

MAKE CODE

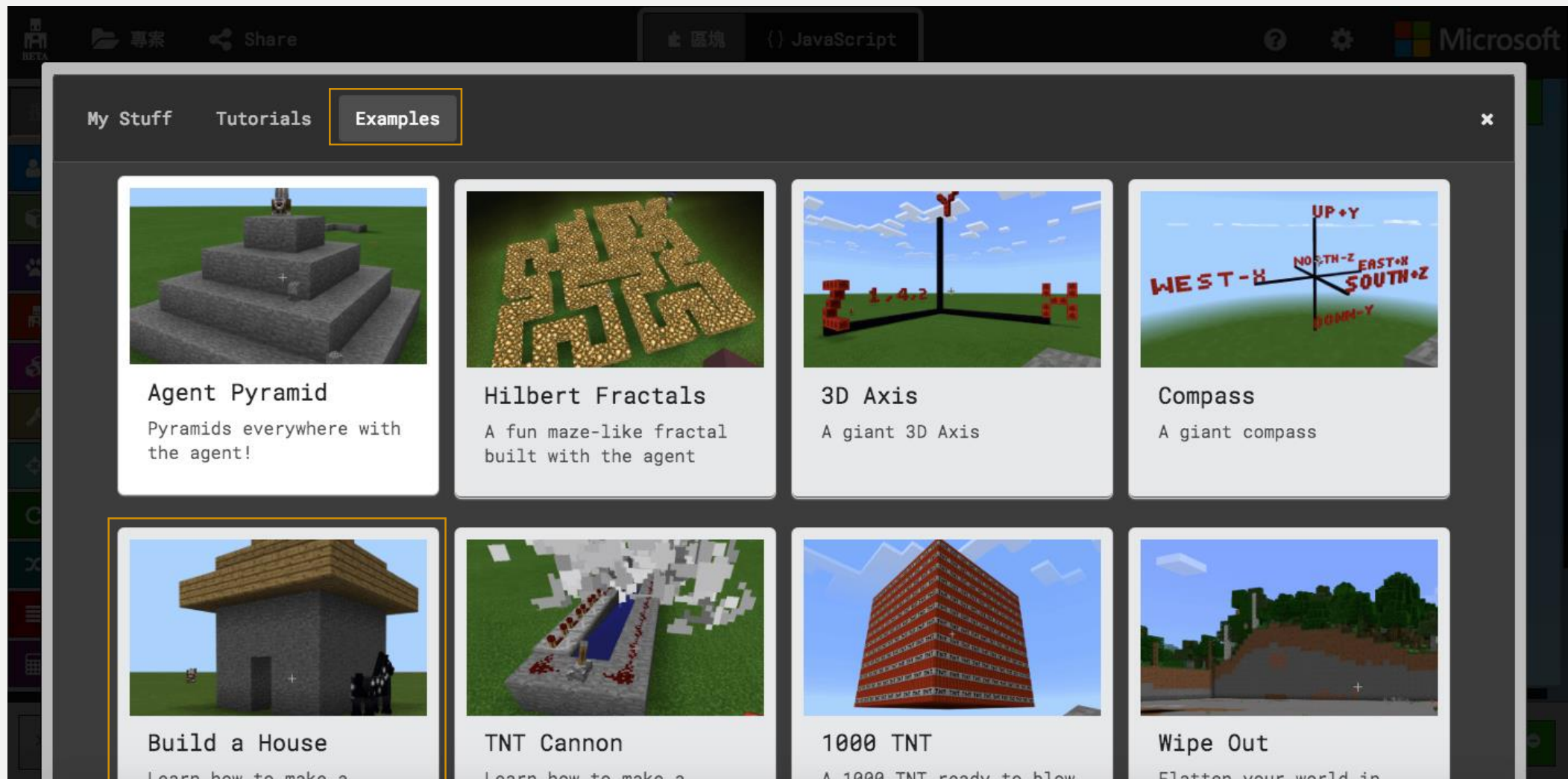
建造房屋

建造房屋

開啟範本，OPEN

點擊 [專案]，以開啟專案頁面。

點擊 [Example -> Build a House]。



The screenshot shows a Minecraft mod menu interface with a dark background. At the top, there are navigation options: 'My Stuff', 'Tutorials', and 'Examples' (which is highlighted with a yellow border). Below these are eight example builds, each with a thumbnail image, a title, and a short description. The 'Build a House' example is highlighted with a yellow border.

Example Name	Description
Agent Pyramid	Pyramids everywhere with the agent!
Hilbert Fractals	A fun maze-like fractal built with the agent
3D Axis	A giant 3D Axis
Compass	A giant compass
Build a House	Learn how to make a
TNT Cannon	Learn how to make a
1000 TNT	A 1000 TNT ready to blow
Wipe Out	Flatten your world in

建造房屋

使用函式，FUNCTION

範本開啟後，可以觀察on chat command“house”

The screenshot shows the Microsoft MakeCode editor interface. The top bar includes the 'Microsoft' logo, a settings gear, and a help icon. The left sidebar contains a search bar and a list of categories: PLAYER, 區塊 (Blocks), MOBS, AGENT, BUILDER, GAMEPLAY, POSITIONS, 迴圈 (Loops), 邏輯 (Logic), 變數 (Variables), and 數學 (Math). The main workspace displays a JavaScript script for building a house. The script starts with an 'on chat command' block triggered by the command 'house', with parameters for 'height' and 'width'. A yellow arrow points to this block. The script then performs several actions: teleports the builder to coordinates (0, -1, -5), loops through the height to place marks and move the builder up, loops through the width to move the builder forward and turn left, traces a path from the mark, moves the builder forward (-1, up 1, left -1), and uses an if-else statement to set the number of roof layers based on the width. Finally, it loops through the roof layers.

```
on chat command "house" with height width  
builder teleport to 0 -1 -5  
為了 i 從 0 到 height - 1  
do  
  builder move up by 1  
  builder place mark  
  為了 j 從 0 到 width - 1  
  do  
    builder move forward by width - 1  
    builder turn left  
  builder trace path from mark with 1  
builder move forward -1 up 1 left -1  
if width + 2 的餘數 = 0  
then 將 roofLayers 設為 width + 2 - 1  
else 將 roofLayers 設為 width + 2  
為了 layer 從 0 到 roofLayers + 1
```

建造房屋

使用函式，FUNCTION

遊戲中，點擊「/」
輸入house 4 4

建造 4 * 4 的正方形房子。



house 4 4



MAKE CODE

花朵尾巴

教程

開啟教程，OPEN

點擊 [專案]，以開啟專案頁面。
點擊 [Tutorials -> Flower Trail]。

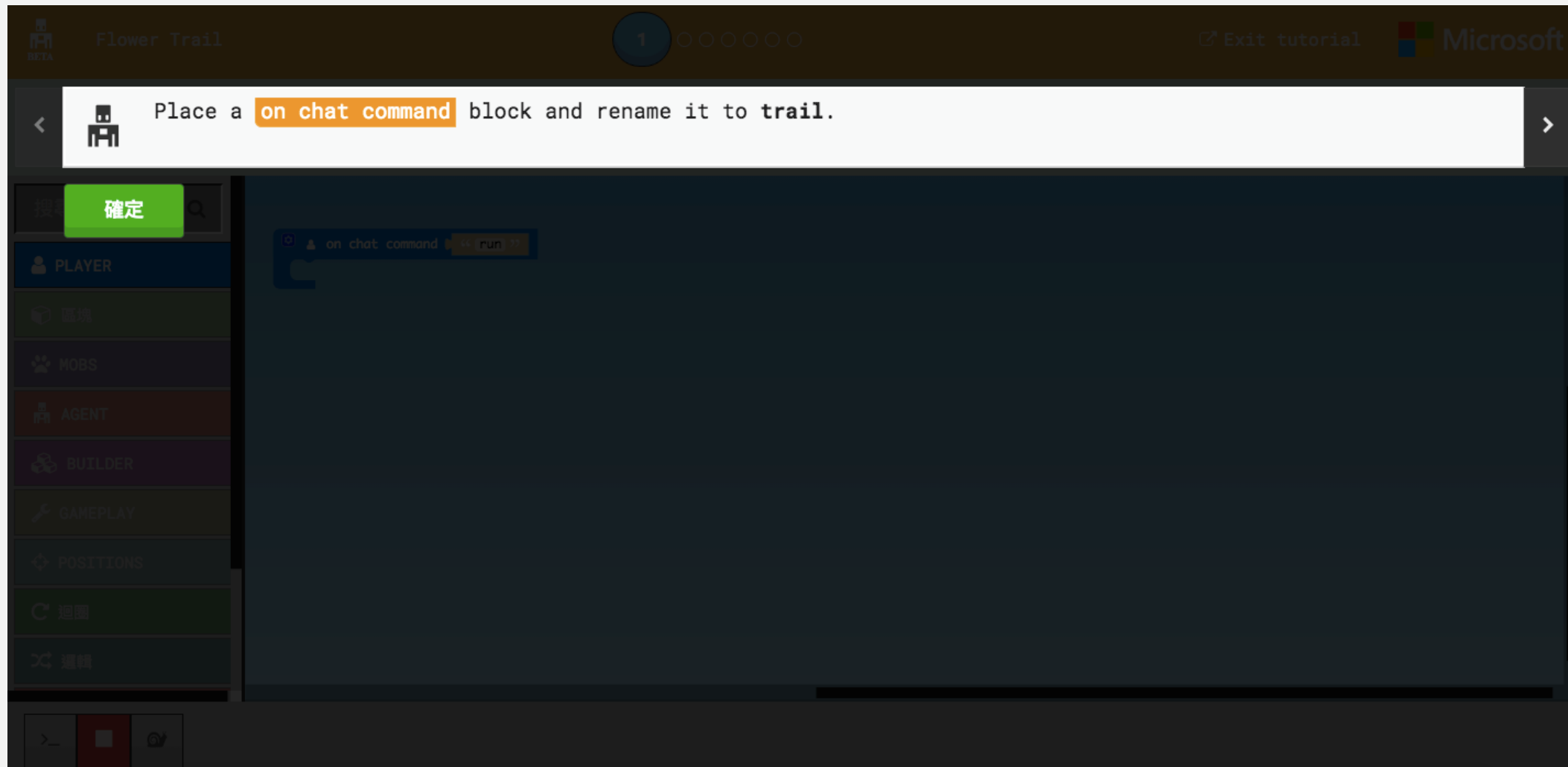
The screenshot shows a Minecraft tutorial menu with a dark grey background. At the top, there are three tabs: 'My Stuff', 'Tutorials' (which is highlighted with a yellow border), and 'Examples'. A close button 'x' is in the top right corner. Below the tabs is a grid of eight tutorial cards, each with a small image, a title, and a short description. The 'Flower Trail' card in the bottom-left corner is highlighted with a yellow border.

Tutorial Name	Description
Agent Moves	Get the agent to go somewhere.
Agent Build	The agent can really make stuff.
Compass Rose	Let's see the world directions
Mega Jump	Give your player a real boost!
Flower Trail	Mark your path, see where you go.
Super Digger	Go mining and dig up a lot of blocks.
Billboard	Print a big message.
Fast Forward	Take control of time!

開始！

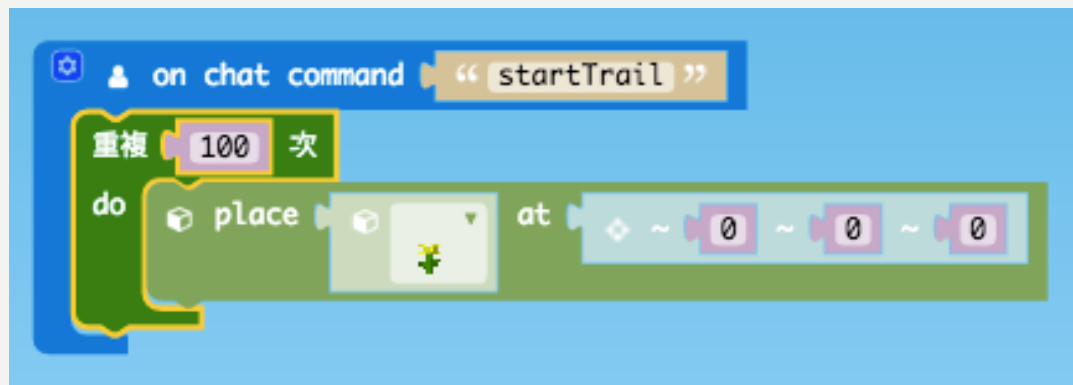
STEP BY STEP

教程開啟後，請跟著指示完成有趣的教學。



完成！

STEP BY STEP



完成後，花朵尾巴將跟著您。



CODE
LIKE A PRO

THANK YOU!