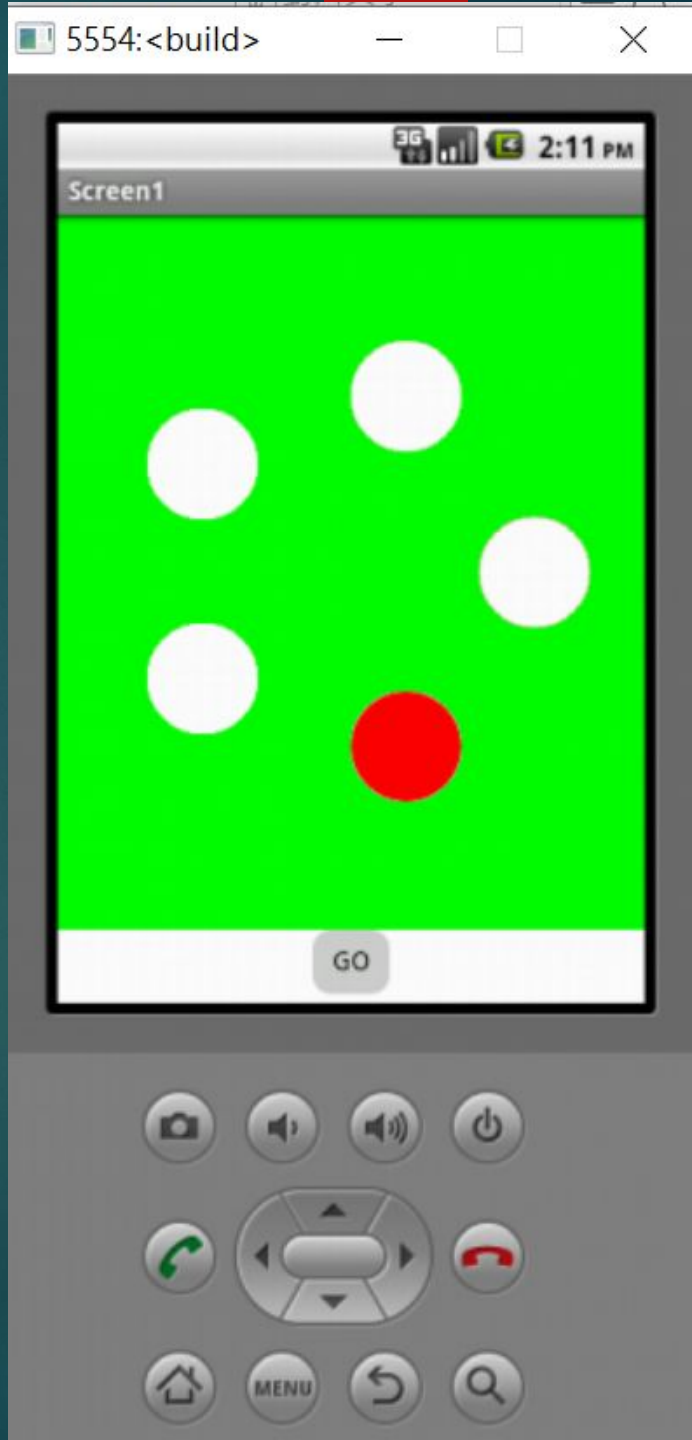
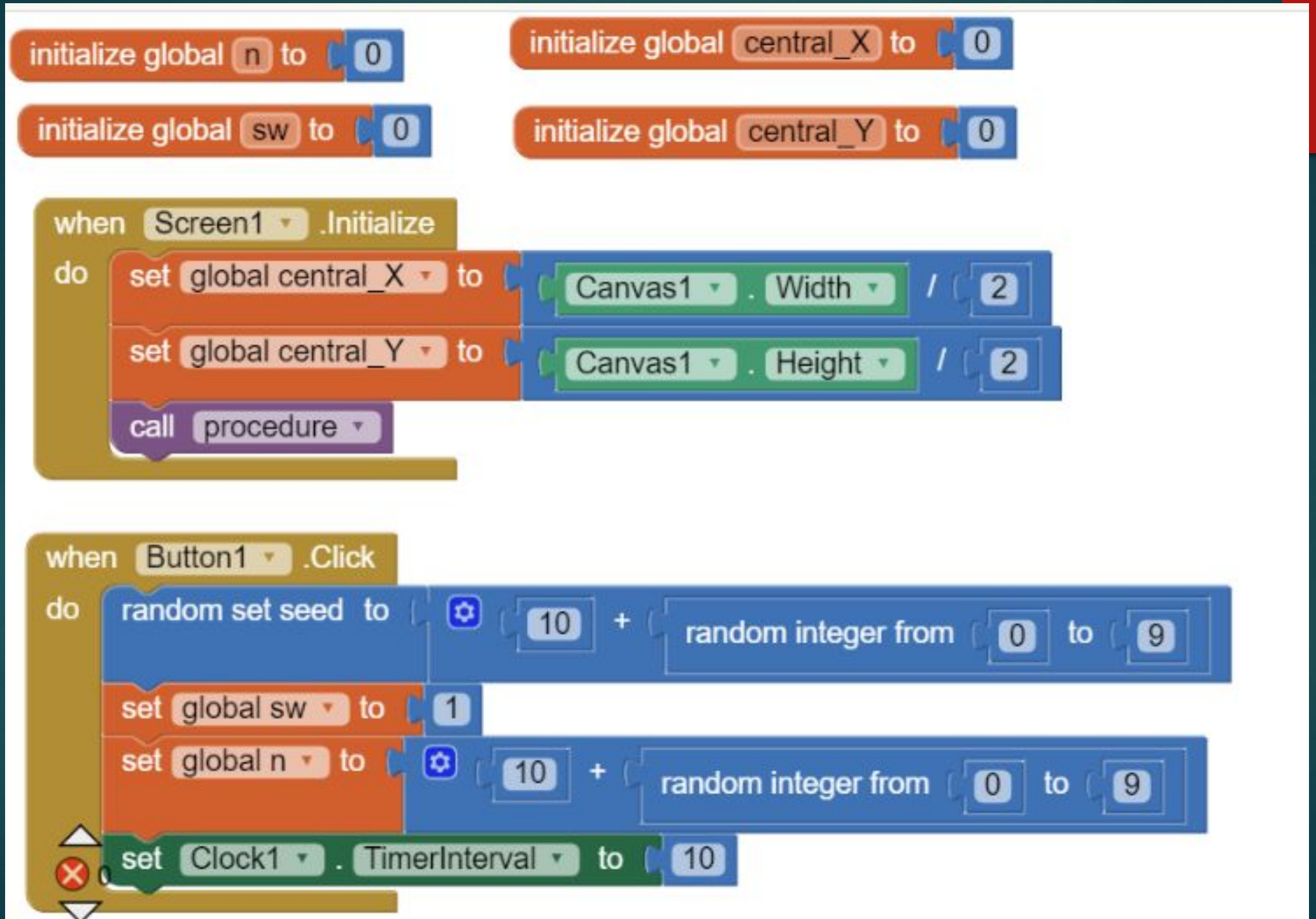
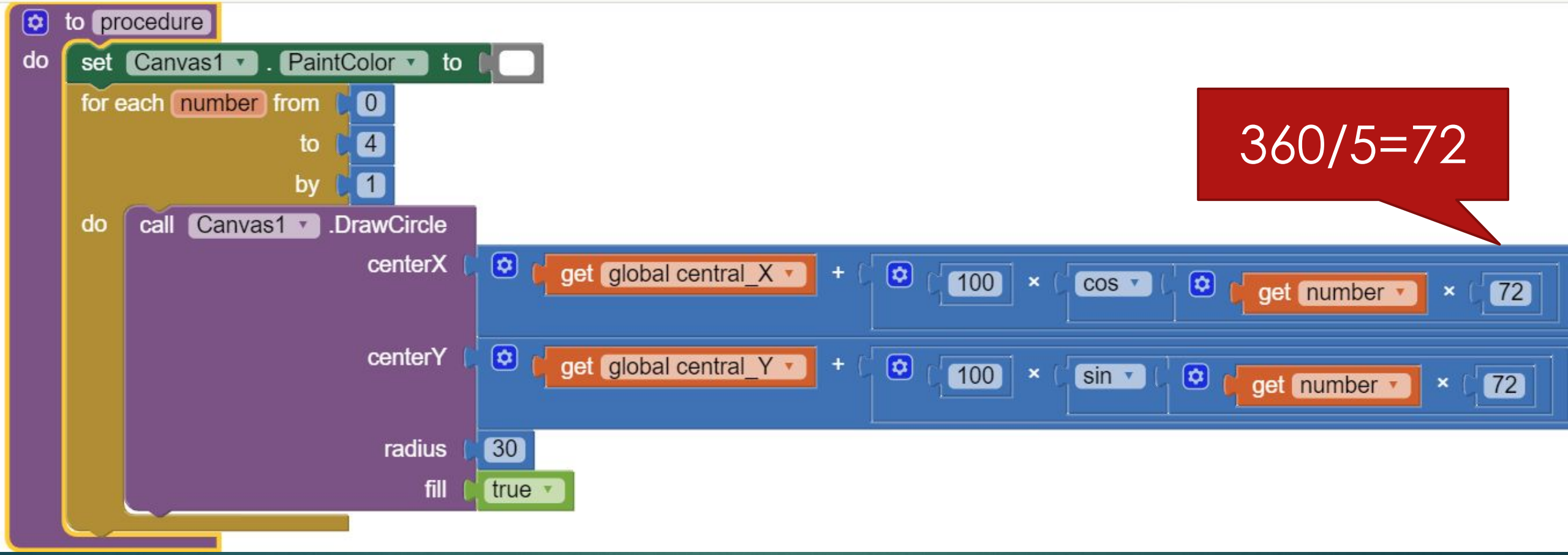
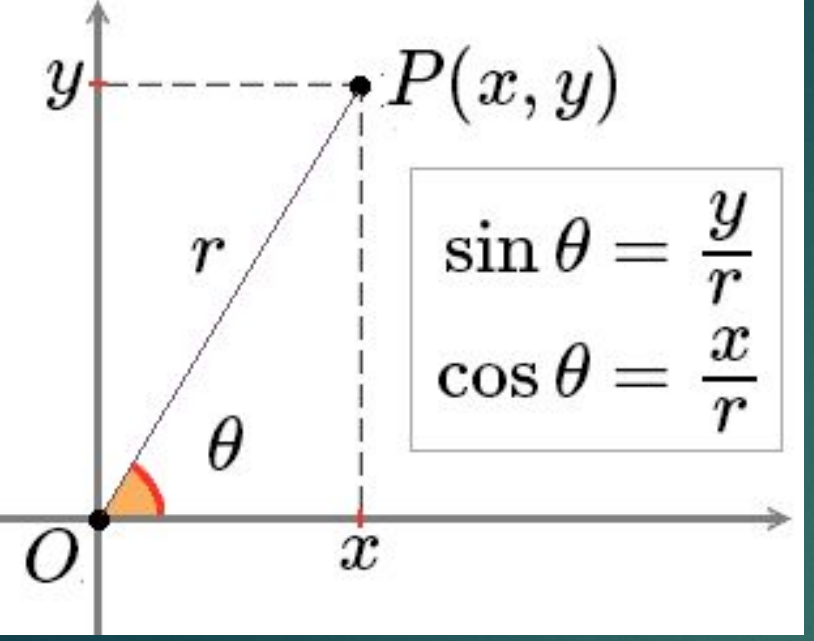
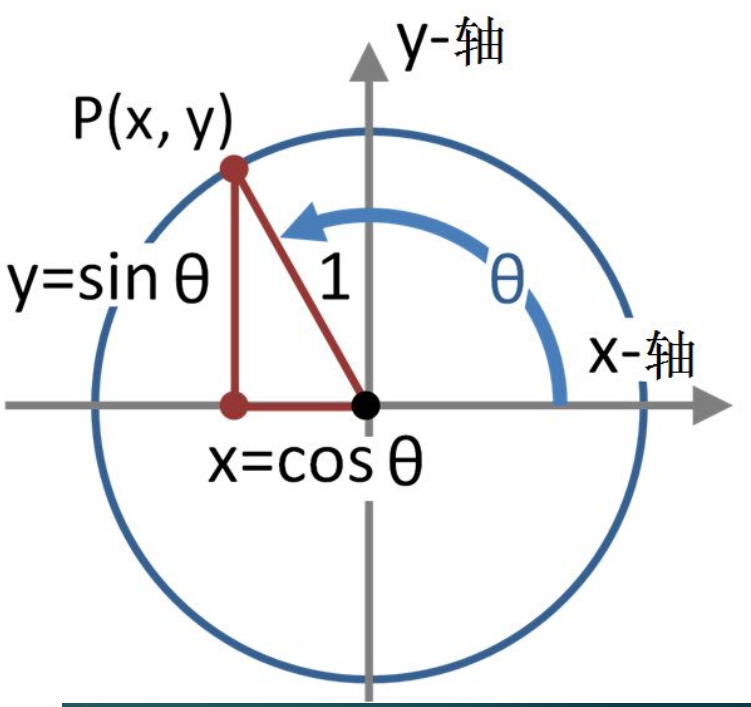
# Russian Roulette

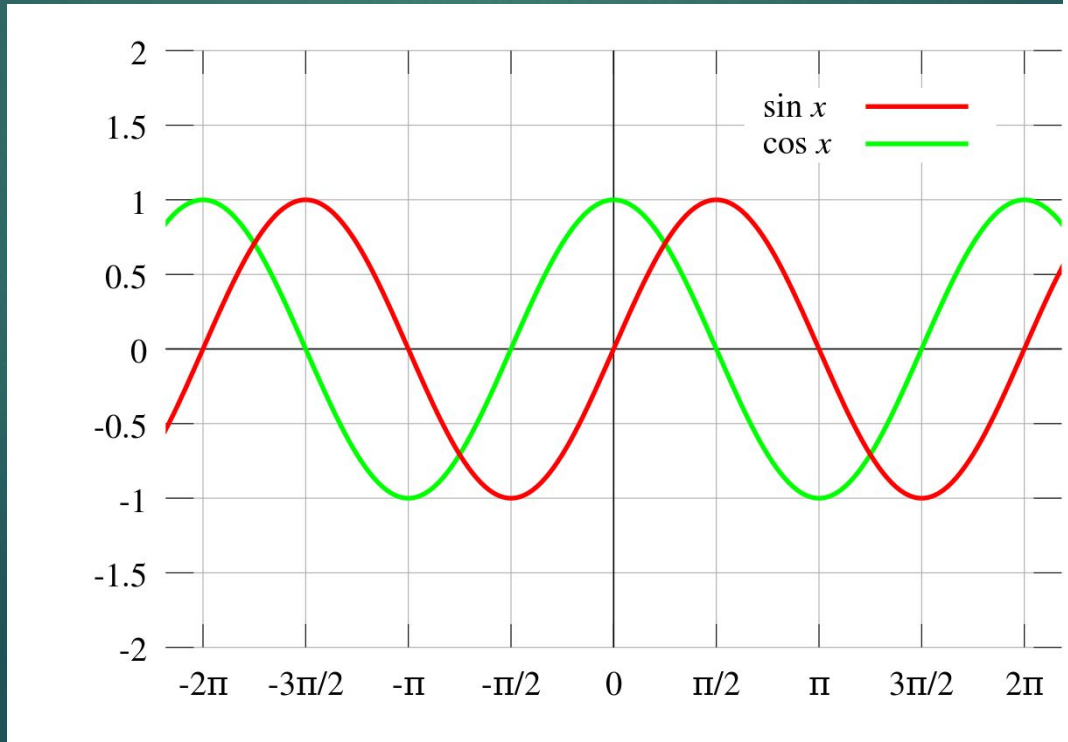


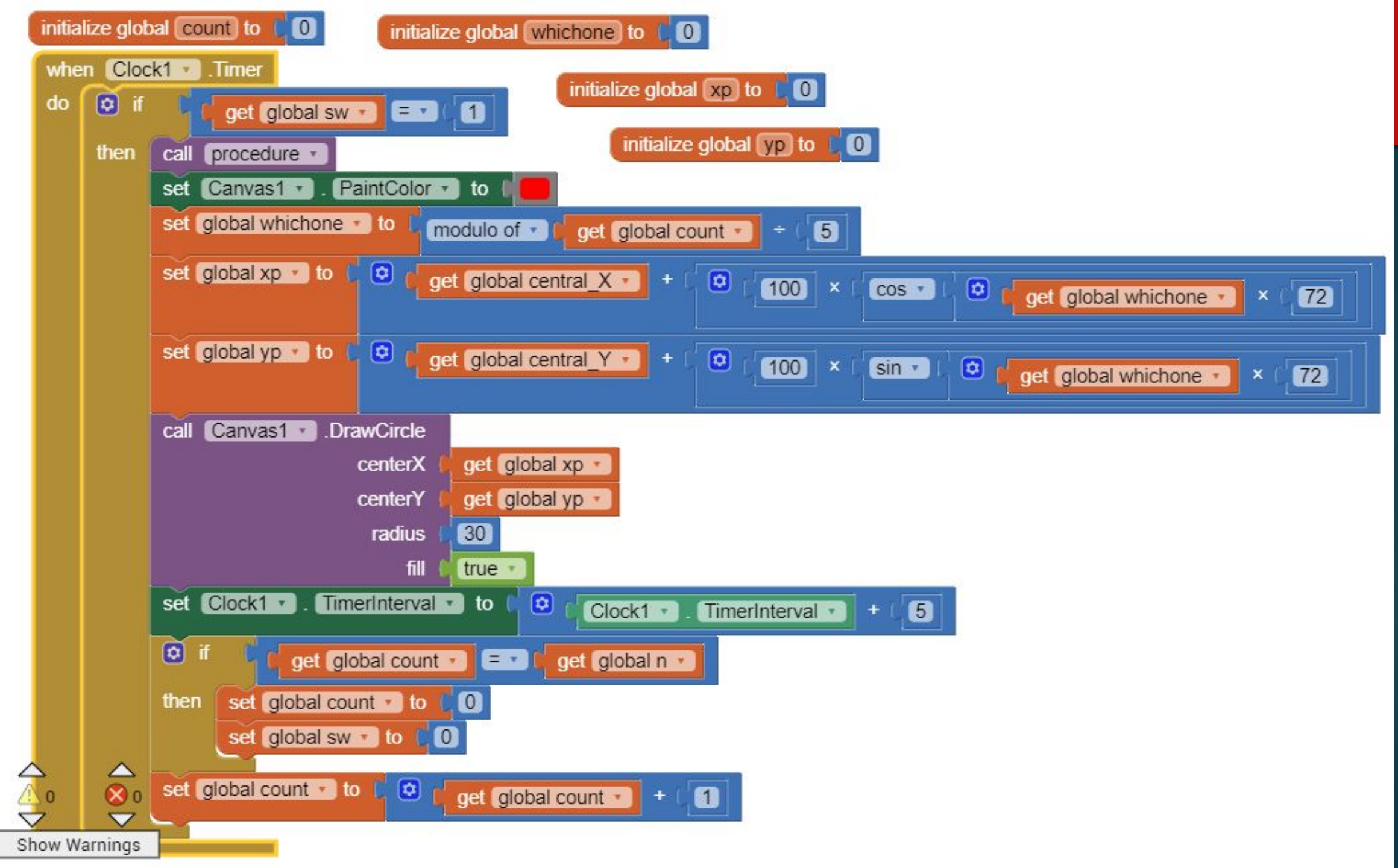

initialize global n to 0
initialize global central_X to 0
initialize global sw to 0
initialize global central_Y to 0
when Screen1 .Initialize
do
set global central_X to Canvas1 . Width / 2
set global central_Y to Canvas1 . Height / 2
call procedure
when Button1 .Click
do
random set seed to 10 + random integer from 0 to 9
set global sw to 1
set global n to 10 + random integer from 0 to 9
set Clock1 . TimerInterval to 10


to procedure
do
set Canvas1 . PaintColor to
for each number from 0
to 4
by 1
do call Canvas1 .DrawCircle
centerX get global central_X + 100 × cos get number × 72
centerY get global central_Y + 100 × sin get number × 72
radius 30
fill true
360/5=72


y
P(x, y)
r
θ
O
x
sin θ = y/r
cos θ = x/r


y-轴
P(x, y)
y=sin θ
1
θ
x-轴
x=cos θ


2
1.5
1
0.5
0
-0.5
-1
-1.5
-2
-2π
-3π/2
-π
-π/2
0
π/2
π
3π/2
2π
sin x
cos x


initialize global count to 0
initialize global whichone to 0
initialize global xp to 0
initialize global yp to 0
when Clock1 .Timer
do if get global sw = 1
then call procedure
set Canvas1 . PaintColor to
set global whichone to modulo of get global count ÷ 5
set global xp to get global central_X + 100 × cos get global whichone × 72
set global yp to get global central_Y + 100 × sin get global whichone × 72
call Canvas1 .DrawCircle
centerX get global xp
centerY get global yp
radius 30
fill true
set Clock1 . TimerInterval to Clock1 . TimerInterval + 5
if get global count = get global n
then set global count to 0
set global sw to 0
set global count to get global count + 1
0
0
Show Warnings