

✓ 3 ex05/test.py

... @@ -0,0 +1,3 @@

```
1 + def nantoka(x,y,z):
2 +     pass
3 + nantoka(1,2,3)
```

0 comments on commit fdd6922