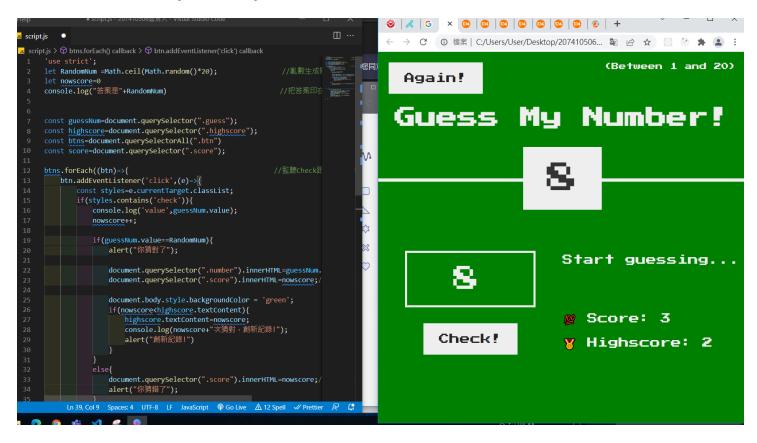
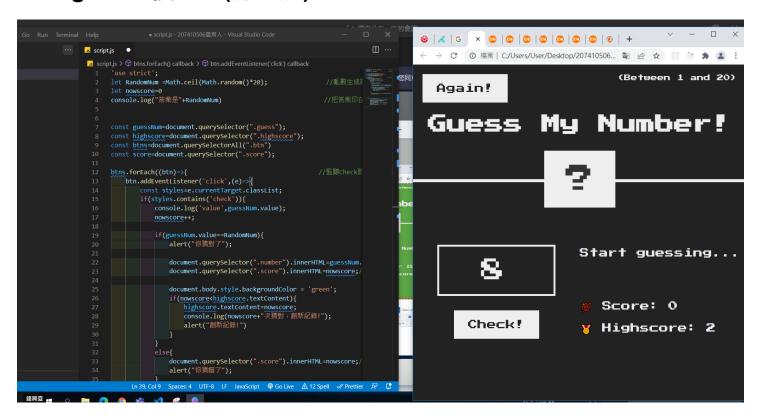
## P1 猜對改顏色(有註解)



## P2 Again 恢復預設(有註解)



## P3 陣列使用

