

Scratch 程式說明文件範本：

題目：請說明蝴蝶以八字形路徑飛翔的功能如何設計？

程式碼：請貼上你設計的程式

程式碼

The image shows a Scratch script titled "程式碼" (Code) designed to make a butterfly fly in a figure-eight pattern. The script is organized into four vertical columns of code blocks:

- Column 1:** Starts with a "當收到訊息 fly" (When I receive the message fly) block, followed by "定位到 x: -100 y: -160" (Go to x: -100 y: -160), "顯示" (Show), and an infinite "重複無限次" (Repeat forever) loop containing:
 - "面朝 60 度" (Face 60 degrees)
 - "重複 20 次" (Repeat 20 times) loop containing:
 - "等待 0.1 秒" (Wait 0.1 seconds)
 - "移動 10 點" (Move 10 points)
 - "造型換成下一個" (Next costume)
- Column 2:** Starts with "面朝 120 度" (Face 120 degrees), followed by a "重複 10 次" (Repeat 10 times) loop containing:
 - "等待 0.1 秒" (Wait 0.1 seconds)
 - "移動 10 點" (Move 10 points)
 - "造型換成下一個" (Next costume)
- Column 3:** Starts with "面朝 -60 度" (Face -60 degrees), followed by a "重複 20 次" (Repeat 20 times) loop containing:
 - "等待 0.1 秒" (Wait 0.1 seconds)
 - "移動 10 點" (Move 10 points)
 - "造型換成下一個" (Next costume)
- Column 4:** Starts with "面朝 120 度" (Face 120 degrees), followed by a "重複 5 次" (Repeat 5 times) loop containing:
 - "等待 0.1 秒" (Wait 0.1 seconds)
 - "移動 10 點" (Move 10 points)
 - "造型換成下一個" (Next costume)

程式說明：

我們會使用7個迴圈的方式來完成蝴蝶以八字形路徑飛翔的功能，上面是第一個迴圈，用了3個積木完成，第二個迴圈，用了....