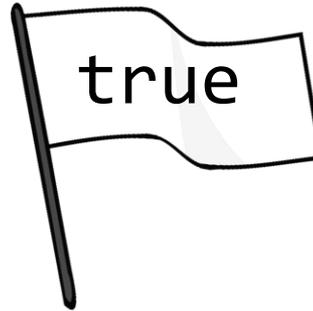


おみくじ完成例

```
initialize global r to 0
initialize global flag to true
when Canvas1 .TouchDown
  x y
  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

