

Delphi 10.3 Rio 範例程式說明

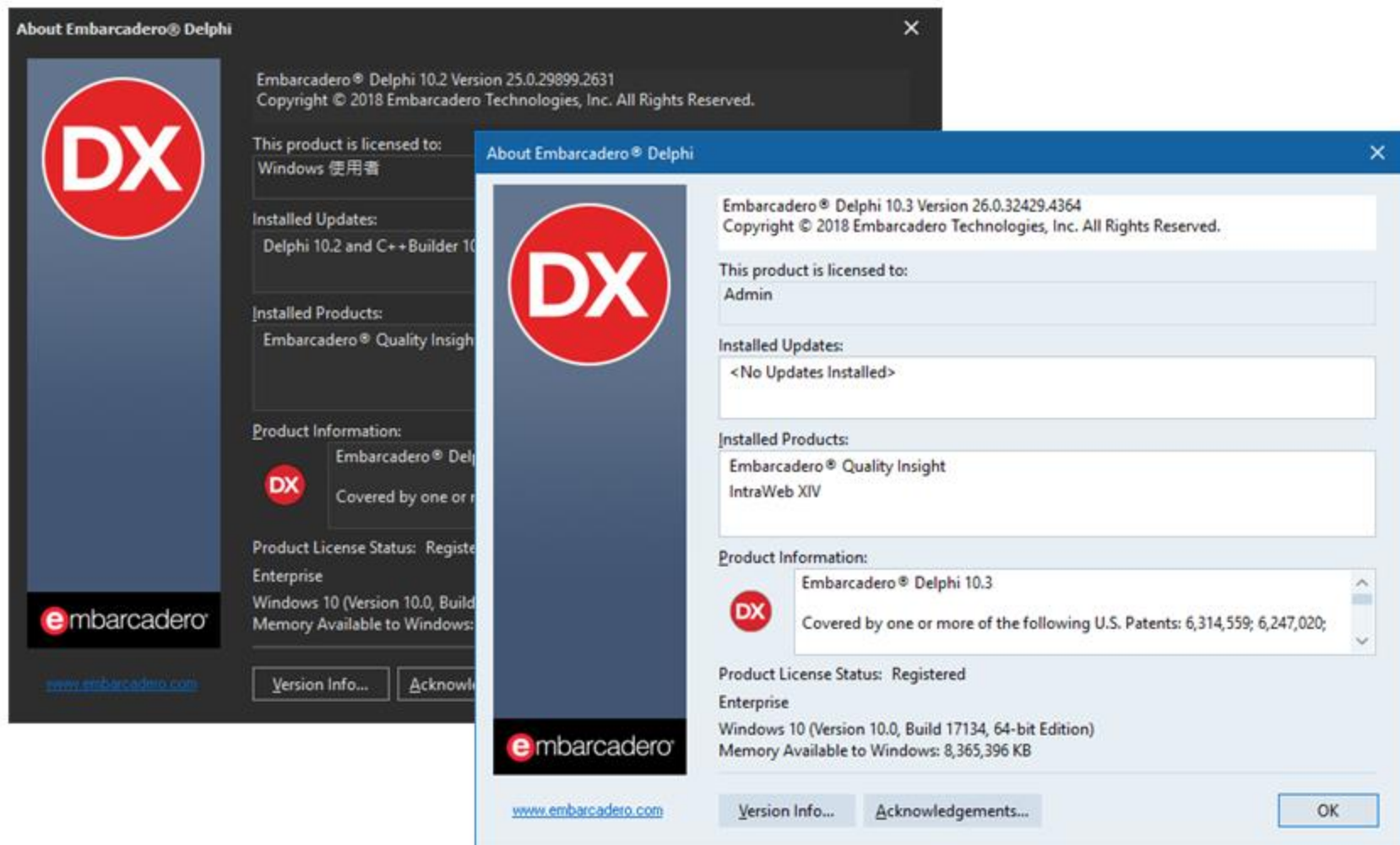


Delphi 10.3 Rio 範例程式說明

- 使用程式開發工具與版本。
- Animation Button 動畫按鈕 範例程式。
- Menu 浮動選單功能 範例程式。
- 菜單點餐系統 範例程式。
- 問題 Q&A 討論。



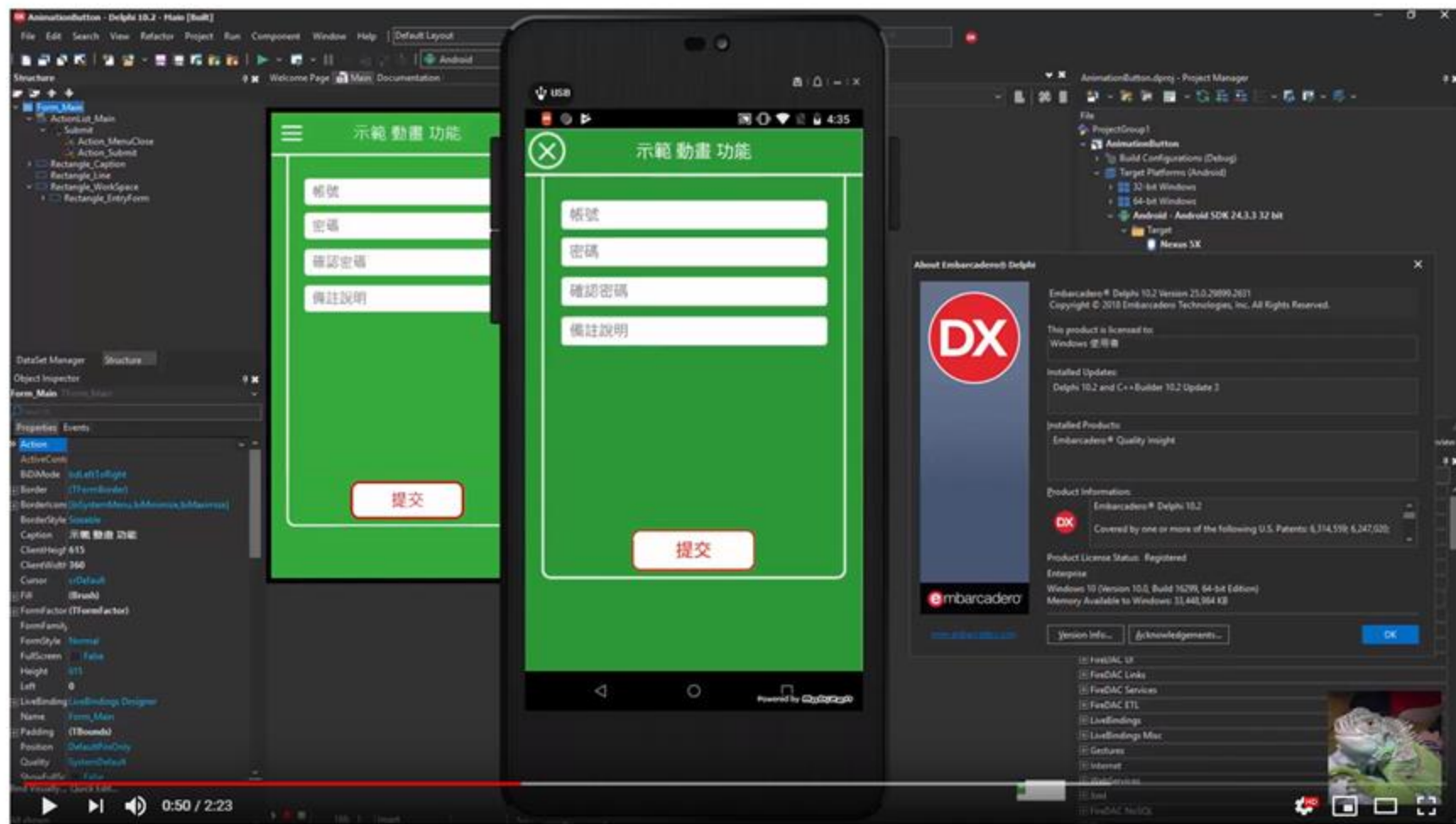
使用程式開發工具與版本



Animation Button 動畫按鈕 範例程式



Animation Button 動畫按鈕 範例程式



Delphi 10.2.3 Tokyo 示範 Animation 動畫按鈕 程式操作

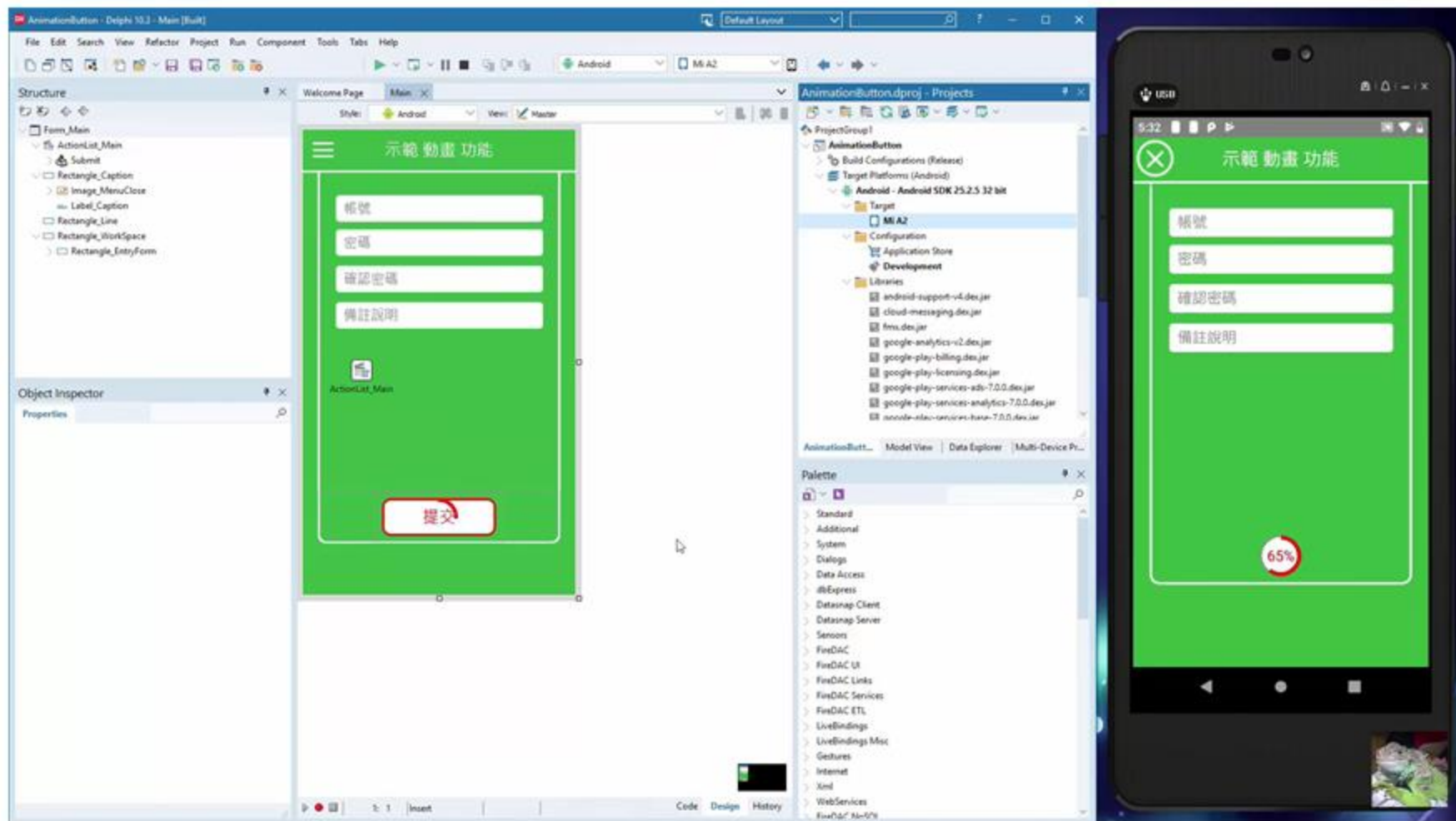
觀看次數: 1,042 次

<https://youtu.be/tvKbKinNE0I>

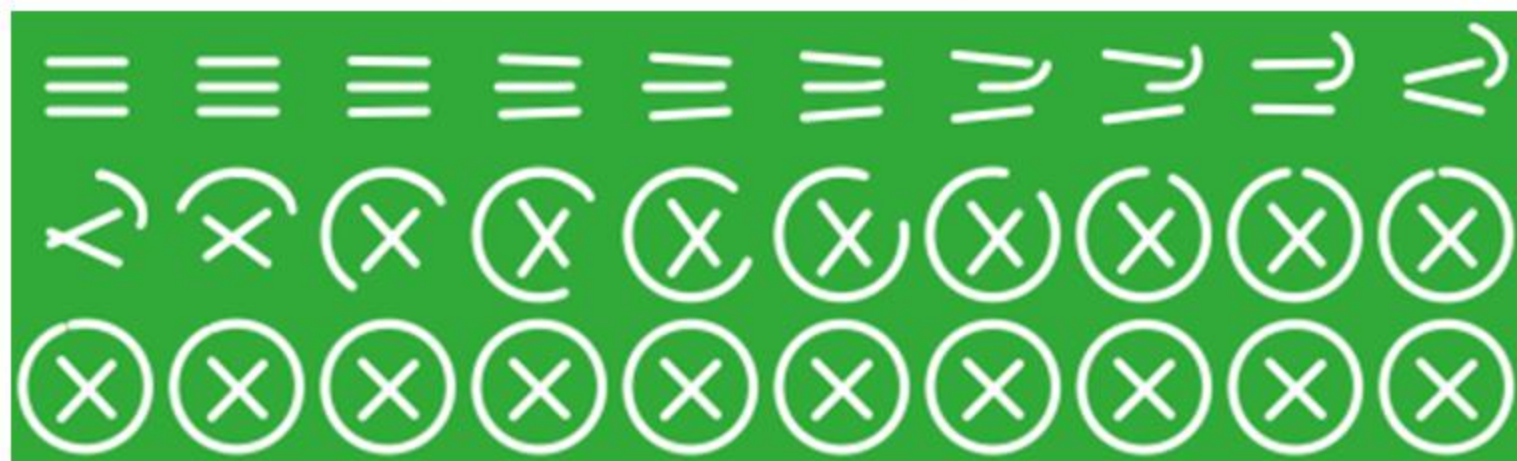
7



Animation Button 動畫按鈕 範例程式



Animation Button 動畫按鈕 範例程式



Animation Button 動畫按鈕 範例程式



Animation Button 動畫按鈕 範例程式



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Animation Button 動畫按鈕 範例程式



Animation Button 動畫按鈕 範例程式



程式代碼解說 & 示範操作

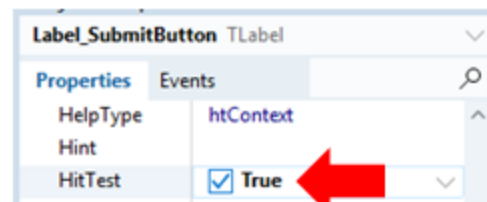
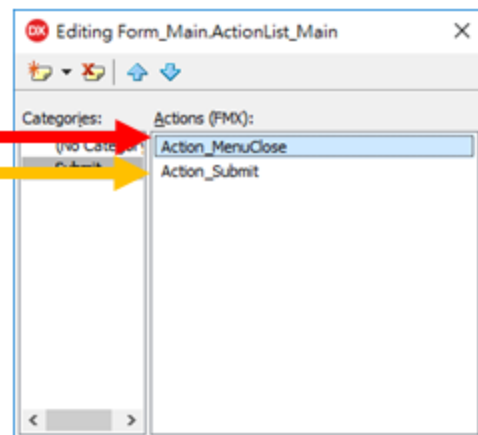


Animation Button 動畫按鈕 範例程式

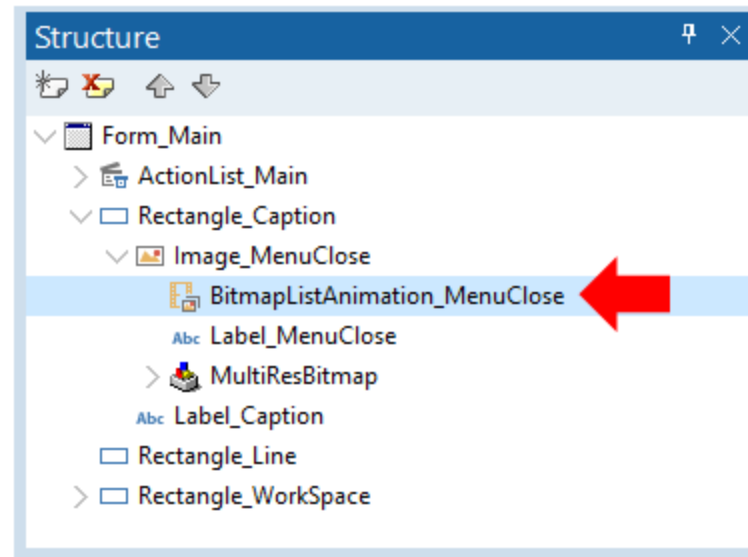
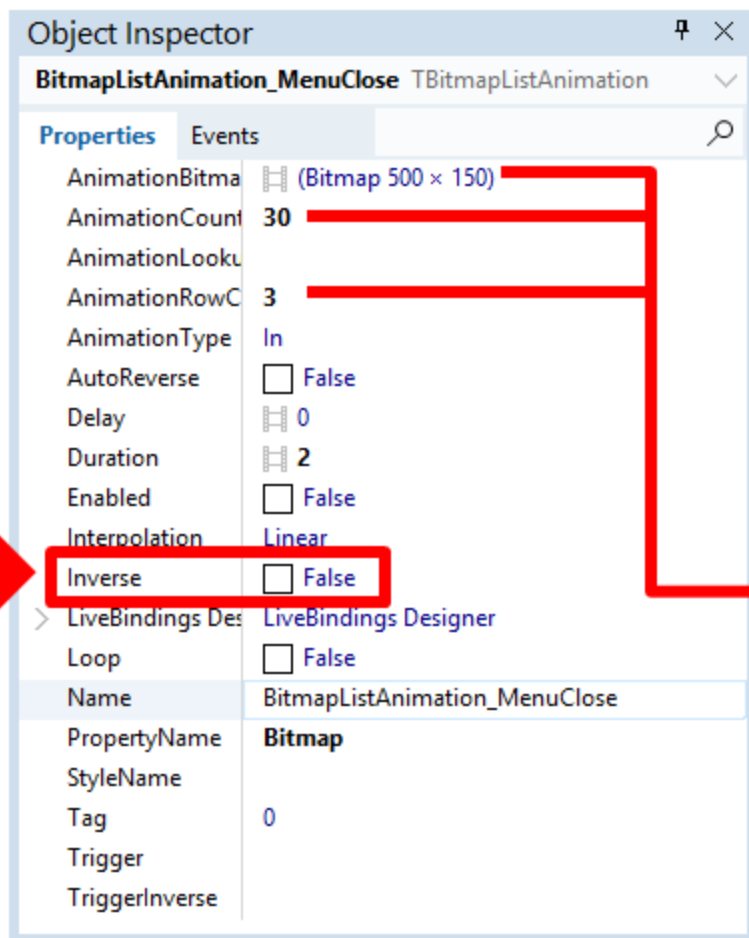


- Form_Main
 - ActionList_Main
 - Submit
 - Action_MenuClose
 - Action_Submit
 - Rectangle_Caption
 - Image_MenuClose
 - BitmapListAnimation_MenuClose
 - Label_MenuClose
 - MultiResBitmap
 - 0 - Normal (1,000)
 - Label_Caption
 - Rectangle_Line
 - Rectangle_WorkSpace
 - Rectangle_EntryForm
 - FloatAnimation_PositionY_EntryForm
 - Layout_EntryFormBottom
 - Layout_BackGround
 - Rectangle_Confirm
 - Label_Confirm
 - Rectangle_Password
 - Label_Password
 - Rectangle_Remarks
 - Label_Remarks
 - Rectangle_UserID
 - Label_UserID

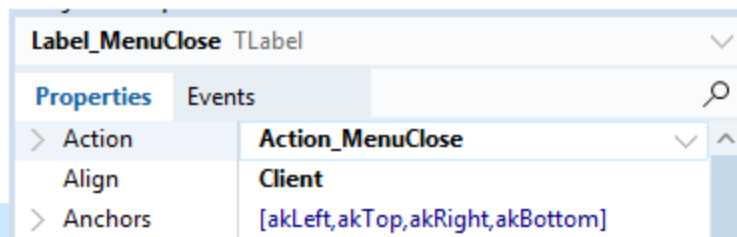
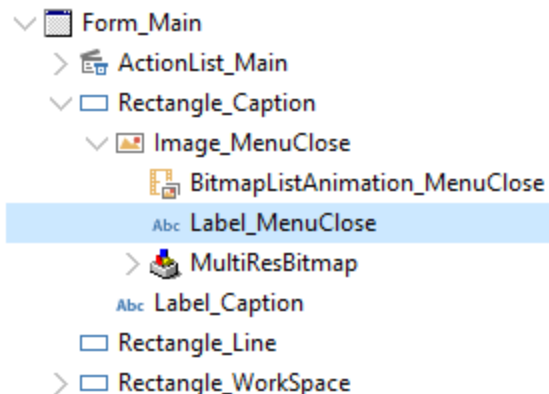
ActionList_Main



Animation Button 動畫按鈕 範例程式



Animation Button 動畫按鈕 範例程式



```
procedure TForm_Main.Action_MenuCloseExecute(Sender: TObject);
begin
    bAction := True;
    if (BitmapListAnimation_MenuClose.Inverse = False) then
    begin
        iStep := 1;
    end
    else
    begin
        iStep := 2;
    end;
    BitmapListAnimation_MenuClose.Enabled := True;
end;
```



Animation Button 動畫按鈕 範例程式



```
procedure TForm_Main.BitmapListAnimation_MenuCloseFinish(Sender: TObject);
begin
    BitmapListAnimation_MenuClose.Enabled := False;
    BitmapListAnimation_MenuClose.Inverse := not BitmapListAnimation_MenuClose.Inverse;
    if (iStep = 1) then
    begin
        FloatAnimation_PositionY_EntryForm.StartValue := -500;
        FloatAnimation_PositionY_EntryForm.StopValue := -10;
        FloatAnimation_PositionY_EntryForm.Start;
    end
    else
    if (iStep = 2) then
    begin
        FloatAnimation_PositionY_EntryForm.StartValue := -10;
        FloatAnimation_PositionY_EntryForm.StopValue := -500;
        FloatAnimation_PositionY_EntryForm.Start;
    end;
end;
```



Animation Button 動畫按鈕 範例程式



- Rectangle_WorkSpace
 - Rectangle_EntryForm
 - FloatAnimation_PositionY_EntryForm
 - Layout_EntryFormBottom
 - Layout_BackGround
 - Label_SubmitButton
 - Rectangle_BackGround
 - FloatAnimation_Opacity_BackGround
 - Rectangle_Button
 - Arc_Progress
 - FloatAnimation_EndAngle_Arc

```
procedure TForm_Main.FloatAnimation_EndAngle_ArcProcess(Sender: TObject);  
var  
    iPercentage: Single;  
begin  
    iPercentage := (Arc_Progress.EndAngle / 360) * 100;  
    Label_Percentage.Text := FormatFloat('0', iPercentage) + '%';  
end;
```

FloatAnimation_EndAngle_Arc TFloatAnimation	
Properties Events	
OnFinish	FloatAnimation_EndAngle_ArcFinish
OnProcess	FloatAnimation_EndAngle_ArcProcess



Animation Button 動畫按鈕 範例程式

0

```
procedure TForm_Main.Action_SubmitExecute(Sender: TObject);
begin
    bAction := True;
    iStep := 1;
    FloatAnimation_Opacity_BackGround.StartValue := 1.0;
    FloatAnimation_Opacity_BackGround.StopValue := 0.3;
    FloatAnimation_Opacity_BackGround.Start;
    FloatAnimation_XRadius_Button.StartValue := 10;
    FloatAnimation_XRadius_Button.StopValue := 25;
    FloatAnimation_XRadius_Button.Start;
    FloatAnimation_YRadius_Button.StartValue := 10;
    FloatAnimation_YRadius_Button.StopValue := 25;
    FloatAnimation_YRadius_Button.Start;
end;
```

1

```
procedure TForm_Main.FloatAnimation_Opacity_BackGroundFinish(Sender: TObject);
begin
    if (iStep = 1) then
    begin
        Rectangle_Button.Fill.Color := cColorRed;
        Rectangle_Button.Stroke.Thickness := 0;
        Label_Text.TextSettings.FontColor := cColorWhite;
        iStep := 2;
        FloatAnimation_Opacity_BackGround.StartValue := 0.3;
        FloatAnimation_Opacity_BackGround.StopValue := 1.0;
        FloatAnimation_Opacity_BackGround.Start;
    end
end;
```



- ▼ □ Rectangle_BackGround
 - FloatAnimation_Opacity_BackGround
- ▼ □ Rectangle_Button
 - > Arc_Progress
 - FloatAnimation_Width_Button
 - FloatAnimation_XRadius_Button
 - FloatAnimation_YRadius_Button
 - Abc Label_Text
 - Rectangle_VerificationMark



Animation Button 動畫按鈕 範例程式

2

```
procedure TForm_Main.FloatAnimation_Opacity_BackGroundFinish(Sender: TObject);  
begin  
    if (iStep = 2) then  
    begin  
        iStep := 3;  
        FloatAnimation_Width_Button.StartValue := 150;  
        FloatAnimation_Width_Button.StopValue := 50;  
        FloatAnimation_Width_Button.Start;  
    end  
end
```

3

```
procedure TForm_Main.FloatAnimation_Width_ButtonFinish(Sender: TObject);  
begin  
    if (iStep = 3) then  
    begin  
        iStep := 4;  
        FloatAnimation_Opacity_BackGround.StartValue := 1.0;  
        FloatAnimation_Opacity_BackGround.StopValue := 0.1;  
        FloatAnimation_Opacity_BackGround.Start;  
    end  
else  
    if (iStep = 7) then  
    begin  
        iStep := 8;  
        FloatAnimation_Opacity_BackGround.StartValue := 1.0;  
        FloatAnimation_Opacity_BackGround.StopValue := 0.3;  
        FloatAnimation_Opacity_BackGround.Start;  
    end;  
end;  
end;
```

- ▼ ☐ Rectangle_BackGround
 -  FloatAnimation_Opacity_BackGround
- ▼ ☐ Rectangle_Button
 - >  Arc_Progress
 -  FloatAnimation_Width_Button
 -  FloatAnimation_XRadius_Button
 -  FloatAnimation_YRadius_Button
 - Abc Label_Text
 - ☐ Rectangle_VerificationMark



Animation Button 動畫按鈕 範例程式

4

```
procedure TForm_Main.FloatAnimation_Opacity_BackGroundFinish(Sender: TObject);  
begin  
    if (iStep = 4) then  
    begin  
        Label_Text.Visible := False;  
        Rectangle_Button.Fill.Color := cColorWhite;  
        Rectangle_Button.Stroke.Color := cColorGray;  
        Rectangle_Button.Stroke.Thickness := 2;  
        iStep := 5;  
        FloatAnimation_Opacity_BackGround.StartValue := 0.3;  
        FloatAnimation_Opacity_BackGround.StopValue := 1.0;  
        FloatAnimation_Opacity_BackGround.Start;  
    end
```



5

```
procedure TForm_Main.FloatAnimation_Opacity_BackGroundFinish(Sender: TObject);  
begin  
    if (iStep = 5) then  
    begin  
        Arc_Progress.Visible := True;  
        iStep := 6;  
        Label_Percentage.Text := '0%';  
        Label_Percentage.Visible := True;  
        FloatAnimation_EndAngle_Arc.StartValue := 0;  
        FloatAnimation_EndAngle_Arc.StopValue := 360;  
        FloatAnimation_EndAngle_Arc.Start;  
    end
```

- ▼ ☐ Rectangle_BackGround
 - ☒ FloatAnimation_Opacity_BackGround
- ▼ ☐ Rectangle_Button
 - > ☒ Arc_Progress
 - ☒ FloatAnimation_Width_Button
 - ☒ FloatAnimation_XRadius_Button
 - ☒ FloatAnimation_YRadius_Button
 - Abc Label_Text
 - ☐ Rectangle_VerificationMark



Animation Button 動畫按鈕 範例程式

6

```
procedure TForm_Main.FloatAnimation_EndAngle_ArcFinish(Sender: TObject);
begin
    if (iStep = 6) then
    begin
        Rectangle_Button.Fill.Color := cColorRed;
        Rectangle_Button.Stroke.Color := cColorRed;
        Rectangle_Button.Stroke.Thickness := 2;
        Arc_Progress.Visible := False;
        Label_Percentage.Visible := False;
        iStep := 7;
        FloatAnimation_Opacity_BackGround.StartValue := 0.3;
        FloatAnimation_Opacity_BackGround.StopValue := 1.0;
        FloatAnimation_Opacity_BackGround.Start;
        FloatAnimation_Width_Button.StartValue := 50;
        FloatAnimation_Width_Button.StopValue := 150;
        FloatAnimation_Width_Button.Start;
        FloatAnimation_XRadius_Button.StartValue := 25;
        FloatAnimation_XRadius_Button.StopValue := 10;
        FloatAnimation_XRadius_Button.Start;
        FloatAnimation_YRadius_Button.StartValue := 25;
        FloatAnimation_YRadius_Button.StopValue := 10;
        FloatAnimation_YRadius_Button.Start;
    end;
end;
```

- ▼ ☐ Rectangle_BackGround
 - ☒ FloatAnimation_Opacity_BackGround
- ▼ ☐ Rectangle_Button
 - > ☒ Arc_Progress
 - ☒ FloatAnimation_Width_Button
 - ☒ FloatAnimation_XRadius_Button
 - ☒ FloatAnimation_YRadius_Button
 - Abc Label_Text
 - ☐ Rectangle_VerificationMark



Animation Button 動畫按鈕 範例程式

7

```
procedure TForm_Main.FloatAnimation_Width_ButtonProcess(Sender: TObject);
begin
    if (iStep = 7) then
    begin
        if (Label_Text.Visible = False) then
        begin
            if (Rectangle_Button.Width > 50) then
            begin
                Rectangle_VerificationMark.Visible := True;
            end;
        end;
    end;
end;
```

```
procedure TForm_Main.FloatAnimation_Width_ButtonFinish(Sender: TObject);
begin
    if (iStep = 7) then
    begin
        iStep := 8;
        FloatAnimation_Opacity_BackGround.StartValue := 1.0;
        FloatAnimation_Opacity_BackGround.StopValue := 0.3;
        FloatAnimation_Opacity_BackGround.Start;
    end;
end;
```

- ▼ ☐ Rectangle_BackGround
 -  FloatAnimation_Opacity_BackGround
- ▼ ☐ Rectangle_Button
 - >  Arc_Progress
 -  FloatAnimation_Width_Button
 -  FloatAnimation_XRadius_Button
 -  FloatAnimation_YRadius_Button
 - Abc Label_Text
 - ☐ Rectangle_VerificationMark



Animation Button 動畫按鈕 範例程式

8

```
procedure TForm_Main.FloatAnimation_Opacity_BackGroundFinish(Sender: TObject);
begin
    if (iStep = 8) then
    begin
        iStep := 9;
        FloatAnimation_Opacity_BackGround.StartValue := 0.3;
        FloatAnimation_Opacity_BackGround.StopValue := 1.0;
        FloatAnimation_Opacity_BackGround.Start;
        Rectangle_VerificationMark.Visible := False;
        Rectangle_Button.Stroke.Color := cColorRed;
        Rectangle_Button.Stroke.Thickness := 2;
        Rectangle_Button.Fill.Color := cColorWhite;
        Rectangle_Button.Stroke.Thickness := 2;
        Label_Text.TextSettings.FontColor := cColorRed;
        Label_Text.Visible := True;
    end
    else
    if (iStep = 9) then
    begin
        bAction := False;
    end;
end;
```

```
procedure TForm_Main.Action_SubmitUpdate(Sender: TObject);
begin
    (Sender as TAction).Enabled := (bAction = False);
end;
```



Animation Button 動畫按鈕 範例程式

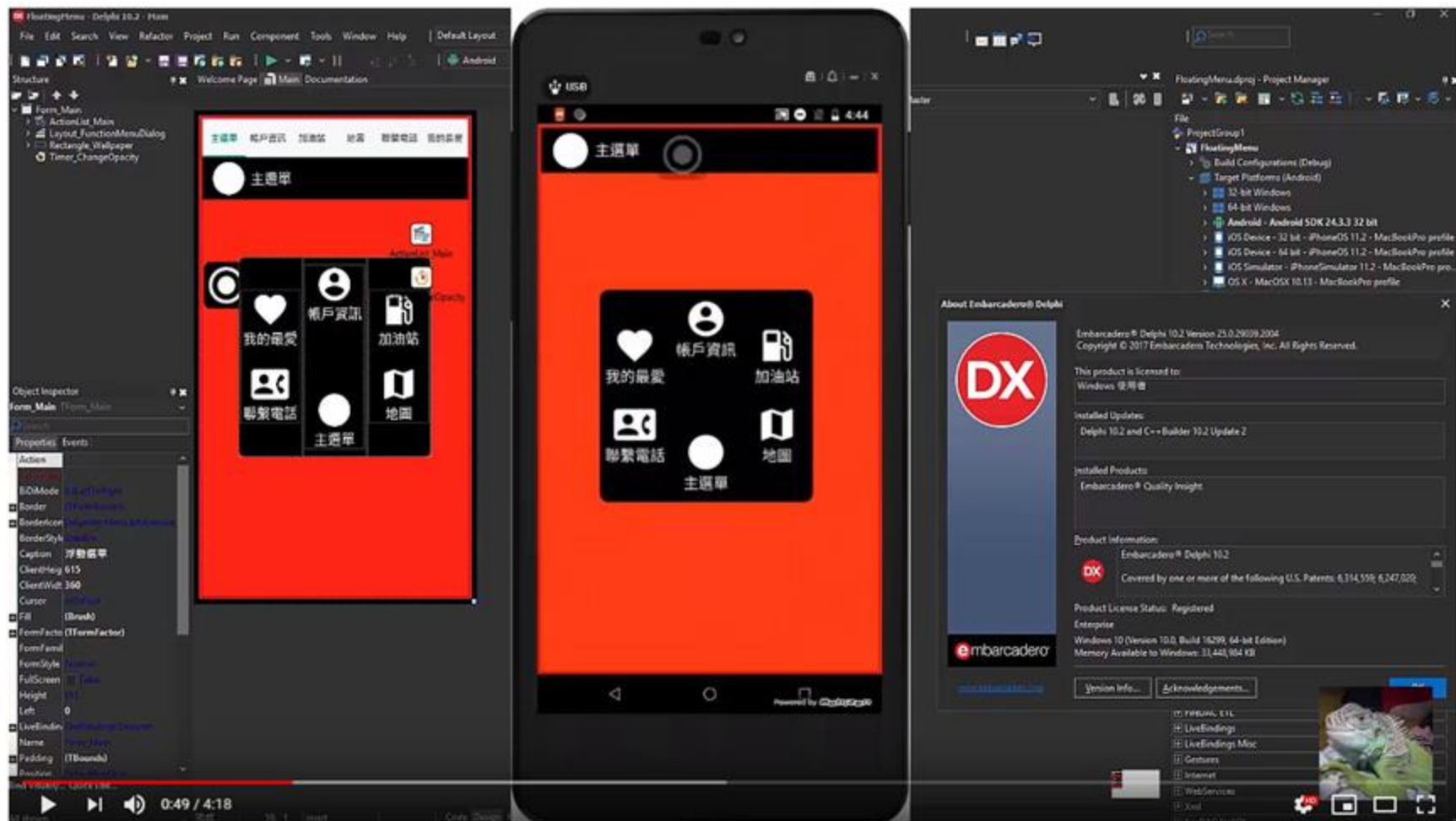
問題 Q&A 討論



Menu 浮動選單功能 範例程式



Menu 浮動選單功能 範例程式



RAD Studio 10.2 Tokyo - Delphi Menu 浮動選單功能

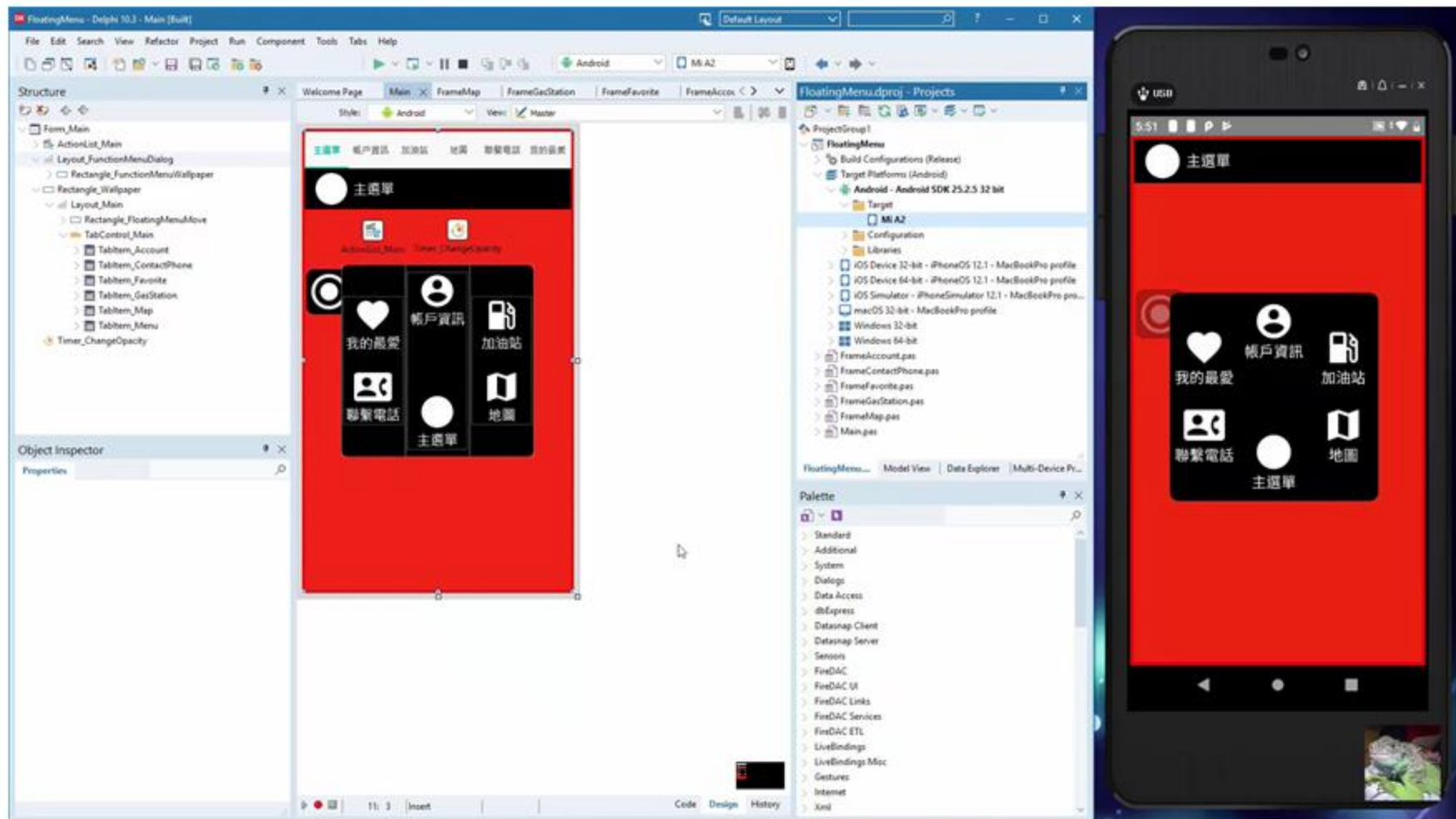
觀看次數：873 次

<https://youtu.be/hyIIVqnHiCA>

5



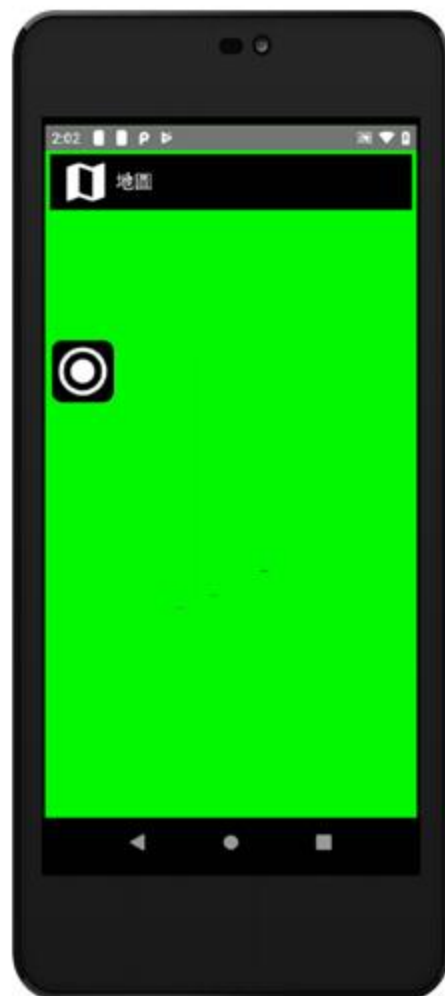
Menu 浮動選單功能 範例程式



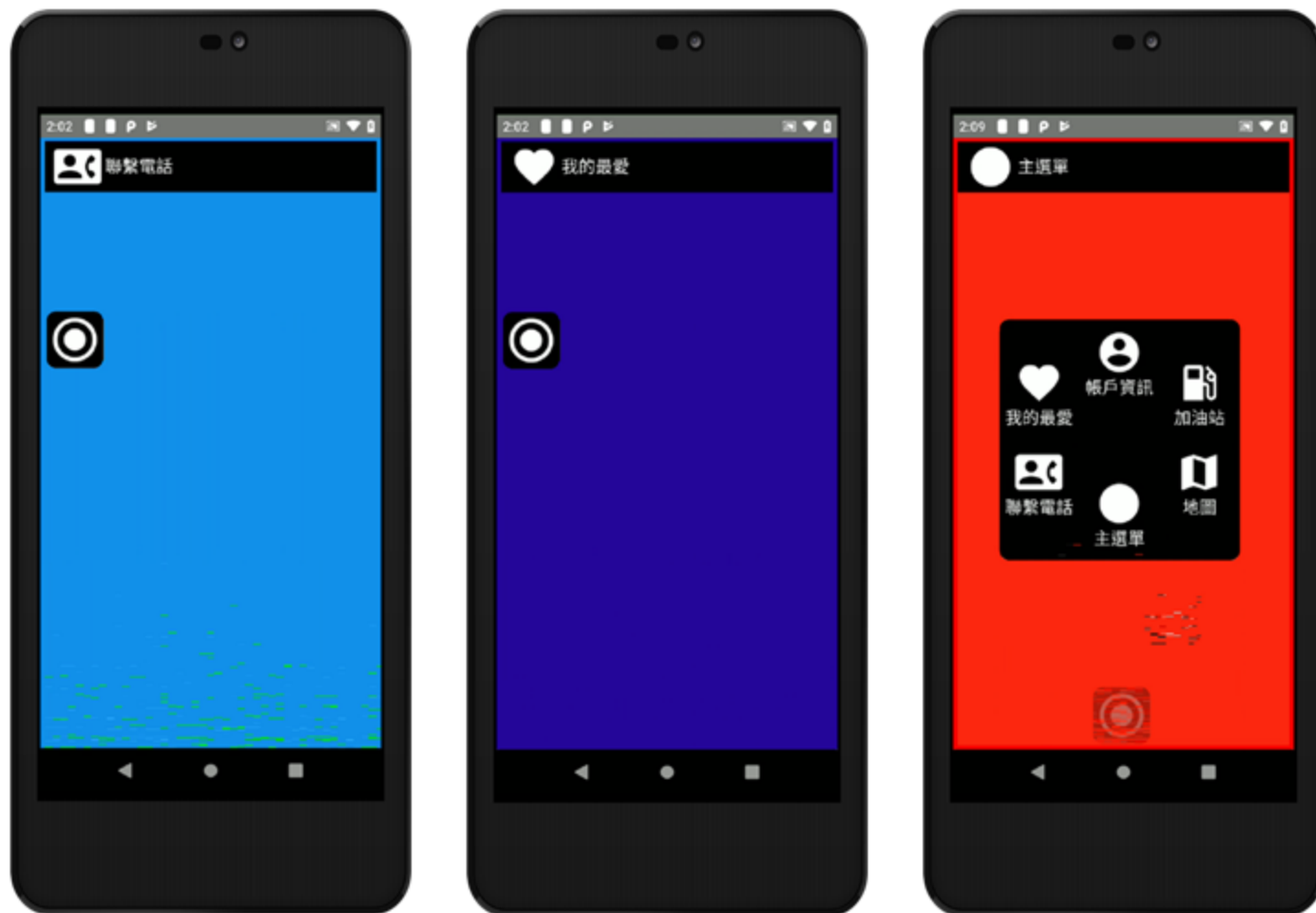
Menu 浮動選單功能 範例程式



Menu 浮動選單功能 範例程式



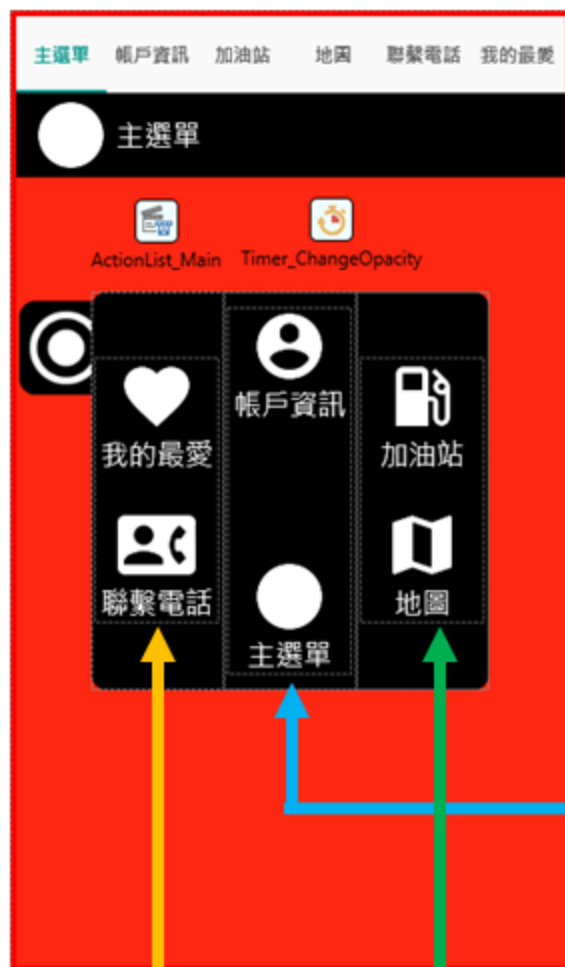
Menu 浮動選單功能 範例程式



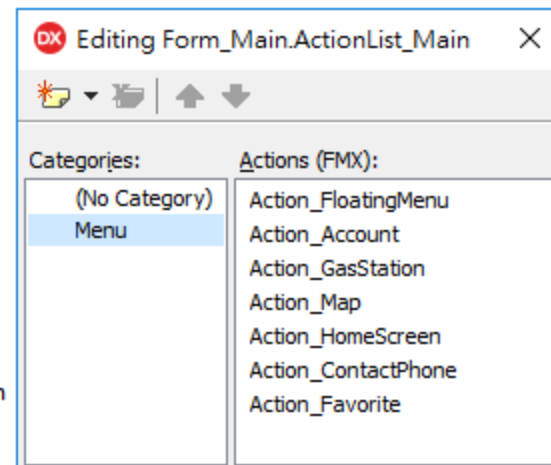
程式代碼解說 & 示範操作



Menu 浮動選單功能 範例程式



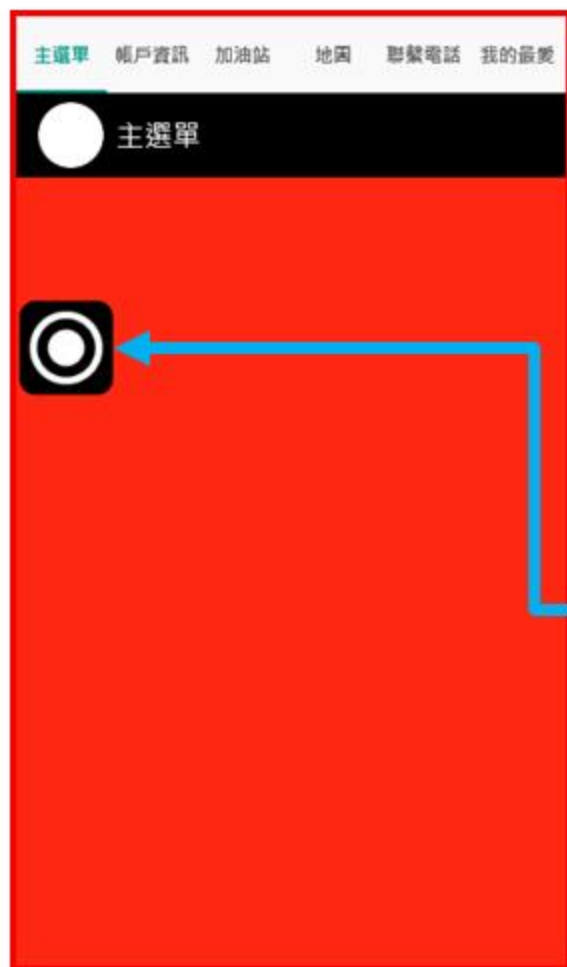
- Form_Main
 - ActionList_Main
 - Menu
 - Layout_FunctionMenuDialog
 - Rectangle_FunctionMenuWallpaper
 - FloatAnimation_GoToCenterX
 - FloatAnimation_GoToCenterY
 - GridLayout_FunctionMenu
 - Layout_FunctionMenuCenter
 - Layout_FunctionMenuCenterButton
 - Label_AccountClick
 - Label_AccountInfo
 - Label_HomeScreenClick
 - Label_HomeScreenInfo
 - Rectangle_AccountPhoto
 - Rectangle_HomeScreenPhoto



- Layout_FunctionMenuRight
 - Layout_FunctionMenuRightButton
 - Label_GasStationClick
 - Label_GasStationInfo
 - Label_MapClick
 - Label_MapInfo
 - Rectangle_GasStationPhoto
 - Rectangle_MapPhoto



Menu 浮動選單功能 範例程式



- TabControl_Main
 - TabItem_Account
 - CustomIcon
 - Frame_Account
 - Rectangle_Wallpaper
 - Rectangle_Top
 - TabItem_ContactPhone
 - CustomIcon
 - Frame_ContactPhone
 - Rectangle_Wallpaper
 - Rectangle_Top
 - TabItem_Favorite
 - CustomIcon
 - TabItem_GasStation
 - Frame_Favorite
 - Rectangle_Wallpaper
 - Rectangle_Top
 - TabItem_Map
 - CustomIcon
 - TabItem_Menu
 - Frame_Map
 - Rectangle_Wallpaper
 - Rectangle_Top
- Form_Main
 - ActionList_Main
 - Rectangle_Wallpaper
 - Layout_Main
 - Rectangle_FloatingMenuMove
 - FloatAnimation_ChangeOpacity
 - FloatAnimation_GoToSideX
 - FloatAnimation_GoToSideY
 - Rectangle_FloatingMenu
 - Rectangle_FloatingMenuClick

- TabControl_Main
 - TabItem_Account
 - CustomIcon
 - Frame_Account
 - Rectangle_Wallpaper
 - Rectangle_Top
 - TabItem_ContactPhone
 - CustomIcon
 - Frame_ContactPhone
 - Rectangle_Wallpaper
 - Rectangle_Top
 - TabItem_Favorite
 - CustomIcon
 - TabItem_GasStation
 - Frame_Favorite
 - Rectangle_Wallpaper
 - Rectangle_Top
 - TabItem_Map
 - CustomIcon
 - TabItem_Menu
 - Frame_Map
 - Rectangle_Wallpaper
 - Rectangle_Top
- Form_Main
 - ActionList_Main
 - Rectangle_Wallpaper
 - Layout_Main
 - Rectangle_FloatingMenuMove
 - FloatAnimation_ChangeOpacity
 - FloatAnimation_GoToSideX
 - FloatAnimation_GoToSideY
 - Rectangle_FloatingMenu
 - Rectangle_FloatingMenuClick



Menu 浮動選單功能 範例程式

- ▽ TabControl_Main
 - ▽ TabItem_Account
 - CustomIcon
 - Frame_Account
 - Rectangle_Wallpaper
 - Rectangle_Top
 - ▽ TabItem_ContactPhone
 - CustomIcon
 - Frame_ContactPhone
 - Rectangle_Wallpaper
 - Rectangle_Top
 - ▽ TabItem_Favorite
 - CustomIcon
 - Frame_Favorite
 - Rectangle_Wallpaper
 - Rectangle_Top
 - ▽ TabItem_GasStation
 - CustomIcon
 - Frame_GasStation
 - Rectangle_Wallpaper
 - Rectangle_Top
 - ▽ TabItem_Map
 - CustomIcon
 - Frame_Map
 - Rectangle_Wallpaper
 - Rectangle_Top
 - ▽ TabItem_Menu
 - CustomIcon
 - Rectangle_MenuWallpaper
 - Rectangle_Top

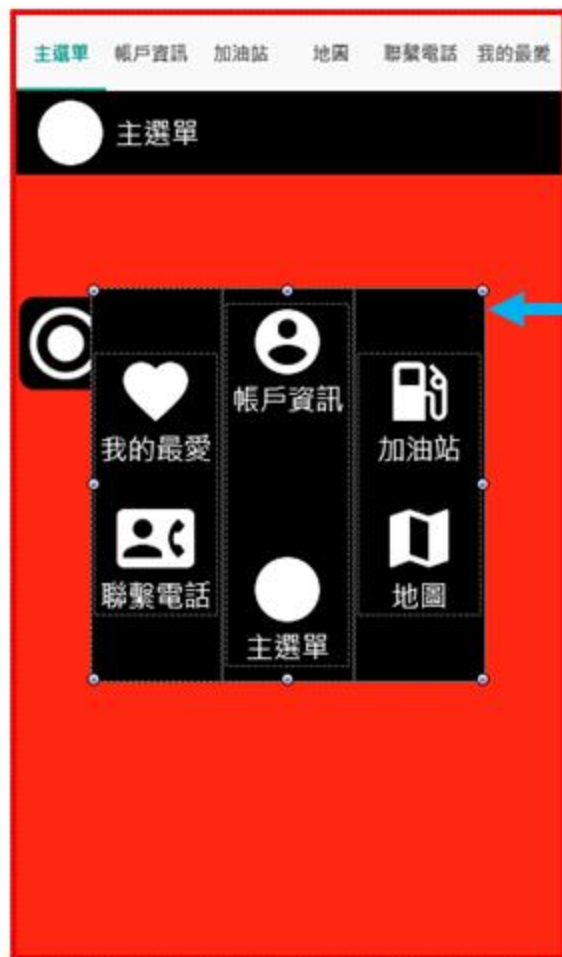


- ProjectGroup1
 - ▽ FloatingMenu
 - Build Configurations (Release)
 - Target Platforms (Android)
 - FrameAccount.pas
 - FrameContactPhone.pas
 - FrameFavorite.pas
 - FrameGasStation.pas
 - FrameMap.pas
 - Main.pas

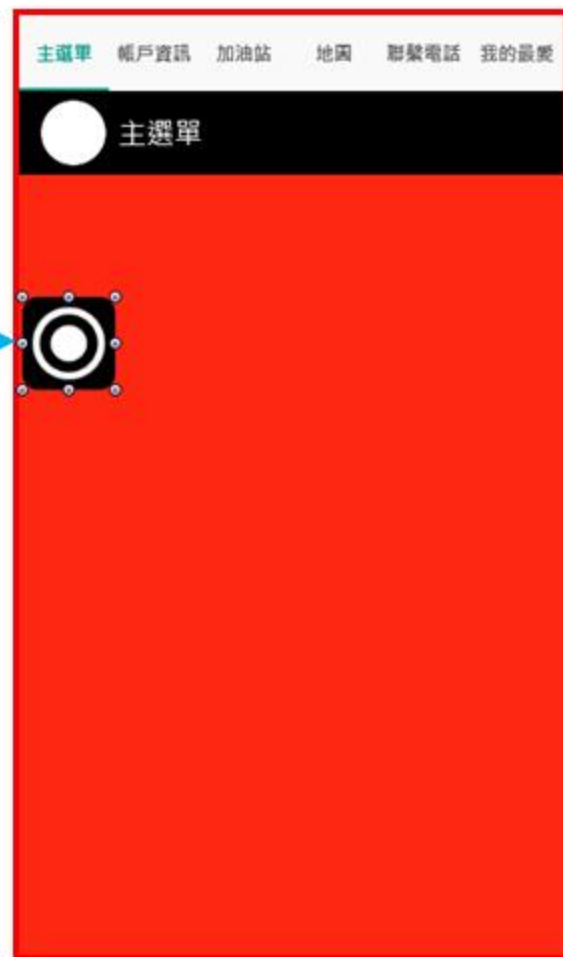
```
procedure TForm_Main.FormCreate(Sender: TObject);  
begin  
    TabControl_Main.TabPosition := TTabPosition.None;  
    TabControl_Main.ActiveTab := TabItem_Menu;  
end;
```



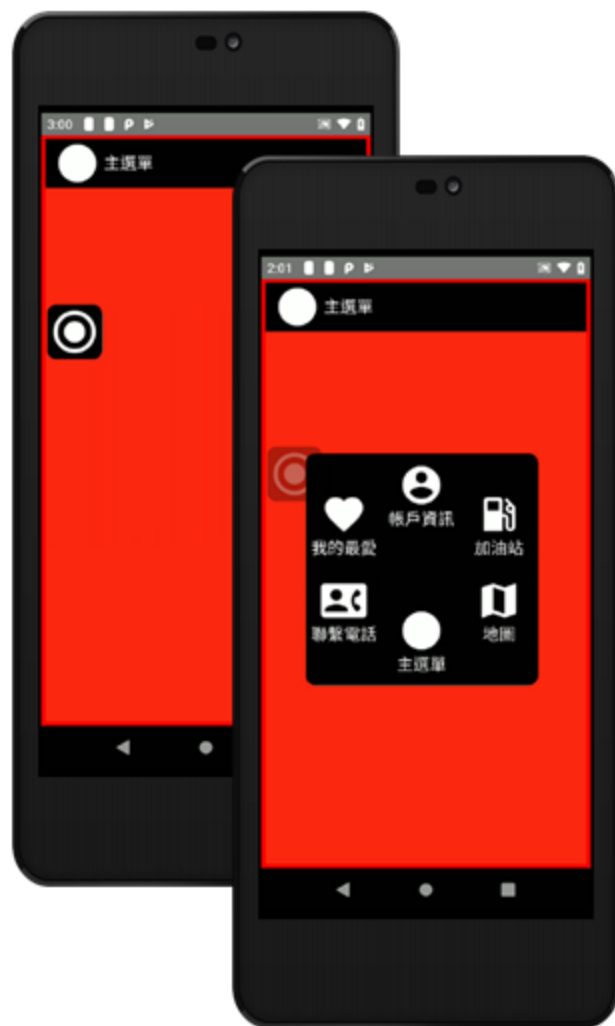
Menu 浮動選單功能 範例程式



- Form_Main
 - ActionList_Main
 - Layout_FunctionMenuDialog
 - Rectangle_FunctionMenuWallpaper
 - FloatAnimation_GoToCenterX
 - FloatAnimation_GoToCenterY
 - GridLayout_FunctionMenu
 - Rectangle_Wallpaper
 - Layout_Main
 - Rectangle_FloatingMenuMove
 - FloatAnimation_ChangeOpacity
 - FloatAnimation_GoToSideX
 - FloatAnimation_GoToSideY
 - Rectangle_FloatingMenu
 - TabControl_Main



Menu 浮動選單功能 範例程式



```
procedure Timer_ChangeOpacityTimer(Sender: TObject);

procedure FormCreate(Sender: TObject);
procedure FormResize(Sender: TObject);

procedure TabControl_MainChange(Sender: TObject);

procedure Rectangle_FloatingMenuClickMouseDown(Sender: TObject;
  Button: TMouseButton; Shift: TShiftState; X, Y: Single);
procedure Layout_MainMouseMove(Sender: TObject;
  Shift: TShiftState; X, Y: Single);
procedure Layout_MainMouseUp(Sender: TObject;
  Button: TMouseButton; Shift: TShiftState; X, Y: Single);

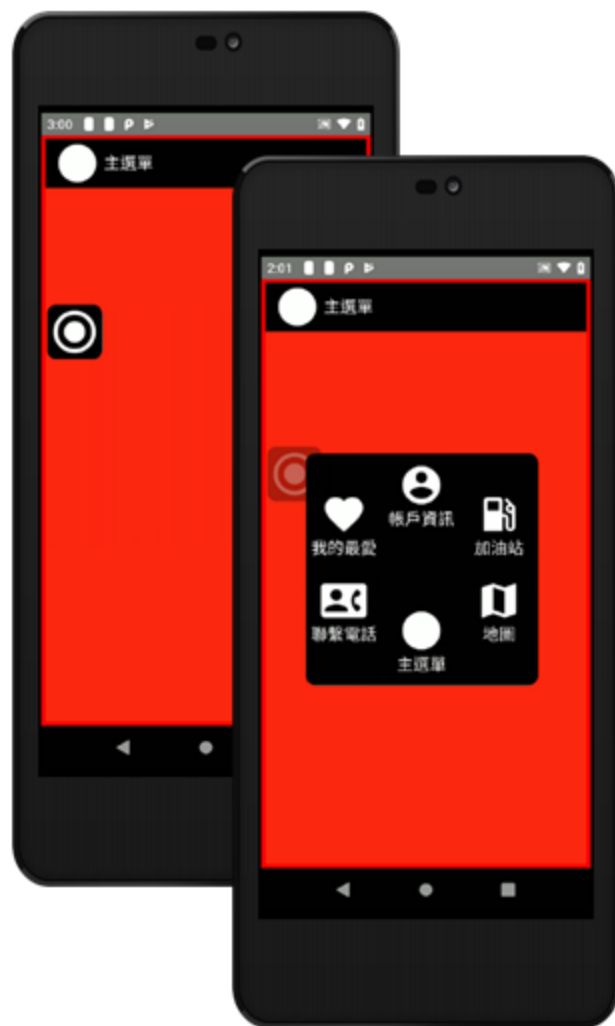
procedure FloatAnimation_GoToSideXFinish(Sender: TObject);
procedure FloatAnimation_ChangeOpacityFinish(Sender: TObject);

procedure FloatAnimation_GoToSideYFinish(Sender: TObject);
procedure FloatAnimation_GoToCenterXFinish(Sender: TObject);
procedure FloatAnimation_GoToCenterYFinish(Sender: TObject);

procedure Layout_FunctionMenuDialogClick(Sender: TObject);
procedure Layout_FunctionMenuLeftCenterRightClick(Sender: TObject);
```



Menu 浮動選單功能 範例程式



```
procedure TForm_Main.Rectangle_FloatingMenuClickMouseDown(Sender: TObject;  
    Button: TMouseButton; Shift: TShiftState; X, Y: Single);  
begin  
  
end;  
  
procedure TForm_Main.Layout_MainMouseMove(Sender: TObject;  
    Shift: TShiftState; X, Y: Single);  
begin  
  
end;  
  
procedure TForm_Main.Layout_MainMouseUp(Sender: TObject;  
    Button: TMouseButton; Shift: TShiftState; X, Y: Single);  
begin  
  
    Timer_ChangeOpacity.Enabled := True;  
end;  
  
procedure TForm_Main.Timer_ChangeOpacityTimer(Sender: TObject);  
begin  
    (Sender as TTimer).Enabled := False;  
    if (Rectangle_FloatingMenuMove.Opacity = 1) then  
    begin  
        FloatAnimation_ChangeOpacity.StartValue := 1;  
        FloatAnimation_ChangeOpacity.StopValue := 0.3;  
        FloatAnimation_ChangeOpacity.Duration := 0.5;  
        FloatAnimation_ChangeOpacity.Enabled := True;  
    end;  
end;
```



Menu 浮動選單功能 範例程式

```
procedure TForm_Main.Action_AccountExecute(Sender: TObject);
begin
    bAction := True;
    // 帳戶資訊
    if (TabControl_Main.ActiveTab <> TabItem_Account) then
    begin
        TabControl_Main.ActiveTab := TabItem_Account;
    end;
    FunctionMenuDialogHide();
end;

procedure TForm_Main.Action_AccountUpdate(Sender: TObject);
begin
    (Sender as TAction).Enabled := (bAction = False);
end;

procedure TForm_Main.FunctionMenuDialogHide();
var
    iFloatAnimationStartValueX: Single;
    iFloatAnimationStopValueX: Single;
    iFloatAnimationStartValueY: Single;
    iFloatAnimationStopValueY: Single;
begin
    bDialogShow := False;
    // 備註說明：反向移動 StartValue 與 StopValue 數值對調
    iFloatAnimationStartValueX := FloatAnimation_GoToCenterX.StartValue;
    iFloatAnimationStopValueX := FloatAnimation_GoToCenterX.StopValue;
    iFloatAnimationStartValueY := FloatAnimation_GoToCenterY.StartValue;
    iFloatAnimationStopValueY := FloatAnimation_GoToCenterY.StopValue;
    FloatAnimation_GoToCenterX.StartValue := iFloatAnimationStopValueX;
    FloatAnimation_GoToCenterX.StopValue := iFloatAnimationStartValueX;
    FloatAnimation_GoToCenterY.StartValue := iFloatAnimationStopValueY;
    FloatAnimation_GoToCenterY.StopValue := iFloatAnimationStartValueY;
    FloatAnimation_GoToCenterX.Enabled := True;
    FloatAnimation_GoToCenterY.Enabled := True;
end;
```



Menu 浮動選單功能 範例程式

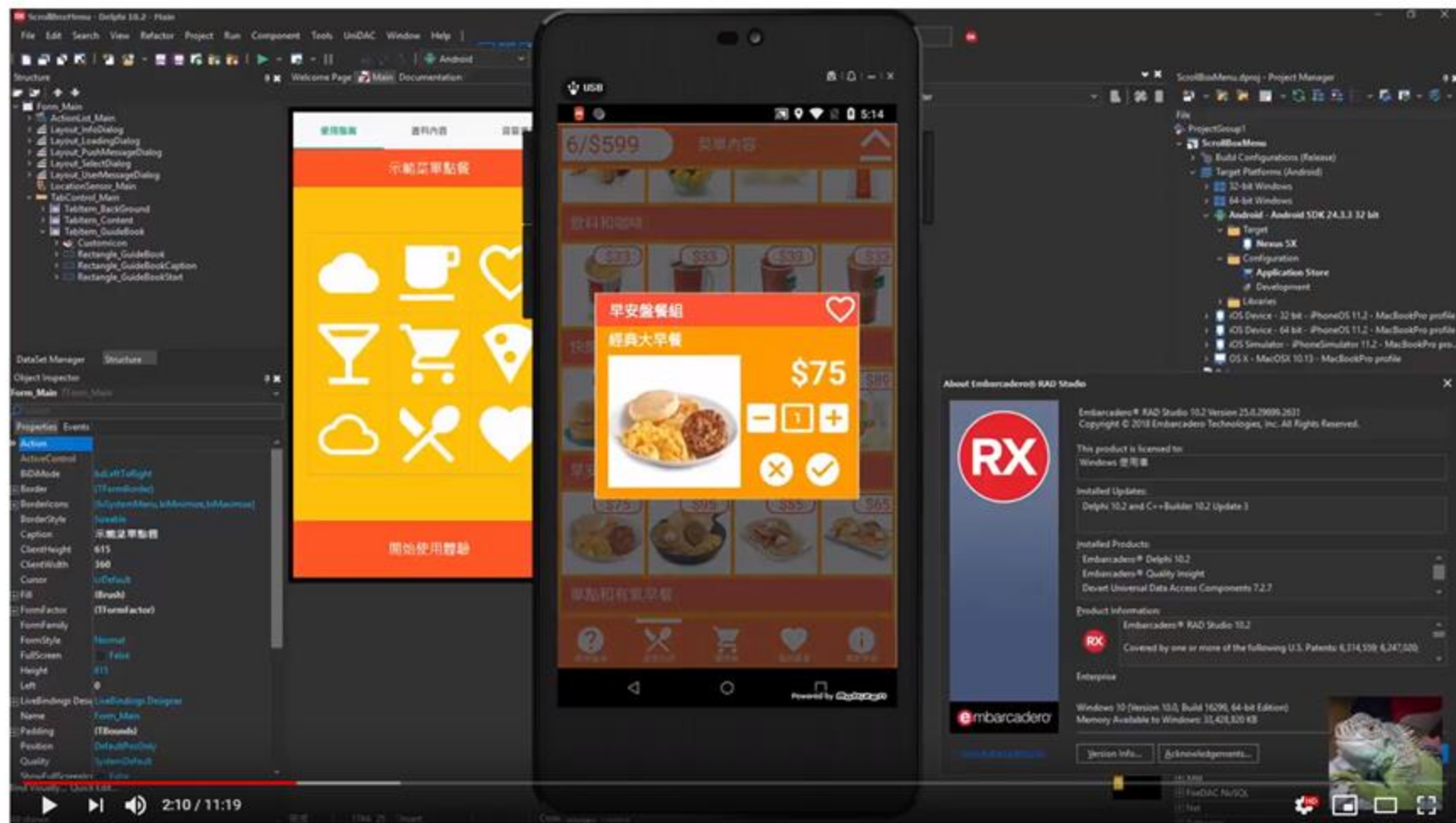
問題 Q&A 討論



菜單點餐系統 範例程式



菜單點餐系統 範例程式



Delphi 10.2.3 Tokyo 示範 菜單點餐 系統 Android 程式操作

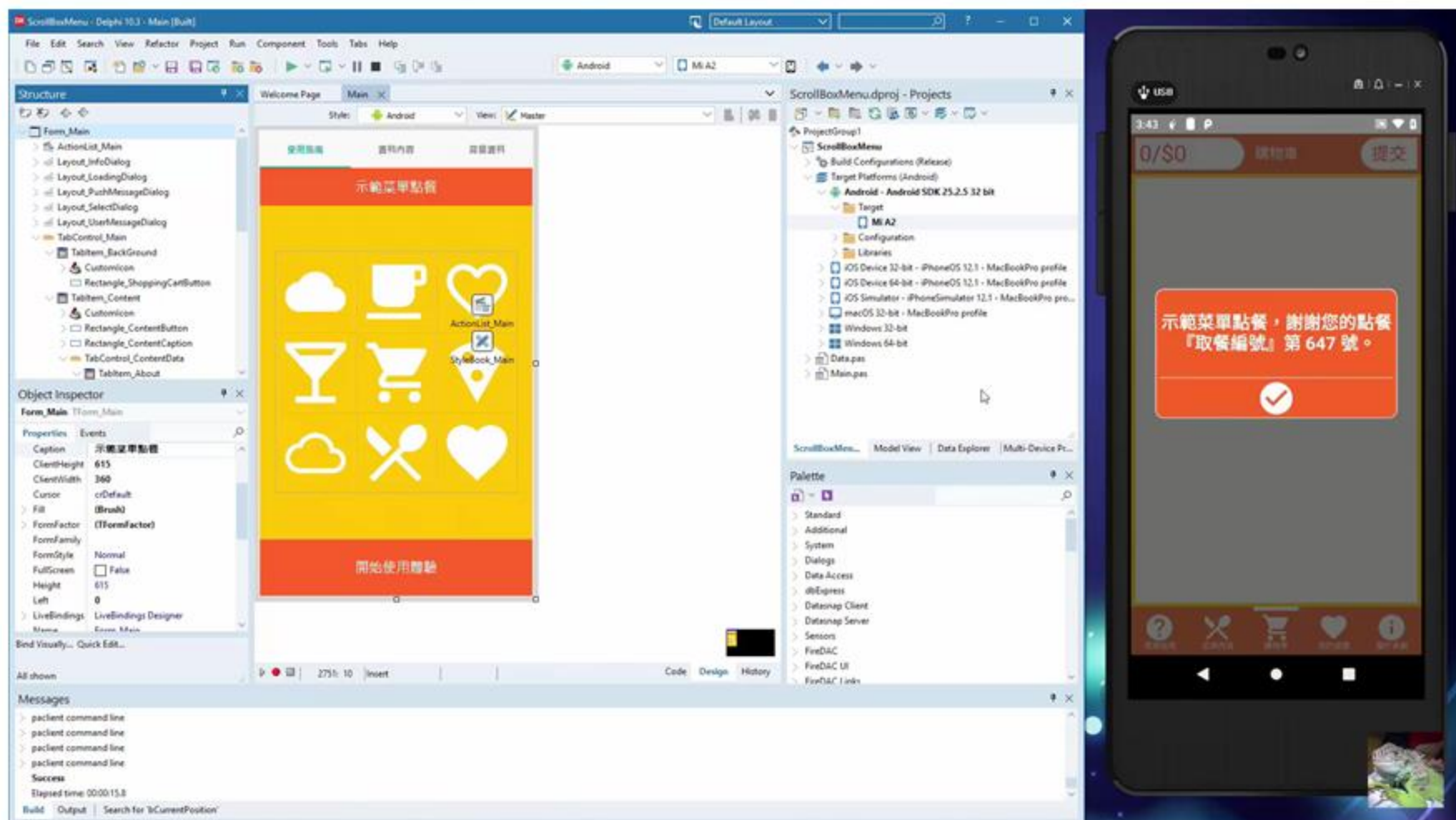
觀看次數: 740 次

<https://youtu.be/cxXkzPxx0yo>

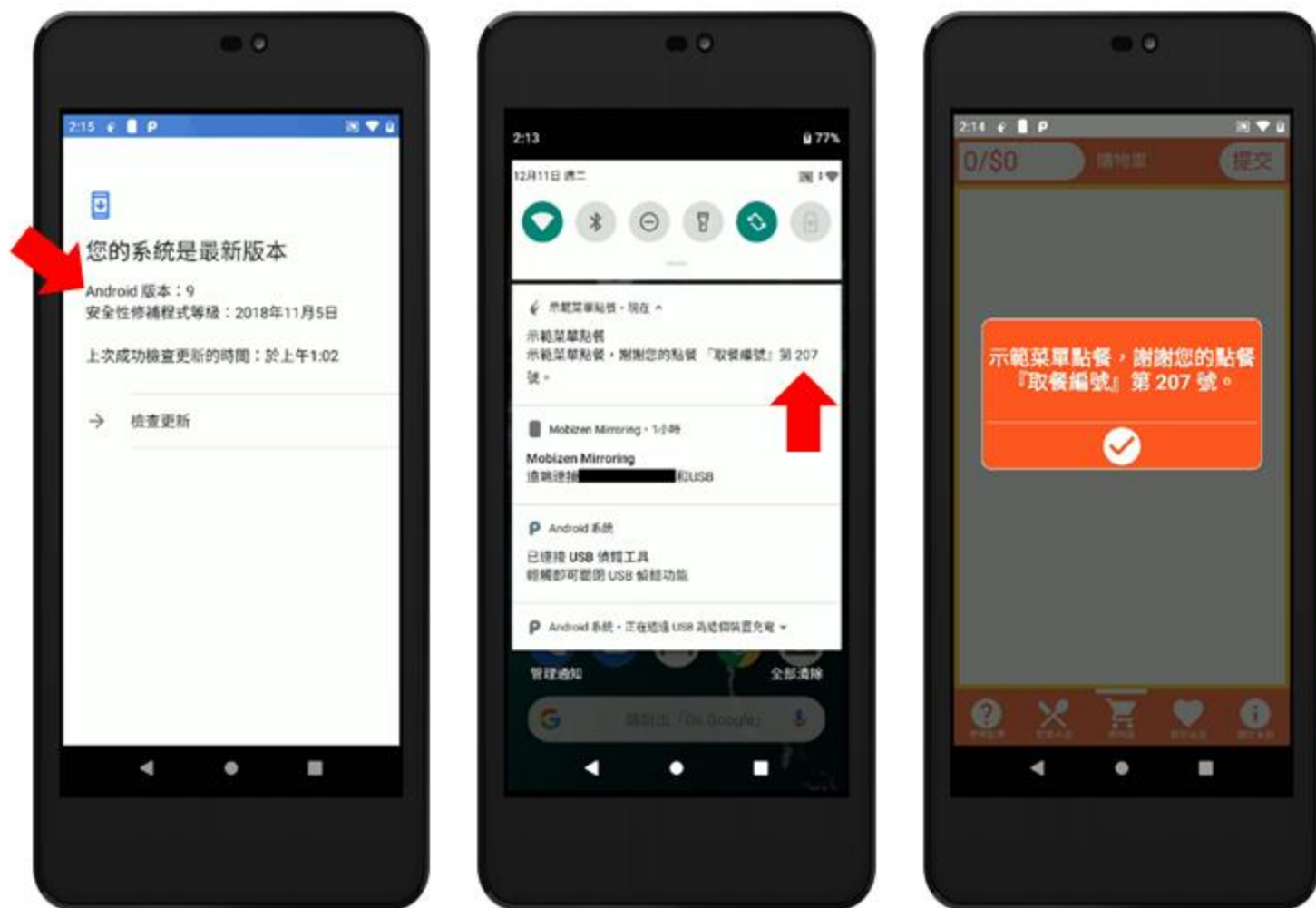
6



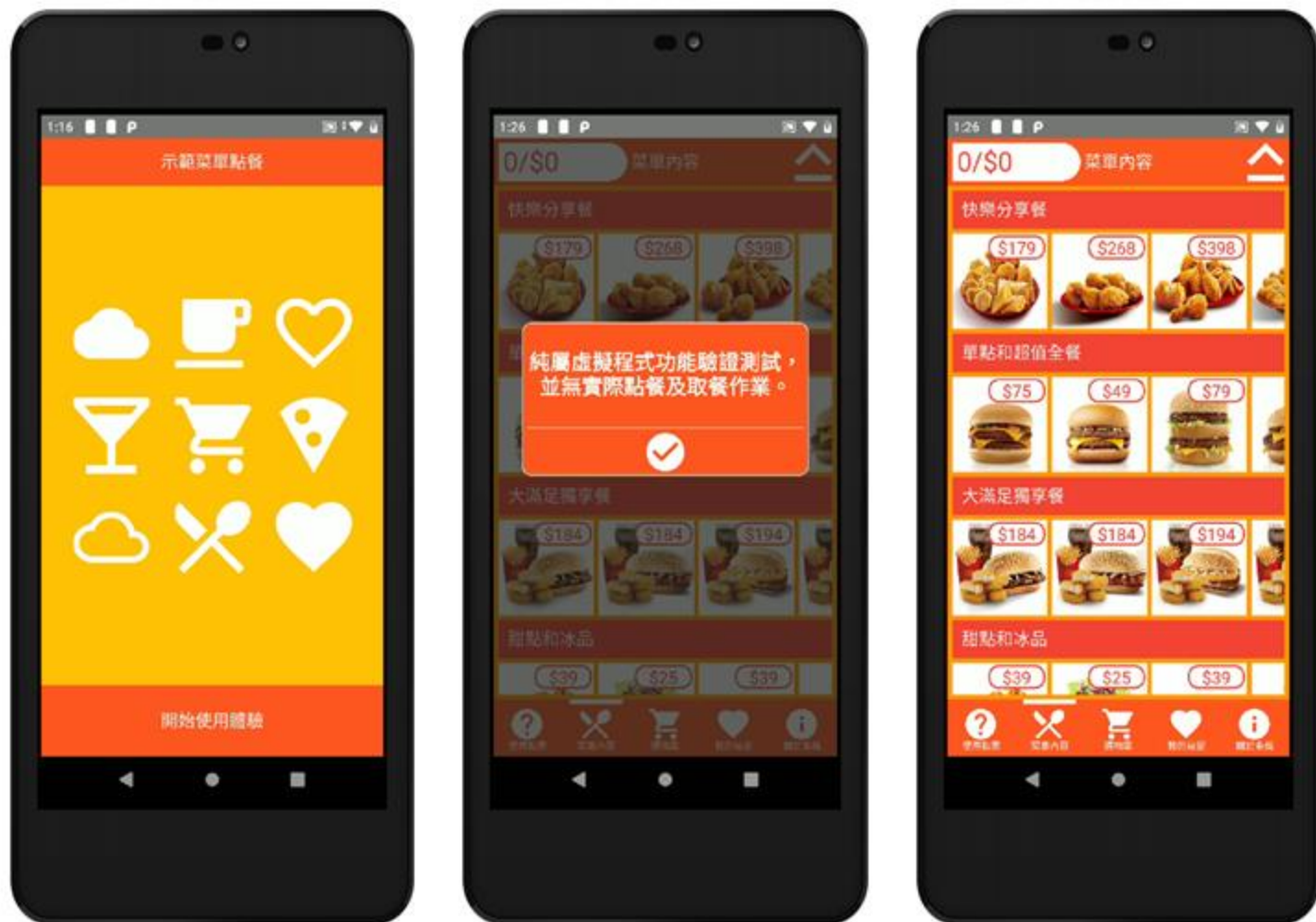
菜單點餐系統 範例程式



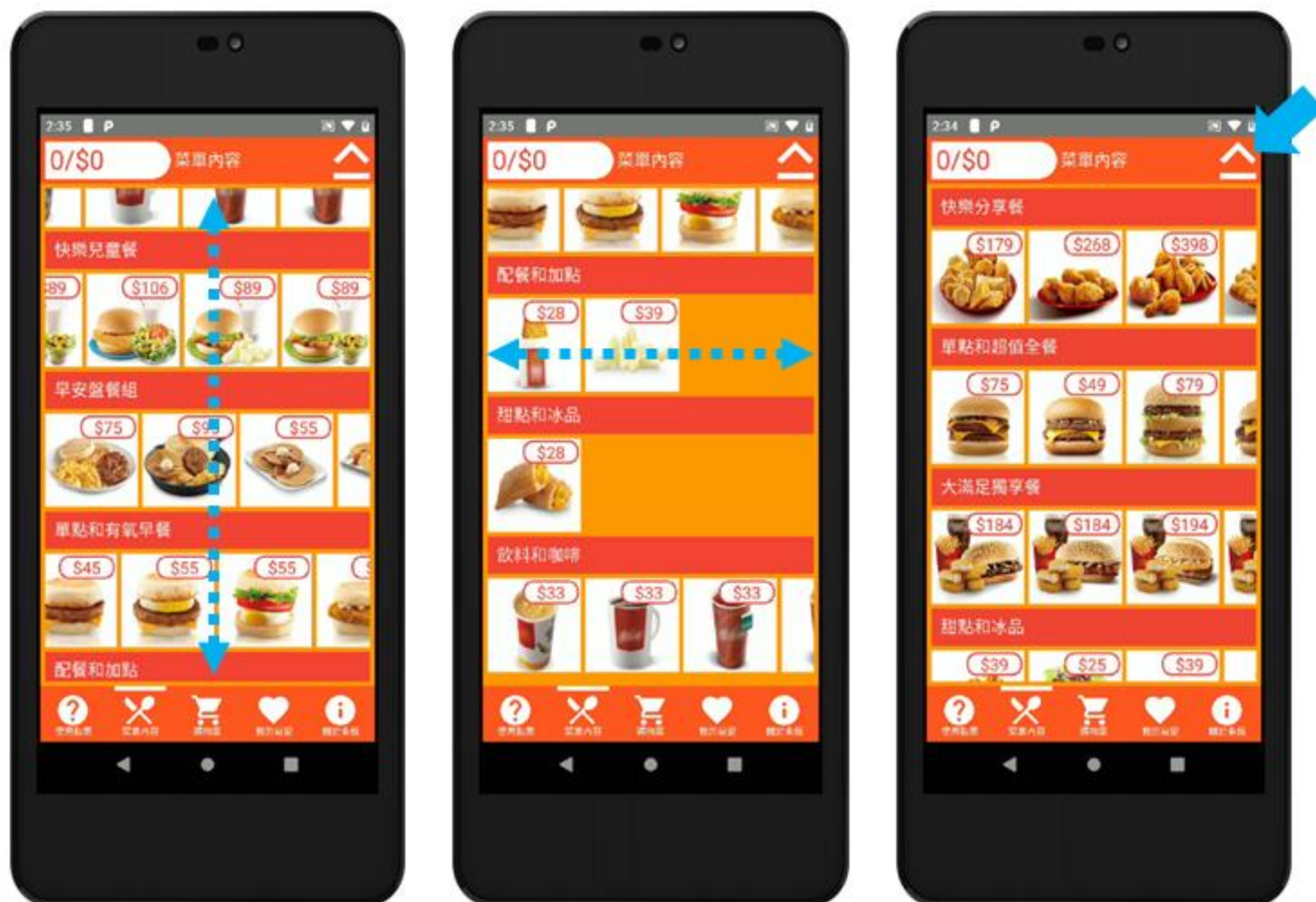
菜單點餐系統 範例程式



菜單點餐系統 範例程式



菜單點餐系統 範例程式



菜單點餐系統 範例程式



菜單點餐系統 範例程式



菜單點餐系統 範例程式



菜單點餐系統 範例程式



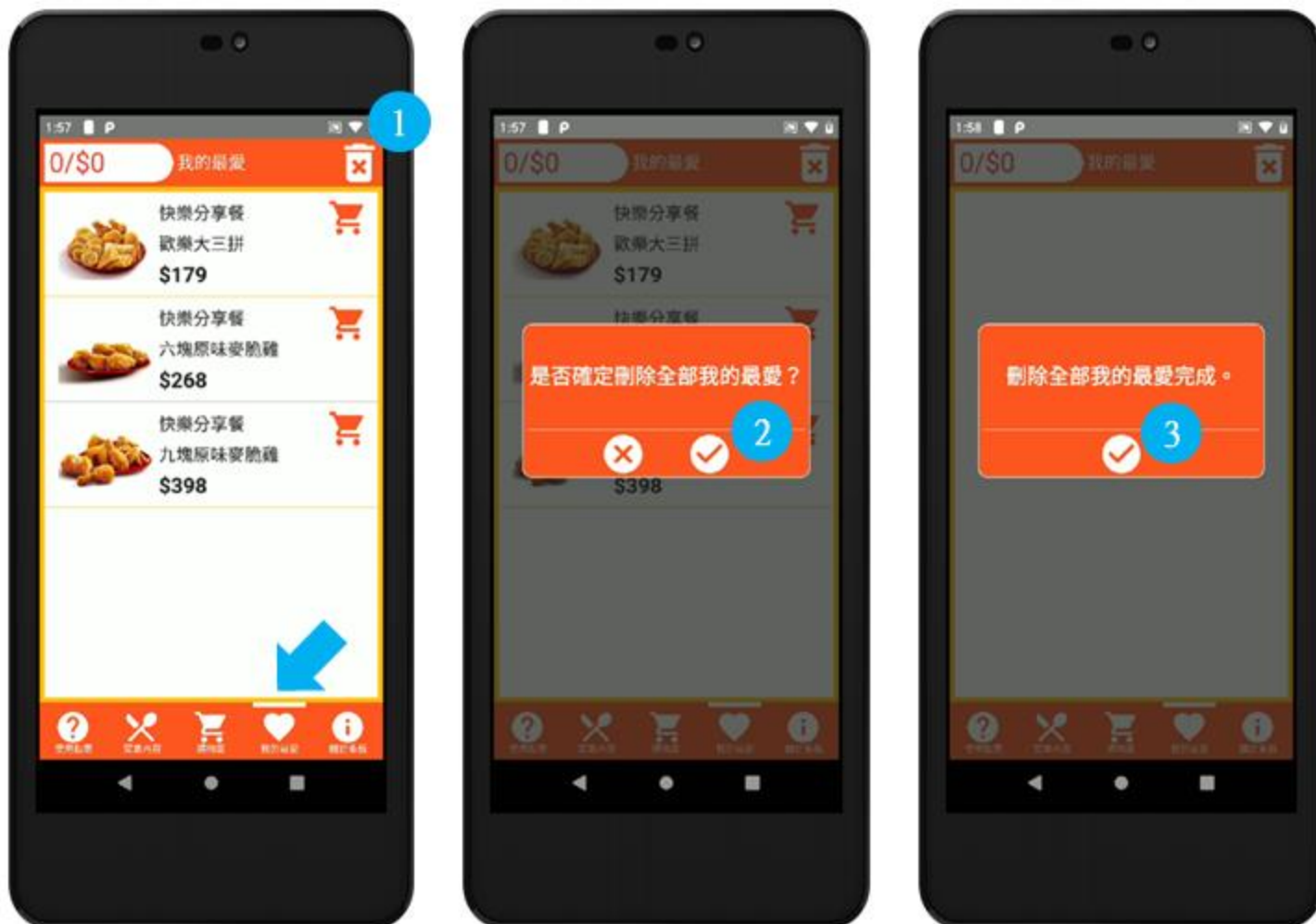
菜單點餐系統 範例程式



菜單點餐系統 範例程式



菜單點餐系統 範例程式



菜單點餐系統 範例程式



程式代碼解說 & 示範操作



菜單點餐系統 範例程式

The image shows the Firebase console interface. On the left is the 'Project Overview' sidebar with a menu for various services like Authentication, Database, Storage, etc. The main area displays the '設定' (Settings) page for the project 'WanXinErpApp'. It includes fields for project name, public name, project ID, and API key. Below this, it lists the application configurations for Android and iOS, showing the application ID and bundle identifier for each.

歡迎使用 Firebase!

Google 提供多項工具，協助您開發優質應用程式，與使用者交流互動，以及透過行動廣告賺取更多收益。

瞭解詳情 服務文件 支援

近期專案

新增專案

探索示範專案

專案名稱 [redacted] App

公開名稱 [redacted] App

專案 ID [redacted] app

視圖 API 金鑰 AlzaSyDq6RdPKP6rbfDH3BefXANC [redacted]

您的應用程式

Android 應用程式

WanXinErpApp com.Nolan.Liao1965.WanXinErpApp

iOS 應用程式

WanXinErpApp com.Nolan.Liao1965.WanXinErpApp

下載最新的設定檔

google-services.json

這個檔案含有您將要使用的服務的設定詳細資料 (例如金鑰和識別碼)。

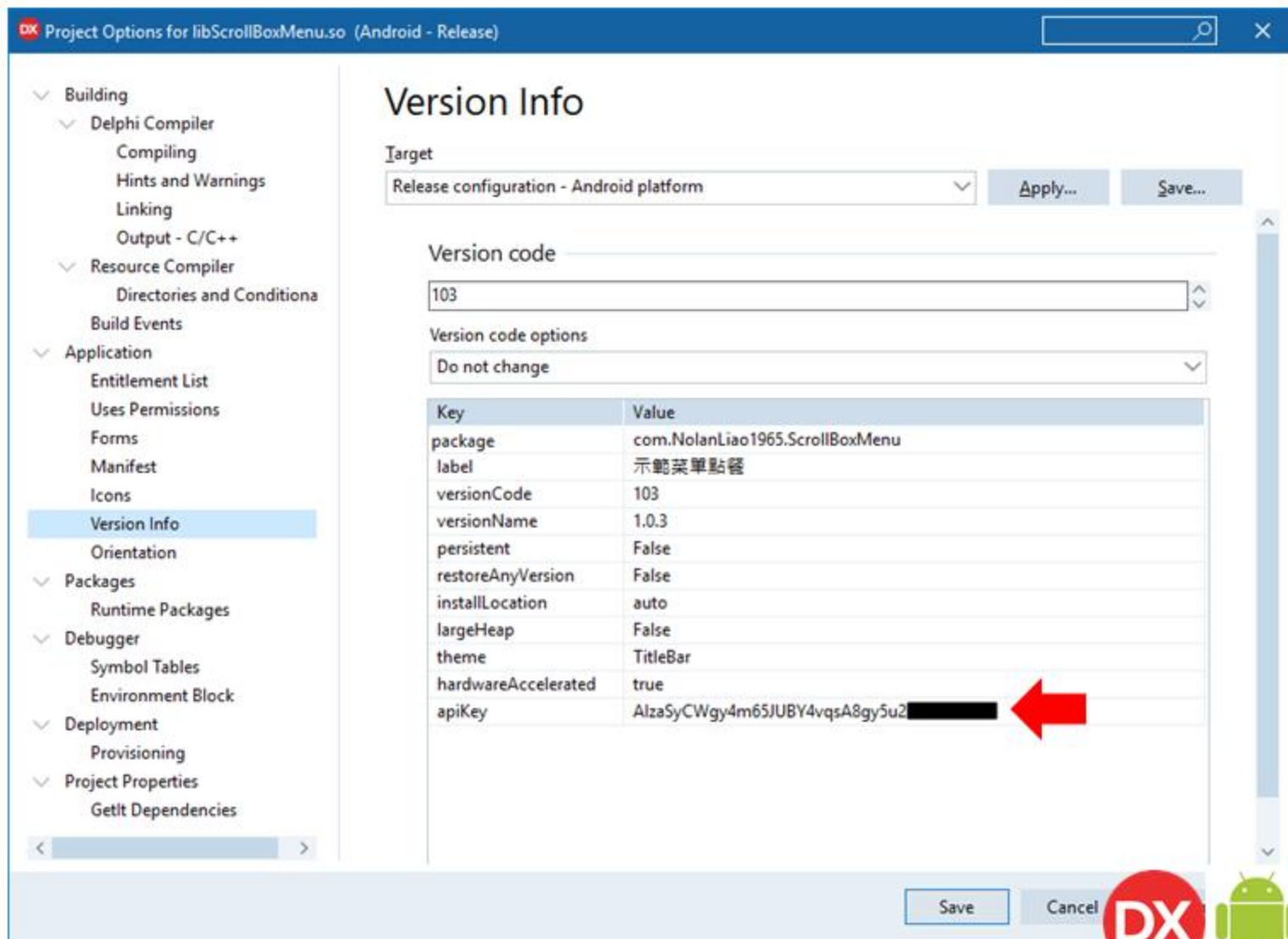
應用程式 ID 1:15098918670:android:694b005 [redacted]

應用程式識別碼 [redacted] App

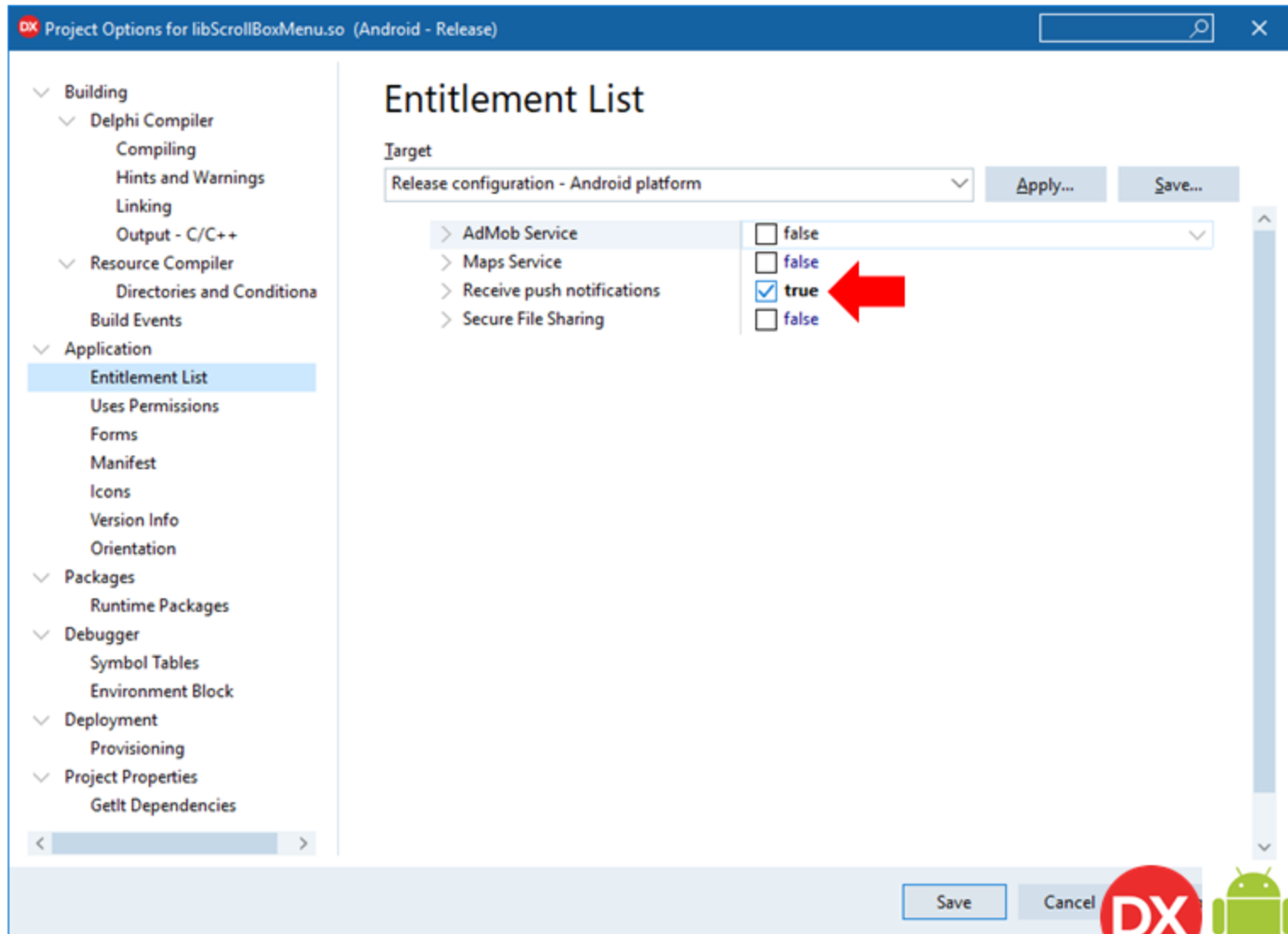
<https://console.firebase.google.com/u/0/?pli=1>



菜單點餐系統 範例程式



菜單點餐系統 範例程式



菜單點餐系統 範例程式

// 注意：使用 FCM 資料內容。

const

// 寄件者 ID

cFCMSenderID = '150989*****';

// 舊版伺服器金鑰

cFCMServerKey = 'AIzaSyD6SiMYZ5W_jdbKfXvslenAm*****';

// 應用程式 ID

cFCMBundleID = '1:259388720267:android:e4692d*****';

//

// 注意：設定專案 選項 apiKey 資料內容。

//

// Project --> Options --> Verison Info

// apiKey = AIzaSyCWgy4m65JUBY4vqsA8gy5u2*****

AndroidManifest.template.xml

<!-- 使用 FCM & GCM 自行加入 -->

<uses-permission android:name="com.google.android.c2dm.permission.RECEIVE" />

<%receivers%>

<!-- 使用 FCM & GCM 自行加入 -->

<service android:name="com.embarcadero.gcm.notifications.GCMIntentService" />

<receiver android:name="com.embarcadero.firemonkey.notifications.FMXNotificationAlarm" />

<%receivers%>

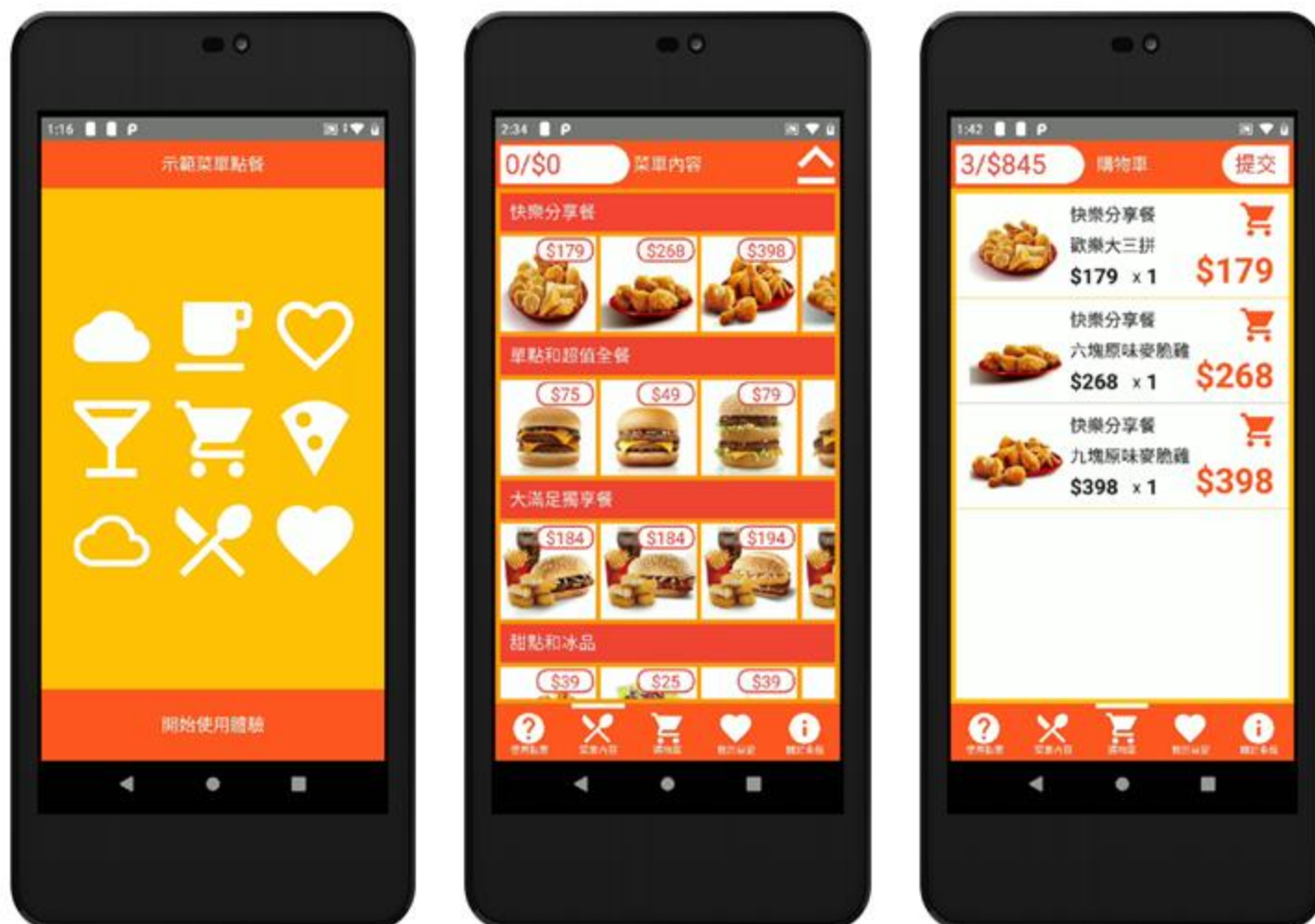


菜單點餐系統 範例程式

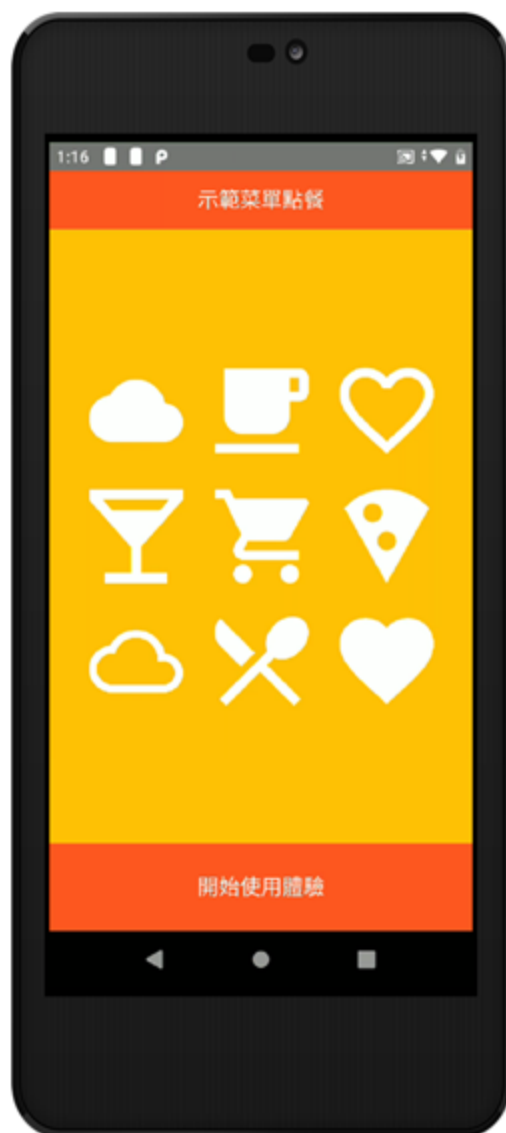
```
procedure TForm_Main.PushClientChangeDeviceToken(Sender: TObject;  
    AChange: TPushService.TChanges);  
begin  
    if (TPushService.TChange.DeviceToken in AChange) then  
    begin  
        sDeviceToken := FPushClient.DeviceToken;  
        sDeviceID := FPushClient.DeviceID;  
        WriteIniFile();  
    end;  
end;  
  
procedure TForm_Main.PushClientReceiveNotificationData(Sender: TObject;  
    const ANotification: TPushServiceNotification);  
var  
    sMessageText: String;  
begin  
    //  
    // 推播訊息 資料內容:  
    //  
    // {  
    //     "google.sent_time": "1505803543229",  
    //     "from": "150989*****",  
    //     "google.message_id": "0:1505803543236110%0c0149*****",  
    //     "message": "示範菜單點餐，謝謝您的點餐『取餐編號』第 888 號。"  
    // }  
    //  
    if (bPushDialogShow = True) then  
    begin  
        Action_PushMessageDialogOkExecute(Self);  
    end;  
    sMessageText := ANotification.Json.GetValue('message').Value;  
    Label_PushMessageDialogText.Text := sMessageText;  
    PushMessageDialogShow();  
end;
```



菜單點餐系統 範例程式



菜單點餐系統 範例程式



- Rectangle_GuideBook
 - GridPanelLayout_GuideBook
 - ColumnCollection
 - 0 - TGridPanelLayout.TColumnItem
 - 1 - TGridPanelLayout.TColumnItem
 - 2 - TGridPanelLayout.TColumnItem
 - ControlCollection
 - Rectangle_GuideBook1
 - Rectangle_GuideBook2
 - Rectangle_GuideBook3
 - Rectangle_GuideBook4
 - Rectangle_GuideBook5
 - Rectangle_GuideBook6
 - Rectangle_GuideBook7
 - Rectangle_GuideBook8
 - Rectangle_GuideBook9
 - RowCollection
 - 0 - TGridPanelLayout.TRowItem
 - 1 - TGridPanelLayout.TRowItem
 - 2 - TGridPanelLayout.TRowItem



菜單點餐系統 範例程式



```
CREATE TABLE [Categories] (  
    [CategoryID] VARCHAR(30) NOT NULL,  
    [CategoryName] VARCHAR(30) NOT NULL,  
    CONSTRAINT [sqlite_autoindex_Categories_1] PRIMARY KEY ([CategoryID]));
```

```
CREATE TABLE [Favorite] (  
    [CategoryID] VARCHAR(30) NOT NULL,  
    [ProductID] VARCHAR(30) NOT NULL,  
    CONSTRAINT [Favorite_index] PRIMARY KEY ([CategoryID], [ProductID]));
```

```
CREATE TABLE [MenuList] (  
    [CategoryID] VARCHAR(30) NOT NULL,  
    [ProductID] VARCHAR(30) NOT NULL,  
    CONSTRAINT [sqlite_autoindex_MenuList_1] PRIMARY KEY ([CategoryID], [ProductID]));
```

```
CREATE TABLE [Products] (  
    [ProductID] VARCHAR(30) NOT NULL,  
    [ProductName] VARCHAR(30) NOT NULL,  
    [UnitPrice] INT NOT NULL,  
    [Photo] BLOB NOT NULL,  
    [Description] VARCHAR(30),  
    CONSTRAINT [sqlite_autoindex_Products_1] PRIMARY KEY ([ProductID]));
```

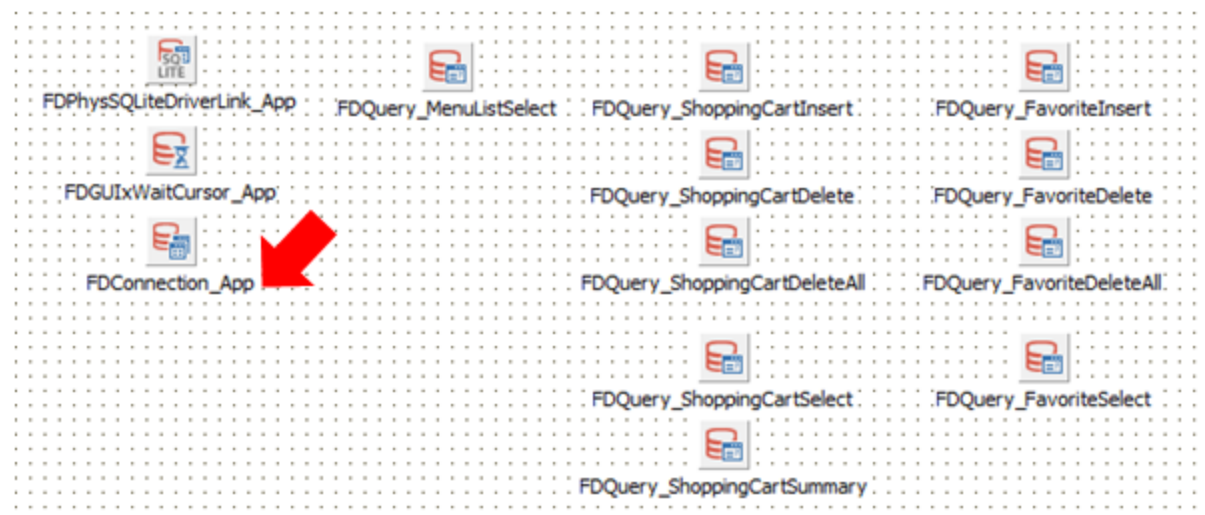
```
CREATE TABLE [ShoppingCart] (  
    [CategoryID] VARCHAR(30) NOT NULL,  
    [ProductID] VARCHAR(30) NOT NULL,  
    [UnitPrice] INTEGER NOT NULL,  
    [Quantity] INTEGER NOT NULL,  
    [Amount] INTEGER NOT NULL,  
    CONSTRAINT [ShoppingCart_index] PRIMARY KEY ([CategoryID], [ProductID]));
```

FDQuery_MenuListSelect

```
SELECT  
A.CategoryID, A.ProductID, B.CategoryName,  
C.ProductName, C.UnitPrice, C.Photo, C.Description  
FROM MenuList A, Categories B, Products C  
WHERE  
(A.CategoryID = B.CategoryID) AND  
(A.ProductID = C.ProductID)  
ORDER BY A.CategoryID, A.ProductID
```



菜單點餐系統 範例程式



```
procedure TDataModule_Data.FDConnection_AppBeforeConnect(Sender: TObject);  
var  
    sFileName: String;  
begin  
    sFileName := TPath.GetDocumentsPath + PathDelim + 'ScrollBoxMenu.dat';  
    DataModule_Data.FDConnection_App.Params.Values['Database'] := sFileName;  
end;
```

Welcome Page Main Data Deployment ScrollBoxMenu								
Android platform								
Local Path	Local Name	Type	Configuration	Platforms	Remote Path	Remote Name	Remote Status	Override
☒ db\	ScrollBoxMenu.dat	File	Release	[Android]	assets\internal\	ScrollBoxMenu.dat	Not Connected	Always

發佈檔案位置 Android
.\assets\internal\

注意：元件 FDConnection_App 的 Connected 要設定為 False



菜單點餐系統 範例程式

FDQuery_ShoppingCartInsert

```
INSERT INTO ShoppingCart
(CategoryID, ProductID, UnitPrice, Quantity, Amount)
VALUES
(:CategoryID, :ProductID, :UnitPrice, :Quantity, :Amount)
```

FDQuery_ShoppingCartDelete

```
DELETE FROM ShoppingCart
WHERE
(CategoryID = :CategoryID) AND
(ProductID = :ProductID )
```

FDQuery_ShoppingCartDeleteAll

```
DELETE FROM ShoppingCart
```

FDQuery_ShoppingCartSelect

```
SELECT
A.CategoryID, A.ProductID, A.UnitPrice,
A.Quantity, A.Amount, B.CategoryName,
C.ProductName, C.Photo, C.Description
FROM ShoppingCart A, Categories B, Products C
WHERE
(A.CategoryID = B.CategoryID) AND
(A.ProductID = C.ProductID)
ORDER BY A.CategoryID, A.ProductID
```

FDQuery_ShoppingCartSummary

```
SELECT
Sum(A.Quantity) AS Quantity,
Sum(A.Amount) AS Amount
FROM ShoppingCart A
```

FDQuery_FavoriteInsert

```
INSERT INTO Favorite
(CategoryID, ProductID)
VALUES
(:CategoryID, :ProductID)
```

FDQuery_FavoriteDelete

```
DELETE FROM Favorite
WHERE
(CategoryID = :CategoryID) AND
(ProductID = :ProductID )
```

FDQuery_FavoriteDeleteAll

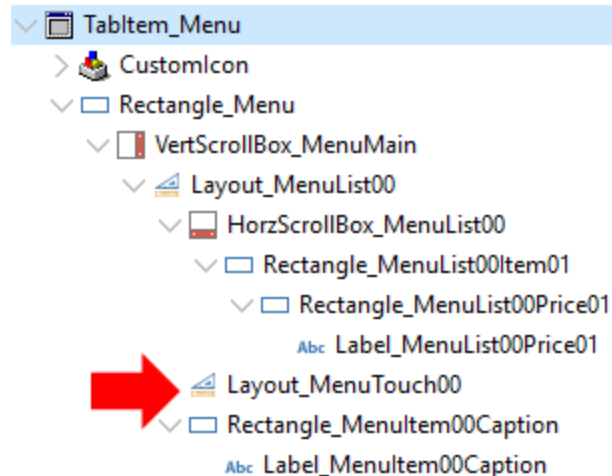
```
DELETE FROM Favorite
```

FDQuery_FavoriteSelect

```
SELECT
A.CategoryID, A.ProductID, B.CategoryName,
C.ProductName, C.UnitPrice, C.Photo, C.Description
FROM Favorite A, Categories B, Products C
WHERE
(A.CategoryID = B.CategoryID) AND
(A.ProductID = C.ProductID)
ORDER BY A.CategoryID, A.ProductID
```



菜單點餐系統 範例程式



```
aTask := TTask.Create (  
    procedure ()  
    begin  
        if (iMaxListCount = 0) then  
        begin  
            MenuItemSetupData ();  
        end;  
        MenuItemSetupView ();  
        SetupMenuButtonAndCaption ();  
        SummaryQuantityAmount ();  
    end);  
aTask.Start;  
TTask.WaitForAll (aTask);
```



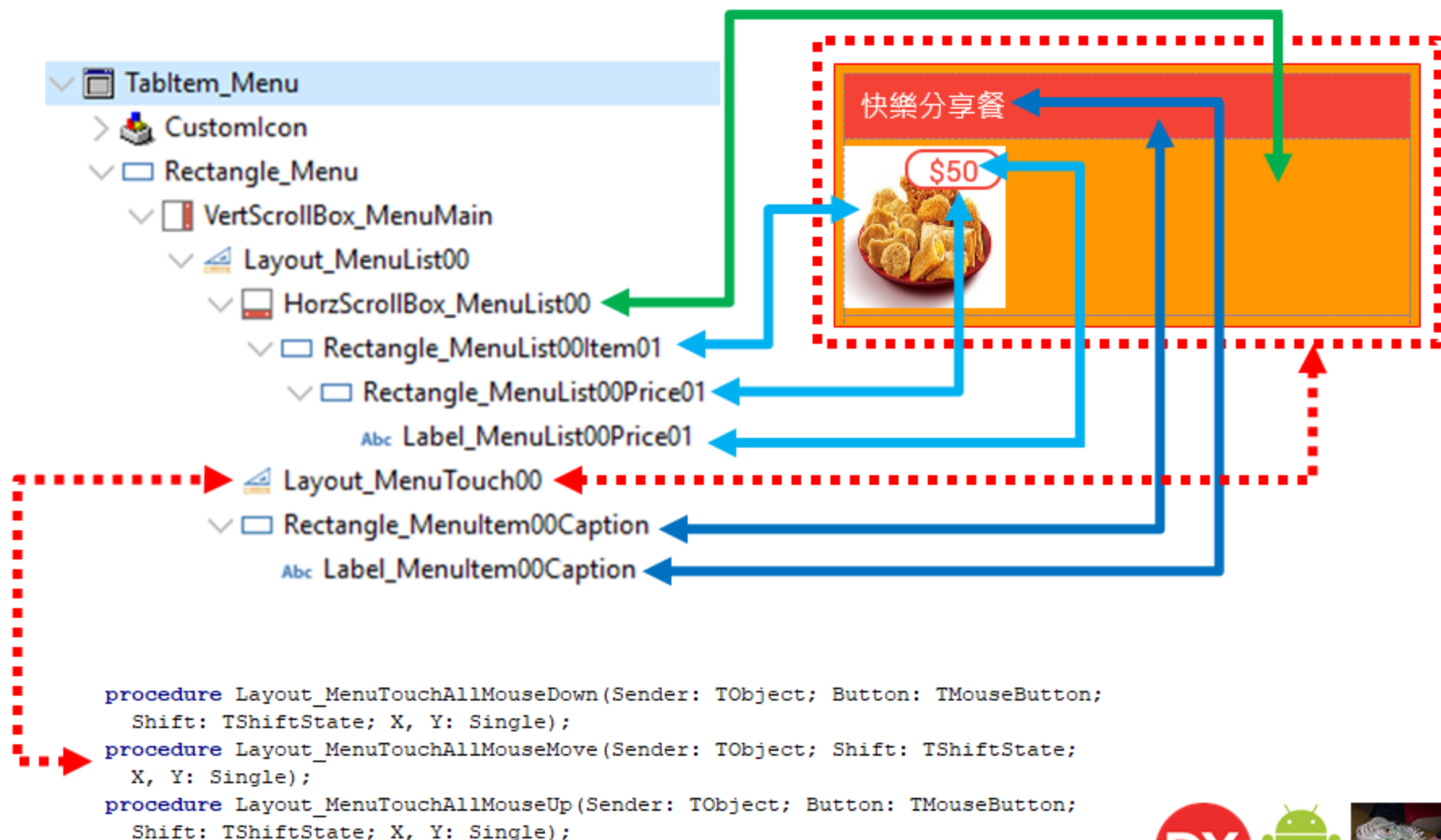
菜單點餐系統 範例程式

VertScrollBar_MenuMain

```
+-- Layout_MenuList00 佈局底層
|
|   +--Rectangle_MenuItem00Caption 標題底色
|   |
|   |   +--Label_MenuItem00Caption 標題文字
|   |
|   +--HorzScrollBar_MenuList00 品項橫向滾動框 (屬性 Tag 存放 可以點擊最大數量)
|   |
|   |   +--Rectangle_MenuList00Item01 品項圖檔資料 (屬性 Hint 存放 ProductID 資料)
|   |   |
|   |   |   +--Rectangle_MenuList00Price01 品項單價底圖
|   |   |   |
|   |   |   |   +--Label_MenuList00Price01 品項單價資料 (屬性 Hint 存放 CategoryID 資料)
|   |   |   |
|   |   +--Rectangle_MenuList00Item02
|   |   +--Rectangle_MenuList00Item03
|   |   +--Rectangle_MenuList00Item04
|   |   +--Rectangle_MenuList00Item05
|   |   :
|   |   :
|   +--Rectangle_MenuList00Item99
|
+-- Layout_MenuList1
|   :
|   :
+-- Layout_MenuList9
|
+-- Layout_MenuTouch
```



菜單點餐系統 範例程式



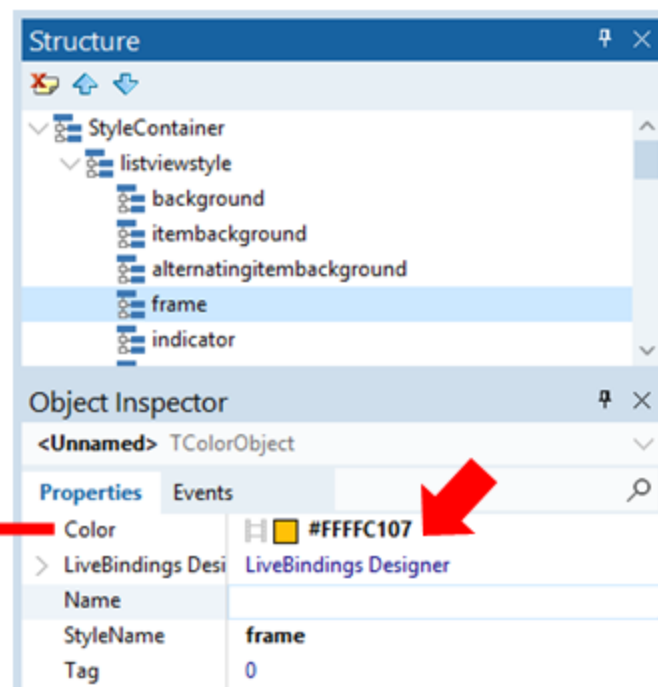
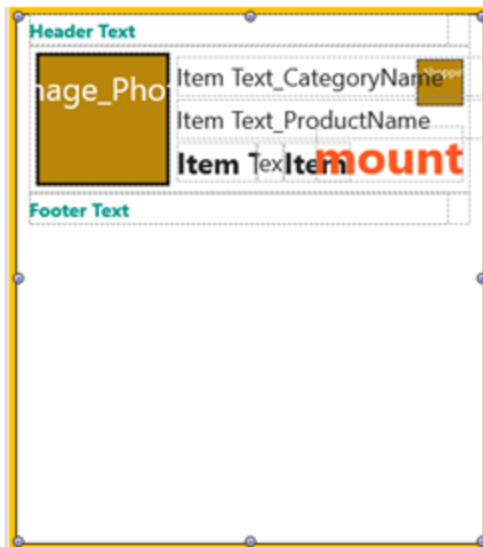
菜單點餐系統 範例程式

```
procedure TForm_Main.Action_GotoTopExecute(Sender: TObject);
begin
    bAction := True;
    MenuListItemSetupView();
    bAction := False;
end;

procedure TForm_Main.MenuListItemSetupView();
var
    pDefaultPoint: TPointF;
    iCount: Integer;
    iChildren: Integer;
begin
    pDefaultPoint.X := 0;
    pDefaultPoint.Y := 0;
    for iCount := 1 to iMaxListCount do
    begin
        for iChildren := 0 to (VertScrollBar_MenuMain.Content.Children[iCount].ChildrenCount - 1) do
        begin
            if (VertScrollBar_MenuMain.Content.Children[iCount].Children[iChildren] is THorzScrollBar) then
            begin
                (VertScrollBar_MenuMain.Content.Children[iCount].Children[iChildren] as THorzScrollBar).ViewportPosition := pDefaultPoint;
                (VertScrollBar_MenuMain.Content.Children[iCount].Children[iChildren] as THorzScrollBar).RealignContent;
            end;
        end;
    end;
    VertScrollBar_MenuMain.ViewportPosition := pDefaultPoint;
    VertScrollBar_MenuMain.RealignContent;
end;
```



菜單點餐系統 範例程式



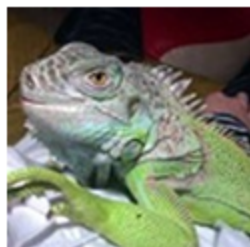
菜單點餐系統 範例程式

問題 Q&A 討論



問題 Q&A 討論

謝謝您的參與!



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YouTube :

<https://www.youtube.com/channel/UCdqhXsMD1Vyvp2769FPKCog>

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