

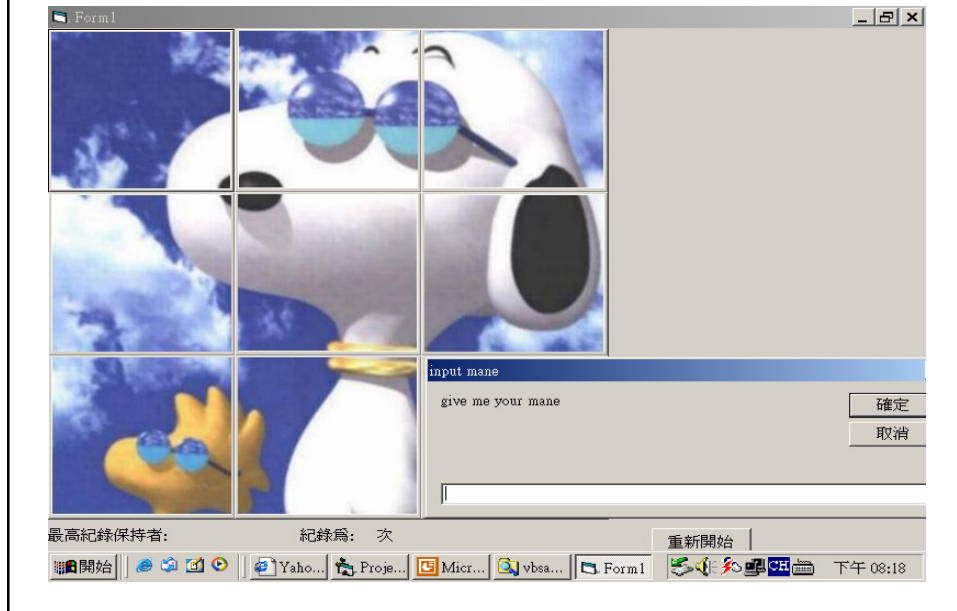
VB拼圖應用

資科系
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圖形式按鈕屬性

- Style屬性0 (標準外觀) , 1(圖片外觀)
- Picture屬性 → 圖形檔案(VB6)
- image屬性 → 圖形檔案(VB.NET)
- Left=Top=0
- Width=2052 , Height=2052
- 共有九張圖 → 1.jpg ... 9.jpg
- Form1執行時視窗為最大化
→ Windowstate 設為2

執行結果



按鈕顯示圖形(VB6)

```
path$ = "d:\"  
For i = 0 To 7  
    C1(i).Picture = LoadPicture(path$ & (i + 1) &  
        ".JPG")  
Next  
C1(8).Picture = LoadPicture("")
```

按鈕顯示圖形(VB.NET)

放圖的資料夾一定要為D:\VB10\

```
Dim pa as string="D:\VB10\"
```

```
b1.bitmap=new bitmap(pa & "1.jpg")
```

...

```
b8.bitmap=new bitmap(pa & "8.jpg")
```

```
b9.bitmap=nothing → 當成可以移動的空間
```

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一開始要做的事(VB6)

```
path$ = "d:\\" : Open path$ & "hit.txt" For Input As #1
```

```
Input #1, hina, hic: Close #1
```

```
L1(0).Caption = "最高紀錄保持者:" : L1(1).Caption = hina
```

```
L1(2).Caption = "紀錄為:" : L1(3).Caption = hic & "次"
```

```
Form1.Show : C2.Caption = "重新開始"
```

```
na = InputBox("give me your mane", "input mane", "")
```

```
L1(4).Caption = "移動的次數為 : " : L1(5).Caption = "0" & "次"
```

```
For i = 0 To 7
```

```
C1(i).Picture = LoadPicture(path$ & (i + 1) & ".JPG") : Next
```

```
C1(8).Picture = LoadPicture("")
```

```
kk = MsgBox("離開不玩嗎?", vbYesNo, "CHECK")
```

```
If kk = vbYes Then
```

```
End
```

```
Else
```

```
MsgBox "啟動打亂圖形機制" : INI
```

```
End If
```

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啟動拼圖亂數打亂圖形(VB6)

```
Public Sub INI()  
For i = 1 To 9: a(i) = 0: Next  
L1(5).Caption = "0" & "次"  
randomize  
i = 1  
Do While i <= 9  
k = Int(9 * Rnd()) + 1  
If A(k) = 0 Then  
A(k) = i + 1 : i = i + 1  
End If  
loop
```

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啟動拼圖亂數打亂圖形(VB6)

```
For i = 1 To 9  
If A(i) = 9 Then  
C1(i-1).Picture = LoadPicture("")  
Else  
C1(i-1).Picture = LoadPicture(path$ & A(i) & ".JPG")  
End If  
Next  
End Sub
```

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重新再玩(VB6)

```
Private Sub C2_Click()  
kk = MsgBox("離開不玩嗎?", vbYesNo,  
"CHECK")  
If kk = vbYes Then  
    End  
Else  
    MsgBox "啟動打亂圖形機制": INI  
End If  
End Sub
```

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檢查是否結束(VB6)

```
Private Function check()  
check = 0  
For i = 1 To 8  
    If (a(i) <> i) Then check = 1: Exit For  
Next  
End Function
```

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啟動拼圖亂數打亂圖形(VB.net)

```
Sub ran()  
    Dim j, i, c(8)  
    i = 1  
    Randomize()  
    Do While i <= 8  
        j = Int(Rnd() * 8) + 1  
        If c(j) = 0 Then c(j) = 1 : pi(i) = j : i = i + 1  
    Loop  
End Sub
```

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啟動拼圖亂數打亂圖形(VB.net)

```
Sub comm()  
    B1.Image = New Bitmap(pa & pi(1) & ".jpg")  
    B2.Image = New Bitmap(pa & pi(2) & ".jpg")  
    B3.Image = New Bitmap(pa & pi(3) & ".jpg")  
    B4.Image = New Bitmap(pa & pi(4) & ".jpg")  
    B5.Image = New Bitmap(pa & pi(5) & ".jpg")  
    B6.Image = New Bitmap(pa & pi(6) & ".jpg")  
    B7.Image = New Bitmap(pa & pi(7) & ".jpg")  
    B8.Image = New Bitmap(pa & pi(8) & ".jpg")  
    B9.Image = Nothing  
End Sub
```

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重新再玩(VB.NET)

```
Sub chkrun()  
    Dim a  
    a = MsgBox("離開不玩嗎?", vbYesNo, "請輸入選項")  
    If a = vbYes Then  
        End  
    Else  
        ran()  
        comm()  
    End If  
End Sub
```

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檢查是否結束(VB.NET)

```
Private Function ck()  
    Dim i  
    check = 0  
    For i = 1 To 8  
        If (aa(i) <> i) Then check = 1 : Exit For  
    Next  
    Return check  
End Function
```

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啟動拼圖亂數打亂圖形(VB.NET)

```

Dim pa As String = "d:\vb10\"
Dim pi(8) As Integer
Private Sub Form1_Load(ByVal sender As
System.Object, ByVal e As System.EventArgs)
Handles MyBase.Load
    Dim i,a
    For i = 1 To 8 : pi(i) = I : Next
    comm() : Me.Show()
    a = MsgBox("啟動亂數",
        MsgBoxStyle.OKCancel, "請輸入選項")
    If a = vbOK Then ran() : comm()
End Sub
    
```

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資料儲存結構之對照(VB 6)

拼圖物件按鈕編號			除存圖編號之陣列		
C1(0)	C1(1)	C1(2)	A(1)	A(2)	A(3)
C1(3)	C1(4)	C1(5)	A(4)	A(5)	A(6)
C1(6)	C1(7)	C1(8)	A(7)	A(8)	A(9)

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資料儲存結構之對照(VB.NET)

拼圖物件按鈕編號			除存圖編號之陣列		
B1	B2	B3	AA(1)	AA(2)	AA(3)
B6	B5	B6	AA(4)	AA(5)	AA(6)
B7	B8	B9	AA(7)	AA(8)	AA(9)

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點按鈕移動拼圖(VB6)

```

Private Sub C1_Click(Index As Integer)
Select Case Index
Case 0
eq = 0
If C1(1).Picture = LoadPicture("") Then
C1(1).Picture = C1(0).Picture: a(2) = a(1) : eq = 1
End If
If C1(3).Picture = LoadPicture("") Then
C1(3).Picture = C1(0).Picture: a(4) = a(1) : eq = 1
End If
If eq = 1 Then
C1(0).Picture = LoadPicture(""): a(1) = 9
L1(5).Caption = Str(Val(L1(5).Caption) + 1) & "次"
End If
If eq = 1 Then
C1(0).Picture = LoadPicture(""): a(0) = 9
L1(5).Caption = Str(Val(L1(5).Caption) + 1) & "次"
End If

```

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點按鈕移動拼圖(VB6)

Case 1

```
eq = 0
If C1(0).Picture = LoadPicture("") Then
    C1(0).Picture = C1(1).Picture: a(1) = a(2) : eq = 1
End If
If C1(2).Picture = LoadPicture("") Then
    C1(2).Picture = C1(1).Picture: a(3) = a(2) : eq = 1
End If
If C1(4).Picture = LoadPicture("") Then
    C1(4).Picture = C1(1).Picture: a(5) = a(2) : eq = 1
End If
If eq = 1 Then
    C1(1).Picture = LoadPicture(""): a(2) = 9
    L1(5).Caption = Str(Val(L1(5).Caption) + 1) & "次"
End If
```

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點按鈕移動拼圖(VB6)

Case 2

```
eq = 0
If C1(1).Picture = LoadPicture("") Then
    C1(1).Picture = C1(2).Picture: a(2) = a(3) : eq = 1
End If
If C1(5).Picture = LoadPicture("") Then
    C1(5).Picture = C1(2).Picture: a(6) = a(3) : eq = 1
End If
If eq = 1 Then
    C1(2).Picture = LoadPicture(""): a(3) = 9
    L1(5).Caption = Str(Val(L1(5).Caption) + 1) & "次"
End If
```

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點按鈕移動拼圖(VB6)

Case 3

```
eq = 0
If C1(0).Picture = LoadPicture("") Then
    C1(0).Picture = C1(3).Picture: a(1) = a(4) : eq = 1
End If
If C1(4).Picture = LoadPicture("") Then
    C1(4).Picture = C1(3).Picture: a(5) = a(4) : eq = 1
End If
If C1(6).Picture = LoadPicture("") Then
    C1(6).Picture = C1(3).Picture: a(7) = a(4) : eq = 1
End If
If eq = 1 Then
    C1(3).Picture = LoadPicture(""): a(4) = 9
    L1(5).Caption = Str(Val(L1(5).Caption) + 1) & "次"
End If
```

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點按鈕移動拼圖(VB6)

Case 4

```
eq = 0
If C1(1).Picture = LoadPicture("") Then
    C1(1).Picture = C1(4).Picture: a(2) = a(5) : eq = 1
End If
If C1(3).Picture = LoadPicture("") Then
    C1(3).Picture = C1(4).Picture: a(4) = a(5) : eq = 1
End If
If C1(5).Picture = LoadPicture("") Then
    C1(5).Picture = C1(4).Picture: a(6) = a(5) : eq = 1
End If
If C1(7).Picture = LoadPicture("") Then
    C1(7).Picture = C1(4).Picture: a(8) = a(5) : eq = 1
End If
If eq = 1 Then
    C1(4).Picture = LoadPicture(""): a(5) = 9
    L1(5).Caption = Str(Val(L1(5).Caption) + 1) & "次"
End If
```

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點按鈕移動拼圖(VB6)

Case 5

```
eq = 0
If C1(2).Picture = LoadPicture("") Then
    C1(2).Picture = C1(5).Picture: a(3) = a(6) : eq = 1
End If
If C1(4).Picture = LoadPicture("") Then
    C1(4).Picture = C1(5).Picture: a(5) = a(6) : eq = 1
End If
If C1(8).Picture = LoadPicture("") Then
    C1(8).Picture = C1(5).Picture: a(9) = a(6) : eq = 1
End If
If eq = 1 Then
    C1(5).Picture = LoadPicture(""): a(6) = 9
    L1(5).Caption = Str(Val(L1(5).Caption) + 1) & "次"
End If
```

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點按鈕移動拼圖(VB6)

Case 6

```
eq = 0
If C1(3).Picture = LoadPicture("") Then
    C1(3).Picture = C1(6).Picture: a(4) = a(7) : eq = 1
End If
If C1(7).Picture = LoadPicture("") Then
    C1(7).Picture = C1(6).Picture: a(8) = a(7) : eq = 1
End If
If eq = 1 Then
    C1(6).Picture = LoadPicture(""): a(7) = 9
    L1(5).Caption = Str(Val(L1(5).Caption) + 1) & "次"
End If
```

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點按鈕移動拼圖(VB6)

```
Case 7
  eq = 0
  If C1(4).Picture = LoadPicture("") Then
    C1(4).Picture = C1(7).Picture: a(5) = a(8) : eq = 1
  End If
  If C1(6).Picture = LoadPicture("") Then
    C1(6).Picture = C1(7).Picture: a(7) = a(8) : eq = 1
  End If
  If C1(8).Picture = LoadPicture("") Then
    C1(8).Picture = C1(7).Picture: a(9) = a(8) : eq = 1
  End If
  If eq = 1 Then
    C1(7).Picture = LoadPicture(""): a(8) = 9
    L1(5).Caption = Str(Val(L1(5).Caption) + 1) & "次"
  End If
```

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點按鈕移動拼圖(VB6)

```
Case 8
  eq = 0
  If C1(5).Picture = LoadPicture("") Then
    C1(5).Picture = C1(8).Picture: a(6) = a(9) : eq = 1
  End If
  If C1(7).Picture = LoadPicture("") Then
    C1(7).Picture = C1(8).Picture: a(8) = a(9) : eq = 1
  End If
  If eq = 1 Then
    C1(8).Picture = LoadPicture(""): a(9) = 9
    L1(5).Caption = Str(Val(L1(5).Caption) + 1) & "次"
  End If
End Select
```

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點按鈕移動拼圖(VB6)

```
If eq = 1 Then
  If check() = 0 Then
    MsgBox "你已經完成了"
    If Val(L1(5).Caption) <= Val(L1(3).Caption) Then
      Open path$ & "hit.txt" For Output As #1
      Print #1, na
      Print #1, L1(5).Caption
      Close #1
      L1(1).Caption = na
      L1(3).Caption = L1(5).Caption
      MsgBox "您的成績：" & L1(3).Caption & " . . . 為目前最高記錄"
    End If
  End If
End If
```

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點按鈕移動拼圖(VB.NET)

```
Private Sub bt_cl(ByVal sender As System.Object,
  ByVal e As System.EventArgs) Handles
  B1.Click, B2.Click, B3.Click, B4.Click, B5.Click,
  B6.Click, B7.Click, B8.Click, B9.Click,
  B10.Click

  Dim bt As Button
  bt = CType(sender, Button)
  If bt.Name = "B10" Then chkrun()
```

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點按鈕移動拼圖(VB.NET)

```
Dim eq
Select Case bt.Name
Case "B1"
    eq = 0
    If B2.Image Is Nothing Then
        B2.Image = B1.Image : aa(2) = aa(1) : eq = 1
    End If
    If B4.Image Is Nothing Then
        B4.Image = B1.Image : aa(4) = aa(1) : eq = 1
    End If
    If eq = 1 Then
        B1.Image = Nothing : aa(1) = 9
        L1.Text = Str(Val(L1.Text) + 1) & "次"
    End If
```

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點按鈕移動拼圖(VB.NET)

```
Case "B2"
    eq = 0
    If B3.Image Is Nothing Then
        B3.Image = B2.Image : aa(3) = aa(2) : eq = 1
    End If
    If B5.Image Is Nothing Then
        B5.Image = B2.Image : aa(5) = aa(2) : eq = 1
    End If
    If B1.Image Is Nothing Then
        B1.Image = B2.Image : aa(1) = aa(2) : eq = 1
    End If
    If eq = 1 Then
        B2.Image = Nothing : aa(2) = 9
        L1.Text = Str(Val(L1.Text) + 1) & "次"
    End If
```

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點按鈕移動拼圖(VB.NET)

Case "B3"

```
eq = 0
If B2.Image Is Nothing Then
    B2.Image = B3.Image : aa(2) = aa(3) : eq = 1
End If
If B6.Image Is Nothing Then
    B6.Image = B3.Image : aa(6) = aa(3) : eq = 1
End If
If eq = 1 Then
    B3.Image = Nothing : aa(3) = 9
    L1.Text = Str(Val(L1.Text) + 1) & "次"
End If
```

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點按鈕移動拼圖(VB.NET)

Case "B4"

```
eq = 0
If B1.Image Is Nothing Then
    B1.Image = B4.Image : aa(1) = aa(4) : eq = 1
End If
If B5.Image Is Nothing Then
    B5.Image = B4.Image : aa(5) = aa(4) : eq = 1
End If
If B7.Image Is Nothing Then
    B7.Image = B4.Image : aa(7) = aa(4) : eq = 1
End If
If eq = 1 Then
    B4.Image = Nothing : aa(4) = 9
    L1.Text = Str(Val(L1.Text) + 1) & "次"
End If
```

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點按鈕移動拼圖(VB.NET)

Case "B5"

```
eq = 0
If B2.Image Is Nothing Then
    B2.Image = B5.Image : aa(2) = aa(5) : eq = 1
End If
If B4.Image Is Nothing Then
    B4.Image = B5.Image : aa(4) = aa(5) : eq = 1
End If
If B6.Image Is Nothing Then
    B6.Image = B5.Image : aa(6) = aa(5) : eq = 1
End If
If B8.Image Is Nothing Then
    B8.Image = B5.Image : aa(8) = aa(5) : eq = 1
End If
If eq = 1 Then
    B5.Image = Nothing : aa(5) = 9
    L1.Text = Str(Val(L1.Text) + 1) & "次"
End If
```

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點按鈕移動拼圖(VB.NET)

Case "B6"

```
eq = 0
If B3.Image Is Nothing Then
    B3.Image = B6.Image : aa(3) = aa(6) : eq = 1
End If
If B5.Image Is Nothing Then
    B5.Image = B6.Image : aa(5) = aa(6) : eq = 1
End If
If B9.Image Is Nothing Then
    B9.Image = B6.Image : aa(9) = aa(6) : eq = 1
End If
If eq = 1 Then
    B6.Image = Nothing : aa(6) = 9
    L1.Text = Str(Val(L1.Text) + 1) & "次"
End If
```

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點按鈕移動拼圖(VB.NET)

Case "B7"

```
eq = 0
If B4.Image Is Nothing Then
    B4.Image = B7.Image : aa(4) = aa(7) : eq = 1
End If
If B8.Image Is Nothing Then
    B8.Image = B7.Image : aa(8) = aa(7) : eq = 1
End If
If eq = 1 Then
    B7.Image = Nothing : aa(7) = 9
    L1.Text = Str(Val(L1.Text) + 1) & "次"
End If
```

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點按鈕移動拼圖(VB.NET)

Case "B8"

```
eq = 0
If B7.Image Is Nothing Then
    B7.Image = B8.Image : aa(7) = aa(8) : eq = 1
End If
If B5.Image Is Nothing Then
    B5.Image = B8.Image : aa(5) = aa(8) : eq = 1
End If
If B9.Image Is Nothing Then
    B9.Image = B8.Image : aa(9) = aa(8) : eq = 1
End If
If eq = 1 Then
    B8.Image = Nothing : aa(8) = 9
    L1.Text = Str(Val(L1.Text) + 1) & "次"
End If
```

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點按鈕移動拼圖(VB.NET)

Case "B9"

```
    eq = 0
    If B8.Image Is Nothing Then
        B8.Image = B9.Image : aa(8) = aa(9) : eq = 1
    End If
    If B6.Image Is Nothing Then
        B6.Image = B9.Image : aa(6) = aa(9) : eq = 1
    End If
    If eq = 1 Then
        B9.Image = Nothing : aa(9) = 9
        L1.Text = Str(Val(L1.Text) + 1) & "次"
    End If
End Select
```

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點按鈕移動拼圖(VB.NET)

```
If eq = 1 Then
    If ck() = 0 Then
        MsgBox("你已經完成了")
        chkrun()
    End If
End If
```

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