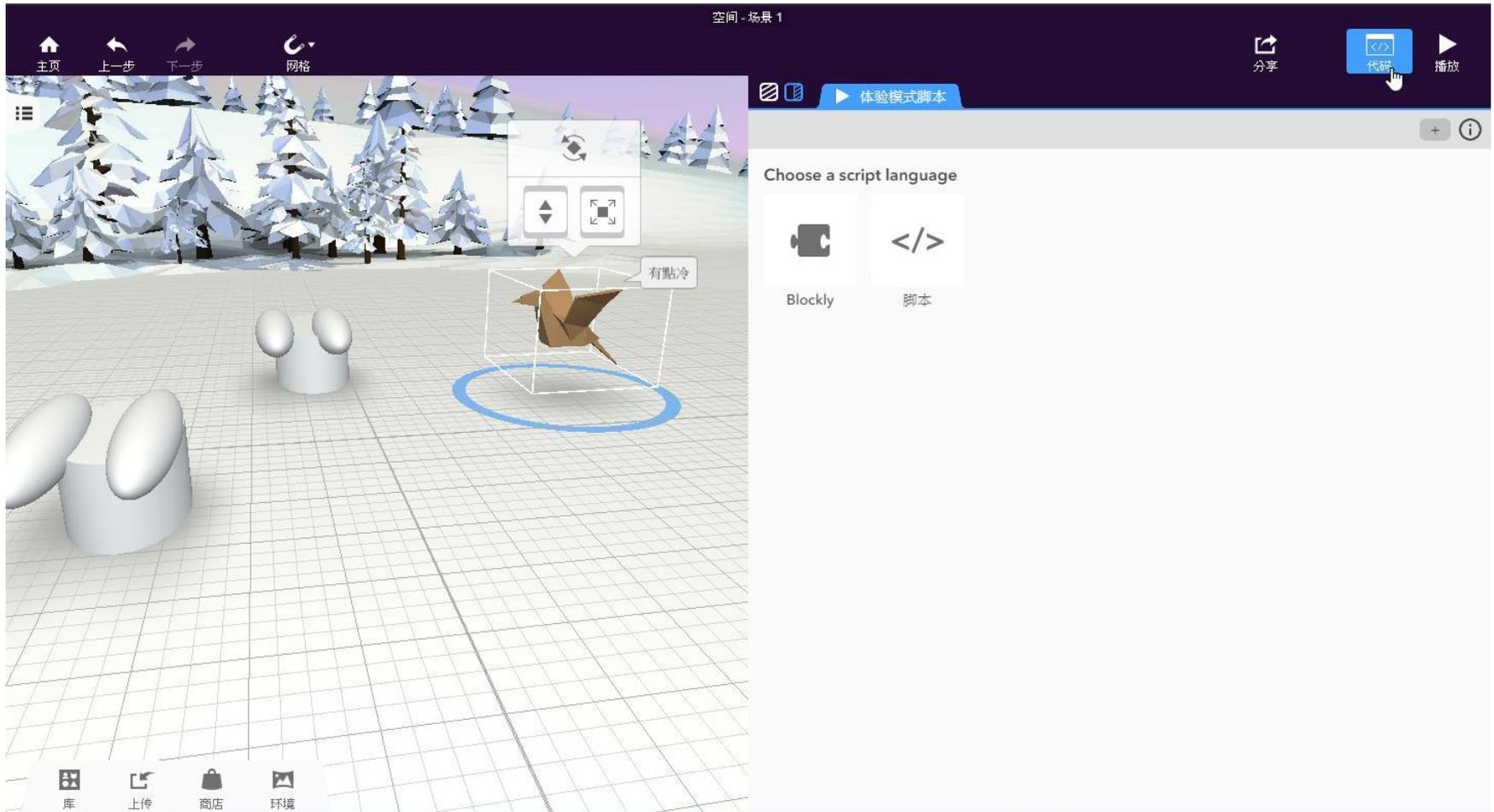
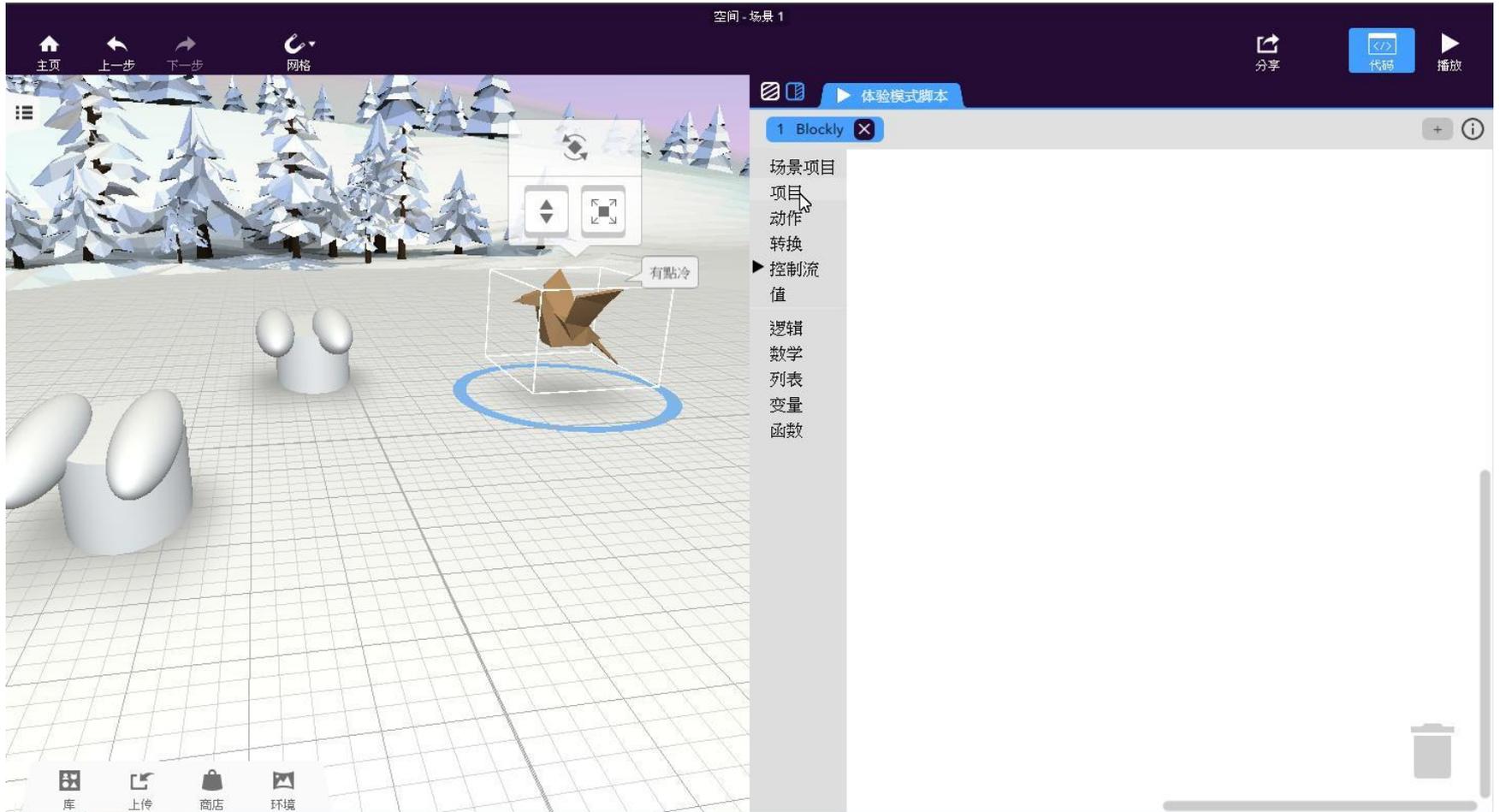


代碼 (CODING) 選單



BLOCKLY



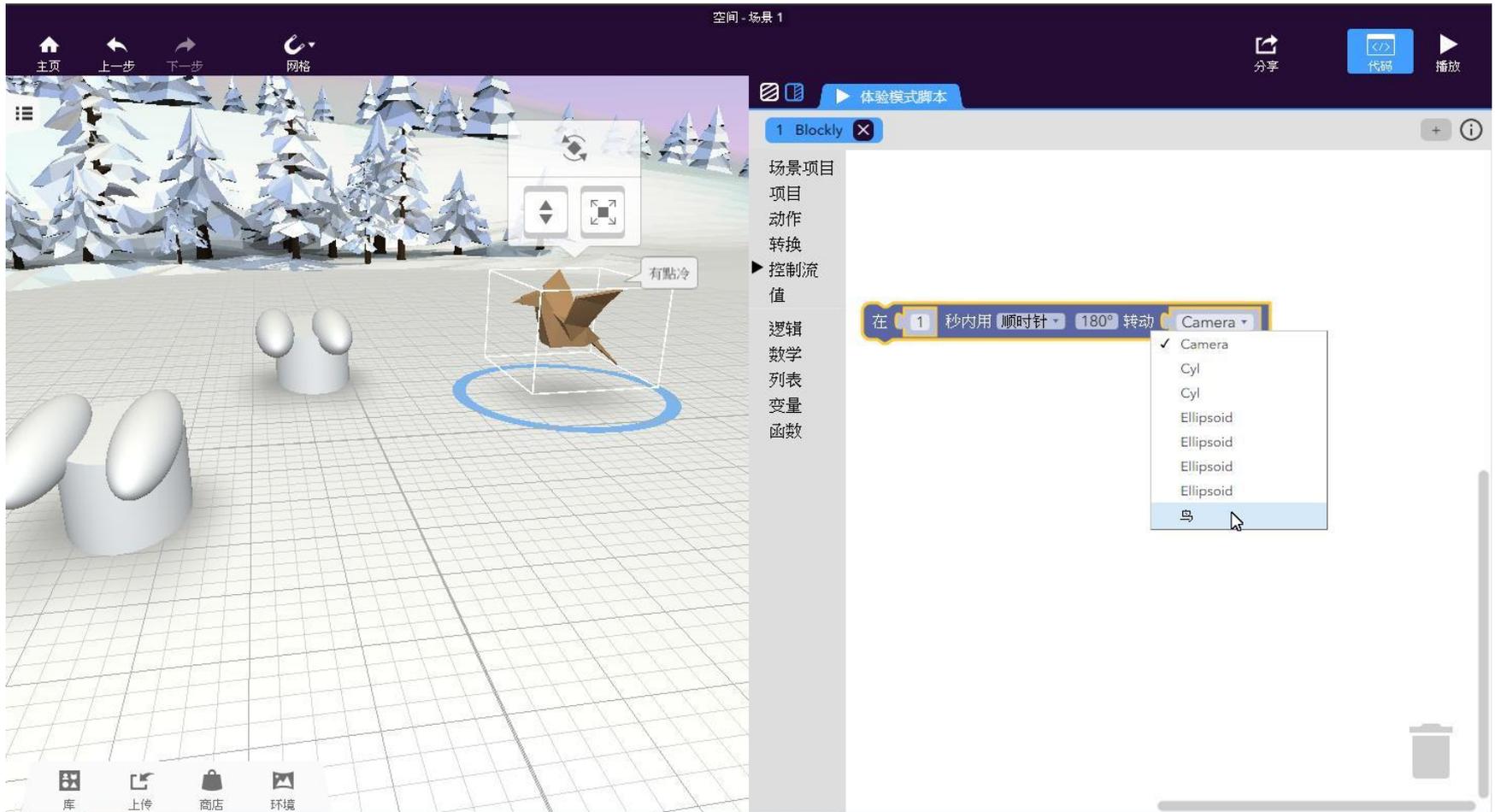
BLOCKLY功能方块

The image displays the BLOCKLY interface for a 3D scene. The top navigation bar includes '主页' (Home), '上一步' (Previous), '下一步' (Next), and '网格' (Grid). The scene itself shows a snowy landscape with trees and a character, with a '有點冷' (A bit cold) speech bubble. The right-hand panel, titled '体验模式脚本' (Experience Mode Script), contains a script for the 'Camera' object. The script includes the following blocks:

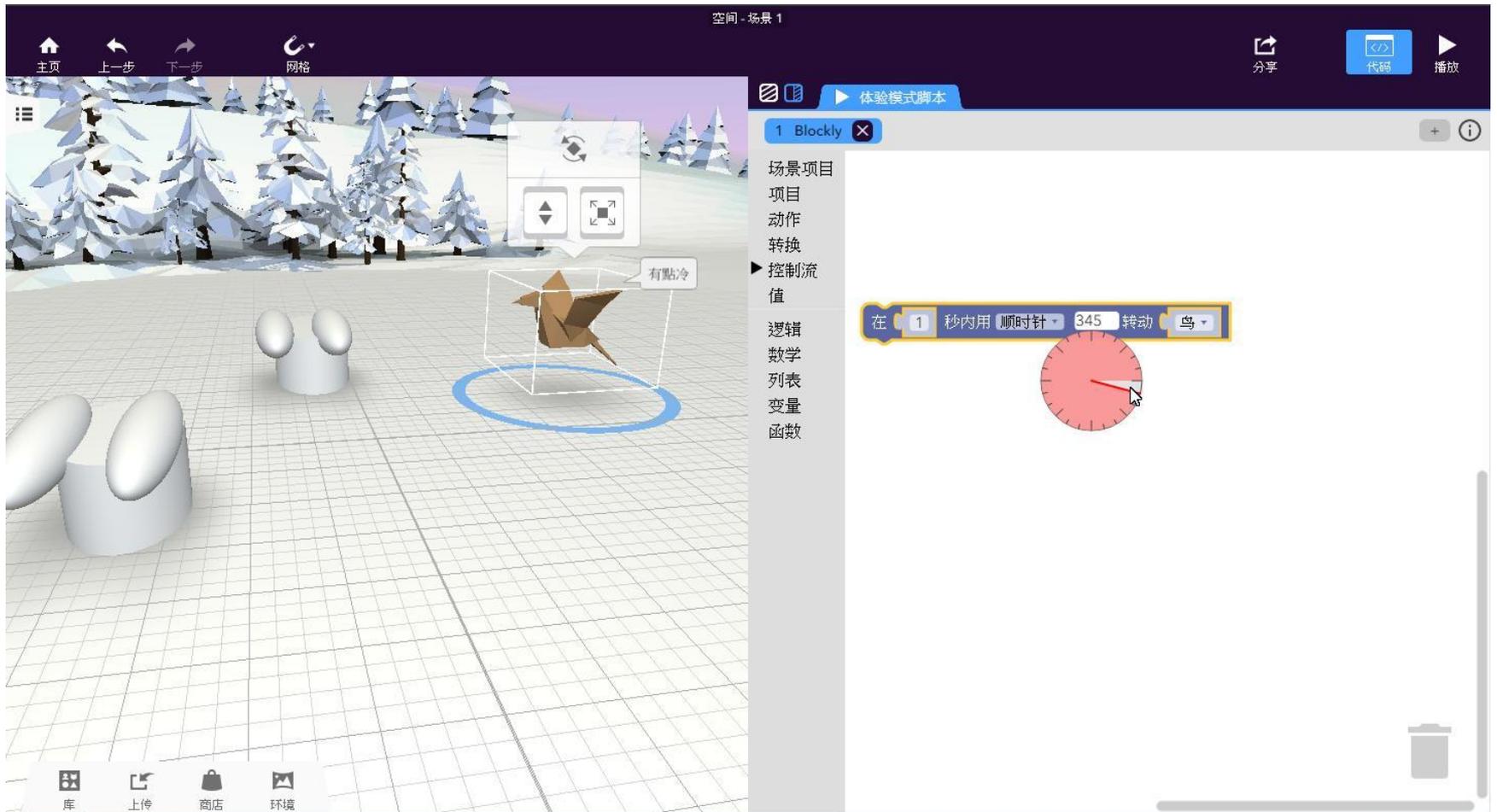
- 在 1 秒内移动 Camera 1 米 前
- 在 1 秒内将 Camera 移至 x: 0 y: 0 z: 0
- 在 1 秒内用 顺时针 180° 转动 Camera
- 将 Camera 在 1 秒内绕 X 轴转动 180 度
- 转动 Camera 原点 x: 0 y: 0 z: 0 方向 x: 0 y: 0 z: 1 角度 180 时间 1 秒
- 在 1 秒内以 1 为半径用 顺时针 180° 转动 Camera
- 在 1 秒内用 2 测量 Camera
- 设置一个驱动 Camera 到 无动作 的循环

The interface also features a sidebar with categories like '场景项目' (Scene Item), '项目' (Item), '动作' (Action), '转换' (Convert), '控制流' (Control Flow), '逻辑' (Logic), '数学' (Math), '列表' (List), '变量' (Variable), and '函数' (Function). At the bottom, there are icons for '库' (Library), '上传' (Upload), '商店' (Store), and '环境' (Environment).

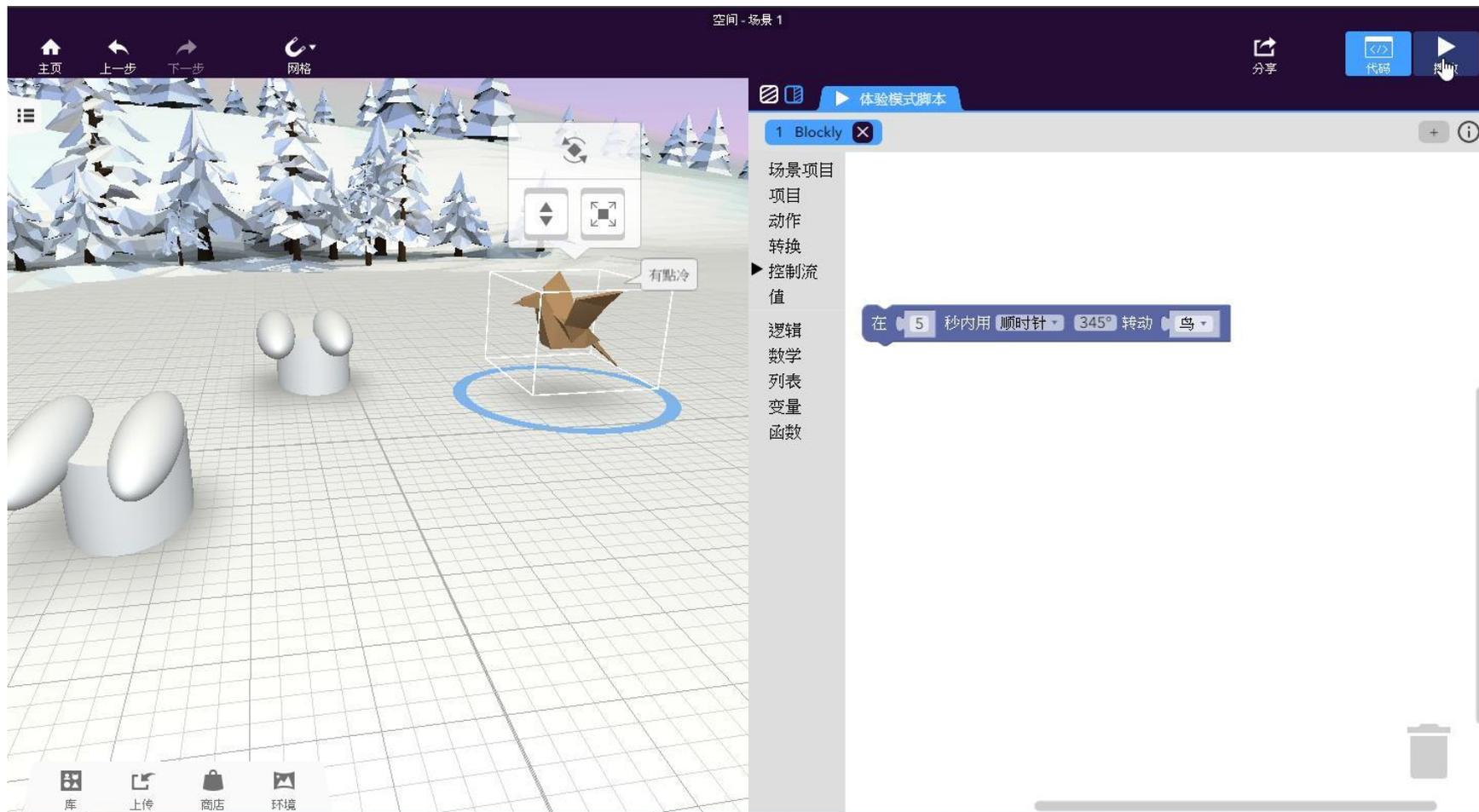
指令選擇物件設定



調整角度值



BLOCKLY設定



播放檢視



個人資料區更換語言

我的空间 [新建一个空间](#) 搜索



空间



Fantasy island



Swimming finals



Swimming finals



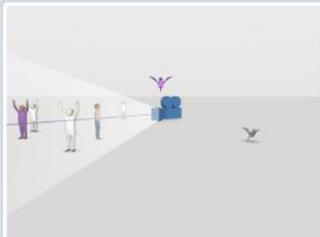
Summer holiday



Eli and the rocket



Polar bears infographic



City







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[更换语言](#) 

[Transfer this account to CoSpaces Edu](#) 

余额: 50硬币 

[登出](#)

英語介面

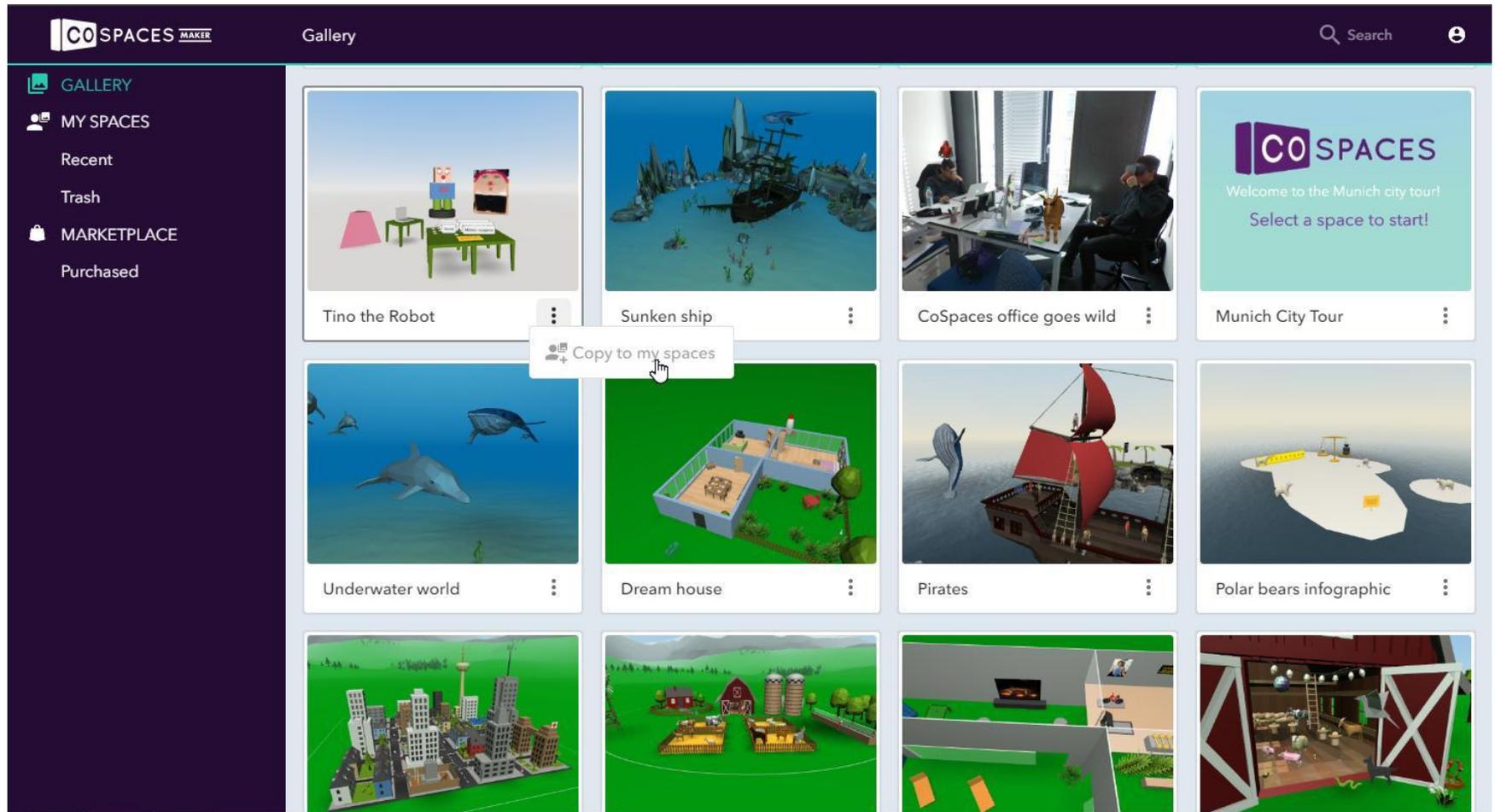
我的空间 [新建一个空间](#) 搜索 返回

The screenshot displays the CoSpaces interface. At the top, there is a dark purple header with the text '我的空间' (My Space) and a button '新建一个空间' (Create a new space). To the right of the header are a search icon and the text '搜索' (Search), and a '返回' (Return) button. The main area is a grid of 3D scene thumbnails, each with a title and a vertical ellipsis menu icon. The thumbnails include: '空间' (Space) with a snowy landscape; 'Fantasy island' with a horse and a dog; 'Swimming finals' (two instances) with a swimming pool; 'Summer holiday' with a tropical scene; 'Eli and the rocket' with a house and a rocket; 'Polar bears infographic' with a polar bear and a light; 'City' with a city scene; and a 'Welcome to CoSpaces!' sign. On the right side, there is a language selection menu with the text '语言:' (Language:). The menu lists several languages: Deutsch, English (with a mouse cursor over it), Español, Français, Português, Русский, 中文 (highlighted in grey), and 한국어.

空间 Fantasy island Swimming finals Swimming finals Summer holiday Eli and the rocket Polar bears infographic City

语言:
Deutsch
English
Español
Français
Português
Русский
中文
한국어

複製「Tino the Robot」作品



檢視BLOCKLY程式

The image shows a screenshot of the BLOCKLY programming environment. The top navigation bar includes Home, Undo, Redo, Snapping, Share, Code, and Play buttons. The main workspace displays a 3D scene titled "Tino the Robot - Scene 1" with a robot character and a character with a pink headband. A script editor on the right shows a "1 Blockly" script with the following code:

```
card = Scene.getItem('vm8kPhp2hX')
card = Scene.getItem('iZrSvdOal6')
card = Scene.getItem('Ez7aPIQZKb')
card = Scene.getItem('vy4QLOje4w')
card = Scene.getItem('Z6c1RTb8Vd')
card = Scene.getItem('JynbUMUOeo')

create list with [
  cardName1
  cardName2
  cardHour
  cardWeatherRain
  cardWeatherSun
  cardWeatherCloud
]

for (let i = 0; i < length of CardsList; i++) {
  create list with [
    "Bonjour Ginette"
    "Bonjour Bernard"
    create text with [
      "il est actuellement "
      hourTempo
      " H"
    ]
    "Aujourd'hui il pleut"
    "Aujourd'hui le soleil brille"
    "Aujourd'hui le temps est nuageux"
  ]
  create list with item 0 repeated NumberOfCards times
}
```

全螢幕檢視BLOCKLY

The screenshot displays the Blockly web interface for a scene titled "Tino the Robot - Scene 1". The interface includes a top navigation bar with icons for Home, Undo, Redo, Snapping, Share, Code, and Play. A left sidebar lists categories: Scene items, Events, Actions, Transitions, Control flow, Values, Logic, Math, Lists, Variables, and Functions. The main workspace contains a script with the following blocks:

- Coding: Bernard_Card = Scene.getItem('vm8kPhp2hX')
- Coding: Ginette_Card = Scene.getItem('iZrSvdOal6')
- Coding: Hour_Card = Scene.getItem('Ez7aPIQZKb')
- Coding: Sunny_Card = Scene.getItem('vy4QLOje4w')
- Coding: Cloud_Card = Scene.getItem('Z6c1RTb8Vd')
- Coding: Rain_Card = Scene.getItem('JynbUMUOeo')
- set CardsList to create list with
 - cardName1
 - cardName2
 - cardHour
 - cardWeatherRain
 - cardWeatherSun
 - cardWeatherCloud
- set NumberOfCards to length of CardsList
- set ComputerList to create list with
 - " Bonjour Ginette "
 - " Bonjour Bernard "
 - create text with
 - " il est actuellement "
 - hourTempo
 - " H "
 - " Aujourd'hui il pleut "
 - " Aujourd'hui le soleil brille "
 - " Aujourd'hui le temps est nuageux "
- set StateCard to create list with item 0 repeated NumberOfCards times

BLOCKLY功能方塊1

The screenshot displays the Blockly interface for a scene titled "Tino the Robot - Scene 1". The top navigation bar includes "Home", "Undo", "Redo", "Snapping", "Share", "Code", and "Play" buttons. The left sidebar shows a category menu with "Events" selected. The main workspace contains a script with the following blocks:

- on activate of** (ABC) block
- Scene.getItem** blocks for various IDs: 'vm8kPhp2hX', 'iZrSvdOal6', 'Ez7aPIQZKb', 'vy4QLOje4w', 'Z6c1RTb8Vd', and 'JynbUMUOeo'.
- create list with** block containing: cardName1, cardName2, cardHour, cardWeatherRain, cardWeatherSun, and cardWeatherCloud.
- length of** block for CardsList.
- on hover of** (ABC) block with **on:** and **off:** sub-blocks.
- on collision of** (ABC) with another item block, containing **enter:** and **exit:** sub-blocks.
- create list with** block containing: "Bonjour Ginette", "Bonjour Bernard", "il est actuellement" (with hourTempo variable), "H", "Aujourd'hui il pleut", "Aujourd'hui le soleil brille", and "Aujourd'hui le temps est nuageux".
- create list with item** block: 0 repeated NumberOfCards times.

BLOCKLY功能方塊2

The screenshot displays the Blockly interface for a project titled "Tino the Robot - Scene 1". The interface includes a top toolbar with icons for Home, Undo, Redo, Snapping, Share, Code, and Play. A left sidebar lists various categories: Scene items, Events, Actions, Transitions, Control flow, Values, Logic, Math, Lists, Variables, and Functions. The main workspace contains a script with the following blocks:

- set color of ABC to [red]
- ABC say "I Phrase"
- ABC think "Thought"
- show info panel above ABC
 - title "Title"
 - text "Text"
- image No image assets
 - hide automatically
- play sound 1.mp3
 - wait until finished
- create list with
 - cardName1
 - cardName2
 - cardHour
 - cardWeatherRain
 - cardWeatherSun
 - cardWeatherCloud
- length of CardsList
- create list with
 - "Bonjour Ginette"
 - "Bonjour Bernard"
 - create text with "il est actuellement"
 - hourTempo
 - "H"
 - "Aujourd'hui il pleut"
 - "Aujourd'hui le soleil brille"
 - "Aujourd'hui le temps est nuageux"
- create list with item 0 repeated NumberOfCards times

BLOCKLY功能方塊3

The screenshot displays the Blockly interface for a scene titled "Tino the Robot - Scene 1". The top navigation bar includes "Home", "Undo", "Redo", "Snapping", "Share", "Code", and "Play" buttons. A "Play mode script" button is also visible. The left sidebar lists categories: Scene items, Events, Actions, Transitions (highlighted), Control flow, Values, Logic, Math, Lists, Variables, and Functions. The main workspace contains several blue blocks:

- move ABC 1 meters forward in 1 sec.
- move ABC to x: 0 y: 0 z: 0 in 1 sec.
- turn ABC clockwise by 180° in 1 sec.
- turn ABC around X by 180 in 1 sec.
- A nested block for turning ABC with origin (x: 0, y: 0, z: 0), direction (x: 0, y: 0, z: 1), angle 180, and duration 1 sec.
- turn ABC clockwise by 180° radius 1 meters in 1 sec.
- scale ABC by 2 in 1 sec.
- set a looped animation for ABC to No animations.

The right workspace shows a sequence of green text blocks and a purple repeat block:

- weatherRain
- weatherSun
- weatherCloud
- Bonjour Ginette
- Bonjour Bernard
- create text with " il est actuellement "
- hourTempo
- " H "
- Aujourd'hui il pleut
- Aujourd'hui le soleil brille
- Aujourd'hui le temps est nuageux
- repeated NumberOfCards times

BLOCKLY功能方塊4

The screenshot displays the Blockly interface for 'Tino the Robot - Scene 1'. The top navigation bar includes 'Home', 'Undo', 'Redo', 'Snapping', 'Share', 'Code', and 'Play' buttons. The left sidebar shows a category menu with 'Loops' selected. The main workspace contains the following script:

- repeat 10 times**
 - do
- count with** from 1 to 10 by 1
 - do
- for each item** in list
 - do
 - create list with**
 - cardName1
 - cardName2
 - cardHour
 - cardWeatherRain
 - cardWeatherSun
 - cardWeatherCloud
 - length of** CardsList
 - create list with**
 - " Bonjour Ginette "
 - " Bonjour Bernard "
 - create text with** " il est actuellement "
 - hourTempo
 - " H "
 - " Aujourd'hui il pleut "
 - " Aujourd'hui le soleil brille "
 - " Aujourd'hui le temps est nuageux "
 - create list with item** 0 repeated NumberOfCards times

BLOCKLY功能方塊5

The screenshot shows the Blockly IDE interface for 'Tino the Robot - Scene 1'. The top navigation bar includes Home, Undo, Redo, Snapping, Share, Code, and Play buttons. The left sidebar shows a category menu with 'Control flow' selected, and the 'If' block highlighted. The main workspace contains the following script:

```
Coding: Bernard_Card = Scene.getItem('vm8kPhp2hX')
Coding: Ginette_Card = Scene.getItem('iZrSvdOal6')
Coding: Hour_Card = Scene.getItem('Ez7aPIQZKb')
Coding: Sunny_Card = Scene.getItem('vy4QLOje4w')
Coding: Cloud_Card = Scene.getItem('Z6c1RTb8Vd')
Coding: Rain_Card = Scene.getItem('JynBUMUOeo')

set CardsList to create list with
  cardName1
  cardName2
  cardHour
  cardWeatherRain
  cardWeatherSun
  cardWeatherCloud

set NumberOfCards to length of CardsList
set ComputerList to create list with
  " Bonjour Ginette "
  " Bonjour Bernard "
  create text with " il est actuellement "
  hourTempo
  " H "
  " Aujourd'hui il pleut "
  " Aujourd'hui le soleil brille "
  " Aujourd'hui le temps est nuageux "

set StateCard to create list with item 0 repeated NumberOfCards times
```

BLOCKLY功能方塊6

The screenshot displays the Blockly IDE interface for a project titled "Tino the Robot - Scene 1". The top toolbar includes navigation and utility buttons: Home, Undo, Redo, Snapping, Share, Code, and Play. A "Play mode script" button is also visible. The left sidebar shows a category menu with "Other" selected. The main workspace contains a script with the following blocks:

- finish** block
- Coding** block
- create list with** block (purple) containing:
 - cardName1
 - cardName2
 - cardHour
 - cardWeatherRain
 - cardWeatherSun
 - cardWeatherCloud
- length of** block (pink) connected to the **create list with** block above it.
- create list with** block (purple) containing:
 - "Bonjour Ginette"
 - "Bonjour Bernard"
 - create text with "il est actuellement" (green) connected to **hourTempo** (pink)
 - "H"
 - "Aujourd'hui il pleut"
 - "Aujourd'hui le soleil brille"
 - "Aujourd'hui le temps est nuageux"
- create list with item** block (purple) containing:
 - 0
 - repeated **NumberOfCards** (pink) times

BLOCKLY功能方塊7

The screenshot displays the Blockly IDE interface for a scene titled "Tino the Robot - Scene 1". The top navigation bar includes "Home", "Undo", "Redo", "Snapping", "Share", "Code", and "Play" buttons. The left sidebar shows a category menu with "Values" selected. The main workspace contains a script with the following blocks:

- distance between `ABC` and `ABC`
- position of `ABC`
- Control flow block: `x: 0 y: 0 z: 0`
- component `x` of `ABC`
- Logic block: `“ ”`
- Math block: `color of ABC`
- Math block: `random color`
- Math block: `color with red: 100, green: 0, blue: 0`
- Math block: `blend color 1`
- Scene item manipulation blocks: `= Scene.getItem('vm8kPhp2hX')`, `= Scene.getItem('iZrSvdOal6')`, `Scene.getItem('Ez7aPIQZKb')`, `Scene.getItem('vy4QLOje4w')`, `Scene.getItem('Z6c1RTb8Vd')`, `Scene.getItem('JynbUMUOeo')`
- List creation blocks: `create list with` containing `cardName1`, `cardName2`, `cardHour`, `cardWeatherRain`, `cardWeatherSun`, and `cardWeatherCloud`
- Text generation blocks: `to length of CardsList`, `create list with` containing `“ Bonjour Ginette ”`, `“ Bonjour Bernard ”`, `create text with “ il est actuellement ”`, `hourTempo`, `“ H ”`, `“ Aujourd'hui il pleut ”`, `“ Aujourd'hui le soleil brille ”`, and `“ Aujourd'hui le temps est nuageux ”`
- Repetition block: `create list with item 0 repeated NumberOfCards times`

BLOCKLY功能方塊8

The screenshot shows the Blockly interface for 'Tino the Robot - Scene 1'. The top navigation bar includes Home, Undo, Redo, Snapping, Share, Code, and Play buttons. The left sidebar shows the 'Logic' category selected, with various control flow blocks like 'not', 'true', 'null', 'test', 'if true', and 'if false'. The main workspace contains a script with the following blocks:

- Coding: Bernard_Card = Scene.getItem('vm8kPhp2hX')
- Coding: Ginette_Card = Scene.getItem('iZrSvdOal6')
- Coding: Hour_Card = Scene.getItem('Ez7aPIQZKb')
- Coding: Sunny_Card = Scene.getItem('vy4QLOje4w')
- Coding: Cloud_Card = Scene.getItem('Z6c1RTb8Vd')
- Coding: Rain_Card = Scene.getItem('JynbUMUOeo')
- set CardsList to create list with
 - cardName1
 - cardName2
 - cardHour
 - cardWeatherRain
 - cardWeatherSun
 - cardWeatherCloud
- set NumberOfCards to length of CardsList
- set ComputerList to create list with
 - " Bonjour Ginette "
 - " Bonjour Bernard "
 - create text with
 - " il est actuellement "
 - hourTempo
 - " H "
 - " Aujourd'hui il pleut "
 - " Aujourd'hui le soleil brille "
 - " Aujourd'hui le temps est nuageux "
- set StateCard to create list with item 0 repeated NumberOfCards times

BLOCKLY功能方塊9

The screenshot displays the Blockly IDE interface for a scene titled "Tino the Robot - Scene 1". The interface includes a top navigation bar with "Home", "Undo", "Redo", "Snapping", "Share", "Code", and "Play" buttons. A left sidebar shows a category menu with "Math" selected. The main workspace contains a script with the following blocks:

- Scene items: 0
- Events: 0
- Actions: +
- Transitions: square root
- Control flow: If
- Loops: 0
- Math: is even
- Lists: round to 2 decimal places, sum of list, remainder of ÷, constrain low 1 high 100, random integer from 1 to 100
- Functions: create list with (cardName1, cardName2, cardHour, cardWeatherRain, cardWeatherSun, cardWeatherCloud)
- Scene items: vm8kPhp2hX, iZrSvdOal6, Ez7aPIQZKb, vy4QLOje4w, Z6c1RTb8Vd, JynbUMUOeo
- Lists: CardsList, length of CardsList
- Text: "Bonjour Ginette", "Bonjour Bernard", "il est actuellement", "H", "Aujourd'hui il pleut", "Aujourd'hui le soleil brille", "Aujourd'hui le temps est nuageux"
- Functions: create list with item 0 repeated NumberOfCards times

BLOCKLY功能方塊10

The screenshot displays the Blockly interface for a scene titled "Tino the Robot - Scene 1". The left sidebar shows the "Lists" category selected. The main workspace contains a script with the following blocks:

- Scene items: create empty list
- Events: create list with
- Control flow: create list with item repeated 5 times
- Values: length of
- Logic: is empty
- Lists: in list find first occurrence of item
- Lists: in list get #
- Lists: in list set # as

The script in the workspace includes the following code blocks:

```
Scene.getItem('vm8kPhp2hX')
Scene.getItem('iZrSvdOal6')
ene.getItem('Ez7aPIQZKb')
cene.getItem('vy4QLOje4w')
cene.getItem('Z6c1RTb8Vd')
ene.getItem('JynbUMUOeo')
create list with
  cardName1
  cardName2
  cardHour
  cardWeatherRain
  cardWeatherSun
  cardWeatherCloud
length of CardsList
create list with
  " Bonjour Ginette "
  " Bonjour Bernard "
  create text with " il est actuellement "
  hourTempo
  " H "
  " Aujourd'hui il pleut "
  " Aujourd'hui le soleil brille "
  " Aujourd'hui le temps est nuageux "
create list with item 0 repeated NumberOfCards times
```

BLOCKLY功能方塊11

The screenshot displays the Blockly IDE interface for a scene titled "Tino the Robot - Scene 1". The interface includes a top navigation bar with "Home", "Undo", "Redo", "Snapping", "Share", "Code", and "Play" buttons. A left sidebar lists various block categories: Scene items, Events, Actions, Transitions, Control flow, Loops, If, Other, Values, Logic, Math, Lists, Variables (highlighted), and Functions. The main workspace contains a script with the following blocks:

- Scene items:** "Create variable..."
- Actions:** "set Card to", "change Card by 1"
- Control flow:** "If" block containing:
 - Logic:** "cardNumber"
 - Values:** "CardsList"
 - Logic:** "ComputerList"
 - Math:** "hour"
 - Lists:** "hourTempo"
 - Logic:** "i", "InProcess", "j", "k", "NumberOfCards", "object", "StateCard"
- Code blocks (Scene items):** "Bernard_Card = Scene.getItem('vm8kPhp2hX')", "Ginette_Card = Scene.getItem('iZrSvdOal6')", "Hour_Card = Scene.getItem('Ez7aPIQZKb')", "Sunny_Card = Scene.getItem('vy4QLOje4w')", "Cloud_Card = Scene.getItem('Z6c1RTb8Vd')", "Rain_Card = Scene.getItem('JynbUMUOeo')"
- Code blocks (Values):** "CardsList to create list with" containing:
 - cardName1
 - cardName2
 - cardHour
 - cardWeatherRain
 - cardWeatherSun
 - cardWeatherCloud
- Code blocks (Logic):** "NumberOfCards to length of CardsList"
- Code blocks (Logic):** "ComputerList to create list with" containing:
 - "Bonjour Ginette"
 - "Bonjour Bernard"
 - "create text with" containing:
 - "il est actuellement"
 - hourTempo
 - "H"
 - "Aujourd'hui il pleut"
 - "Aujourd'hui le soleil brille"
 - "Aujourd'hui le temps est nuageux"
- Code blocks (Logic):** "StateCard to create list with item 0 repeated NumberOfCards times"

BLOCKLY功能方塊12

The screenshot displays the Blockly IDE interface for a project titled "Tino the Robot - Scene 1". The top navigation bar includes "Home", "Undo", "Redo", "Snapping", "Share", "Code", and "Play" buttons. The left sidebar shows a category menu with "Functions" selected. The main workspace contains a script with the following blocks:

- Scene items: to do something
- FindAndReturnCardOnThe Reader
- getPositionRfid
- hoursVocal with: hourTempo
- PlayMP3
- ReturnCardOnThe Reader
- WaitingOutOfProcess
- FindAndReturnCardOnThe Reader
- getPositionRfid
- hoursVocal
- PlayMP3
- ReturnCardOnThe Reader
- WaitingOutOfProcess

The script also includes several JavaScript blocks for scene management and list creation:

```
bernard_Card = Scene.getItem('vm8kPhp2hX')  
ginette_Card = Scene.getItem('iZrSvdOal6')  
hour_Card = Scene.getItem('Ez7aPIQZKb')  
ginny_Card = Scene.getItem('vy4QLOje4w')  
cloud_Card = Scene.getItem('Z6c1RTb8Vd')  
rain_Card = Scene.getItem('JynbUMUOeo')
```

It then creates a list named "CardsList" with the following items:

- cardName1
- cardName2
- cardHour
- cardWeatherRain
- cardWeatherSun
- cardWeatherCloud

The script also includes a loop that generates weather-related text:

```
length of CardsList  
create list with  
" Bonjour Ginette "  
" Bonjour Bernard "  
create text with " il est actuellement "  
hourTempo  
" H "  
" Aujourd'hui il pleut "  
" Aujourd'hui le soleil brille "  
" Aujourd'hui le temps est nuageux "
```

Finally, it creates a list with 0 items repeated NumberOfCards times.

BLOCKLY功能方块3 (中文)

The image shows the Blockly interface for "Tino the Robot - 场景 1". The interface includes a top navigation bar with "主页", "上一步", "下一步", "网格", "分享", "代码", and "播放" buttons. A sidebar on the left lists categories: "场景项目", "项目", "动作", "控制流", "循环", "如果", "其他", "值", "逻辑", "数学", "列表", "变量", "函数".

The main workspace contains several motion and control blocks:

- 在 1 秒内移动 ABC 1 米 前
- 在 1 秒内将 ABC 移至 x: 0 y: 0 z: 0
- 在 1 秒内用 顺时针 180° 转动 ABC
- 将 ABC 在 1 秒内绕 X 轴转动 180 度
- 转动 ABC 原点 x: 0 y: 0 z: 0 方向 x: 0 y: 0 z: 1 角度 180 时间 1 秒
- 在 1 秒内以 1 为半径用 顺时针 180° 转动 ABC
- 在 1 秒内用 2 测量 ABC
- 设置一个驱动 ABC 到 无动作 的循环

The right workspace shows a script starting with "至 hoursVocal 与: hourTempo" and "空白". It contains a sequence of "播放声音" blocks with "声音会在工作完成后播放" checked, each preceded by an "if" or "else if" block with a "hourTempo" variable and a value (1 through 6).

The End ~ Have Fun.