



資料來源：  
大台北垃圾車清運頻道 大台北運輸車輛頻道 (2021),  
台北市環保局 雙垃圾車收運專輯，取自Youtube網  
<https://www.youtube.com/watch?v=RzUi6m54GVI>



Trigger



圖片來源：  
取自 Flaticon.com 網站  
[https://www.flaticon.com/free-icon/garbage-truck\\_315296#](https://www.flaticon.com/free-icon/garbage-truck_315296#)

圖片來源：  
取自 Flaticon.com 網站  
[https://www.flaticon.com/free-icon/garbage\\_3820785?term=trash&page=1&position=45&page=1&position=45&related\\_id=3820785&origin=search](https://www.flaticon.com/free-icon/garbage_3820785?term=trash&page=1&position=45&page=1&position=45&related_id=3820785&origin=search)



Trigger

資料來源：

JOSE PAGLIERY(2018), *Trigger warning*, 取自CNN網站

<https://edition.cnn.com/interactive/2018/06/investigates/sig-sauer-p320-drop-fire/>



# Scratch裡的Event



Choose a Backdrop

All

Fantasy

Music

Sports

Outdoors

Indoors

Space

Underwater

Patterns



Baseball 1



Baseball 2



Basketball 1



Basketball 2



Beach Malibu



Beach Rio



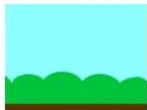
Bedroom 1



Bedroom 2



Bedroom 3



Blue Sky



Blue Sky 2



Boardwalk



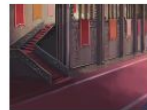
Canyon



Castle 1



Castle 2



Castle 3



Castle 4



Chalkboard



City With ...



Colorful City



Concert



Desert



Farm



Field At Mit



Flowers



Forest



Galaxy



Greek Thea...



Hall



Hay Field



Hearts



Hill



Jungle



Jurassic



Light



Metro



# Processing裡的Event

圖片來源：  
取自Processing網站  
<https://processing.org/reference>

## Mouse

<code>mouseButton</code>	Shows which mouse button is pressed
<code><u>mouseClicked()</u></code>	Called once after a mouse button has been pressed and then released
<code><u>mouseDragged()</u></code>	Called once every time the mouse moves and a mouse button is pressed
<code><u>mouseMoved()</u></code>	Called every time the mouse moves and a mouse button is not pressed
<code>mousePressed</code>	Variable storing if a mouse button is pressed
<code><u>mousePressed()</u></code>	Called once after every time a mouse button is pressed
<code><u>mouseReleased()</u></code>	Called every time a mouse button is released
<code><u>mouseWheel()</u></code>	The code within the <code>mouseWheel()</code> <a href="#">event function</a> is run when the mouse wheel is moved
<code>mouseX</code>	The system variable that always contains the current horizontal coordinate of the mouse
<code>mouseY</code>	The system variable that always contains the current vertical coordinate of the mouse
<code>pmouseX</code>	The system variable that always contains the horizontal position of the mouse in the frame previous to the current frame
<code>pmouseY</code>	The system variable that always contains the vertical position of the mouse in the frame previous to the current frame

## Keyboard

<code>key</code>	The system variable that always contains the value of the most recent key on the keyboard that was used (either pressed or released)
<code>keyCode</code>	Used to detect special keys such as the UP, DOWN, LEFT, RIGHT arrow keys and ALT, CONTROL, SHIFT
<code>keyPressed</code>	The boolean system variable that is <code>true</code> if any key is pressed and <code>false</code> if no keys are pressed
<code><u>keyPressed()</u></code>	Called once every time a key is pressed
<code><u>keyReleased()</u></code>	Called once every time a key is released
<code>keyTyped()</code>	Called once every time a key is pressed, but action keys such as Ctrl, Shift, and Alt are ignored