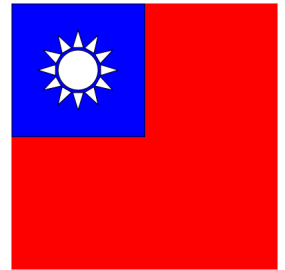


```

var radius = 80; // 光芒半徑
var n = 12; // 光芒數目
var tWidth = 0.5*sin(180/n)*radius; //三角形寬度
var tRadius = 0.6*cos(180/n)*radius; // 光芒底
background(255, 0, 0); //滿地紅
fill(0, 0, 255); //青天
rect(0,0,200,200);
fill(255, 255, 255); //白日
translate(100,100); //設定白日中心點
ellipse(0,0,radius,radius);
for (var   ){
  noStroke();
  triangle(tRadius,tWidth,tRadius,-tWidth,radius,0);
  rotate(360/n);
}

```

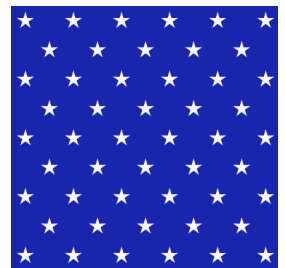


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```

background(24, 37, 173); //設定背景色
var tWidth = 20, tHeight =34; //設定星星大小
var hGap = 72, vGap = 44; //設定見距
//設定星星的繪製
var drawStar = function(x,y,r,m){ //半徑 r, 角數 m
  translate(x,y);
  scale(r);
  noStroke();
  for(var i = 0; i< m; i++){
    triangle(tWidth/2,0,-tWidth/2,0,0,-tHeight);
    rotate(360/m);}
  resetMatrix();};
//繪製 50 個星星
for(var y = 0; y < 9; y++){
  for(  ){ //奇數列5星, 偶數列6星
    drawStar((x+0.3+0.5*(y%2))*hGap,(y+0.5)*vGap,0.4,5);
  }
}

```



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```

frameRate(1);
var n =69;
var i = 0, r = 0;
fill(255, 0, 0);
textSize(25); textAlign(RIGHT,BOTTOM);

var draw= function() {
  if(n>0){
    fill(125, 0, 125);
    text(n, 150, 30*i+50);
    r = n%2;
    fill(0, 0, 255);
    text(r, 200, 30*i+50);
    n = floor(n/2);
    fill(0, 255, 125);
    text(pow(2,i),250,30*i+50);
  }
  i++;
};

```

```

69  1  1
34  0  2
17  1  4
8   0  8
4   0 16
2   0 32
1   1 64

```

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```

var div = [7,11,13];
var rem = [6,4,2];
var tSize = 20;
var i,n = 0;
var fitNumber = 0;

var reDraw = function(){
  textAlign(LEFT,CENTER);
  textSize(tSize);
  fill(0, 0, 0);
  background(255, 255, 255);
  text("找一個數，滿足以下條件：",30
  for (i = 0; i < 3; i++){
    text("除 " + div[i] + " 餘 "+ i
  }
};|

找一個數，滿足以下條件：
除 7 餘 6；除 11 餘 4；除 13 餘 2；
581:  0    9    9
582:  1   10   10
583:  2    0   11
584:  3    1   12
585:  4    2    0
586:  5    3    1
587:  6    4    2

```

```

var draw= function() {
  if( ) {
    fitNumber = 0;
    if((n%10) === 0){reDraw();}
    n++;
    fill(0, 0, 255); textAlign(RIGHT,CENTER);
    text(n +":",70,100+25*((n-1)%10));
    for(var j = 0 ; j < 3; j++){
      if((n%div[j])=== rem[j]){
        fill(255, 0, 0);
        fitNumber++;}
      else{fill(0, 0, 0);}
      text((n%div[j]),160+100*j,100+25*((n-1)%10));}
  }
};

```

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