

國立北斗家商 108 學年度

程式語言與設計  
作品集

資一 1 | 28 | 楊雅媗

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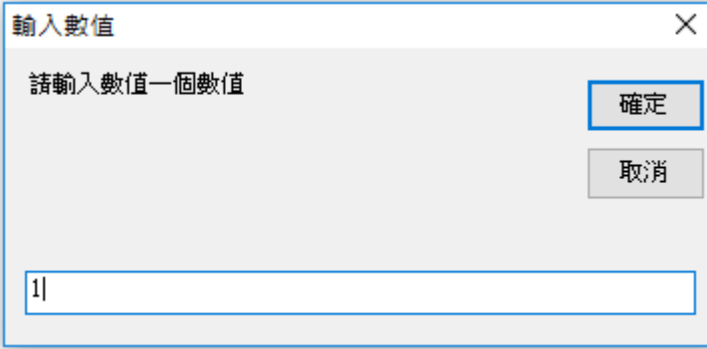
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## 28-03-1 加法小算盤

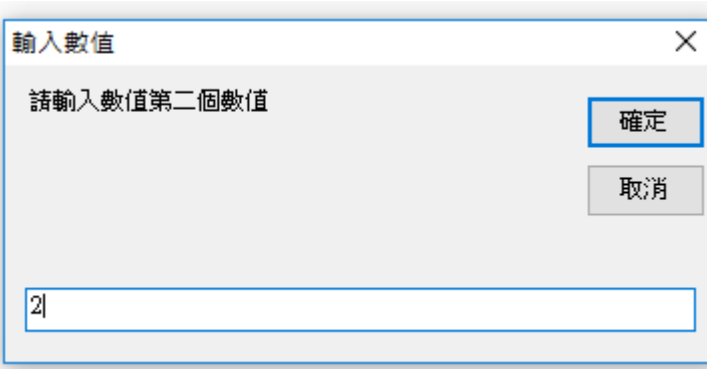
題目說明：利用算術運算子，來撰寫一個可將 2 數值相加的程式

程式畫面：

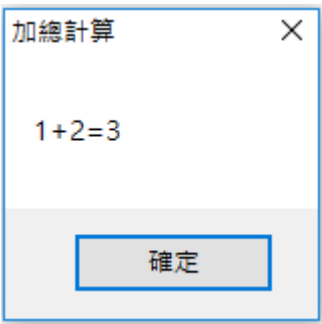
輸入第一個數值



輸入第二個數值



第一個數值加第二個數值就會得到結果



程式碼：

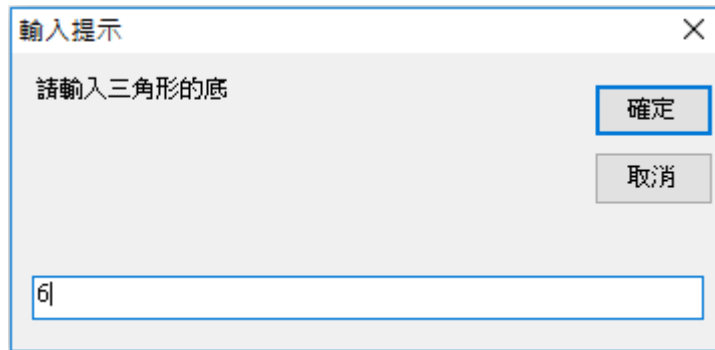
```
Public Class Form1
    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        Dim n1, n2 As Single
        n1 = InputBox("請輸入數值一個數值", "輸入數值")
        n2 = InputBox("請輸入數值第二個數值", "輸入數值")
        MsgBox(n1 & "+" & n2 & "=" & n1 + n2, , "加總計算")
    End Sub
End Class
```

## 28-03-2 計算三角形面積

題目說明：利用運算子來計算三角形面積的程式

程式畫面：

輸入第一個數值



輸入提示

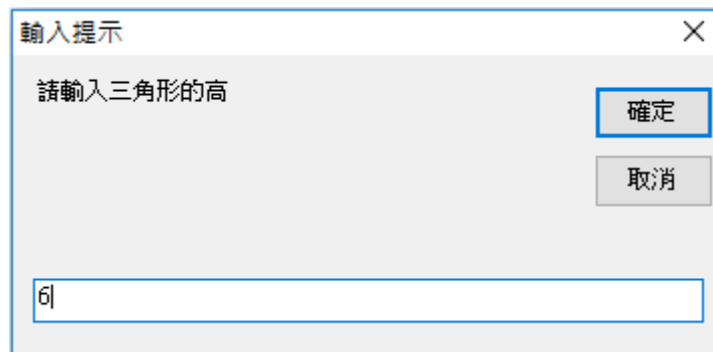
請輸入三角形的底

6

確定

取消

輸入第二個數值



輸入提示

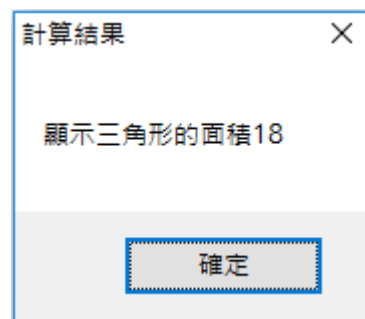
請輸入三角形的高

6

確定

取消

第一個數值和第二個數值相加後再除以 2



計算結果

顯示三角形的面積18

確定

28-03-4

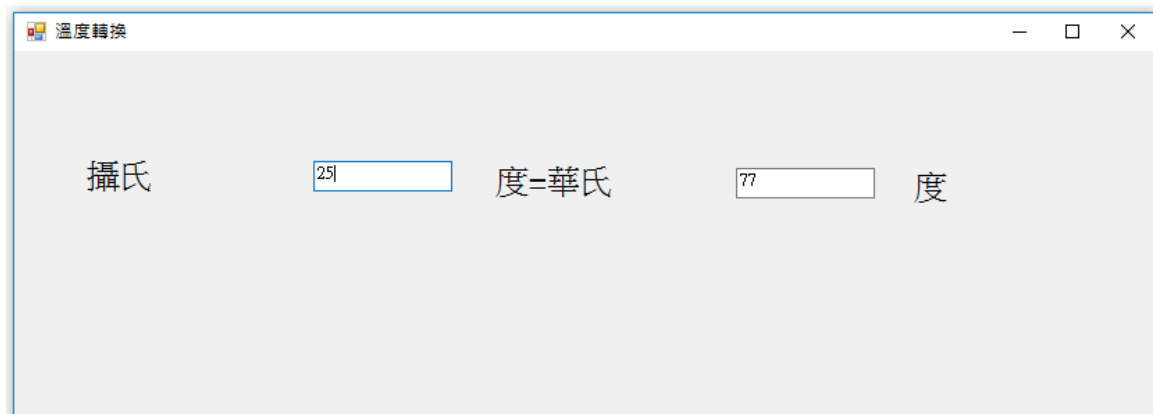
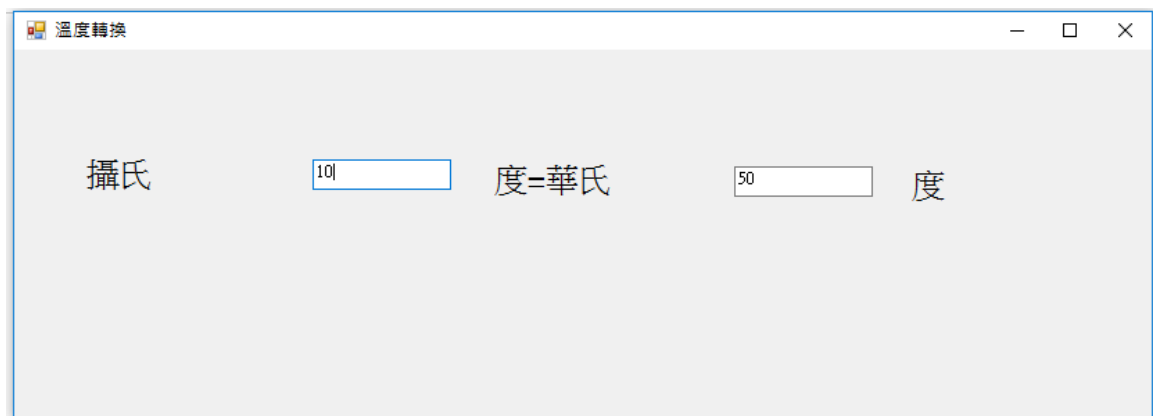
題目說明：溫度轉換程式

使用 2 個文字方塊控制項，讓使用者輸入要進行運算的 2 個數值。按計算鈕後，將運算結果顯示在另 1 個文字方塊控制項中。

程式畫面：

```
Public Class Form1
    Private Sub textchange(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        End Sub
    Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
        End Sub
    Private Sub TextBox1_TextChanged(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles TextBox1.TextChanged
        Dim c As Integer
        c = TextBox1.Text
        TextBox2.Text = c * 9 / 5 + 32
    End Sub
End Class
```

程式碼：



## 28-04-1 顯示/隱藏文字

題目說明：利用 If...Then...Else 判斷敘述，算出租幾片 打幾折？

程式畫面：

輸入 10 片以上 含 10 片

打 0.75 折

輸入 6~9 片

打 0.85 折

輸入 5 片以下 含 5 片

打 0.95 折

程式碼：

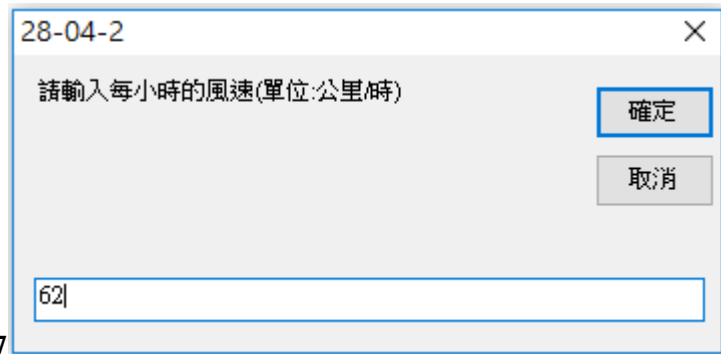
```
Public Class Form1
    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        Dim rent, num, sum As Integer
        num = InputBox("請輸入租借片數")
        rent = 120
        If num >= 10 Then
            rent = 120 * 0.75
        End If
        If 5 < num And num < 10 Then
            rent = 120 * 0.85
        End If
        If num <= 5 Then
            rent = 120 * 0.95
        End If

        sum = num * rent
        MsgBox("租借費用為" & sum)
    End Sub
End Class
```

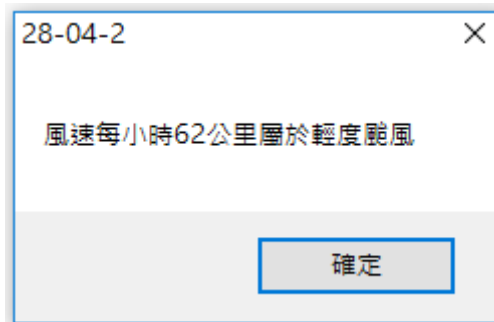
28-04-2 題目說明：利用巢狀 If 判斷敘述，來撰寫一支可依據輸入之風速來判斷及顯示颱風強度的程式。

程式畫面：

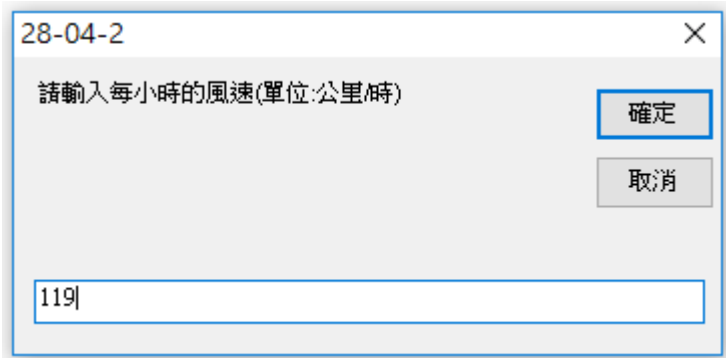
輸入風速  $\geq 62$  and  $\leq 117$



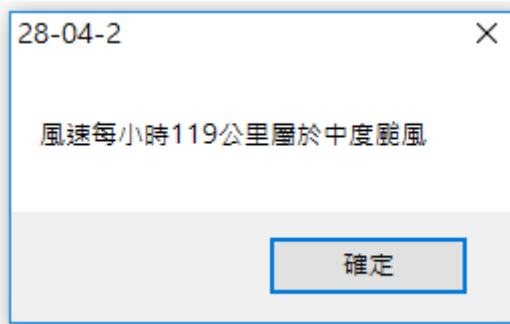
屬於輕度颱風



輸入風速  $\geq 118$  and  $\leq 183$



屬於中度颱風





輸入風速  $\geq 184$  and  $\leq 220$

屬於強烈颱風

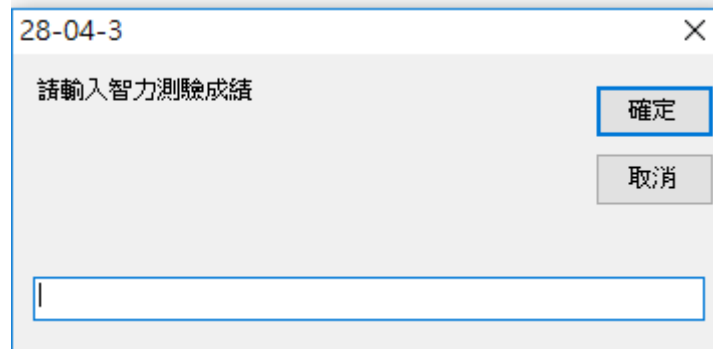
程式碼：

```
Public Class Form1
    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        Dim speed As Integer
        speed = InputBox("請輸入每小時的風速(單位:公里/時)")
        If speed >= 62 And speed <= 117 Then
            MsgBox("風速每小時" & speed & "公里屬於輕度颱風")
        Else
            If speed >= 118 And speed <= 183 Then
                MsgBox("風速每小時" & speed & "公里屬於中度颱風")
            Else
                If speed >= 184 And speed <= 220 Then
                    MsgBox("風速每小時" & speed & "公里屬於強烈颱風")
                End If
            End If
        End If
    End Sub
End Class
```

## 28-04-3 Select Case 判斷敘述

題目說明：利用 Select Case 判斷敘述，來撰寫一支可依據使用者的智力測驗成績，來判斷智力等級的程式。

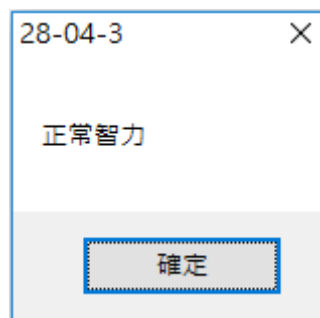
程式畫面：



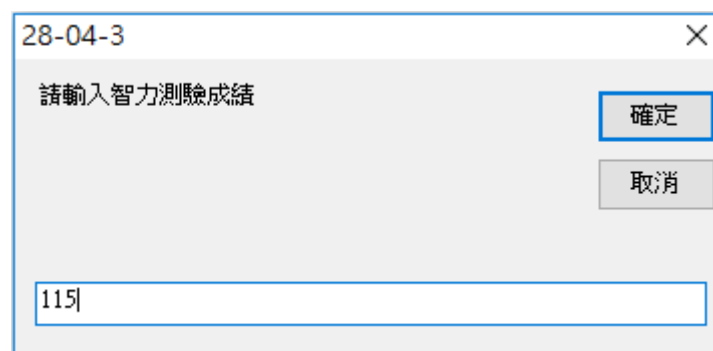
A dialog box titled "28-04-3" with a close button (X) in the top right corner. The text "請輸入智力測驗成績" (Please enter the intelligence test score) is displayed. On the right side, there are two buttons: "確定" (OK) and "取消" (Cancel). At the bottom, there is a text input field containing a vertical cursor.



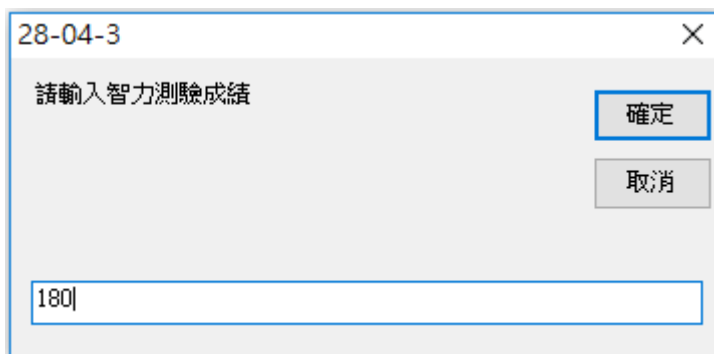
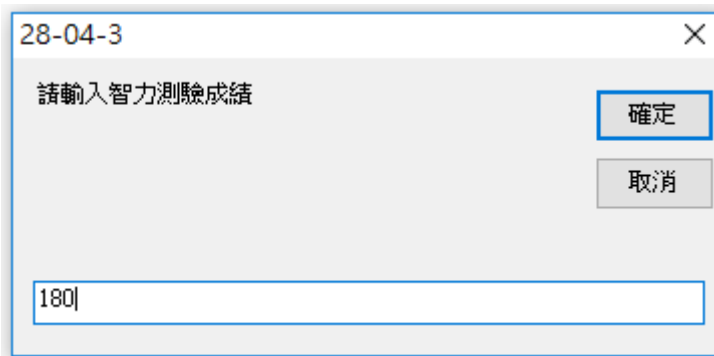
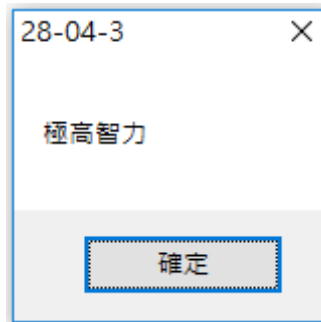
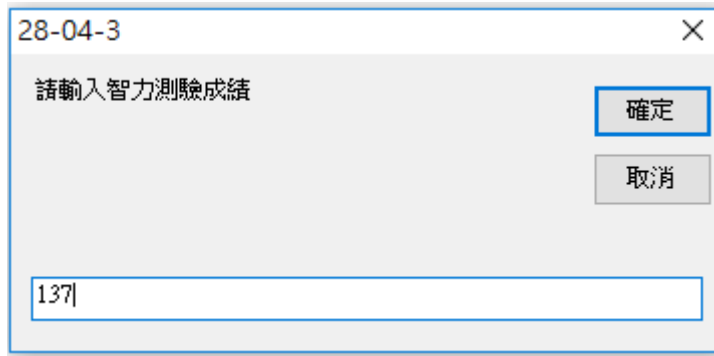
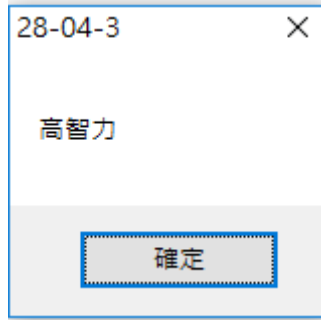
A dialog box titled "28-04-3" with a close button (X) in the top right corner. The text "請輸入智力測驗成績" (Please enter the intelligence test score) is displayed. On the right side, there are two buttons: "確定" (OK) and "取消" (Cancel). At the bottom, there is a text input field containing the value "85".

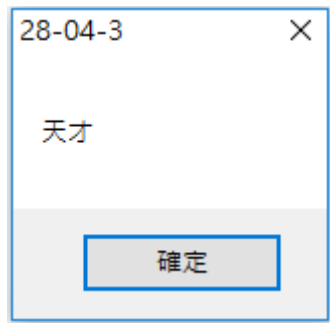


A dialog box titled "28-04-3" with a close button (X) in the top right corner. The text "正常智力" (Normal intelligence) is displayed in the center. At the bottom, there is a button labeled "確定" (OK).



A dialog box titled "28-04-3" with a close button (X) in the top right corner. The text "請輸入智力測驗成績" (Please enter the intelligence test score) is displayed. On the right side, there are two buttons: "確定" (OK) and "取消" (Cancel). At the bottom, there is a text input field containing the value "115".





程式碼：

```
Public Class Form1
    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        Dim wisdom As Integer
        wisdom = InputBox("請輸入智力測驗成績")
        Select Case wisdom
            Case 80 To 110
                MsgBox("正常智力")
            Case 111 To 120
                MsgBox("高智力")
            Case 121 To 140
                MsgBox("極高智力")
            Case Is > 140
                MsgBox("天才")
        End Select
    End Sub
End Class
```

## 28-04-4

題目說明：輸入身高及體重即可算出 BMI，顯示是否過重、過輕、適中及肥胖

程式畫面：



程式碼：

```
Public Class Form1
    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        Dim BMI, w, h As Single
        w = InputBox("請輸入體重", "28-04-4", )
        h = InputBox("請輸入身高(公尺)", "28-04-4", )
        BMI = w / h ^ 2
        Select Case BMI
            Case Is >= 27
                MsgBox("肥胖", , "28-04-4")
            Case 24 To 27
                MsgBox("過重", , "28-04-4")
            Case 18.5 To 24
                MsgBox("體重正常", , "28-04-4")
            Case Is < 18.5
                MsgBox("體重過輕", , "28-04-4")
        End Select
    End Sub
End Class
```

## 28-05-2 井字遊戲

題目說明：使用 9 個標籤控制向來顯示井字遊戲中的 O 或 X。當使用者在標籤上按滑鼠左鍵一下（Click）時，標籤顯示 O；當使用者在標籤上連按滑鼠左鍵兩下（DoubleClick）時，標籤顯示 X

程式碼：

```
Public Class Form1
    Private Sub Label1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Label1.Click
        Label1.Text = "O"
        If Label1.Text = Label2.Text And Label2.Text = Label3.Text Then MsgBox("連成一線")
        If Label1.Text = Label4.Text And Label4.Text = Label7.Text Then MsgBox("連成一線")
        If Label1.Text = Label5.Text And Label5.Text = Label9.Text Then MsgBox("連成一線")
    End Sub

    Private Sub Label1_DoubleClick(ByVal sender As Object, ByVal e As System.EventArgs) Handles Label1.DoubleClick
        Label1.Text = "X"
        If Label1.Text = Label2.Text And Label2.Text = Label3.Text Then MsgBox("連成一線")
        If Label1.Text = Label4.Text And Label4.Text = Label7.Text Then MsgBox("連成一線")
        If Label1.Text = Label5.Text And Label5.Text = Label9.Text Then MsgBox("連成一線")
    End Sub

    Private Sub Label2_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Label2.Click
        Label2.Text = "O"
        If Label2.Text = Label1.Text And Label1.Text = Label3.Text Then MsgBox("連成一線")
        If Label2.Text = Label5.Text And Label5.Text = Label8.Text Then MsgBox("連成一線")
    End Sub

    Private Sub Label2_DoubleClick(ByVal sender As Object, ByVal e As System.EventArgs) Handles Label2.DoubleClick
        Label2.Text = "X"
        If Label1.Text = Label2.Text And Label2.Text = Label3.Text Then MsgBox("連成一線")
        If Label2.Text = Label5.Text And Label5.Text = Label8.Text Then MsgBox("連成一線")
    End Sub

    Private Sub Label3_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Label3.Click
        Label3.Text = "O"
        If Label3.Text = Label2.Text And Label2.Text = Label1.Text Then MsgBox("連成一線")
        If Label3.Text = Label6.Text And Label6.Text = Label9.Text Then MsgBox("連成一線")
        If Label3.Text = Label5.Text And Label5.Text = Label7.Text Then MsgBox("連成一線")
    End Sub

    Private Sub Label3_DoubleClick(ByVal sender As Object, ByVal e As System.EventArgs) Handles Label3.DoubleClick
        Label3.Text = "X"
        If Label1.Text = Label2.Text And Label2.Text = Label3.Text Then MsgBox("連成一線")
        If Label3.Text = Label6.Text And Label6.Text = Label9.Text Then MsgBox("連成一線")
    End Sub
End Class
```

```

Private Sub Label3_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Label3.Click
    Label3.Text = "0"
    If Label3.Text = Label2.Text And Label2.Text = Label1.Text Then MsgBox("連成一線")
    If Label3.Text = Label6.Text And Label6.Text = Label9.Text Then MsgBox("連成一線")
    If Label3.Text = Label5.Text And Label5.Text = Label7.Text Then MsgBox("連成一線")
End Sub

Private Sub Label3_DoubleClick(ByVal sender As Object, ByVal e As System.EventArgs) Handles Label3.DoubleClick
    Label3.Text = "X"
    If Label11.Text = Label2.Text And Label2.Text = Label3.Text Then MsgBox("連成一線")
    If Label3.Text = Label6.Text And Label6.Text = Label9.Text Then MsgBox("連成一線")
    If Label3.Text = Label5.Text And Label5.Text = Label9.Text Then MsgBox("連成一線")
    If Label3.Text = Label5.Text And Label5.Text = Label7.Text Then MsgBox("連成一線")
End Sub

Private Sub Label4_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Label4.Click
    Label4.Text = "0"
    If Label11.Text = Label4.Text And Label4.Text = Label7.Text Then MsgBox("連成一線")
    If Label11.Text = Label4.Text And Label4.Text = Label7.Text Then MsgBox("連成一線")
    If Label4.Text = Label5.Text And Label5.Text = Label6.Text Then MsgBox("連成一線")
End Sub

Private Sub Label4_DoubleClick(ByVal sender As Object, ByVal e As System.EventArgs) Handles Label4.DoubleClick
    Label4.Text = "X"
    If Label11.Text = Label4.Text And Label4.Text = Label7.Text Then MsgBox("連成一線")
    If Label4.Text = Label5.Text And Label5.Text = Label6.Text Then MsgBox("連成一線")
End Sub

Private Sub Label5_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Label5.Click
    Label5.Text = "0"
    If Label2.Text = Label5.Text And Label5.Text = Label8.Text Then MsgBox("連成一線")
    If Label11.Text = Label5.Text And Label5.Text = Label9.Text Then MsgBox("連成一線")
    If Label4.Text = Label5.Text And Label5.Text = Label6.Text Then MsgBox("連成一線")
    If Label3.Text = Label5.Text And Label5.Text = Label7.Text Then MsgBox("連成一線")
End Sub

Private Sub Label5_DoubleClick(ByVal sender As Object, ByVal e As System.EventArgs) Handles Label5.DoubleClick
    Label5.Text = "X"
    If Label11.Text = Label5.Text And Label5.Text = Label9.Text Then MsgBox("連成一線")
    If Label2.Text = Label5.Text And Label5.Text = Label8.Text Then MsgBox("連成一線")
    If Label4.Text = Label5.Text And Label5.Text = Label6.Text Then MsgBox("連成一線")
    If Label3.Text = Label5.Text And Label5.Text = Label7.Text Then MsgBox("連成一線")
End Sub

Private Sub Label6_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Label6.Click
    Label6.Text = "0"

    If Label3.Text = Label6.Text And Label6.Text = Label9.Text Then MsgBox("連成一線")
    If Label4.Text = Label5.Text And Label5.Text = Label6.Text Then MsgBox("連成一線")
End Sub

Private Sub Label6_DoubleClick(ByVal sender As Object, ByVal e As System.EventArgs) Handles Label6.DoubleClick
    Label6.Text = "X"
    If Label3.Text = Label6.Text And Label6.Text = Label9.Text Then MsgBox("連成一線")
    If Label4.Text = Label5.Text And Label5.Text = Label6.Text Then MsgBox("連成一線")
End Sub

Private Sub Label7_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Label7.Click
    Label7.Text = "0"
    If Label11.Text = Label4.Text And Label4.Text = Label7.Text Then MsgBox("連成一線")
    If Label3.Text = Label5.Text And Label5.Text = Label7.Text Then MsgBox("連成一線")
    If Label7.Text = Label8.Text And Label8.Text = Label9.Text Then MsgBox("連成一線")
End Sub

Private Sub Label7_DoubleClick(ByVal sender As Object, ByVal e As System.EventArgs) Handles Label7.DoubleClick
    Label7.Text = "X"
    If Label11.Text = Label4.Text And Label4.Text = Label7.Text Then MsgBox("連成一線")
    If Label3.Text = Label5.Text And Label5.Text = Label7.Text Then MsgBox("連成一線")
    If Label7.Text = Label8.Text And Label8.Text = Label9.Text Then MsgBox("連成一線")
End Sub

```



```

    If Label1.Text = Label4.Text And Label4.Text = Label7.Text Then MsgBox("連成一線")
    If Label3.Text = Label5.Text And Label5.Text = Label7.Text Then MsgBox("連成一線")
    If Label7.Text = Label8.Text And Label8.Text = Label9.Text Then MsgBox("連成一線")
End Sub

Private Sub Label8_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Label8.Click
    Label8.Text = "O"
    If Label2.Text = Label5.Text And Label5.Text = Label8.Text Then MsgBox("連成一線")
    If Label7.Text = Label8.Text And Label8.Text = Label9.Text Then MsgBox("連成一線")
End Sub

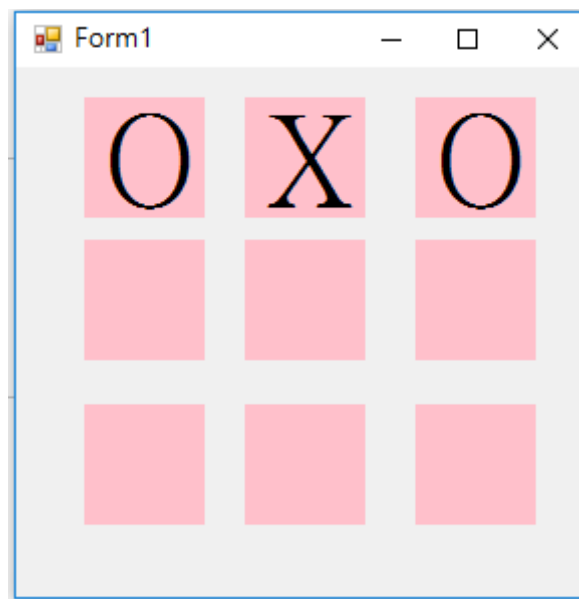
Private Sub Label8_DoubleClick(ByVal sender As Object, ByVal e As System.EventArgs) Handles Label8.DoubleClick
    Label8.Text = "X"
    If Label2.Text = Label5.Text And Label5.Text = Label8.Text Then MsgBox("連成一線")
    If Label7.Text = Label8.Text And Label8.Text = Label9.Text Then MsgBox("連成一線")
End Sub

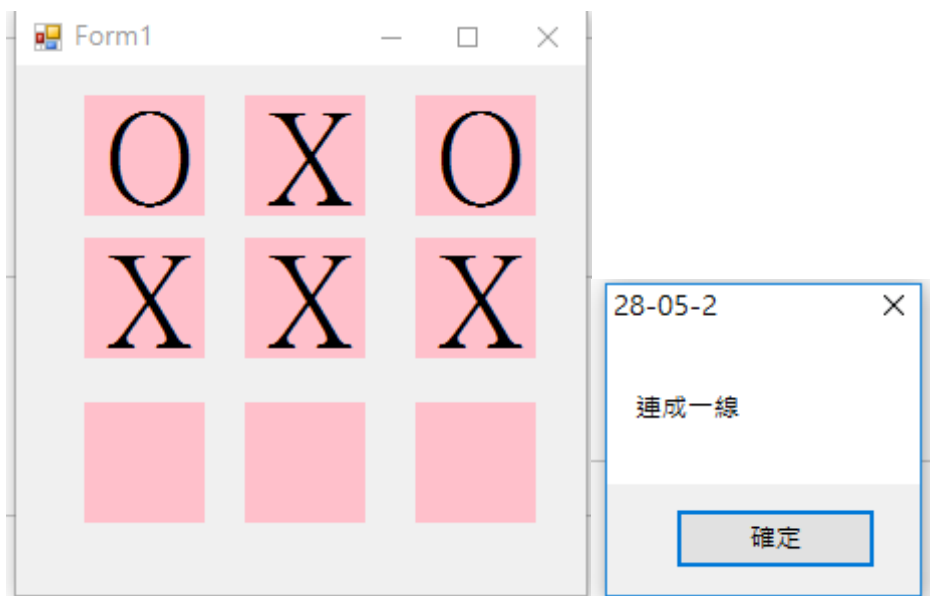
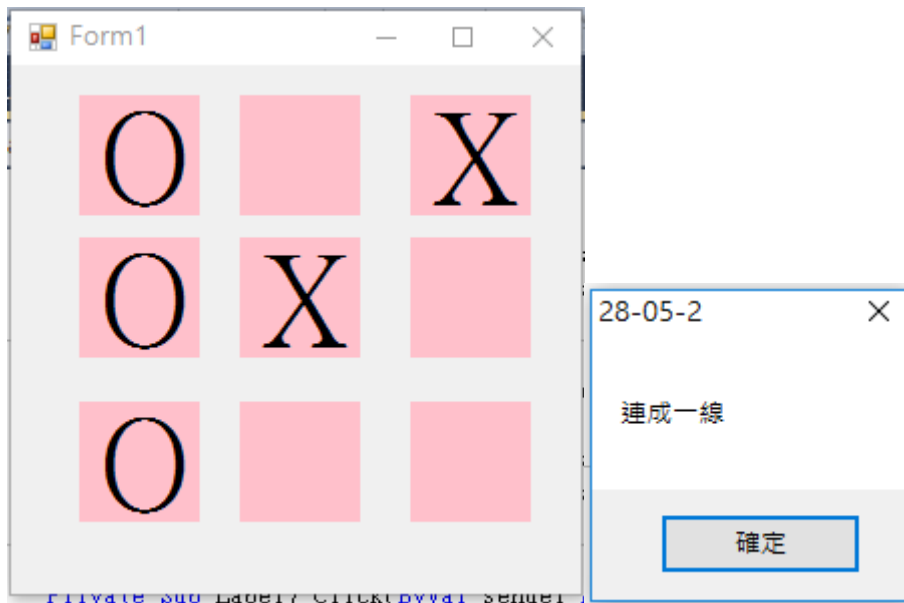
Private Sub Label9_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Label9.Click
    Label9.Text = "O"
    If Label1.Text = Label5.Text And Label5.Text = Label9.Text Then MsgBox("連成一線")
    If Label3.Text = Label6.Text And Label6.Text = Label9.Text Then MsgBox("連成一線")
    If Label7.Text = Label8.Text And Label8.Text = Label9.Text Then MsgBox("連成一線")
End Sub

Private Sub Label9_DoubleClick(ByVal sender As Object, ByVal e As System.EventArgs) Handles Label9.DoubleClick
    Label9.Text = "X"
    If Label1.Text = Label5.Text And Label5.Text = Label9.Text Then MsgBox("連成一線")
    If Label3.Text = Label6.Text And Label6.Text = Label9.Text Then MsgBox("連成一線")
    If Label7.Text = Label8.Text And Label8.Text = Label9.Text Then MsgBox("連成一線")
End Sub
End Class

```

程式畫面：

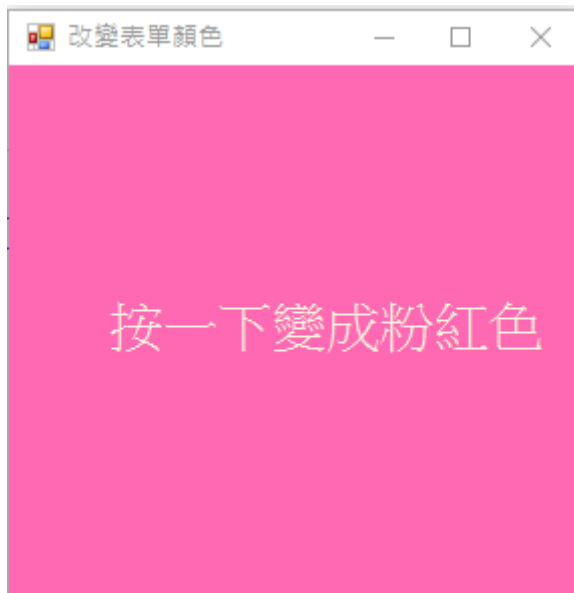
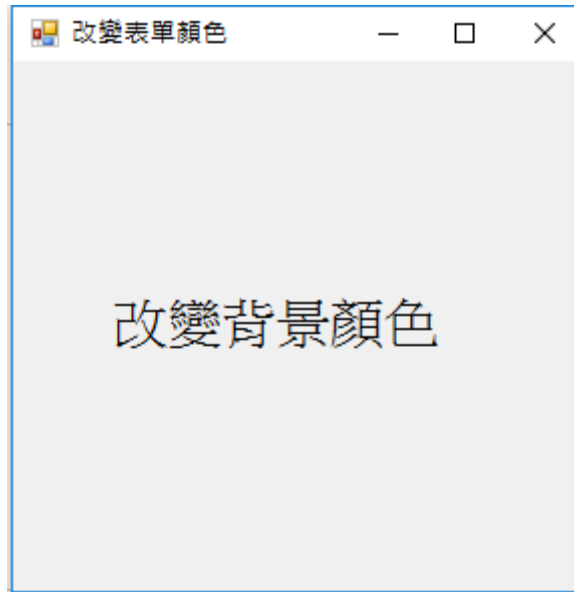


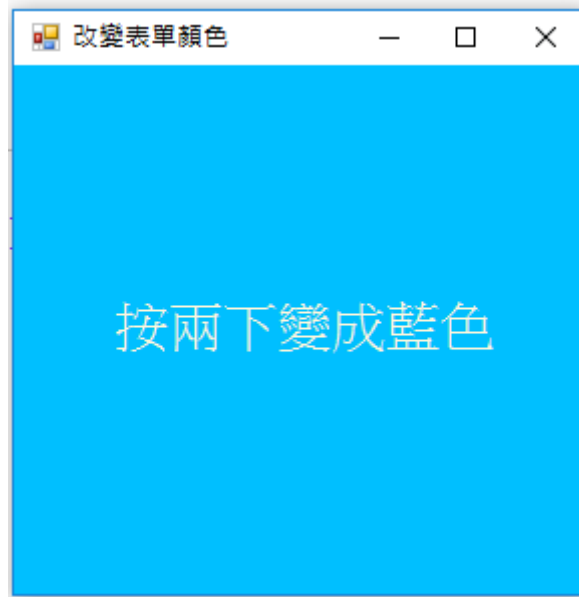


28-05-1

題目說明：依照使用者在表單上按滑鼠左鍵一下或兩下，來改變表單背景顏色。

程式畫面：





程式碼：

```
Public Class Form1
    Private Sub Form1_Click(ByVal sender As Object, ByVal e As System.EventArgs) Handles Me.Click
        BackColor = Color.HotPink
        Label1.ForeColor = Color.Beige
        Label1.Text = "按一下變成粉紅色"
    End Sub

    Private Sub Form1_DoubleClick(ByVal sender As Object, ByVal e As System.EventArgs) Handles Me.DoubleClick
        BackColor = Color.DeepSkyBlue
        Label1.ForeColor = Color.Cornsilk
        Label1.Text = "按兩下變成藍色"
    End Sub

    Private Sub Form1_backcolor(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
    End Sub

    Private Sub Label1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Label1.Click
    End Sub
End Class
```

28-03-1

## 題目說明：按鈕範例-遙控車

使用 2 個按鈕控制項讓使用者控制標籤 (Label1) 移動。

當使用者按下往左鈕，車子會往左移動；當使用者按下往右移動，車子會往右移動，當使用者按下往上移動，車子會往上移動，當使用者按下往下移動，車子會往下移動

。

## 程式畫面：

```
Private Sub Button4_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button4.Click
    'up
    Label1.Top = Label1.Top - 10
    If Label1.Top < 0 Then
        Button4.Enabled = False
    Else
        Button4.Enabled = True
    End If
End Sub

Private Sub Button1_Click_1(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button1.Click
    'down
    Label1.Top = Label1.Top + 10
    If Label1.Top > 220 Then
        Button1.Enabled = False
    Else
        Button1.Enabled = True
    End If
End Sub
End Class
```

```
Public Class Form1
    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        End Sub

    Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
        End Sub

    Private Sub Label1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Label1.Click
        End Sub

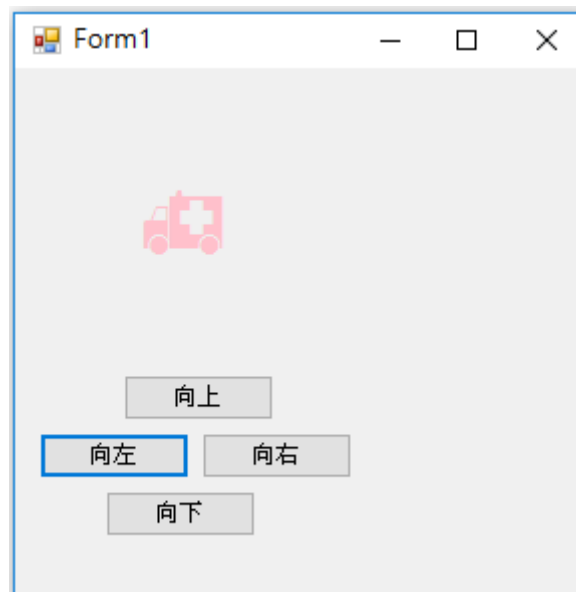
    Private Sub Button3_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button3.Click
        'left
        Label1.Left = Label1.Left - 10
        If Label1.Left < 0 Then
            Button3.Enabled = False

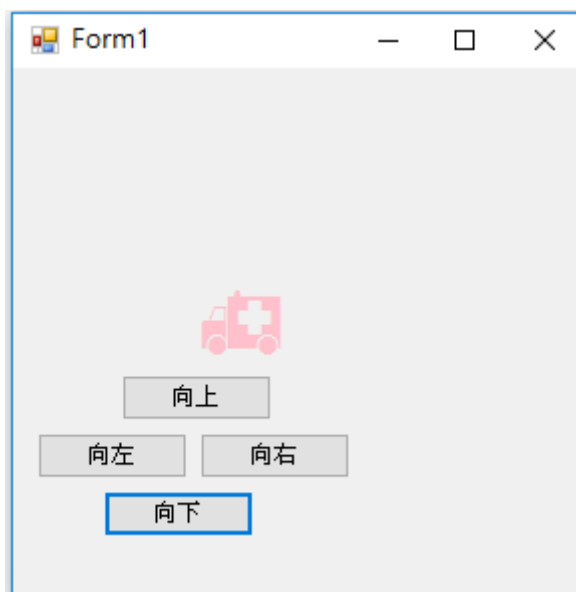
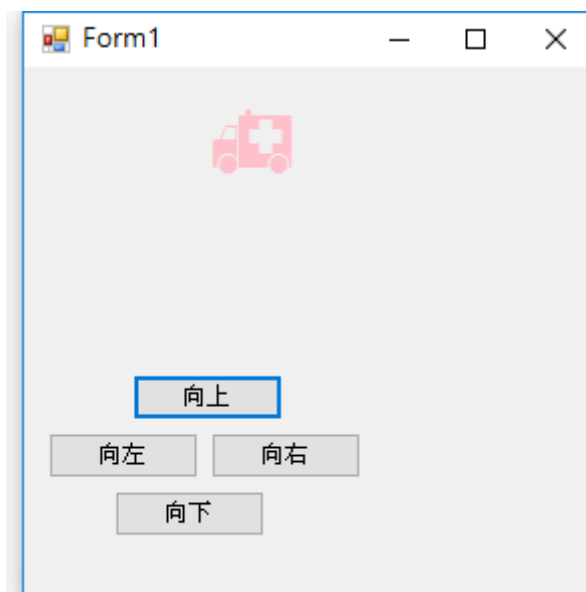
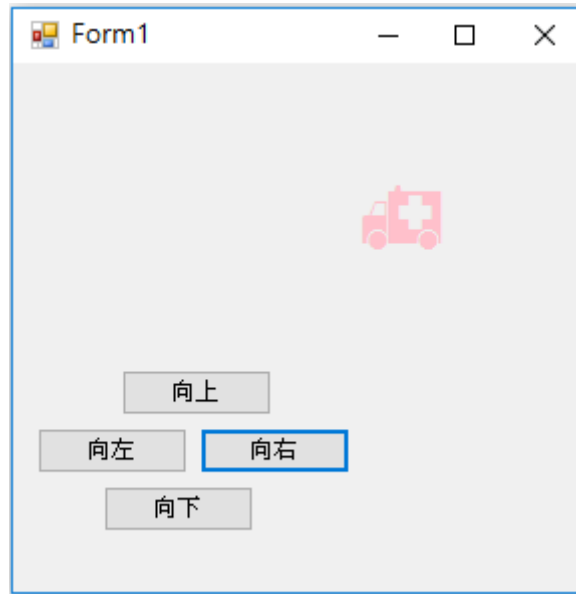
        Else
            Button3.Enabled = True
        End If
    End Sub

    Private Sub Button2_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button2.Click
        'right
        Label1.Left = Label1.Left + 10
        If Label1.Left > 230 Then
            Button2.Enabled = False
        Else
            Button2.Enabled = True
        End If
    End Sub

    Private Sub Button4_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button4.Click
        'up
        Label1.Top = Label1.Top - 10
        If Label1.Top < 0 Then
            Button4.Enabled = False
        Else
            Button4.Enabled = True
        End Sub
    End Sub
End Class
```

程式碼：





28-03-4

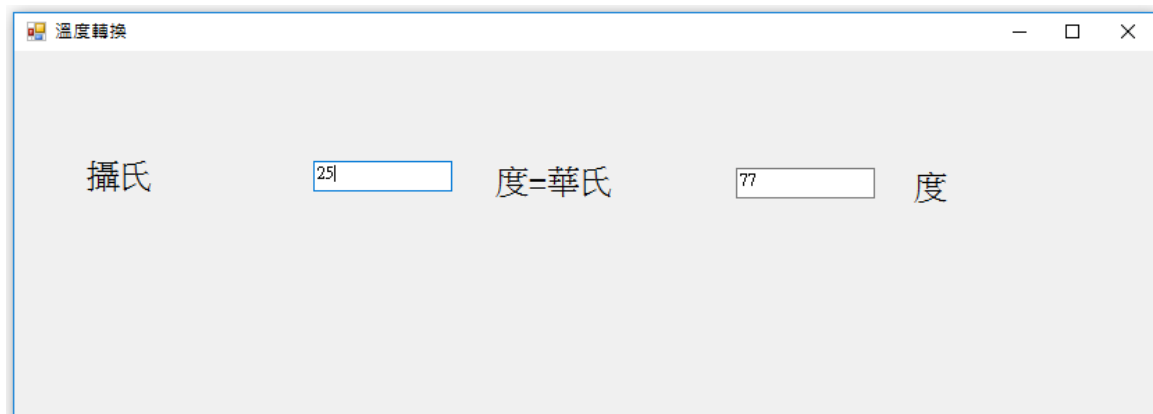
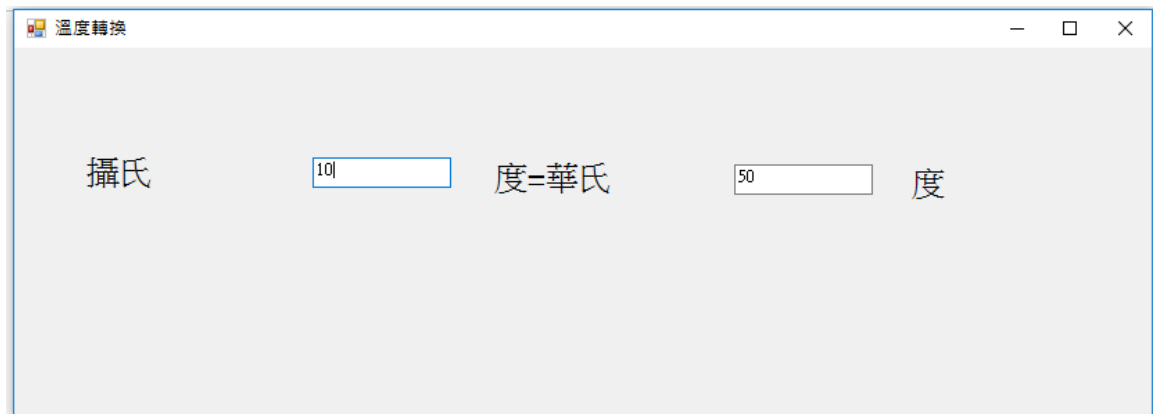
題目說明：溫度轉換程式

使用 2 個文字方塊控制項，讓使用者輸入要進行運算的 2 個數值。按計算鈕後，將運算結果顯示在另 1 個文字方塊控制項中。

程式畫面：

```
Public Class Form1
    Private Sub textchange(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        End Sub
    Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
        End Sub
    Private Sub TextBox1_TextChanged(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles TextBox1.TextChanged
        Dim c As Integer
        c = TextBox1.Text
        TextBox2.Text = c * 9 / 5 + 32
    End Sub
End Class
```

程式碼：

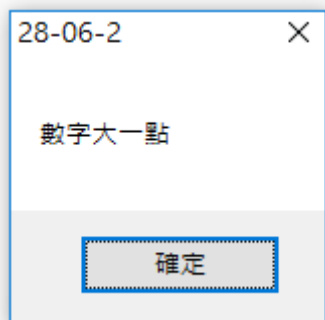
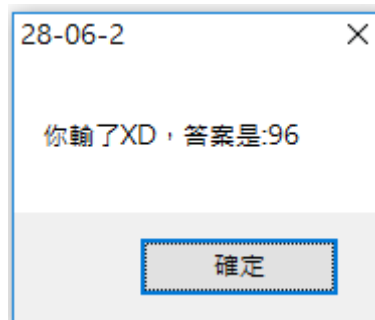
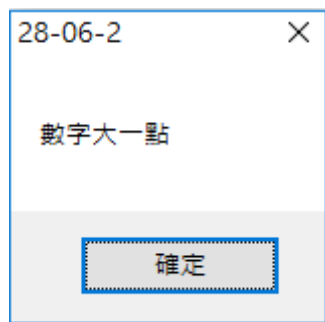
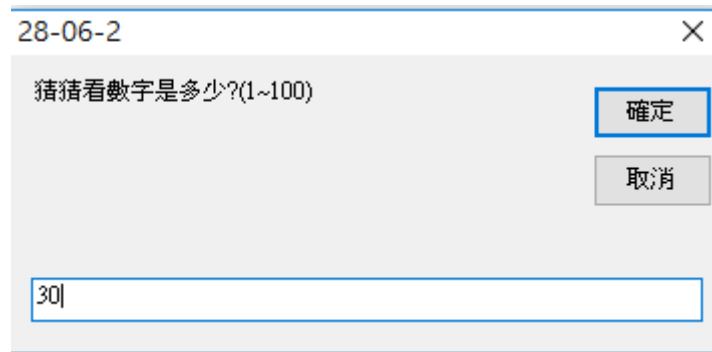


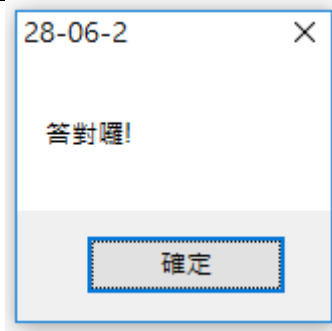


## 28-06-2

題目說明：While...End While 敘述用來處理無法事先確定迴圈須執行  
多少次數的問題。

程式畫面：





程式碼：

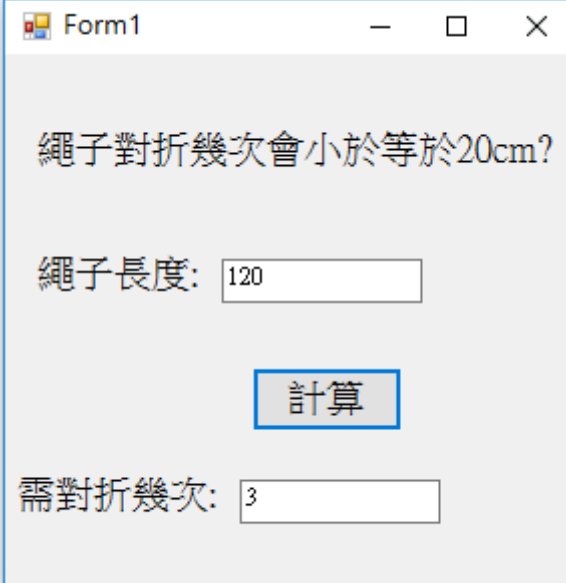
```
Public Class Form1
    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        Dim n%, ans%, c%
        c = 0
        Randomize()
        ans = Rnd() * 10 + 1

        While n <> ans
            If c = 6 Then
                MsgBox("你輸了XD，答案是:" & ans)
                Exit While
            End If
            n = InputBox("猜猜看數字是多少?(1~10)")
            c = c + 1
            If n > ans Then MsgBox("數字小一點")
            If n < ans Then MsgBox("數字大一點")
        End While
        If n = ans Then MsgBox("答對囉!")
    End Sub
End Class
```

28-06-3

題目說明：撰寫一個可依據使用者輸入的繩子長度，來計算繩子需對折幾次後，長度才會小於等於 20 公分的程式。

程式畫面：



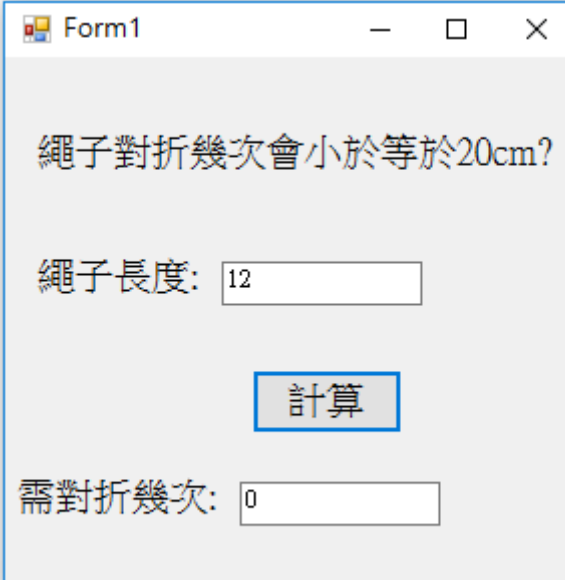
Form1

繩子對折幾次會小於等於20cm?

繩子長度: 120

計算

需對折幾次: 3



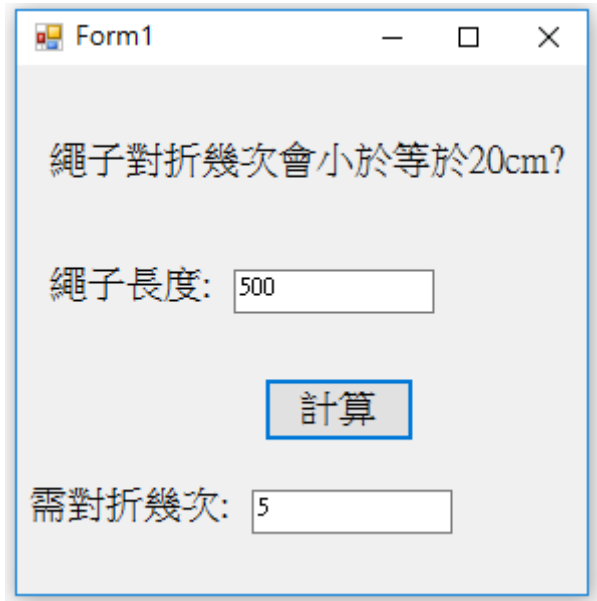
Form1

繩子對折幾次會小於等於20cm?

繩子長度: 12

計算

需對折幾次: 0



Form1

繩子對折幾次會小於等於20cm?

繩子長度: 500

計算

需對折幾次: 5

程式碼：

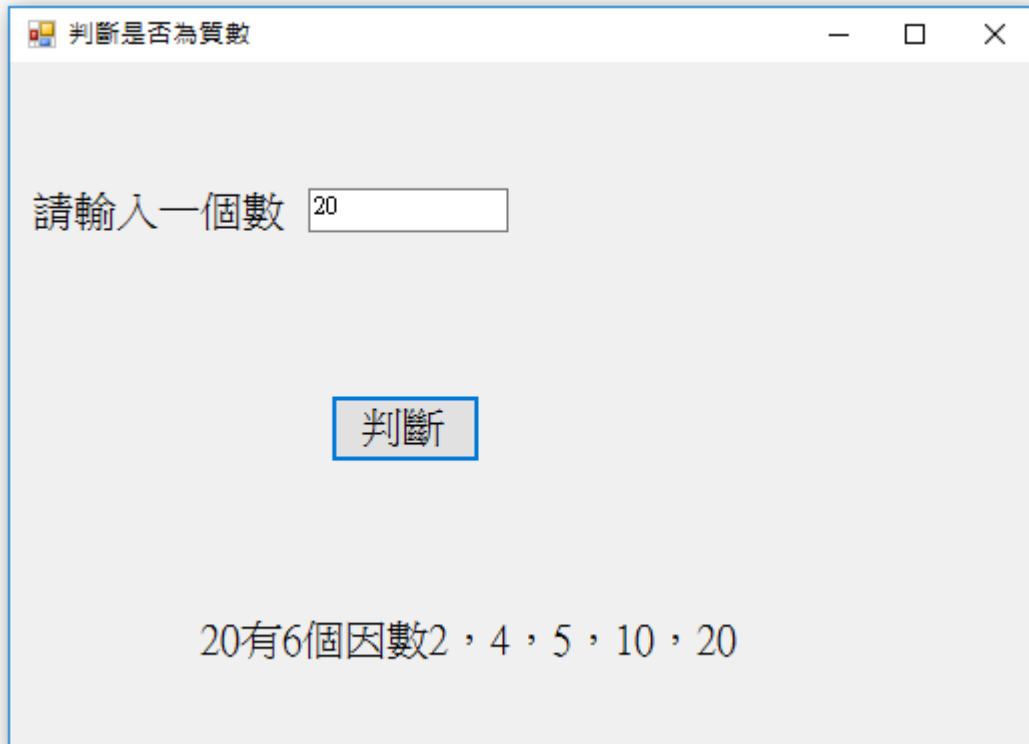
```
Public Class Form1
    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        |
    End Sub
    Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button1.Click
        Dim length, counter As Integer
        length = TextBox1.Text
        While length > 20
            length = length / 2
            counter = counter + 1
        End While
        TextBox2.Text = counter
    End Sub
End Class
```

28-06-4

題目說明：若某一正整數只能被 1 與本身整除，該數為質數。例如 3、5、7、11 皆為質數，下列程式將判斷使用者輸入的 n 是否為質數。

程式畫面：





### 程式碼:

```

Public Class Form1
    Private Sub Label2_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Label2.Click
    End Sub

    Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button1.Click
        Dim i, n As Integer, a%, ll$
        n = TextBox1.Text
        i = 2
        Do While i < n
            If n Mod i = 0 Then
                ll = ll & i & ", "
                a = a + 1
            End If
            i = i + 1
        Loop
        If a = 0 Then
            Label2.Text = n & "是質數"
        Else
            Label2.Text = n & "有" & a + 2 & "個因數" & ll & ", " & ll & n
        End If
    End Sub

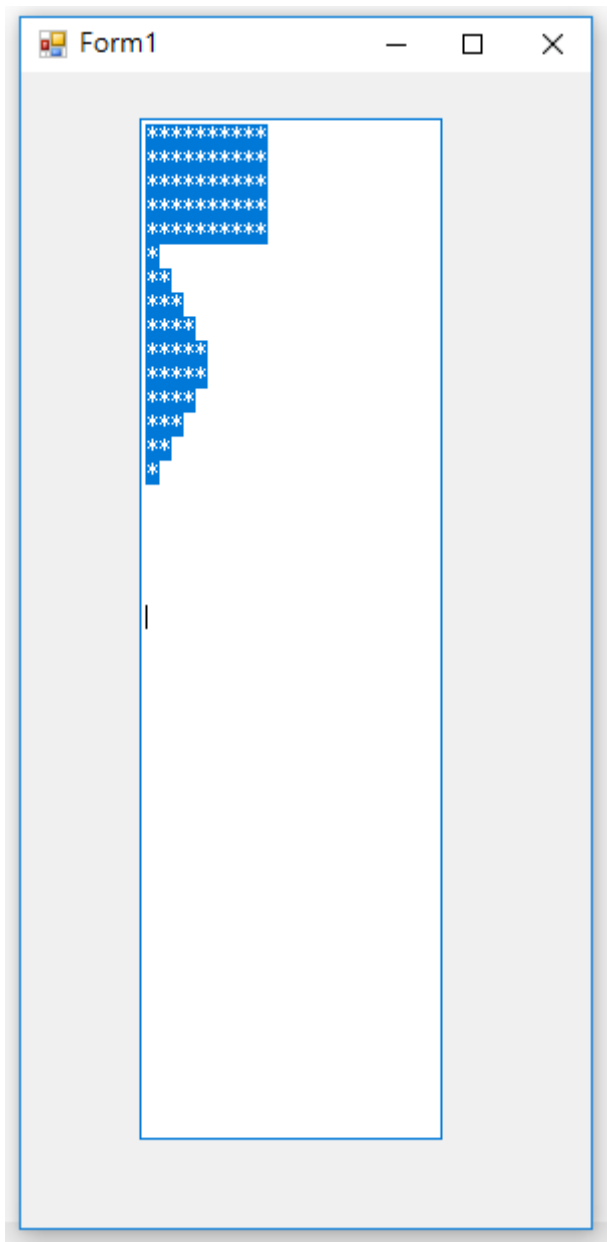
    Private Sub TextBox1_TextChanged(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles TextBox1.TextChanged
    End Sub
End Class
    
```

28-06-6

題目說明：所謂巢狀迴圈敘述是指迴圈敘述中還有迴圈敘述。

在設計巢狀迴圈的每一層迴圈敘述時，可以使用不同的迴圈敘述，例如：在設計兩層式的巢狀迴圈時，外迴圈可以使用 For...Next 敘述，內迴圈可以使用 While...End While 敘述。

程式畫面：



## 程式碼：

```
Public Class Form1
    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        Dim star As String, i, j As Integer
        For i = 1 To 5
            For j = 1 To 10
                star = star & "*"
            Next j
            star = star & vbCrLf
        Next i

        For i = 1 To 5
            For j = 1 To i
                star = star & "*"
            Next j
            star = star & vbCrLf
        Next i

        For i = 1 To 10
            For j = i To 5
                star = star & "*"
            Next j
            star = star & vbCrLf
        Next i
        TextBox1.Text = star

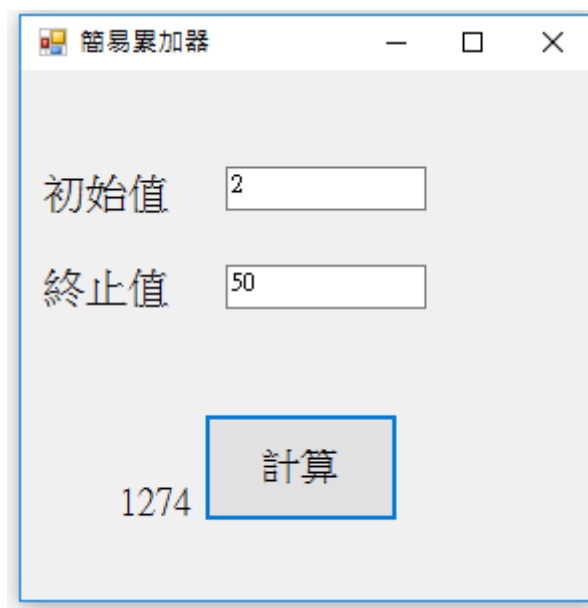
    End Sub
End Class
```



28-06-1

題目說明：簡易累加器，利用文字方塊（TextBox）讓使用者自行輸入迴圈控制的起始值、終止值、增減值，撰寫一個可計算數值累加的程式。

程式畫面：



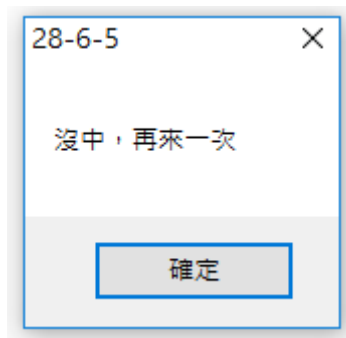
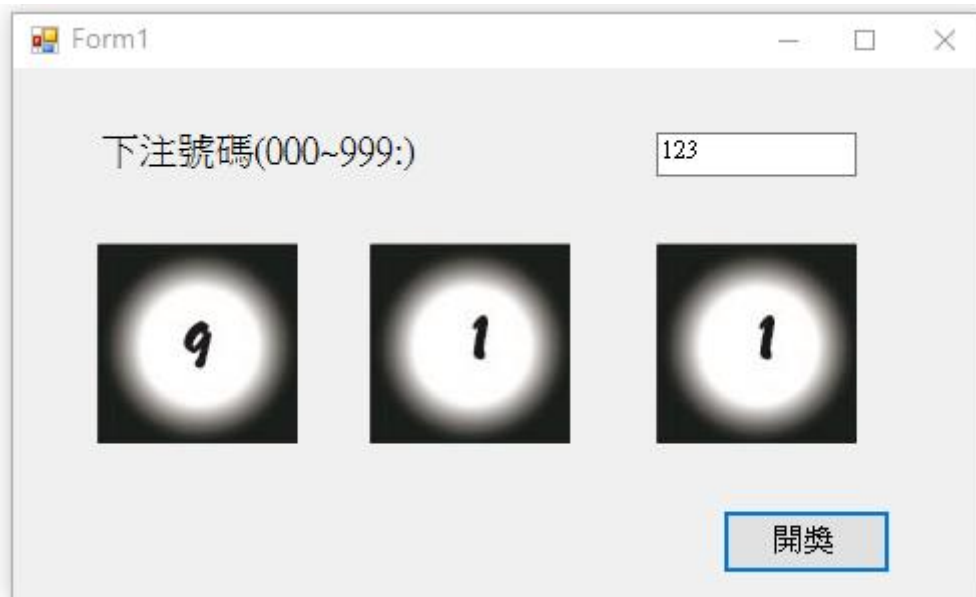
程式碼：

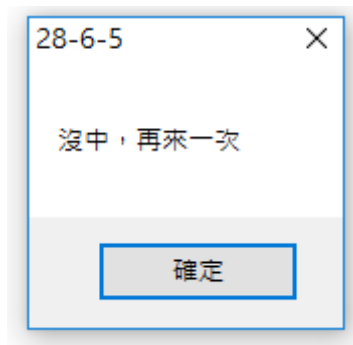
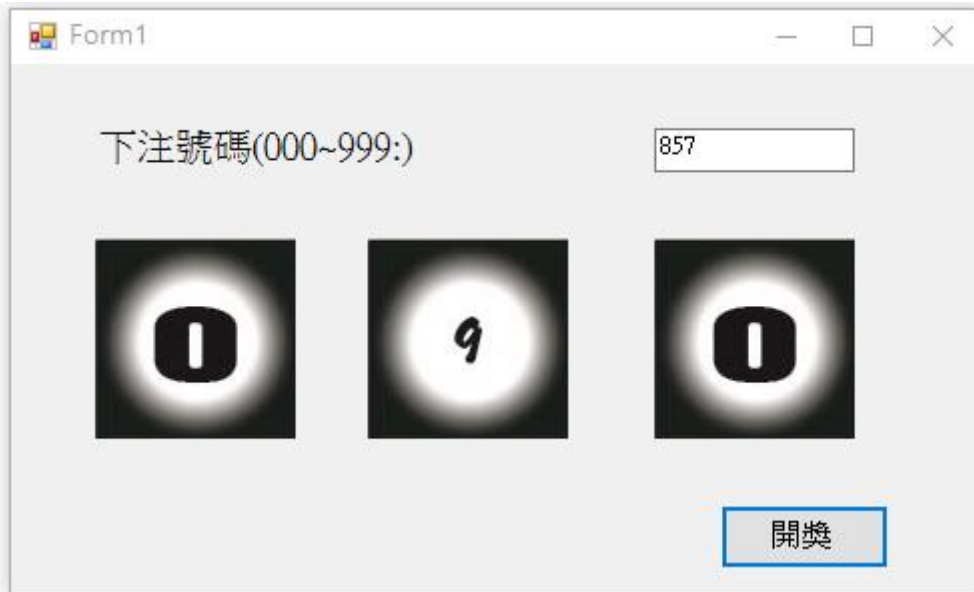
```
Public Class Form1
    Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
        Dim sum%, a1%, a2%
        a1 = TextBox1.Text
        a2 = TextBox2.Text
        For i = a1 To a2
            sum = sum + i
        Next
        Label1.Text = sum
    End Sub
End Class
```

## 28-06-5 三星彩開獎

題目說明：三星彩的玩法是隨機產生一組 000~999 的 3 位數，若玩家下注的號碼與隨機產生的數字完全相同(順序也要相同)即中獎，否則即沒有中獎。

程式畫面：





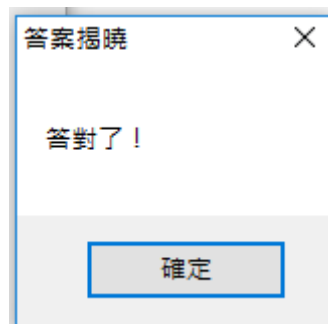
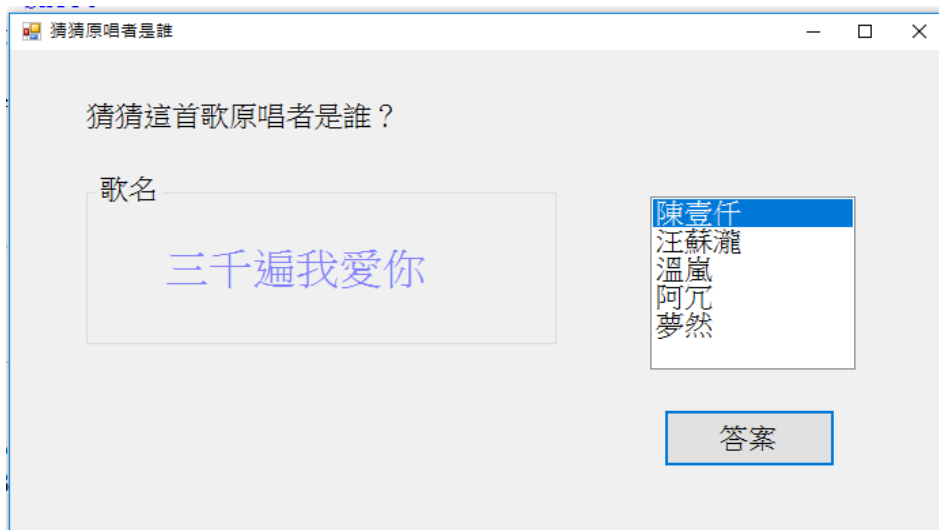
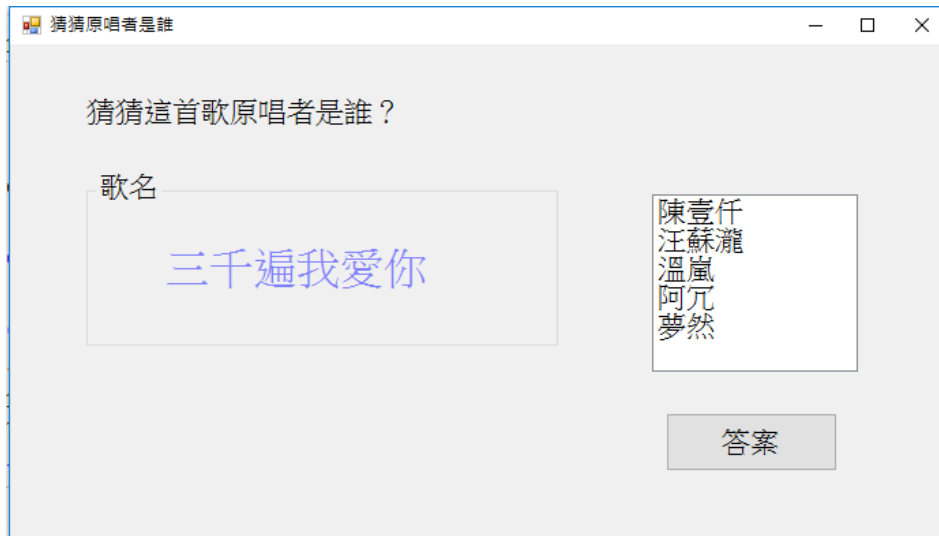
程式碼：

```
Public Class Form1
    Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button1.Click
        Dim i, num As String
        Dim ans, filepath As String
        i = 1
        filepath = My.Computer.FileSystem.CurrentDirectory & "\"
        Randomize()
        Do While i <= 3
            num = Int(Rnd() * 10)
            Select Case i
                Case 1
                    PictureBox1.Image = Image.FromFile(filepath & num & ".jpg")
                Case 2
                    PictureBox2.Image = Image.FromFile(filepath & num & ".jpg")
                Case 3
                    PictureBox3.Image = Image.FromFile(filepath & num & ".jpg")
            End Select
            ans = ans & num
            i = i + 1
        Loop
        If TextBox1.Text = ans Then
            MsgBox("恭喜中獎!")
        Else
            MsgBox("沒中，再來一次")
        End If
    End Sub
End Class
```

## 28-07-1 猜猜原唱者是誰

題目說明：可讓遊戲者根據該哥明猜原唱者是誰的程式

程式畫面：



程式碼：

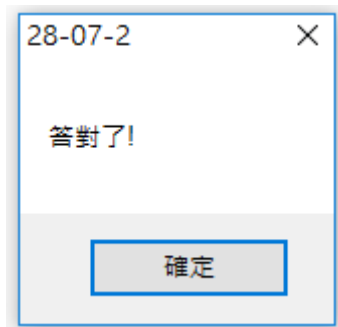
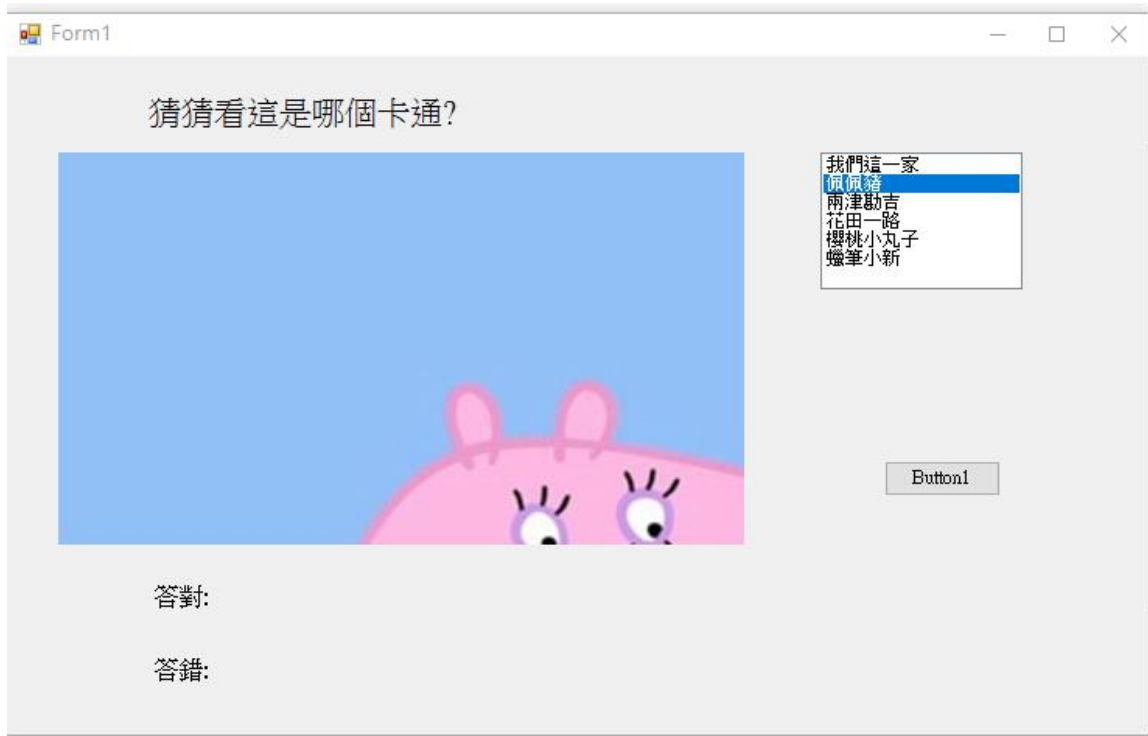
```
Public Class Form1
    Dim rndsongidx As Short
    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        Dim i As Short
        Dim singer(4), song(4) As String
        song = {"三千遍我愛你", "萬有引力", "夏天的風", "與我無關", "少年"}
        singer = {"陳壹仟", "汪蘇瀧", "溫嵐", "阿冗", "夢然"}
        For i = 0 To 4
            lbSingerList.Items.Add(singer(i))
        Next i
        Randomize()
        rndsongidx = Int(Rnd() * 5)
        lblSong.Text = song(rndsongidx)
    End Sub

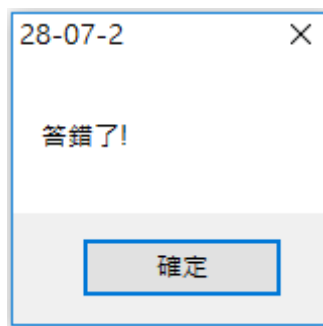
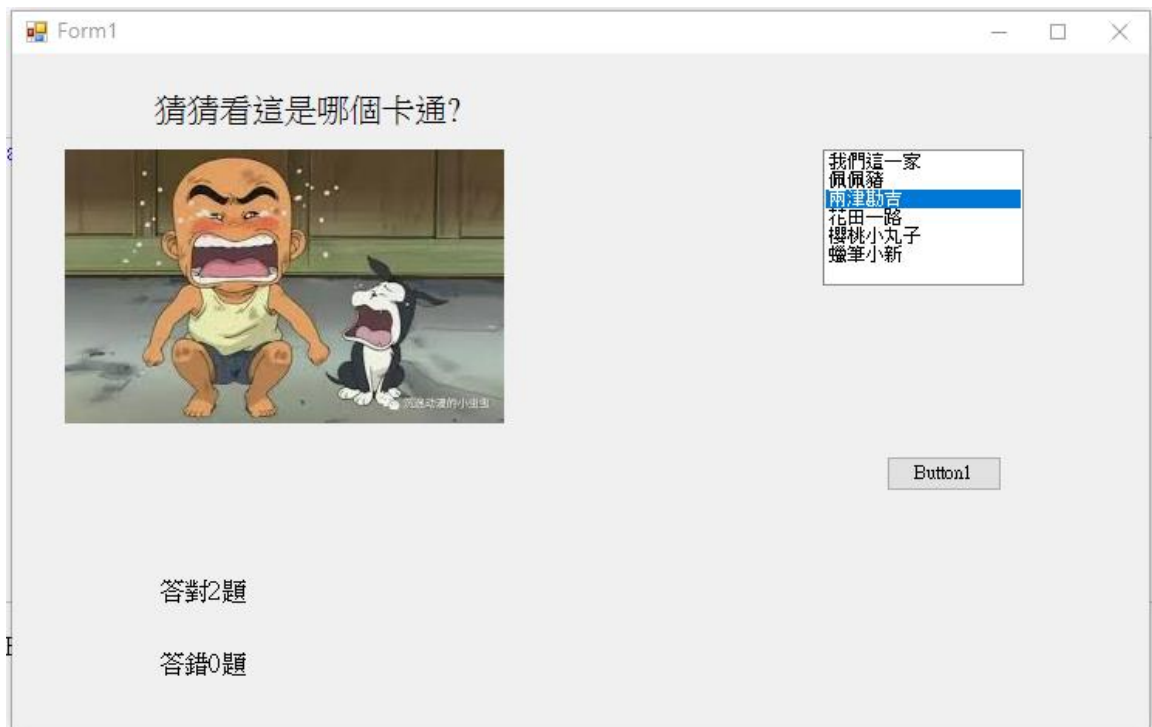
    Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button1.Click
        If rndsongidx = lbSingerList.SelectedIndex Then
            MsgBox("答對了!", , "答案揭曉")
        Else
            MsgBox("答錯了!", , "答案揭曉")
        End If
    End Sub
End Class
```

## 28-07-4 猜猜看這是哪個卡通?

題目說明：利用 Botton1\_Click 中的 If...Then...Else 敘述加入，或答對，  
繼續顯示下一個卡通圖片。

程式畫面：





程式碼：

國立北斗家商 108 學年度

程式語言與設計  
作品集

資一 1 | 28 | 楊雅媗



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## 28-04-1 顯示/隱藏文字

題目說明：利用 If...Then...Else 判斷敘述，算出租幾片 打幾折？

程式畫面：

輸入 10 片以上 含 10 片

打 0.75 折

輸入 6~9 片

打 0.85 折

輸入 5 片以下 含 5 片

打 0.95 折

程式碼：

```
Public Class Form1
    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        Dim rent, num, sum As Integer
        num = InputBox("請輸入租借片數")
        rent = 120
        If num >= 10 Then
            rent = 120 * 0.75
        End If
        If 5 < num And num < 10 Then
            rent = 120 * 0.85
        End If
        If num <= 5 Then
            rent = 120 * 0.95
        End If

        sum = num * rent
        MsgBox("租借費用為" & sum)
    End Sub
End Class
```

```

Public Class Form1
    Dim rndSongIdx As Short
    Dim pic(5), name1(5) As String
    Dim filepath As String

    Dim ans0, ansx As Short
Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
    Dim i As Short

    filepath = My.Computer.FileSystem.CurrentDirectory & "\
    |
    name1 = {"01.jpg", "02.jpg", "03.jpg", "04.jpg", "05.jpg", "06.jpg"}
    pic = {"我們這一家", "佩佩豬", "兩津勘吉", "花田一路", "櫻桃小丸子", "蠟筆小新"}
    For i = 0 To 5
        ListBox1.Items.Add(pic(i))
    Next i
    Randomize()
    rndSongIdx = Int(Rnd() * 6)
    PictureBox1.Image = Image.FromFile(filepath & name1(rndSongIdx))
End Sub

Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button1.Click

End Sub

Private Sub ListBox1_SelectedIndexChanged(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles ListBox1.SelectedIndexChanged
    If rndSongIdx = ListBox1.SelectedIndex Then
        MsgBox("答對了!")
        ans0 = ans0 + 1
    Else
        MsgBox("答錯了!", )
        ans0 = ansx + 1
    End If
    Randomize()
    rndSongIdx = Int(Rnd() * 6)
    PictureBox1.Image = Image.FromFile(filepath & name1(rndSongIdx))
    Label2.Text = "答對" & ans0 & "題"
    Label3.Text = "答錯" & ansx & "題"
End Sub
End Class

```