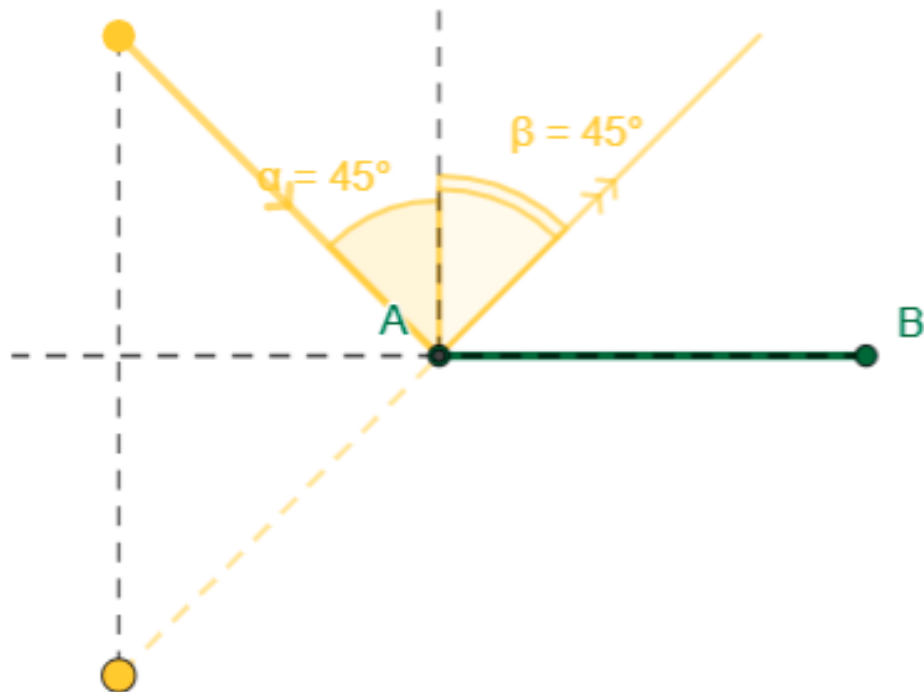


# 1.3 – קרן פוגעת וקרן מוחזרת (המשך)

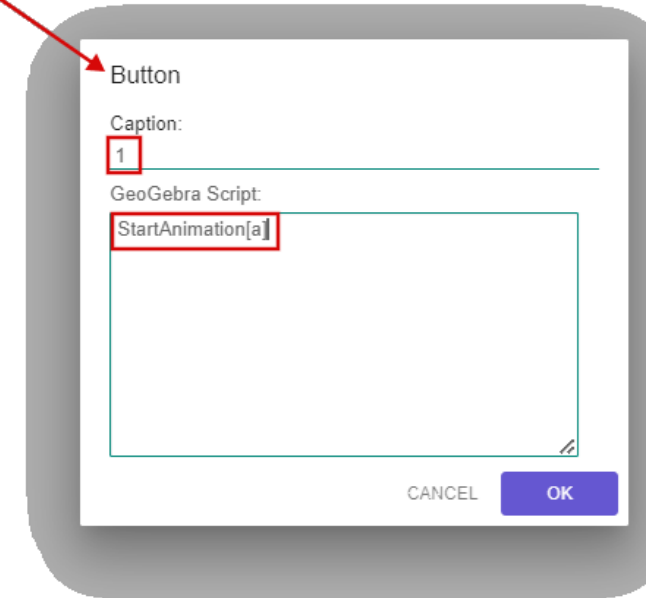
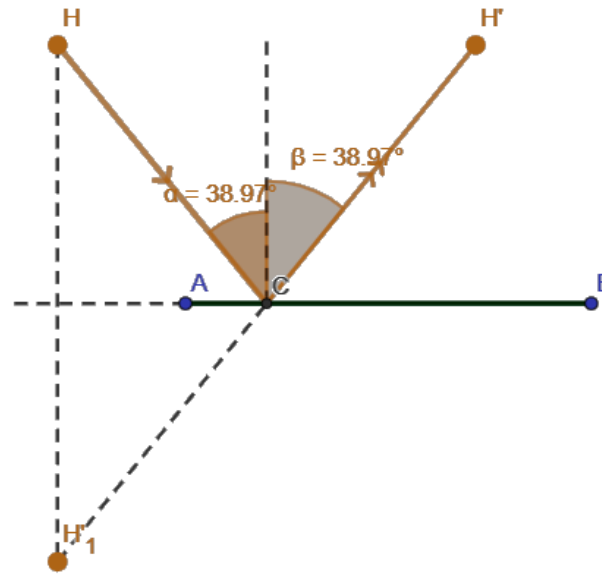
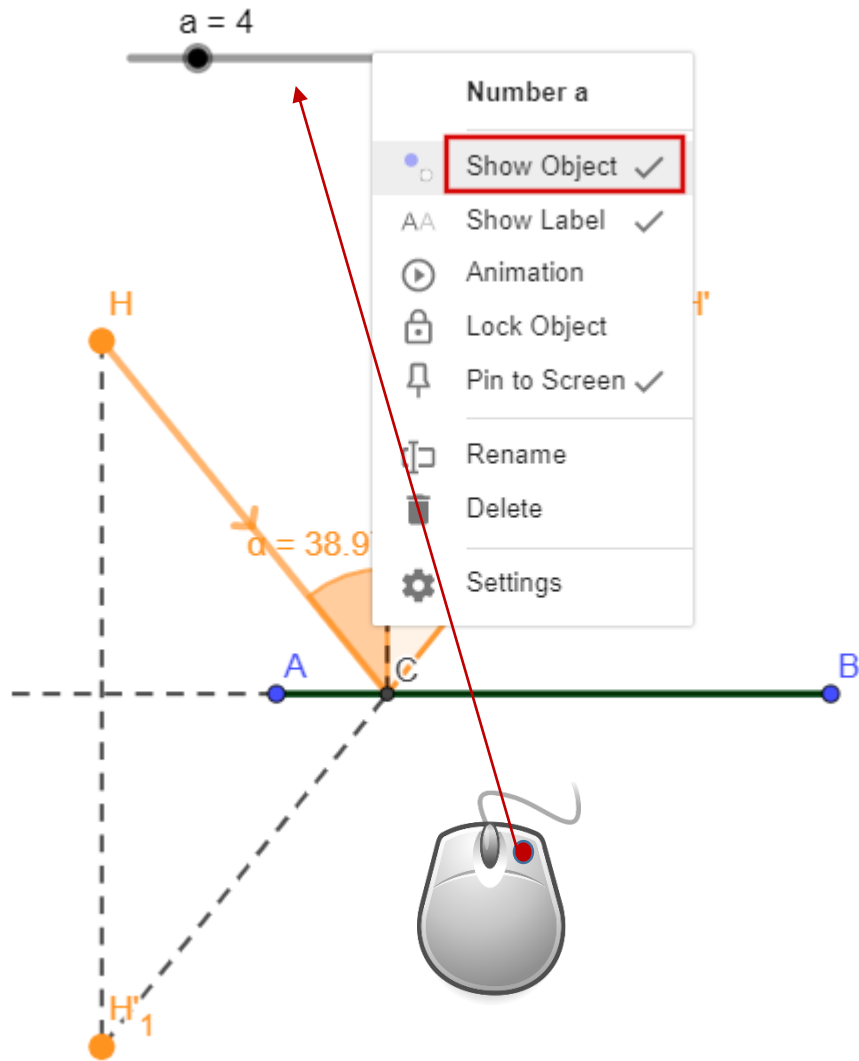


# 1. לחיצה על מקש הימני של העכבר בסרגל גרירה פותחת חלון ההגדרות. בוחרים פרמטרים המופיעים בתרשים ע"מ להפעיל אנימציה.

The screenshot shows a geometry software interface. At the top left, a slider is labeled  $a = 4$ . Below it, a geometric diagram features a horizontal line segment  $AB$  with point  $C$  on it. A vertical dashed line passes through  $C$ . Points  $H$  and  $H'$  are located above the line, and  $H''_1$  is below. Lines connect  $C$  to  $H$ ,  $C$  to  $H'$ , and  $C$  to  $H''_1$ . Angles  $\alpha = 38.97^\circ$  and  $\beta = 38.97^\circ$  are marked. A mouse cursor is positioned over a slider control at the bottom right of the diagram area. To the right of the diagram is a settings panel with tabs: Basic, **Slider**, Color, Position, Advanced, Algebra, Scripting. The **Slider** tab is active, showing settings: Min 0, Max 20, Increment, Fixed/Random/Horizontal, Speed 1, Repeat **Oscillating**, Show slider in Algebra View, Point Style, Size 5 px, Color, Line Style (Width 200 px, Line Thickness 5 px, Color), and Line Opacity 40.

The screenshot shows the 'Basic' settings tab for the slider. The settings are: Name  $a$ , Definition 4, Caption, Use text as caption (unchecked), Show Object (checked), Show Label: Name & Value (selected), Auxiliary Object (unchecked), and **Animation On** (checked).

## 2. כדי לשלוט באנימציה נסתיר תחילה את סרגל הגרירה ונלמד כלי חדש - כפתור. להפעלת אנימציה נגדיר כפתור 1 עם קוד `StartAnimation[a]`



3. נוסף 2 כפתורים נוספים:

**StartAnimation[a,false]** - לעצירת האנימציה  
**StartAnimation[a,false]** – ולשחזור ההתחלה  
**SetValue[a,0]**

Button

Caption:

2

GeoGebra Script:

```
StartAnimation[a,false]
```

CANCEL

OK

Button

Caption:

3

GeoGebra Script:

```
StartAnimation[a,false]  
SetValue[a,0]
```

CANCEL

OK



# 4. נעצב את הכפתורים (דוגמה לכפתור ה-1):

The image illustrates the process of styling a button in a software application, showing three sequential steps:

- Step 1:** A context menu is shown for the button "Button button1". The "Settings" option is highlighted with a red box, and a red arrow points from a mouse cursor to it.
- Step 2:** The "Style" tab is selected in the properties panel. A red box highlights the "Style" tab, and a red arrow points from a play button icon in a toolbar to the "Style" tab.
- Step 3:** The "Caption" field in the "Style" tab is highlighted with a blue box, and a blue arrow points from the play button icon in the toolbar to it.

5. נמקם את הכפתורים ונצמיד אותם ללוח הגרפי. לשם כך יש להוריד את סימן  $V$ , להזיז את הכפתור ולסמן את הסימן  $V$

