

# 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

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Windows 10 (Version 10.0, Build 17134, 64-bit Edition)  
Memory Available to Windows: 8,365,396 KB

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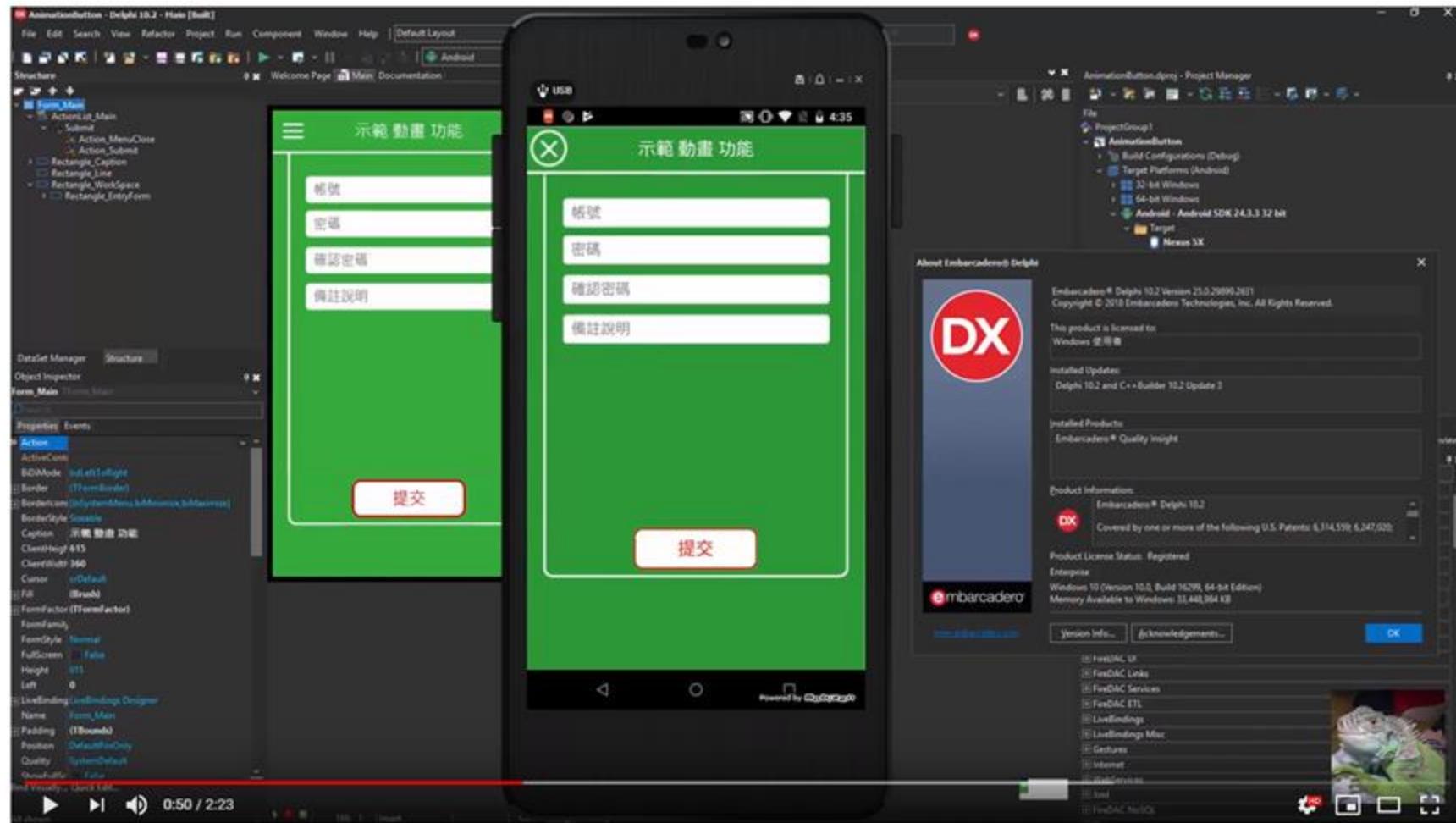
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# Animation Button 動畫按鈕 範例程式



# 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

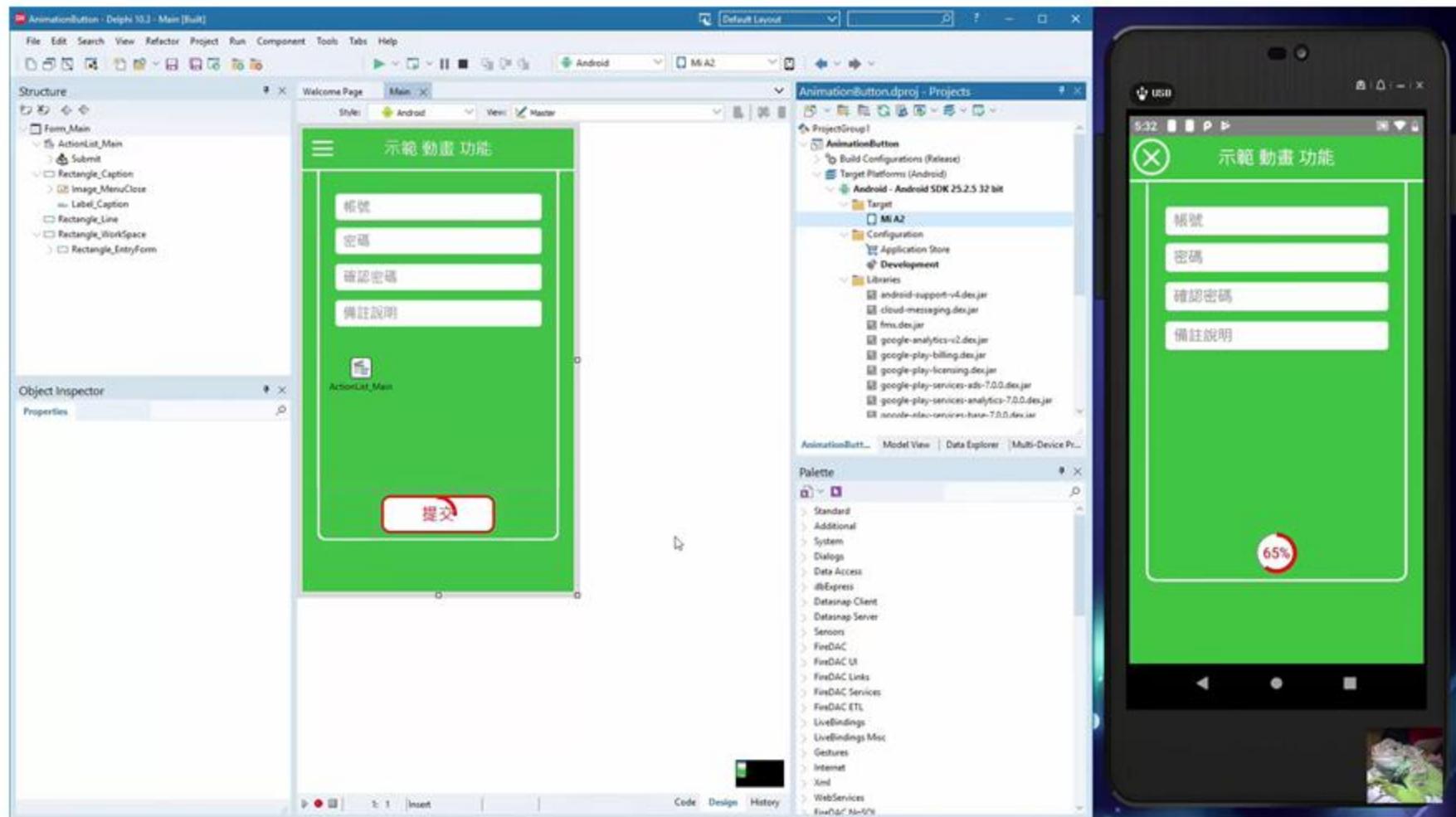
觀看次數：1,042 次

<https://youtu.be/tvKbKinNE0I>

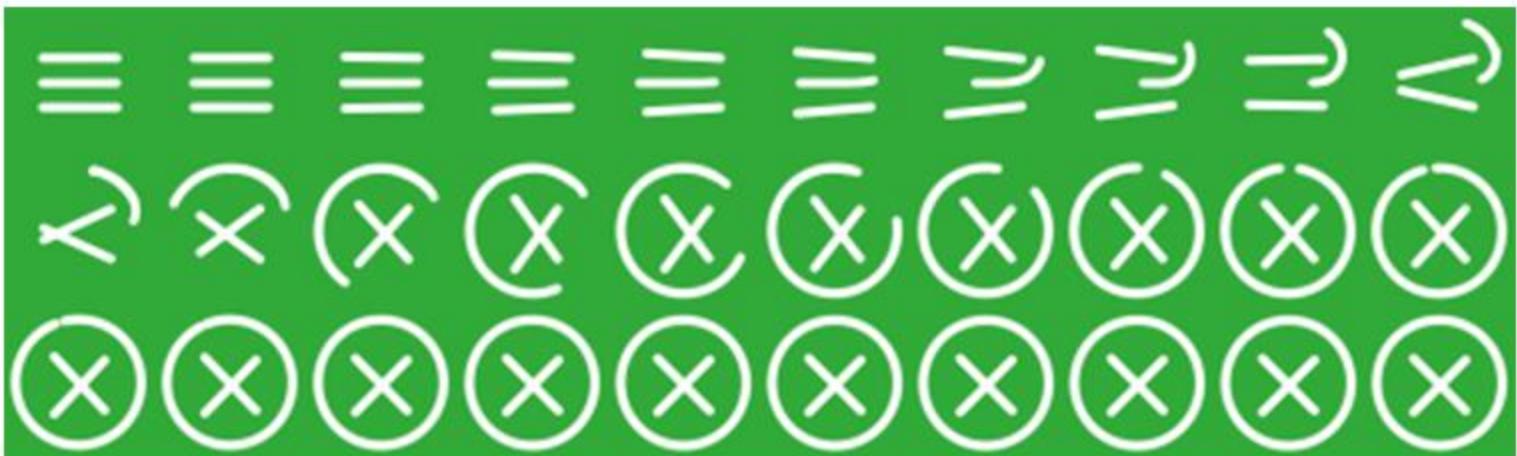
1 / 7



# Animation Button 動畫按鈕 範例程式



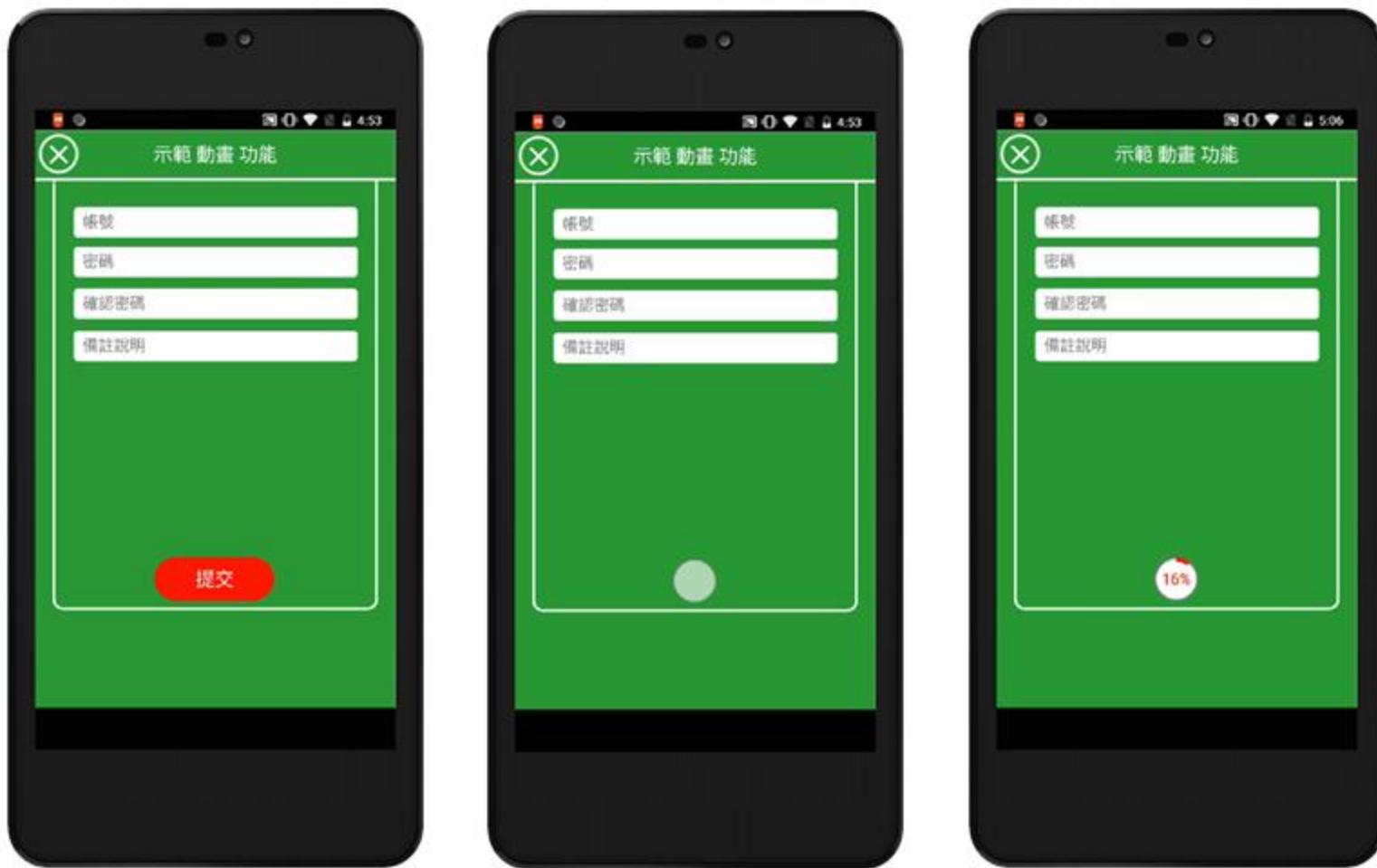
# Animation Button 動畫按鈕 範例程式



# Animation Button 動畫按鈕 範例程式



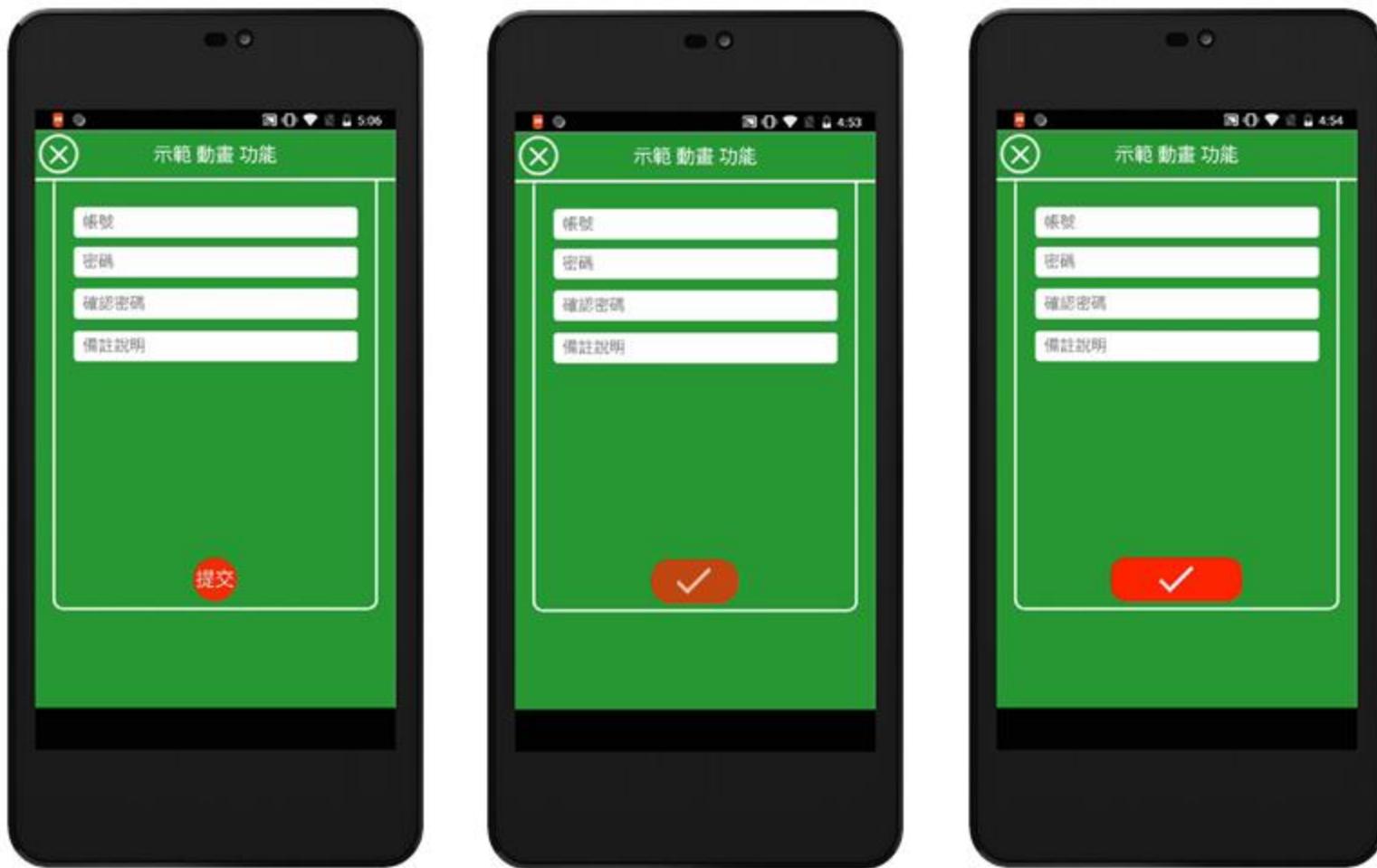
# Animation Button 動畫按鈕 範例程式



# Animation Button 動畫按鈕 範例程式



# Animation Button 動畫按鈕 範例程式



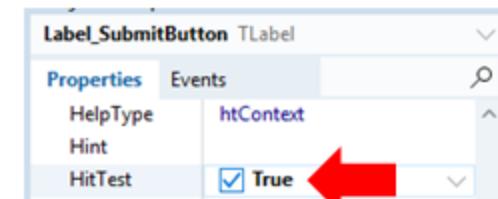
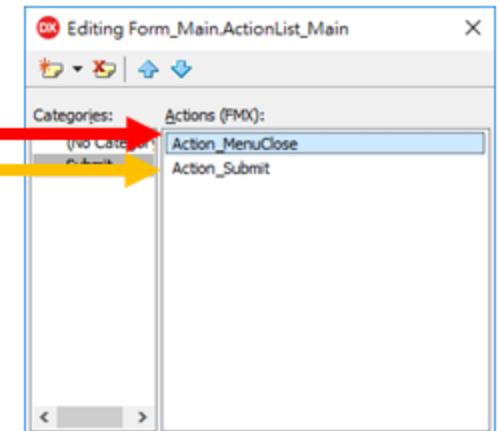
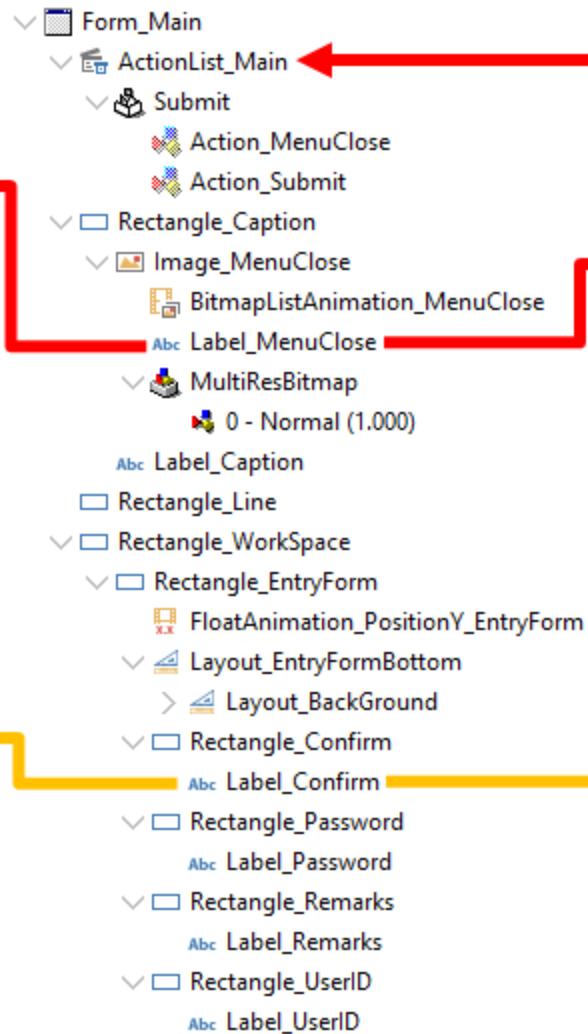
# Animation Button 動畫按鈕 範例程式



# 程式代碼解說 & 示範操作



# Animation Button 動畫按鈕 範例程式



# Animation Button 動畫按鈕 範例程式



The figure illustrates a mobile application demonstrating a menu icon animation. Three screenshots of an Android device are shown, each displaying a green header bar with the text "示範 動畫 功能". The first screenshot shows a menu icon (three horizontal lines). The second screenshot shows the menu icon partially closed. The third screenshot shows the menu icon fully closed.

**Object Inspector**

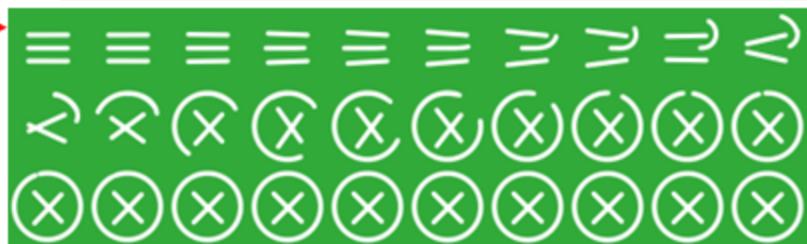
**Properties** tab (selected):

- AnimationBitmap: (Bitmap 500 × 150) [red box]
- AnimationCount: 30 [red box]
- AnimationLookUp: [red box]
- AnimationRowCount: 3 [red box]
- AnimationType: In
- AutoReverse:  False
- Delay: 0
- Duration: 2
- Enabled:  False
- Interpolation: Linear
- Inverse**:  False [red box]
- LiveBindings Designer
- Loop:  False
- Name: BitmapListAnimation\_MenuClose
- PropertyName: Bitmap
- StyleName:
- Tag: 0
- Trigger:
- TriggerInverse:

**Structure**

- Form\_Main
  - ActionList\_Main
  - Rectangle\_Caption
    - Image\_MenuClose
    - BitmapListAnimation\_MenuClose** [highlighted with a blue box and a red arrow pointing to it]
    - Label\_MenuClose
    - MultiResBitmap
    - Label\_Caption
  - Rectangle\_Line
  - Rectangle\_WorkSpace

**Image**

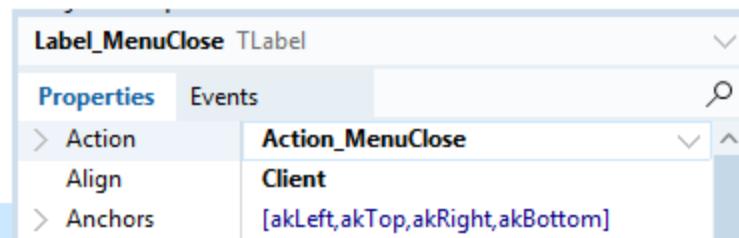
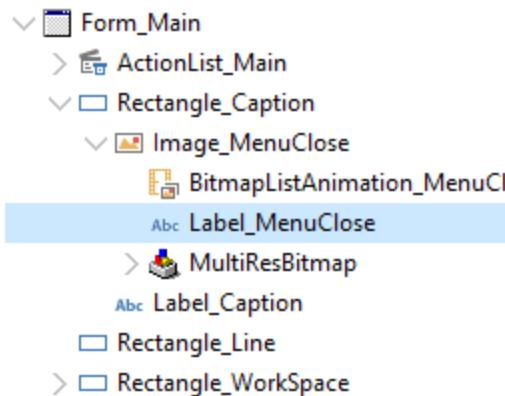


A grid of 30 icons used for the animation, showing various stages of a menu icon closing from open to closed.

**Logos**



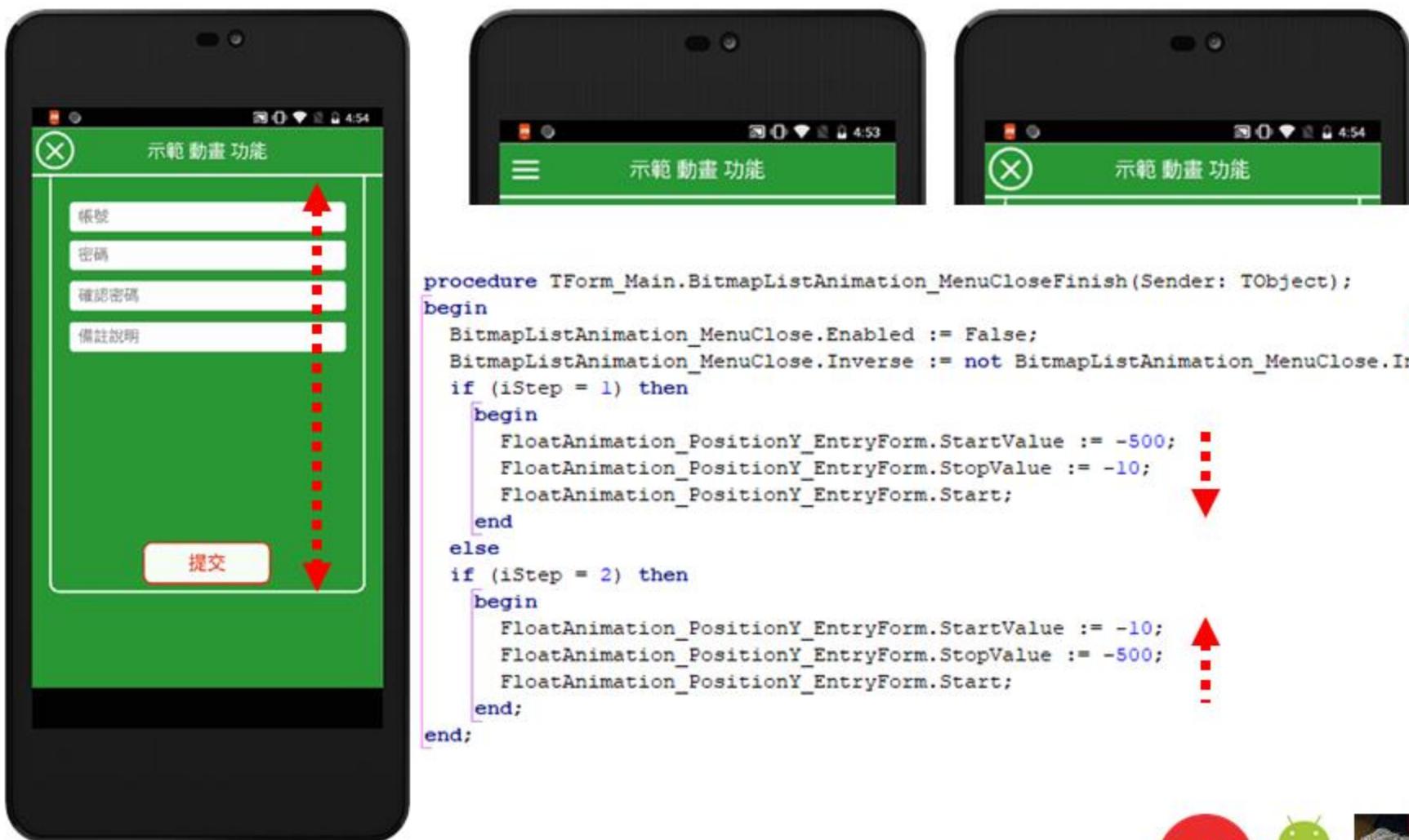
# Animation Button 動畫按鈕 範例程式



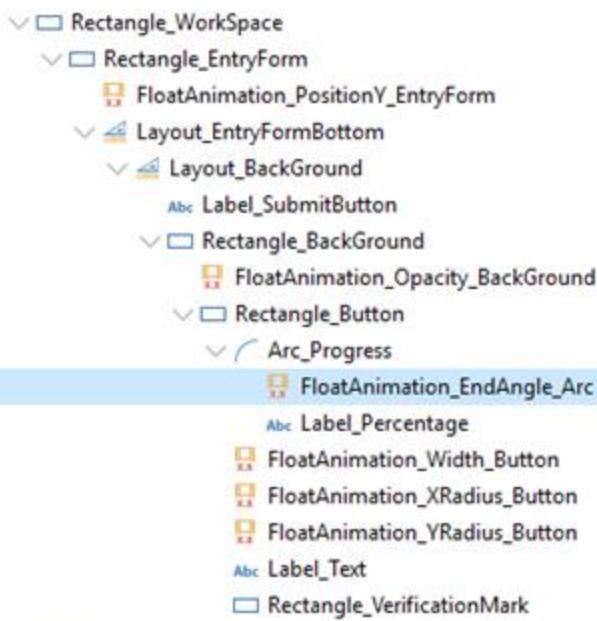
```
procedure TForm_Main.Action_MenuCloseExecute(Sender: TObject);
begin
  bAction := True;
  if (BitmapListAnimation_MenuClose.Inverse = False) then
    begin
      iStep := 1;
    end
  else
    begin
      iStep := 2;
    end;
  BitmapListAnimation_MenuClose.Enabled := True;
end;
```



# Animation Button 動畫按鈕 範例程式



# Animation Button 動畫按鈕 範例程式



# Animation Button 動畫按鈕 範例程式

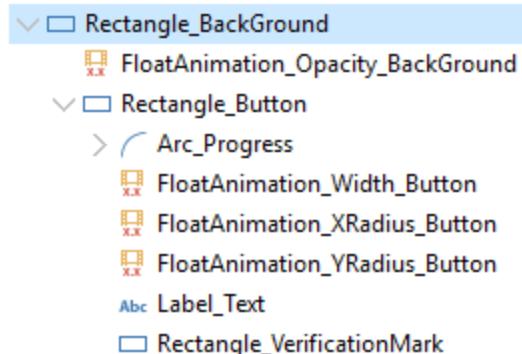
0

```
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;
```



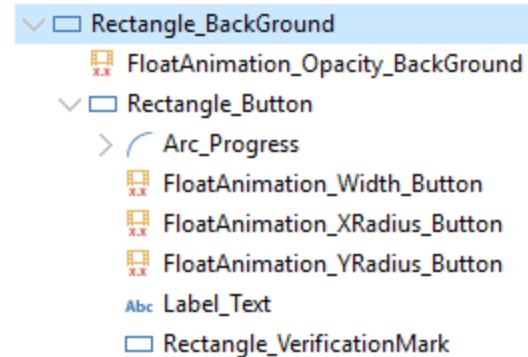
# Animation Button 動畫按鈕 範例程式

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;
```



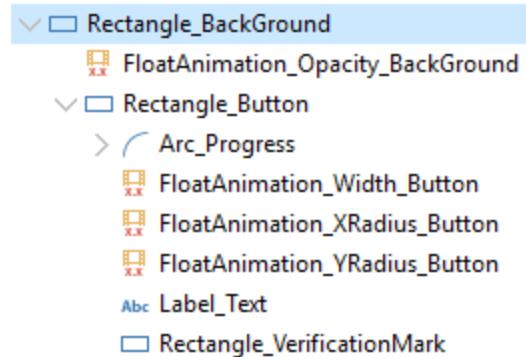
# Animation Button 動畫按鈕 範例程式

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
end
```

5

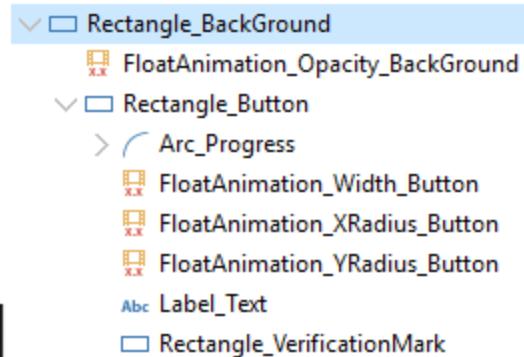
```
procedure TForm_Main.FloatAnimation_Opacity_BackGroundFinish(Sender: TObject);
begin
  if (iStep = 5) then
  begin
    Arc_Progress.Visible := True;
    iStep := 6;
    Label_Percentage.Text := '0%';
    Label_Percentage.Visible := True;
    FloatAnimation_EndAngle_Arc.StartValue := 0;
    
    FloatAnimation_EndAngle_Arc.StopValue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



# 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;
```

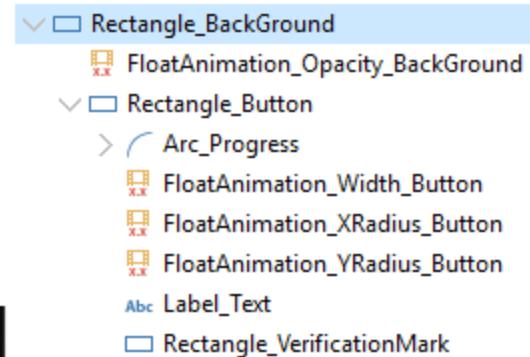


# Animation Button 動畫按鈕 範例程式

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;
```



# 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;
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

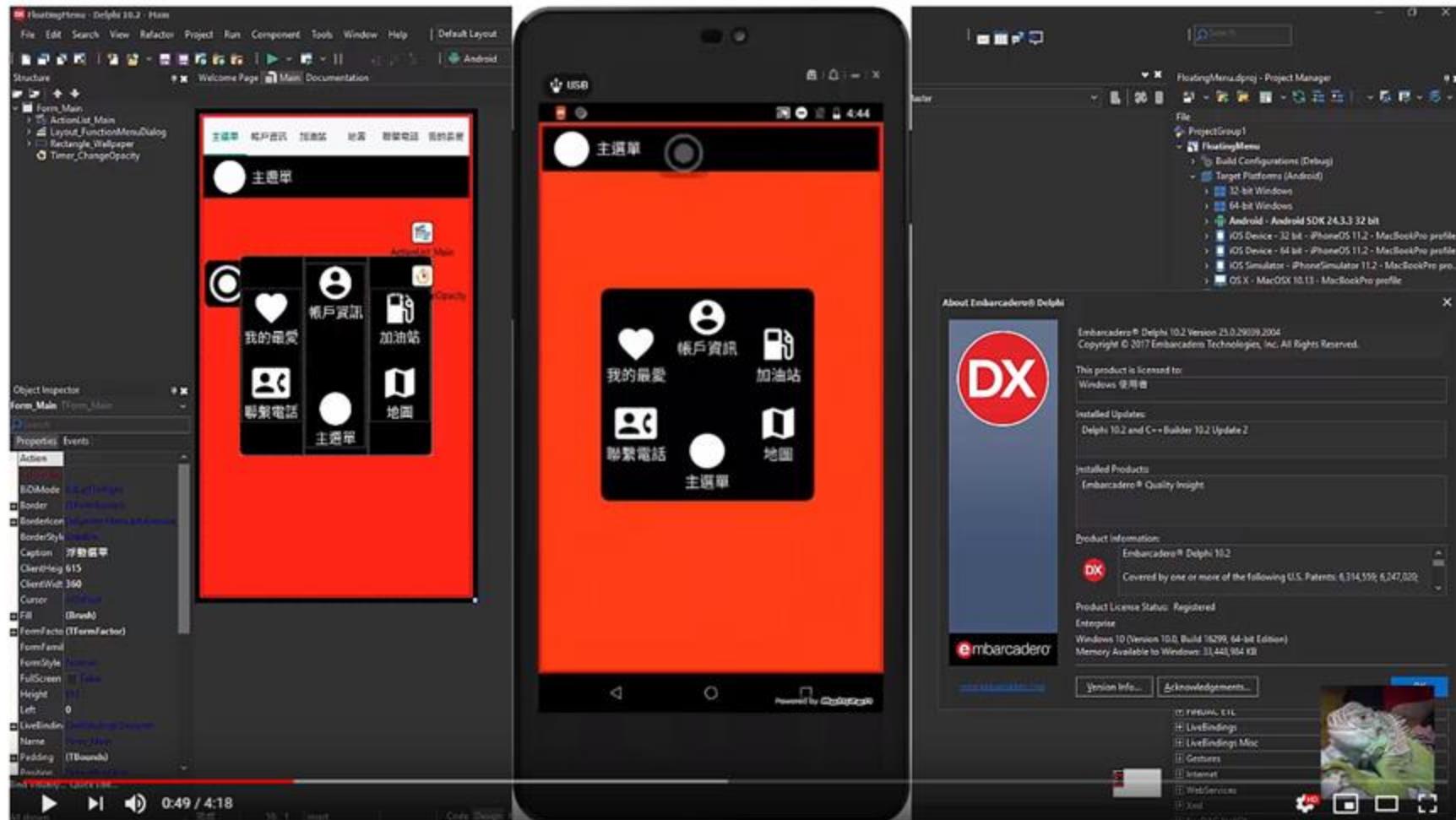
問題 Q&A 討論



# 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>



# Menu 浮動選單功能 範例程式

The screenshot shows the Delphi IDE interface with the following components:

- Project Explorer:** Shows the project structure for "FloatingMenu.dproj". It includes a "FloatingMenu" group containing "Build Configurations (Release)" and "Target Platforms (Android)". The "Android - Android SDK 25.2.5 32 bit" target is selected, showing "Target" and "Configuration" options.
- Design View:** Displays a floating menu interface with a red background. The menu has a black header bar with the text "主選單" (Main Menu). Below the header are five items: "我的最愛" (My Favorite) with a heart icon, "帳戶資訊" (Account Information) with a person icon, "加油站" (Gas Station) with a gas pump icon, "聯繫電話" (Contact Phone) with a phone icon, and "地圖" (Map) with a map pin icon. A central white circle contains the text "主選單".
- Properties View:** Shows properties for the "FloatingMenu" component.
- Object Inspector:** Shows properties for the "Form\_Main" component.
- Palette:** Shows a list of available components including Standard, Additional, System, Dialog, Data Access, dbExpress, Datasnap Client, Datasnap Server, Sensors, FireDAC, FireDAC UI, FireDAC Links, FireDAC Services, FireDAC ETL, LiveBindings, LiveBindings Misc, Gestures, Internet, and XML.
- Mobile Preview:** On the right, a smartphone screen displays the floating menu interface, showing the same layout and icons as the Delphi design view.



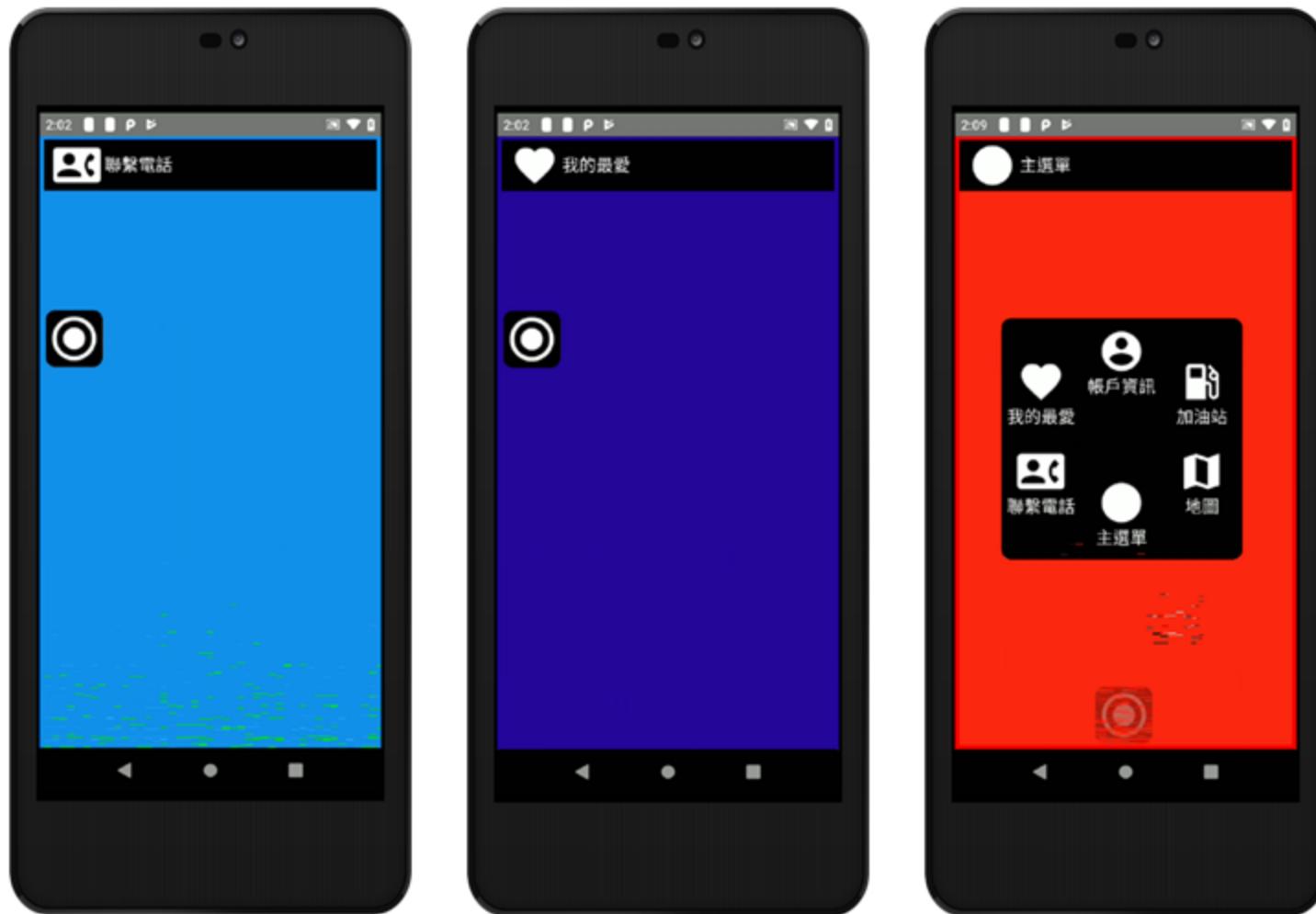
# Menu 浮動選單功能 範例程式



# Menu 浮動選單功能 範例程式



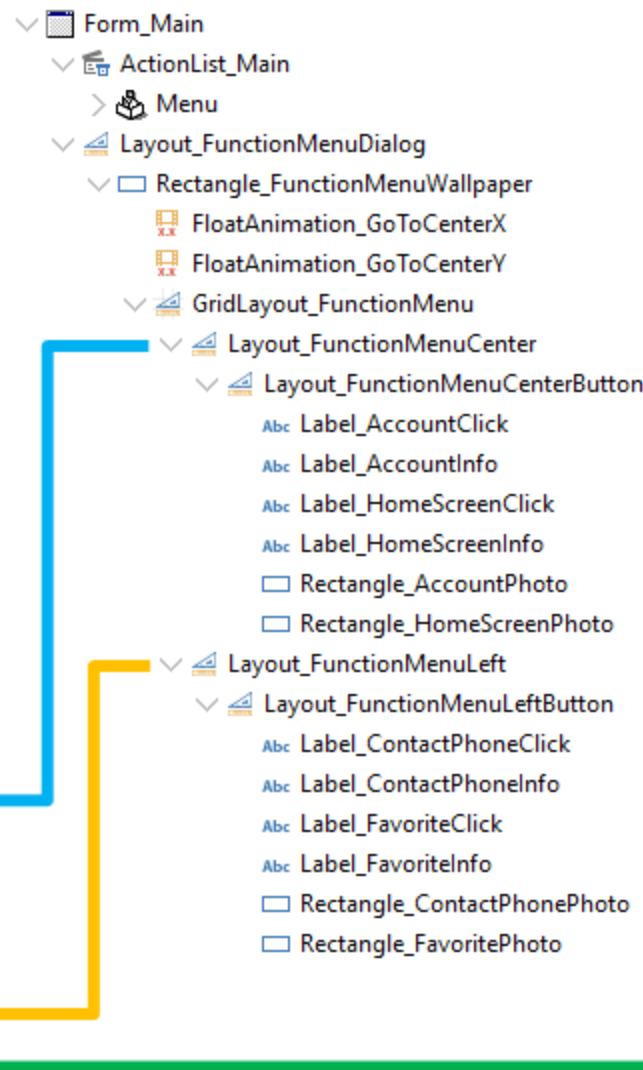
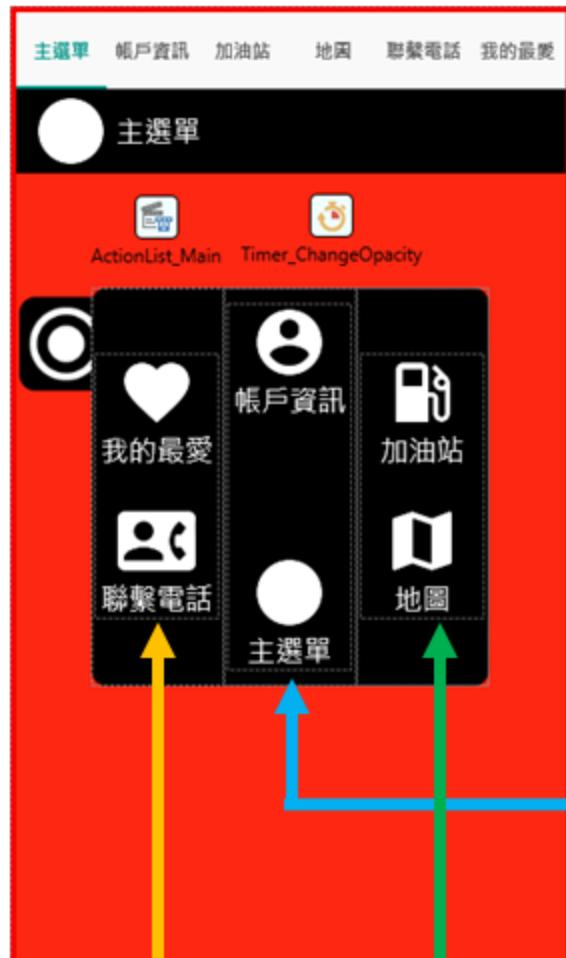
# Menu 浮動選單功能 範例程式



# 程式代碼解說 & 示範操作



# Menu 浮動選單功能 範例程式



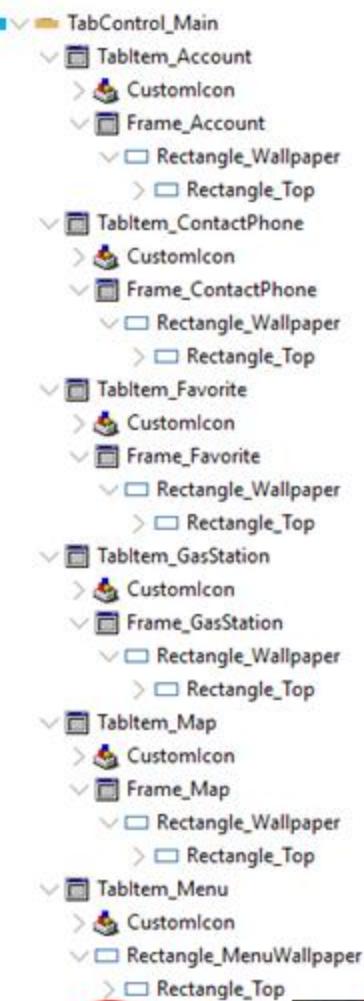
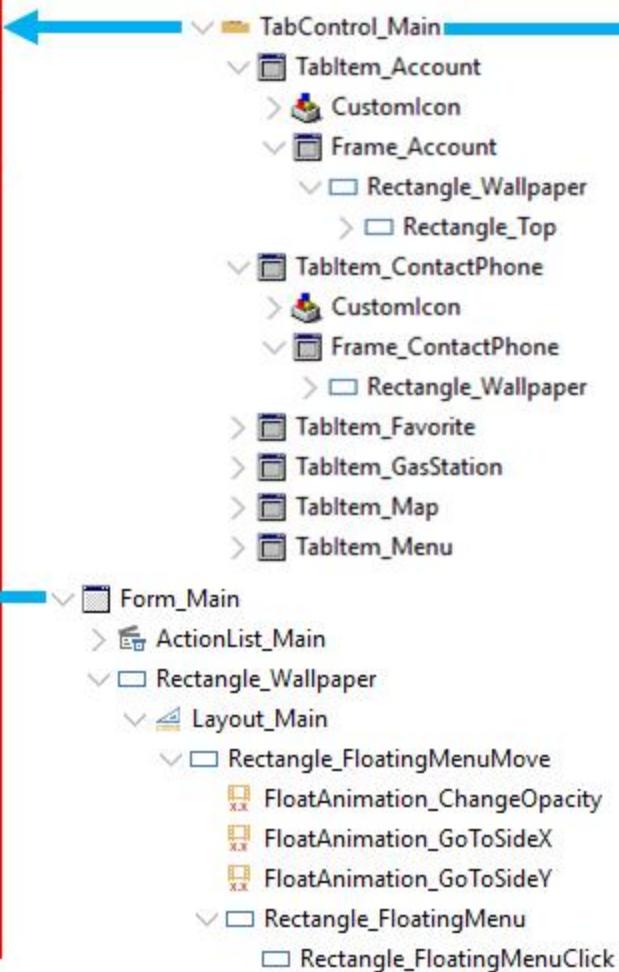
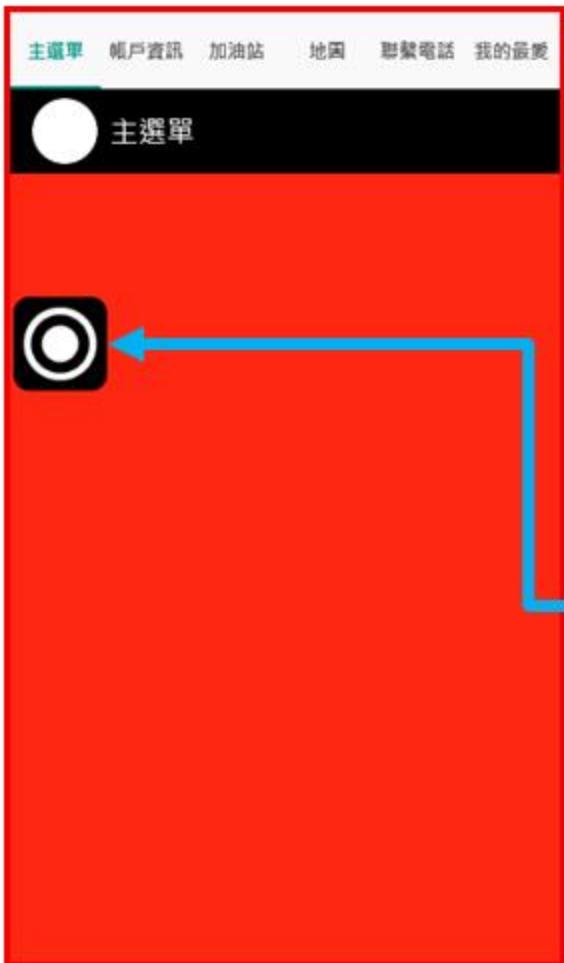
DX Editing Form\_Main.ActionList\_Main

Categories: Actions (FMX):

|               |                     |
|---------------|---------------------|
| (No Category) | Action_FloatingMenu |
| Menu          | Action_Account      |
|               | Action_GasStation   |
|               | Action_Map          |
|               | Action_HomeScreen   |
|               | Action_ContactPhone |
|               | Action_Favorite     |



# Menu 浮動選單功能 範例程式



# 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
```



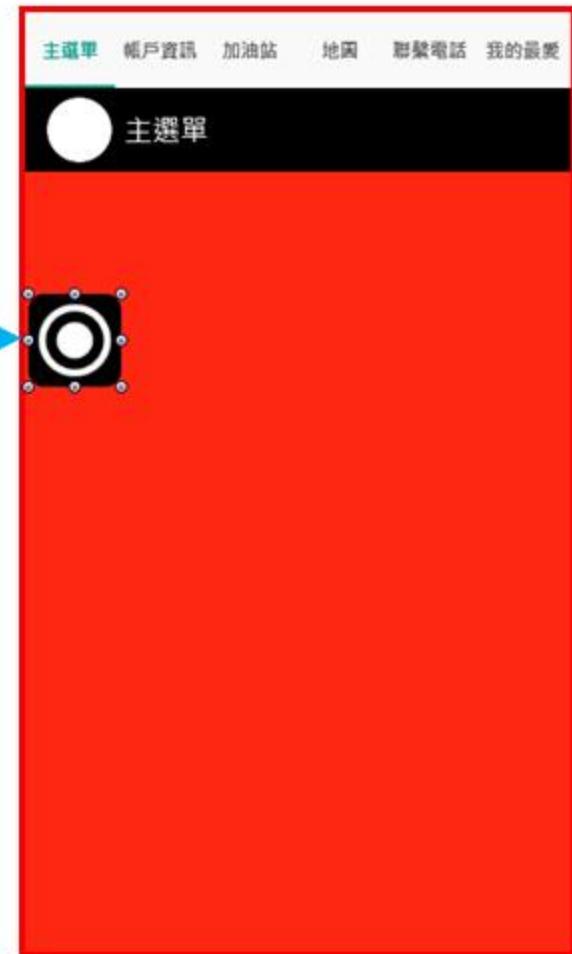
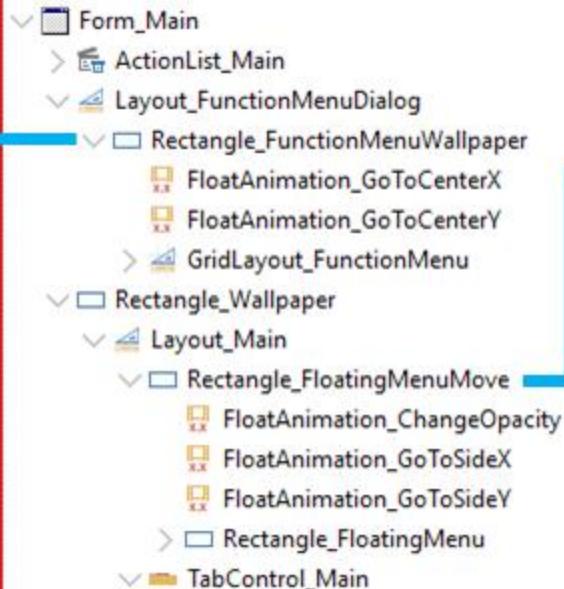
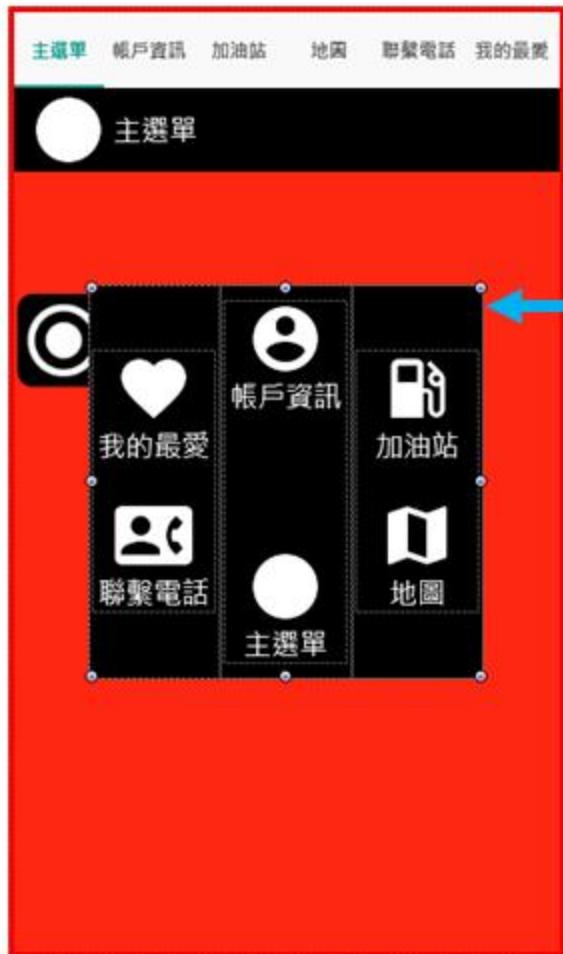
ProjectGroup1

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

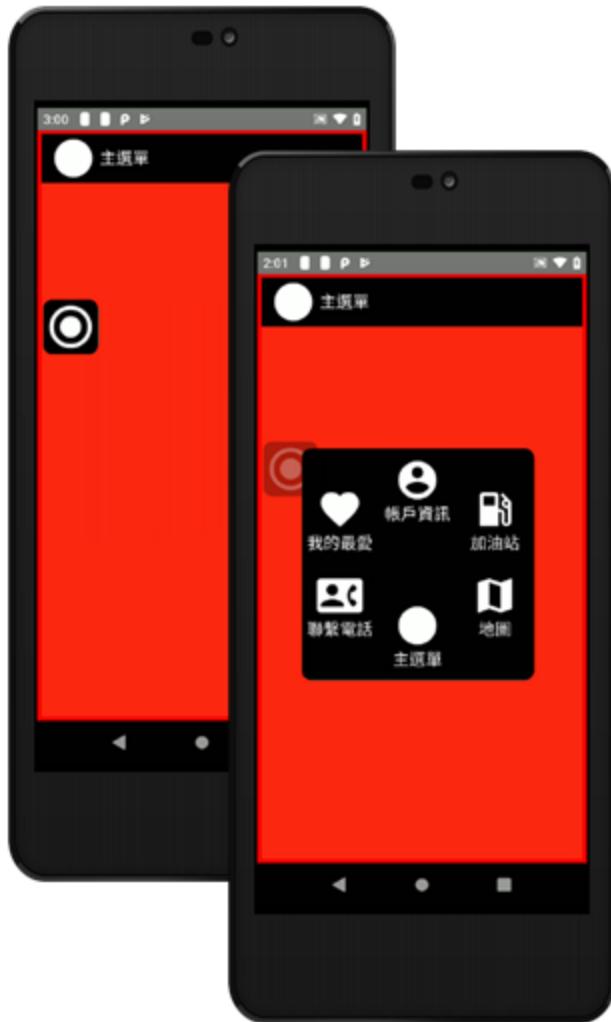
```
procedure TForm_Main.FormCreate(Sender: TObject);
begin
  TabControl_Main.TabPosition := TTabPosition.None;
  TabControl_Main.ActiveTab := TabItem_Menu;
end;
```



# Menu 浮動選單功能 範例程式



# 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_FloatingMenuMouseDown(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);

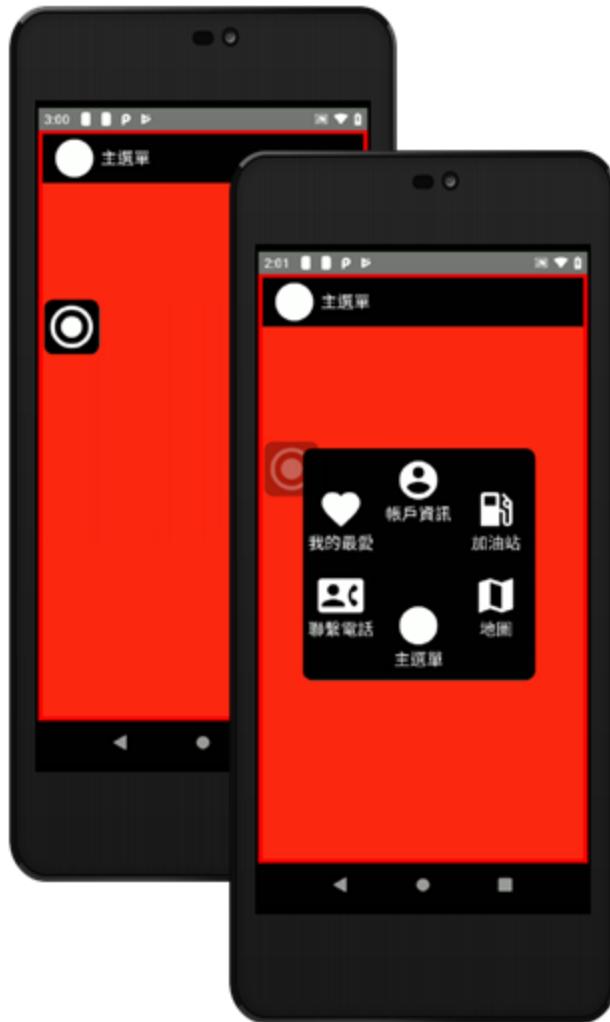
procedure FloatAnimation_GoToSideXFinish(Sender: TObject);
procedure FloatAnimation_ChangeOpacityFinish(Sender: TObject);

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_FloatingMenuMouseDown(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
  iFloatAnimationStartTimeX: Single;
  iFloatAnimationStopTimeX: Single;
  iFloatAnimationStartTimeY: Single;
  iFloatAnimationStopTimeY: Single;
begin
  bDialogShow := False;
  // 備註說明：反向移動 StartValue 與 StopValue 數值對調
  iFloatAnimationStartTimeX := FloatAnimation_GoToCenterX.StartValue;
  iFloatAnimationStopTimeX := FloatAnimation_GoToCenterX.StopValue;
  iFloatAnimationStartTimeY := FloatAnimation_GoToCenterY.StartValue;
  iFloatAnimationStopTimeY := FloatAnimation_GoToCenterY.StopValue;
  FloatAnimation_GoToCenterX.StartValue := iFloatAnimationStopTimeX;
  FloatAnimation_GoToCenterX.StopValue := iFloatAnimationStartTimeX;
  FloatAnimation_GoToCenterY.StartValue := iFloatAnimationStopTimeY;
  FloatAnimation_GoToCenterY.StopValue := iFloatAnimationStartTimeY;
  FloatAnimation_GoToCenterX.Enabled := True;
  FloatAnimation_GoToCenterY.Enabled := True;
end;
```



# Menu 浮動選單功能 範例程式

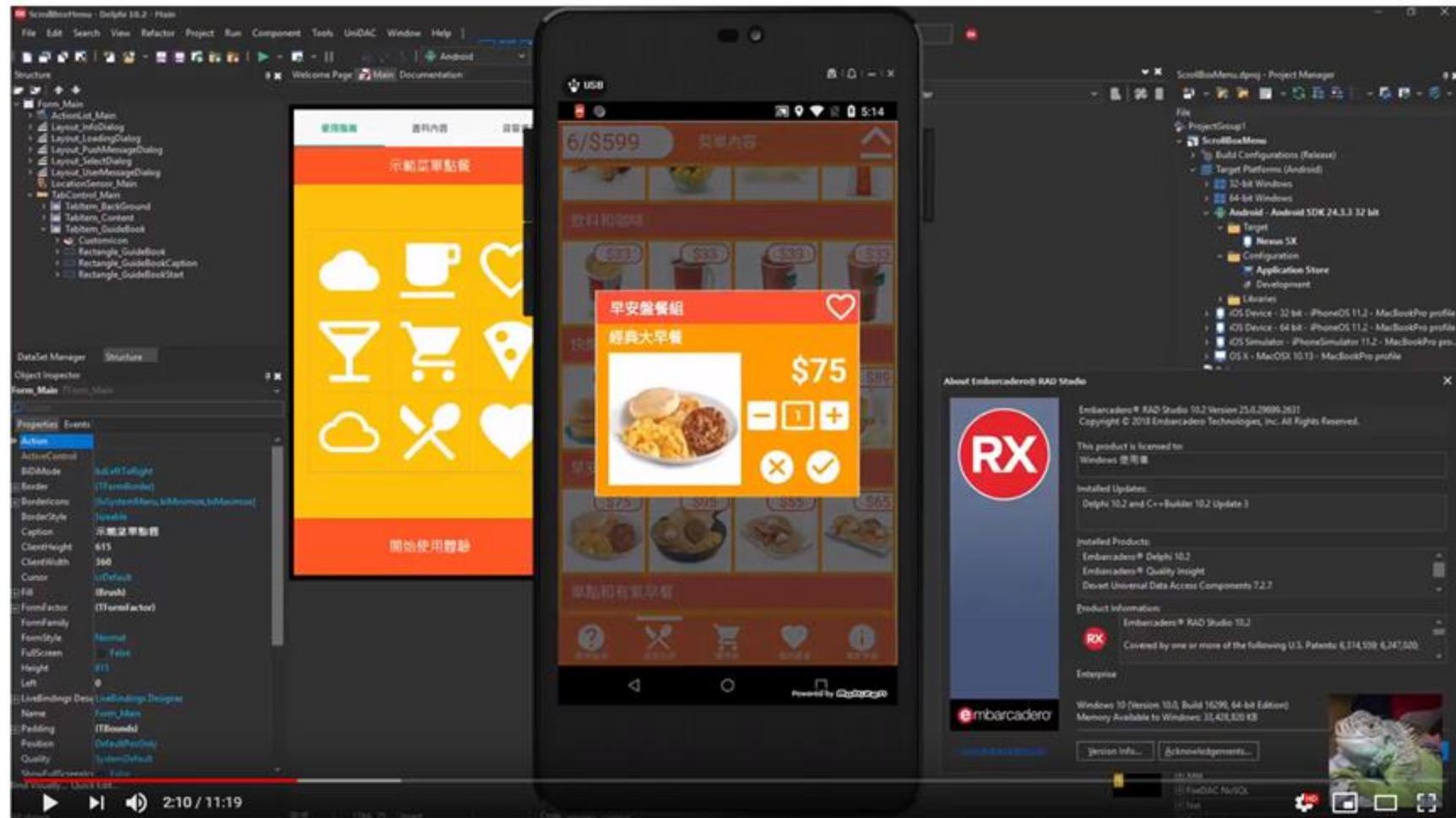
問題 Q&A 討論



# 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/cxXkzPqv0yo>

1 6



# 菜單點餐系統 範例程式

The screenshot displays the Delphi IDE interface for the 'ScrollBoxMenu' project. On the left, the Object Inspector shows the properties of the main form, including its caption '示範菜單點餐' and dimensions. The central workspace shows a yellow-themed user interface with various icons and buttons. To the right, the Project Explorer lists the project structure, including build configurations and target platforms. A preview window on the right shows the final mobile application running on an Android device, displaying a confirmation message: '示範菜單點餐，謝謝您的點餐『取餐編號』第 647 號。' Below the preview is a small image of a dish.



# 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



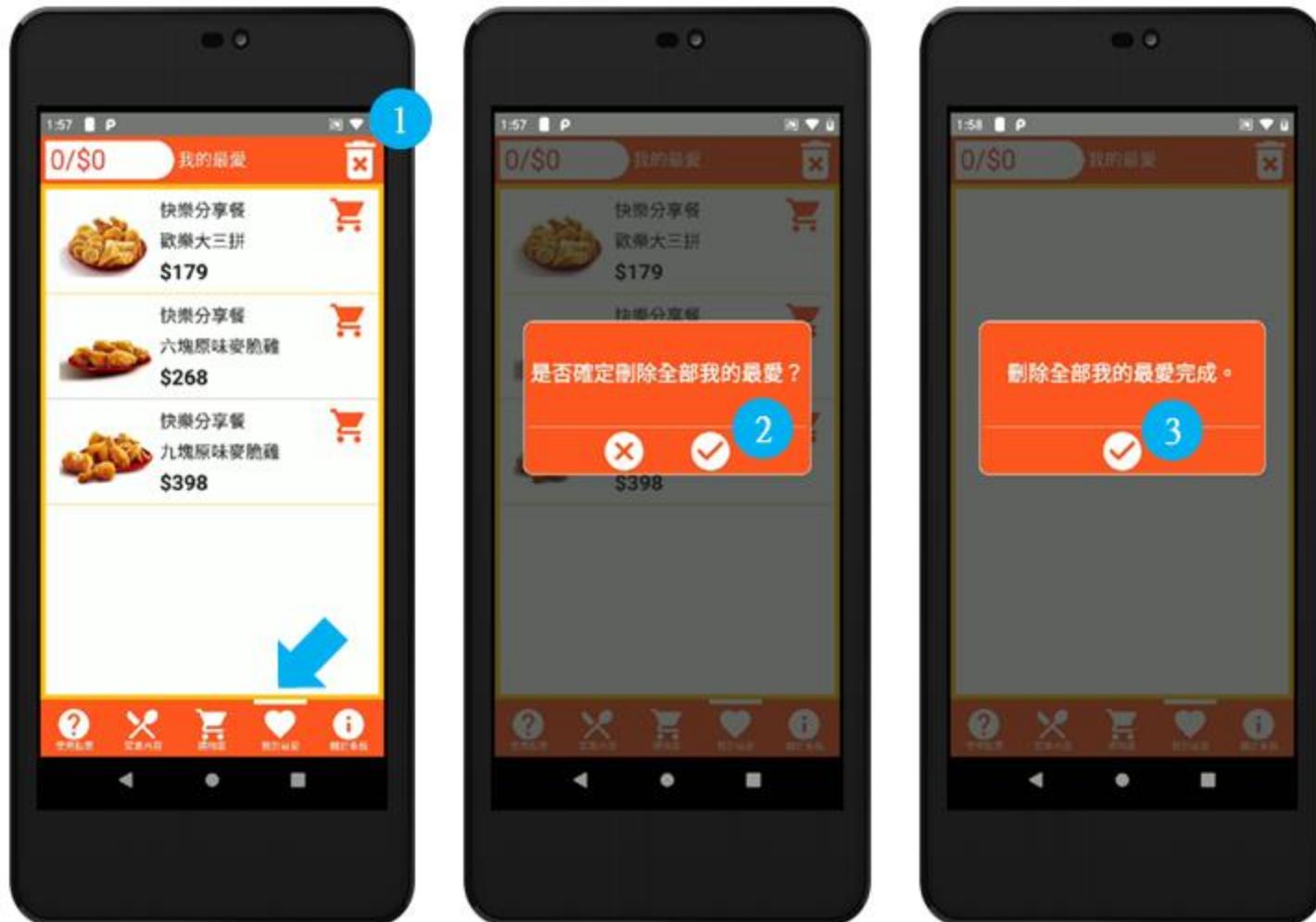
# 菜單點餐系統 範例程式



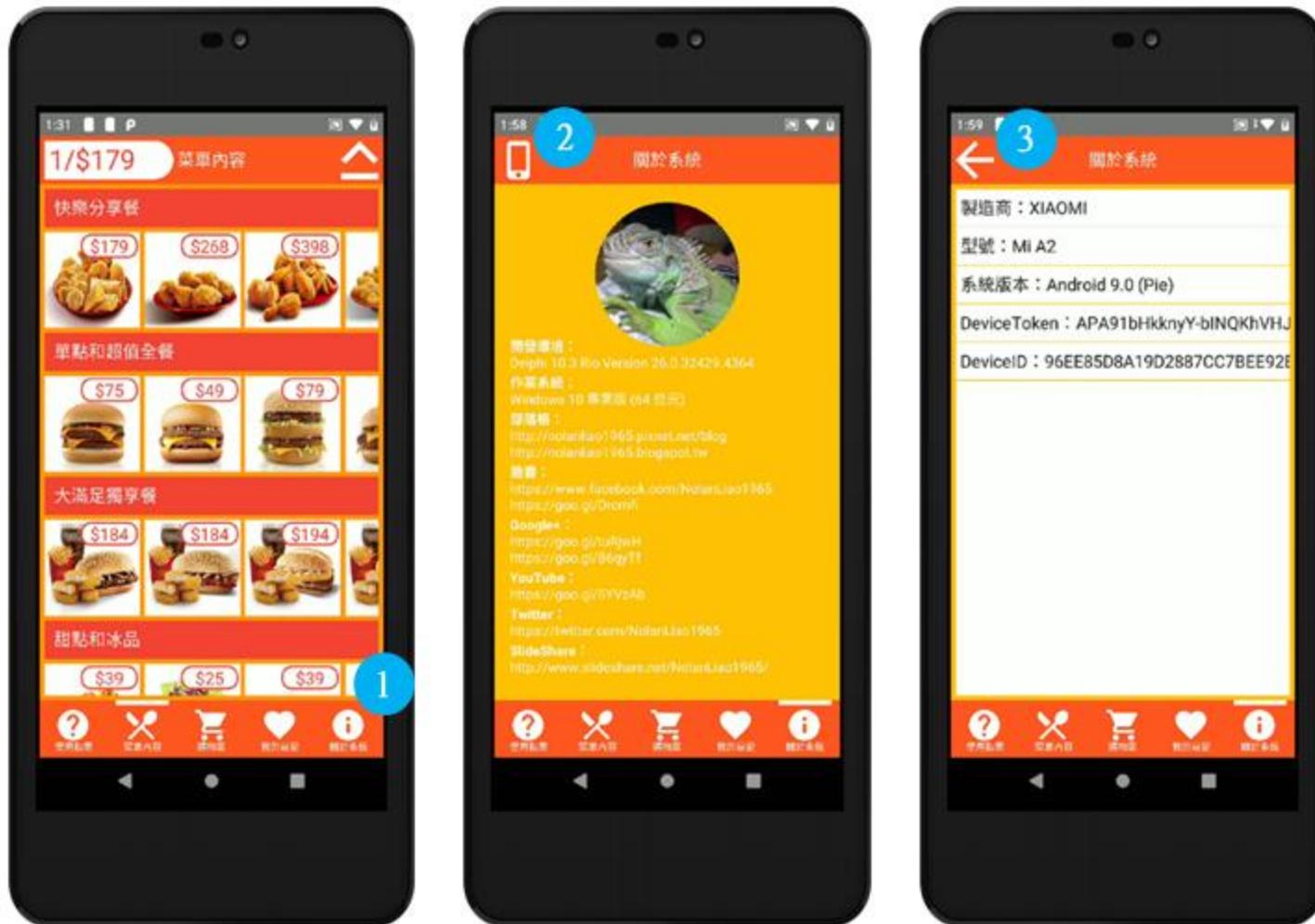
# 菜單點餐系統 範例程式



# 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 screenshot shows the Firebase console interface. On the left, there's a sidebar with various services like Authentication, Database, Storage, Hosting, Functions, and ML Kit. The main area shows a project named 'WanXinErpApp'. The 'Project Overview' tab is selected. In the center, under '設定' (Settings), there are sections for '一般' (General), 'CLOUD MESSAGING', '聯合', '服務端點', '資料庫狀態', and '使用者和權限'. Below this, there's a section for the app itself, showing its name as 'WanXinErpApp' and its package name as 'com.NolanLiao1965.Wan...'. It also lists the SHA-1 key and the Google API key. At the bottom, there's a table for '您的應用程式' (Your Apps) with entries for 'Android 應用程式' (Android App) and 'iOS 應用程式' (iOS App). The 'Android 應用程式' row has a download button for '最新的記取據' (Latest token) and a link to 'google-services.json'. The 'iOS 應用程式' row shows the bundle identifier '1:15098918670.android.694b005...' and a '應用程式密鑰' (App Key) field.

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



# 菜單點餐系統 範例程式

Project Options for libScrollBoxMenu.so (Android - Release)

Building

Delphi Compiler

- Compiling
- Hints and Warnings
- Linking
- Output - C/C++

Resource Compiler

- Directories and Conditions
- Build Events

Application

- Entitlement List
- Uses Permissions
- Forms
- Manifest
- Icons
- Version Info
- Orientation

Packages

- Runtime Packages

Debugger

- Symbol Tables
- Environment Block

Deployment

- Provisioning

Project Properties

- GetIt Dependencies

Version Info

Target: Release configuration - Android platform

Version code: 103

Version code options: Do not change

| Key                 | Value  |
|---------------------|--|
| package             | com.NolanLiao1965.ScrollBoxMenu                                    |
| label               | 示範菜單點餐   |
| versionCode         | 103  |
| versionName         | 1.0.3  |
| persistent          | False  |
| restoreAnyVersion   | False  |
| installLocation     | auto   |
| largeHeap           | False  |
| theme               | TitleBar   |
| hardwareAccelerated | true   |
| apiKey              | AlzaSyCWgy4m65JUBY4vqsA8gy5u2 [REDACTED] ← Red arrow pointing here |

Save Cancel DX Android

# 菜單點餐系統 範例程式

Project Options for libScrollBoxMenu.so (Android - Release)

Entitlement List

Target: Release configuration - Android platform

| Entitlement                | Value                                    |
|----------------------------|--|
| AdMob Service              | <input type="checkbox"/> false           |
| Maps Service               | <input type="checkbox"/> false           |
| Receive push notifications | <input checked="" type="checkbox"/> true |
| Secure File Sharing        | <input type="checkbox"/> false           |

Entitlement List

Uses Permissions

Forms

Manifest

Icons

Version Info

Orientation

Packages

Runtime Packages

Debugger

Symbol Tables

Environment Block

Deployment

Provisioning

Project Properties

GetIt Dependencies

Save Cancel DX Android



# 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*****
```



# 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;

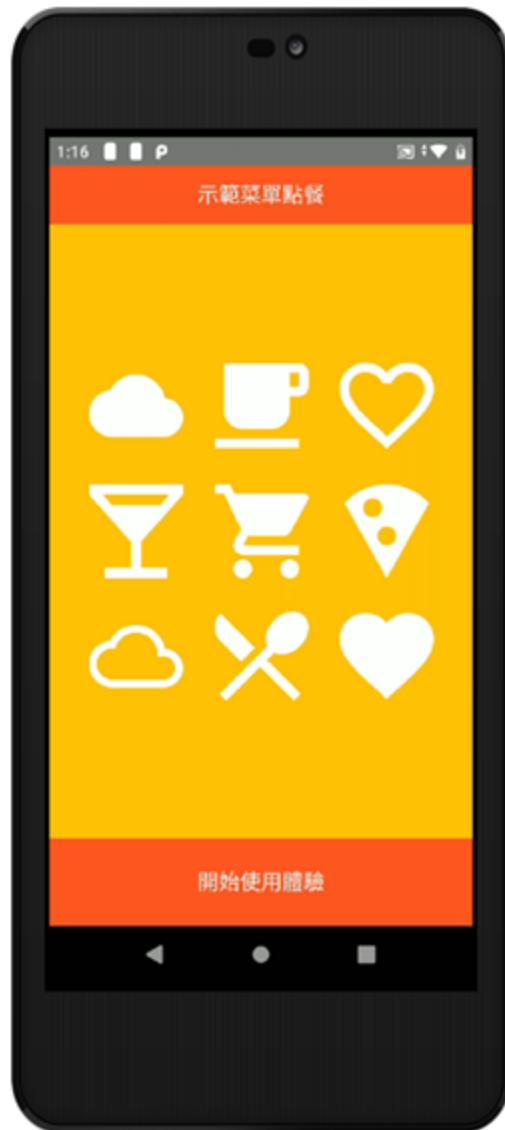
procedure TForm_Main.PushClientReceiveNotificationData(Sender: TObject;
  const ANotification: TPushServiceNotification);
var
  sMessageText: String;
begin
  //
  // 推播訊息 資料內容：
  //
  // {
  //   "google.sent_time": "1505803543229",
  //   "from": "150989*****",
  //   "google.message_id": "0:1505803543236110%0c0149*****",
  //   "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;
```



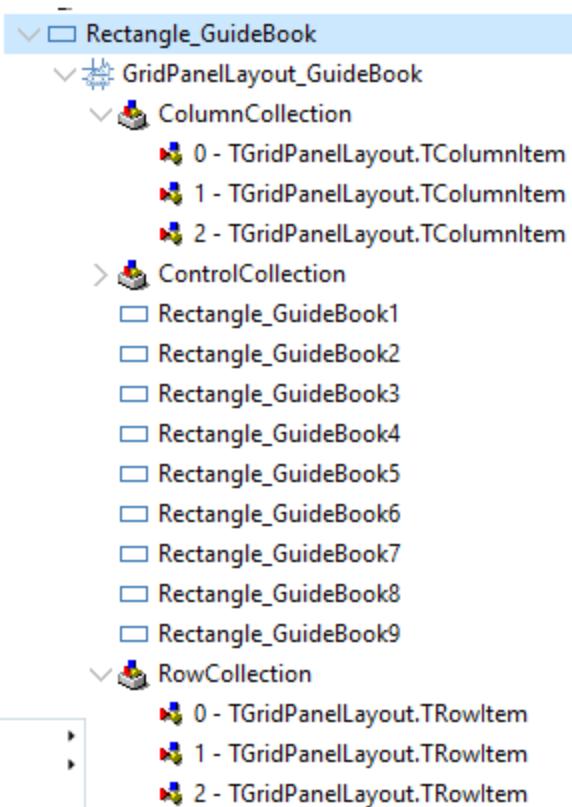
# 菜單點餐系統 範例程式



# 菜單點餐系統 範例程式



The screenshot shows the XAML designer interface with the title "示範菜單點餐". In the center is a `TGridPanelLayout` control containing a 3x3 grid of items. A context menu is open over the third item in the third row, showing options like "Edit", "Control", "Bind Visually...", "Quick Edit...", "Position", "Flip Children", "Tab Order...", "Creation Order...", "Show Non-Visual Components" (with `Ctrl+H`), "Revert to Inherited", "Add to Repository...", "View as Text", and "Text FMX". A red arrow points from the bottom of this menu towards the bottom right of the image. The designer's top navigation bar includes "使用指南", "資料內容", and "背景資料".



# 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]));

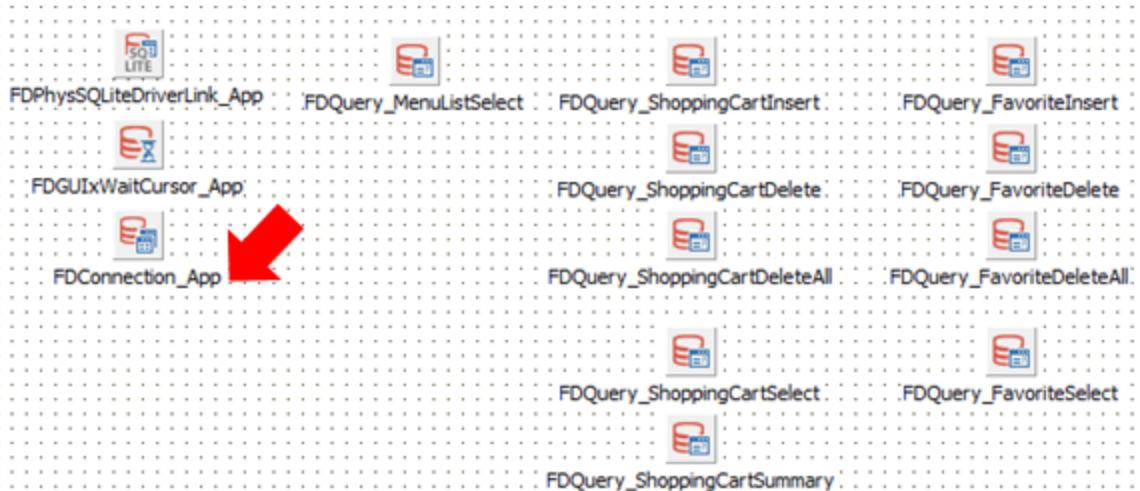
CREATE TABLE [ShoppingCart] (
    [CategoryID] VARCHAR(30) NOT NULL,
    [ProductID] VARCHAR(30) NOT NULL,
    [UnitPrice] INTEGER NOT NULL,
    [Quantity] INTEGER NOT NULL,
    [Amount] INTEGER NOT NULL,
    CONSTRAINT [ShoppingCart_Index] PRIMARY KEY ([CategoryID], [ProductID]));

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;
```

| Deployment Scrolling Menu |                   |                  |               |           |                  |                   |               |           |
|---------------------------|-------------------|------------------|---------------|-----------|------------------|-------------------|---------------|-----------|
|                           |                   | Android platform |               |           |                  |                   |               |           |
| Local Path                | Local Name        | Type             | Configuration | Platforms | Remote Path      | Remote Name       | Remote Status | Overwrite |
| 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
```

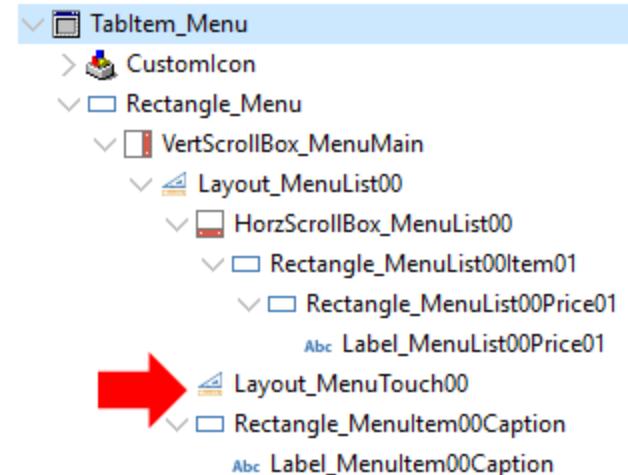
```
DELETE FROM Favorite
```

```
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);
```

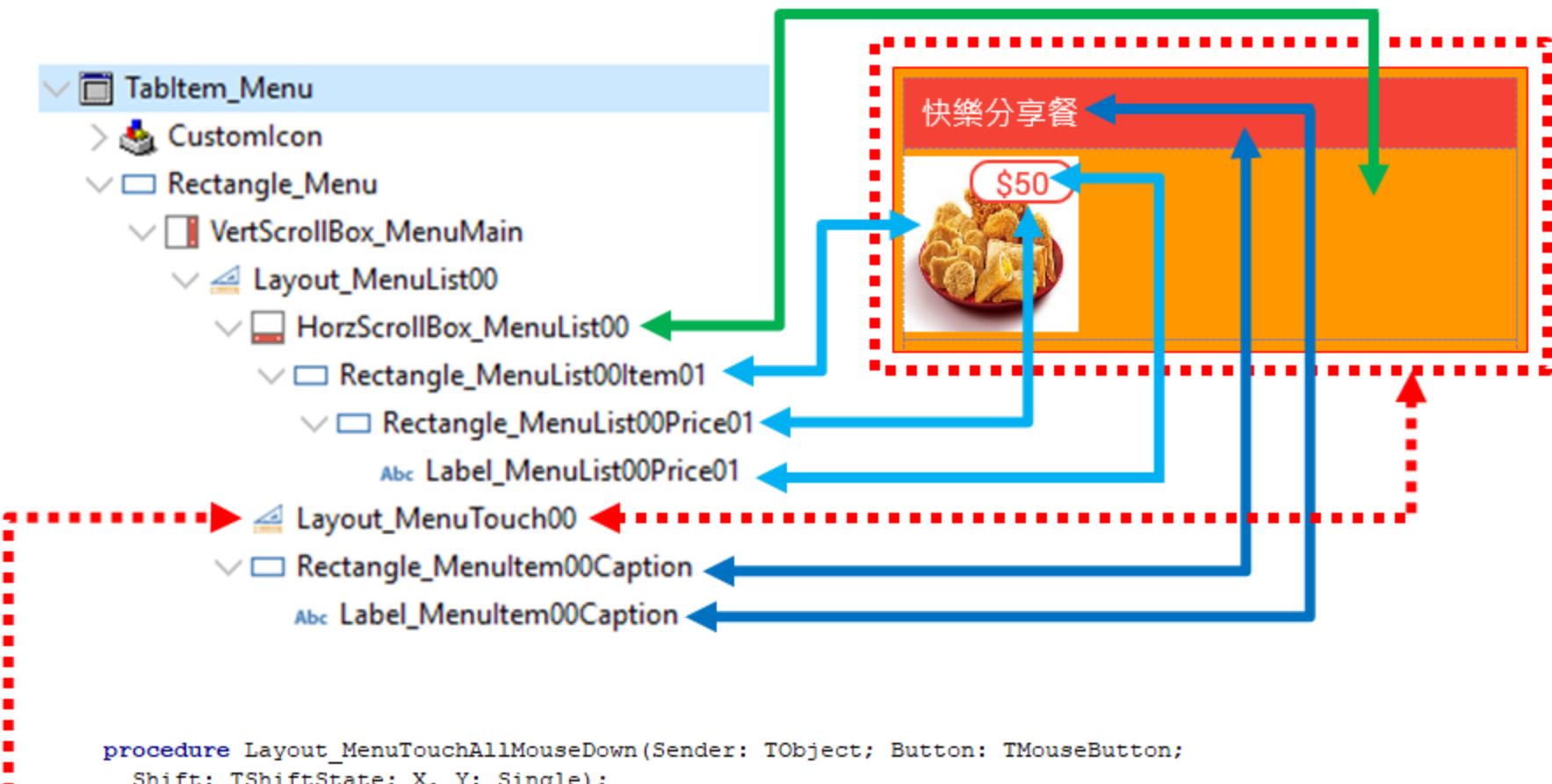


# 菜單點餐系統 範例程式

```
VertScrollBox_MenuMain
|
+-- Layout_MenuList00 佈局底層
|   |
|   +-- Rectangle_MenuItem00Caption 標題底色
|   |   |
|   |   +-- Label_MenuItem00Caption 標題文字
|   |
|   +-- HorzScrollBox_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



```
procedure Layout_MenuTouchAllMouseDown(Sender: TObject; Button: TMouseButton;
Shift: TShiftState; X, Y: Single);
procedure Layout_MenuTouchAllMouseMove(Sender: TObject; Shift: TShiftState;
X, Y: Single);
procedure Layout_MenuTouchAllMouseUp(Sender: TObject; Button: TMouseButton;
Shift: TShiftState; X, Y: Single);
```



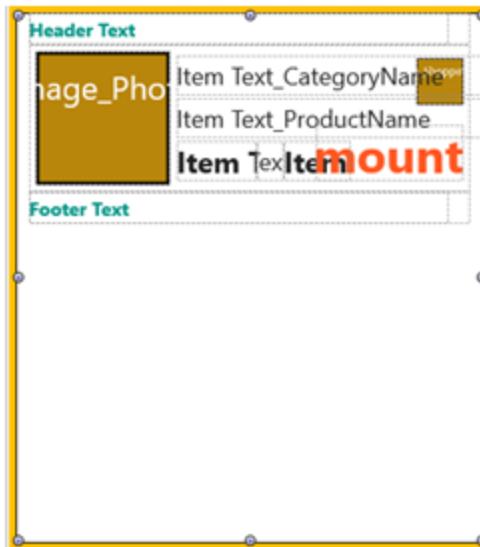
# 菜單點餐系統 範例程式

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

procedure TForm_Main.MenuItemSetupView();
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 (VertScrollBox_MenuMain.Content.Children[iCount].ChildrenCount - 1) do
    begin
      if (VertScrollBox_MenuMain.Content.Children[iCount].Children[iChildren] is THorzScrollView) then
      begin
        (VertScrollBox_MenuMain.Content.Children[iCount].Children[iChildren] as THorzScrollView).ViewportPosition := pDefaultPoint;
        (VertScrollBox_MenuMain.Content.Children[iCount].Children[iChildren] as THorzScrollView).RealignContent;
      end;
    end;
  end;
  VertScrollBox_MenuMain.ViewportPosition := pDefaultPoint;
  VertScrollBox_MenuMain.RealignContent;
end;
```



# 菜單點餐系統 範例程式



Structure

- StyleContainer
  - listviewstyle
    - background
    - itembackground
    - alternatingitembackground
    - frame
    - indicator

Object Inspector

<Unnamed> TColorObject

| Properties         | Events                |
|--------------------|-----------------------|
| Color              | #FFFFC107             |
| LiveBindings Desig | LiveBindings Designer |
| Name               |                       |
| StyleName          | frame                 |
| Tag                | 0                     |



# 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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[NolanLiao1965@gmail.com](mailto:NolanLiao1965@gmail.com)



**YouTube :**

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

**部落格 :**

<http://nolanliao1965.pixnet.net/blog>

<http://nolanliao1965.blogspot.tw/>

**臉書 :**

<https://www.facebook.com/NolanLiao1965>

<https://www.facebook.com/groups/1903734576514424/>

**Google+ :**

<https://plus.google.com/114820935539769287269/posts>

<https://plus.google.com/u/0/communities/114911314106887760525>

**Twitter :**

<https://twitter.com/NolanLiao1965>