



COMPUTER APP PROGRAMMING (CAP2016) 電腦應用程式比賽 2016

CAP Day 即日解難比賽 (初中)

Regulations:

1. **Please change your Google account password when you first login.**
2. The time limit for this competition is **1 hour**.
3. There are 2 questions in this paper. **Attempt ALL questions.**
4. Follow the instructions on the paper to submit the answers.
5. All candidates must stop their work when the invigilator announces “Time up.”
6. Candidates may use their own Android device **ONLY** for program testing purposes.
7. If any candidate is found cheating or violating the regulations by any means, he/she will be disqualified from the competition immediately.

比賽守則：

1. **第一次登入時先更改你的 Google account 密碼。**
2. 本比賽限時 **1 小時**。
3. 本卷共有兩道題目，**需全部作答**。
4. 請依照試題上的指示，完成答卷。
5. 當考場人員宣布「比賽結束」的時候，所有參賽者必須停止作答。
6. 參賽者可以自備 **Android** 裝置，但只能用作測試程序。
7. 若發現任何參賽者作弊或者違反比賽守則，將被即時取消參賽資格。

Question 1: Save the project as “Question_1”. 請開新專案，命名為“Question_1”。

Question 2: Save the project as “Question_2”. 請開新專案，命名為“Question_2”。

School name			
Student 1 name			
Student 2 name			
Question_1: File saved time		Completion percentage	
Question_2: File saved time		Completion percentage	
Google account		Password	

Note: Participants must follow the rules and regulations of the CAP2016. Their names (together with the school name) may be published in CAP2016-related materials.

Question 1

Download http://cap.comp.polyu.edu.hk/junior_question1.aia.

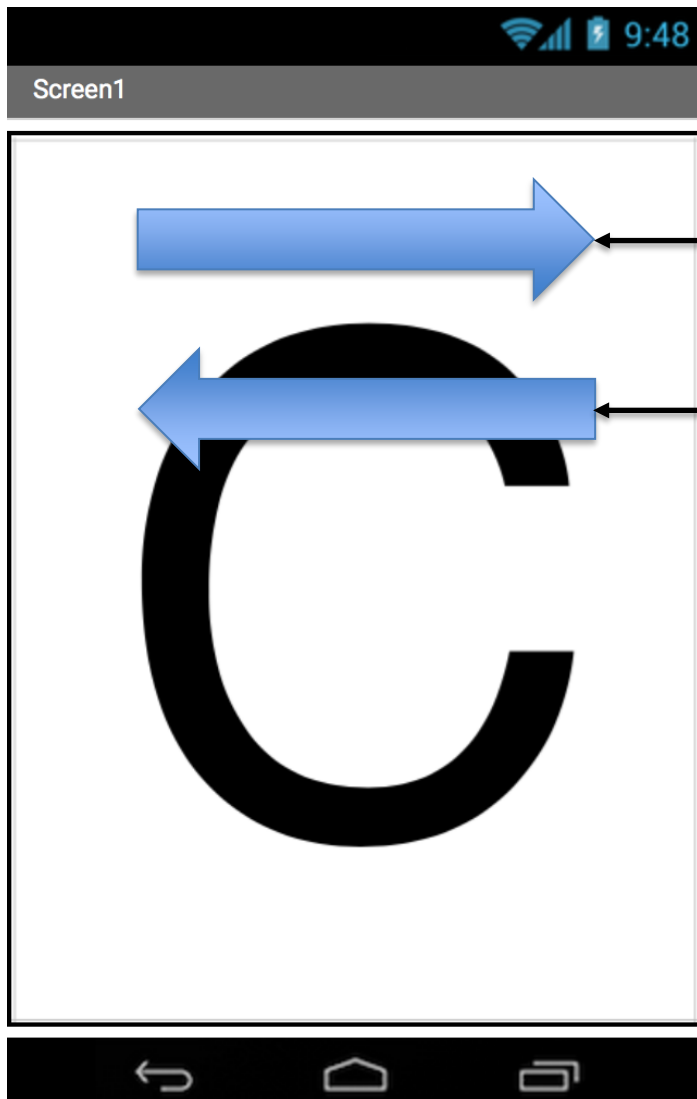
Develop a game for counting the number of shakes within 5 seconds (計算搖動的次數). When a player clicks 'Start', a 5-second timer will be initiated (5秒的計時器). The player can shake his/her phone and the app will display the number of shakes within 5 seconds. (顯示5秒內的搖動次數)



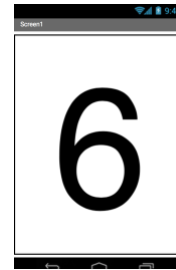
Question 2

Download http://cap.comp.polyu.edu.hk/junior_question2.aia.

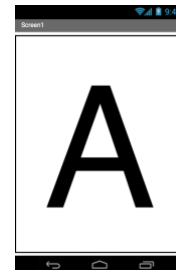
There are a total of 7 characters: C A P 2 0 1 6. In general, when a user swipes left on the screen, his/her phone will display the next letter (向左滑動, 便會出現下一個字母). When a user swipes right on the screen, the phone will display the previous letter (向右滑動, 便會出現上一個字母). Please see the details below.



Swipe right to display the previous letter. (向右滑動, 便會出現上一個字母)



Swipe left to display the next letter. (向左滑動, 便會出現下一個字母)



For the last character (i.e., 6), if the user swipes left, it should return to the first letter (i.e., C). (當最後一個字母顯示時, 向左滑動便會出現第一個字母, 例如, 6 → C)
For the first letter (i.e., C), if the user swipes right, the last character (i.e., 6) will be displayed. (當第一個字母顯示時, 向右滑動便會出現最後一個字母, 例如, C → 6)