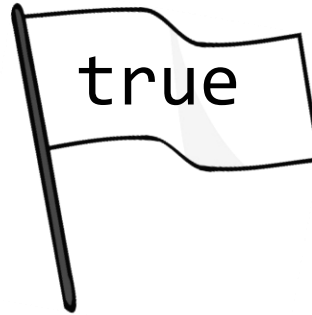


おみくじ完成例

```
initialize global r to 0
initialize global flag to true

when Canvas1.TouchDown
  do
    if get global flag = true
      then
        set global r to random integer from 1 to 100
        if get global r ≤ 30
          then
            set Canvas1.BackgroundImage to "omikuji_daikichi.png"
          else if get global r ≤ 90
            then
              set Canvas1.BackgroundImage to "omikuji_kichi.png"
            else
              set Canvas1.BackgroundImage to "omikuji_kyou.png"
          set global flag to false
        else
          set Canvas1.BackgroundImage to "omikuji_case.png"
          set global flag to true
```



flagは旗のこと
旗が立っていれば
おみくじの結果を表示
旗を降ろす
旗が立っていなければ
おみくじケースを表示
旗を立てる

