

【光雅集】 32

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来源网站: [链滴](#)

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```
import kivy
```

```
# base Class of your App inherits from the App class.  
# app:always refers to the instance of your application  
from kivy.app import App
```

```
# this restrict the kivy version i.e  
# below this kivy version you cannot  
# use the app or software  
kivy.require('1.9.0')
```

```
# Builder is used when .kv file is  
# to be used in .py file  
from kivy.lang import Builder
```

```
# The screen manager is a widget  
# dedicated to managing multiple screens for your application.  
from kivy.uix.screenmanager import (ScreenManager, Screen, NoTransition,  
SlideTransition, CardTransition, SwapTransition,  
FadeTransition, WipeTransition, FallOutTransition, RiseInTransition)
```

```
# You can create your kv code in the Python file
```

```
Builder.load_string("""  
<MyButton@Button>  
    background_normal: ""  
    background_color: 0,0,0,0  
    font_name: './yahei.ttf'
```

```
<MenuScreen>:  
    GridLayout:  
        cols:8
```

```
        MyButton:  
            text: '乾'
```

```
        MyButton:  
            text: '兑'
```

```
MyButton:  
  text: '离'
```

```
MyButton:  
  text: '震'
```

```
MyButton:  
  text: '巽'
```

```
MyButton:  
  text: '坎'
```

```
MyButton:  
  text: '艮'
```

```
MyButton:  
  text: '坤'
```

```
Button:  
  text: '1'  
  on_release:  
    root.manager.current = 'Screen1'  
    root.manager.transition.direction = 'right'
```

```
Button:  
  text: '43'  
  on_release:  
    root.manager.current = 'Screen43'  
    root.manager.transition.direction = 'left'
```

```
Button:  
  text: '14'  
  on_release:  
    root.manager.current = 'Screen14'  
    root.manager.transition.direction = 'left'
```

```
Button:  
  text: '34'  
  on_release:  
    root.manager.current = 'Screen34'  
    root.manager.transition.direction = 'left'
```

```
Button:  
  text: '9'  
  on_release:  
    root.manager.current = 'Screen9'  
    root.manager.transition.direction = 'left'
```

```
Button:  
  text: '5'  
  on_release:  
    root.manager.current = 'Screen5'  
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '26'
  on_release:
    root.manager.current = 'Screen26'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '11'
  on_release:
    root.manager.current = 'Screen11'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '10'
  on_release:
    root.manager.current = 'Screen10'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '58'
  on_release:
    root.manager.current = 'Screen58'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '38'
  on_release:
    root.manager.current = 'Screen38'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '54'
  on_release:
    root.manager.current = 'Screen54'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '61'
  on_release:
    root.manager.current = 'Screen61'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '60'
  on_release:
    root.manager.current = 'Screen60'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '41'
  on_release:
    root.manager.current = 'Screen41'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '19'
  on_release:
    root.manager.current = 'Screen19'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '13'
  on_release:
    root.manager.current = 'Screen13'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '49'
  on_release:
    root.manager.current = 'Screen49'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '30'
  on_release:
    root.manager.current = 'Screen30'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '55'
  on_release:
    root.manager.current = 'Screen55'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '37'
  on_release:
    root.manager.current = 'Screen37'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '63'
  on_release:
    root.manager.current = 'Screen63'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '22'
  on_release:
    root.manager.current = 'Screen22'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '36'
  on_release:
    root.manager.current = 'Screen36'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '25'
  on_release:
    root.manager.current = 'Screen25'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '17'
  on_release:
    root.manager.current = 'Screen17'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '21'
  on_release:
    root.manager.current = 'Screen21'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '51'
  on_release:
    root.manager.current = 'Screen51'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '42'
  on_release:
    root.manager.current = 'Screen42'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '3'
  on_release:
    root.manager.current = 'Screen3'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '27'
  on_release:
    root.manager.current = 'Screen27'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '24'
  on_release:
    root.manager.current = 'Screen24'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '44'
  on_release:
    root.manager.current = 'Screen44'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '28'
  on_release:
    root.manager.current = 'Screen28'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '50'
  on_release:
    root.manager.current = 'Screen50'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '32'
  on_release:
    root.manager.current = 'Screen32'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '57'
  on_release:
    root.manager.current = 'Screen57'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '48'
  on_release:
    root.manager.current = 'Screen48'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '18'
  on_release:
    root.manager.current = 'Screen18'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '46'
  on_release:
    root.manager.current = 'Screen46'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '6'
  on_release:
    root.manager.current = 'Screen6'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '47'
  on_release:
    root.manager.current = 'Screen47'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '64'
  on_release:
    root.manager.current = 'Screen64'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '40'
  on_release:
    root.manager.current = 'Screen40'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '59'
  on_release:
    root.manager.current = 'Screen59'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '29'
  on_release:
    root.manager.current = 'Screen29'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '4'
  on_release:
    root.manager.current = 'Screen4'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '7'
  on_release:
    root.manager.current = 'Screen7'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '33'
  on_release:
    root.manager.current = 'Screen33'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '31'
  on_release:
    root.manager.current = 'Screen31'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '56'
  on_release:
    root.manager.current = 'Screen56'
    root.manager.transition.direction = 'left'
```



```
Button:
  text: '62'
  on_release:
    root.manager.current = 'Screen62'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '53'
  on_release:
    root.manager.current = 'Screen53'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '39'
  on_release:
    root.manager.current = 'Screen39'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '52'
  on_release:
    root.manager.current = 'Screen52'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '15'
  on_release:
    root.manager.current = 'Screen15'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '12'
  on_release:
    root.manager.current = 'Screen12'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '45'
  on_release:
    root.manager.current = 'Screen45'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '35'
  on_release:
    root.manager.current = 'Screen35'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '16'
  on_release:
    root.manager.current = 'Screen16'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '20'
  on_release:
    root.manager.current = 'Screen20'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '8'
  on_release:
    root.manager.current = 'Screen8'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '23'
  on_release:
    root.manager.current = 'Screen23'
    root.manager.transition.direction = 'left'
```

```
Button:
  text: '2'
  on_release:
    root.manager.current = 'Screen2'
    root.manager.transition.direction = 'left'
```

```
MyButton:
  text: '占卦'
```

```
MyButton:
  text: ''
```

```
MyButton:
  text: ''
```

```
MyButton:
  text: ''
```

```
MyButton:
  text: ''
```

```
MyButton:
  text: ''
```

```
MyButton:
  text: ''
```

```
MyButton:
  text: '退出'
  on_press: app.stop()
```

```
<Screen1>:
  BoxLayout:
    orientation: 'vertical'
    padding: [10,40,40,30]
```

```
BoxLayout:
    size_hint_y: .3

    Label:
        text: '四月\\n立夏\\n蛇'
        font_name: './yahei.ttf'
        markup: True
    MyButton:
        text: '乾'
        font_size: 60
        on_release:
            root.manager.current = 'menu'
            root.manager.transition.direction = 'right'
    MyButton:
        text: '困龙得水好运交\\n不由喜气上眉梢\\n一切谋望皆如意\\n向后时运渐渐高'
```

```
BoxLayout:

    Image:
        id: 1
        source: '1.png'
        allow_stretch: False
    Label:
        text: '乾元亨利贞\\n\\n用九见群龙无首吉'
        font_name: './yahei.ttf'
```

```
BoxLayout:

    BoxLayout:
        orientation: 'vertical'
        canvas:
            Color:
                rgba: 1,1,1,1
            Rectangle:
                size: 140, 10
                pos: 140, 240
            Rectangle:
                size: 140, 10
                pos: 140, 200
            Rectangle:
                size: 140, 10
                pos: 140, 160
            Rectangle:
                size: 140, 10
                pos: 140, 120
            Rectangle:
                size: 140, 10
                pos: 140, 80
            Rectangle:
                size: 140, 10
                pos: 140, 40
    BoxLayout:
        orientation: 'vertical'
```

```
Label:
  text: '上九亢龙有悔'
  font_name: './yahei.ttf'
Label:
  text: '九五飞龙在天利见大人'
  font_name: './yahei.ttf'
Label:
  text: '九四或跃在渊无咎'
  font_name: './yahei.ttf'
Label:
  text: '九三君子终日乾乾夕惕若厉无咎'
  font_name: './yahei.ttf'
Label:
  text: '九二见龙在田利见大人'
  font_name: './yahei.ttf'
Label:
  text: '初九潜龙勿用'
  font_name: './yahei.ttf'
```

```
<Screen43>:
  BoxLayout:
    orientation: 'vertical'
    padding: [10,40,40,30]
  BoxLayout:
    size_hint_y: .3

    Label:
      text: '三月\\n清明\\n龙'
      font_name: './yahei.ttf'
      markup: True

    Button:
      background_normal: ""
      background_color: 0,0,0,0
      text: '夬'
      font_size: 60
      font_name: './yahei.ttf'

      on_release:
        root.manager.current = 'menu'
        root.manager.transition.direction = 'right'

    Button:
      background_normal: ""
      background_color: 0,0,0,0
      text: ""
      font_name: './yahei.ttf'

  BoxLayout:

    Image:
      id: 43
      source: '43.png'
      allow_stretch: False
```

Label:
text: '夫揚于王庭孚號有厲告自邑不利即戎利有攸往'
font_name: './yahei.ttf'

BoxLayout:

BoxLayout:
orientation: 'vertical'
canvas:
Color:
 rgba: 1,1,1,1
Rectangle:
 size: 60, 10
 pos: 220, 240
Rectangle:
 size: 60, 10
 pos: 140, 240
Rectangle:
 size: 140, 10
 pos: 140, 200
Rectangle:
 size: 140, 10
 pos: 140, 160
Rectangle:
 size: 140, 10
 pos: 140, 120
Rectangle:
 size: 140, 10
 pos: 140, 80
Rectangle:
 size: 140, 10
 pos: 140, 40

BoxLayout:
orientation: 'vertical'
Label:
 text: '上六无号终有凶'
 font_name: './yahei.ttf'
Label:
 text: '九五苋陆夬夬中行无咎'
 font_name: './yahei.ttf'
Label:
 text: '九四臀无肤其行次且牵羊悔亡闻言不信'
 font_name: './yahei.ttf'
Label:
 text: '九三壮于頄有凶君子夬夬独行遇雨若濡有愠无咎'
 font_name: './yahei.ttf'
Label:
 text: '九二惕号莫夜有戎勿恤'
 font_name: './yahei.ttf'
Label:
 text: '初九壮于前趾往不胜为咎'
 font_name: './yahei.ttf'

<Screen14>:
name: '14'

```
BoxLayout:
orientation: 'vertical'
padding: [10,40,40,30]
BoxLayout:
size_hint_y: .3

Label:
text: '[b]00[/b]:00:00'
font_name: './yahei.ttf'
font_size: 60
markup: True

Button:
background_normal: ""
background_color: 0,0,0,0
text: '大有'
font_size: 60
font_name: './yahei.ttf'

on_release:
root.manager.current = 'menu'
root.manager.transition.direction = 'right'

Button:
background_normal: ""
background_color: 0,0,0,0
text: ""
font_name: './yahei.ttf'

BoxLayout:

Image:
id: 14
source: '14.png'
allow_stretch: False
Label:
text: '大有元亨'
font_name: './yahei.ttf'
BoxLayout:

BoxLayout:
orientation: 'vertical'
canvas:
Color:
rgba: 1,1,1,1

Rectangle:
size: 140, 10
pos: 140, 240

Rectangle:
size: 60, 10
pos: 140, 200

Rectangle:
```

size: 60, 10
pos: 220, 200

Rectangle:
size: 140, 10
pos: 140, 160

Rectangle:
size: 140, 10
pos: 140, 120

Rectangle:
size: 140, 10
pos: 140, 80

Rectangle:
size: 140, 10
pos: 140, 40

BoxLayout:
orientation: 'vertical'
Label:
text: '上九自天祐之吉无不利'
font_name: './yahei.ttf'
Label:
text: '六五厥孚交如威如吉'
font_name: './yahei.ttf'
Label:
text: '九四匪其彭无咎'
font_name: './yahei.ttf'
Label:
text: '九三公用亨于天子小人弗克'
font_name: './yahei.ttf'
Label:
text: '九二大車以載有攸往无咎'
font_name: './yahei.ttf'
Label:
text: '初九无交害匪咎艱則无咎'
font_name: './yahei.ttf'

<Screen34>:
name: '34'

BoxLayout:
orientation: 'vertical'
padding: [10,40,40,30]
BoxLayout:
size_hint_y: .3

Label:
text: '二月\\n惊蛰\\n兔'
font_name: './yahei.ttf'
markup: True

Button:

```
background_normal: ""
background_color: 0,0,0,0
text: '大壮'
font_size: 60
font_name: './yahei.ttf'
```

```
on_release:
    root.manager.current = 'menu'
    root.manager.transition.direction = 'right'
```

```
Button:
    background_normal: ""
    background_color: 0,0,0,0
    text: ""
    font_name: './yahei.ttf'
```

BoxLayout:

```
Image:
    id: 34
    source: '34.png'
    allow_stretch: False
```

```
Label:
    text: '大壮利贞'
    font_name: './yahei.ttf'
```

BoxLayout:

```
BoxLayout:
    orientation: 'vertical'
    canvas:
        Color:
            rgba: 1,1,1,1
```

```
Rectangle:
    size: 140, 10
    pos: 140, 240
```

```
Rectangle:
    size: 60, 10
    pos: 140, 200
```

```
Rectangle:
    size: 60, 10
    pos: 220, 200
```

```
Rectangle:
    size: 140, 10
    pos: 140, 160
```

```
Rectangle:
    size: 140, 10
    pos: 140, 120
```

```
Rectangle:
    size: 140, 10
```


pos: 140, 80

Rectangle:

size: 140, 10

pos: 140, 40

BoxLayout:

orientation: 'vertical'

Label:

text: '上六羝羊触藩不能退不能遂无攸利艰则吉'

font_name: './yahei.ttf'

Label:

text: '六五丧羊于易无悔'

font_name: './yahei.ttf'

Label:

text: '九四贞吉悔亡藩决不羸壮于大舆之輹'

font_name: './yahei.ttf'

Label:

text: '九三小人用壮君子用罔贞厉羝羊触藩羸其角'

font_name: './yahei.ttf'

Label:

text: '九二贞吉'

font_name: './yahei.ttf'

Label:

text: '初九壮于趾征凶有孚'

font_name: './yahei.ttf'

<Screen9>:

name: '9'

BoxLayout:

orientation: 'vertical'

padding: [10,40,40,30]

BoxLayout:

size_hint_y: .3

Label:

text:"

font_name: './yahei.ttf'

font_size: 60

markup: True

Button:

background_normal: "

background_color: 0,0,0,0

text: '小畜'

font_size: 60

font_name: './yahei.ttf'

on_release:

root.manager.current = 'menu'

root.manager.transition.direction = 'right'

Button:

background_normal: "

background_color: 0,0,0,0

text: ''
font_name: './yahei.ttf'

BoxLayout:

Image:
id: 9
source: '9.png'
allow_stretch: False

Label:
text: '小畜亨密云不雨自我西郊'
font_name: './yahei.ttf'

BoxLayout:

BoxLayout:
orientation: 'vertical'
canvas:
Color:
rgba: 1,1,1,1

Rectangle:
size: 140, 10
pos: 140, 240

Rectangle:
size: 60, 10
pos: 140, 200

Rectangle:
size: 60, 10
pos: 220, 200

Rectangle:
size: 140, 10
pos: 140, 160

Rectangle:
size: 140, 10
pos: 140, 120

Rectangle:
size: 140, 10
pos: 140, 80

Rectangle:
size: 140, 10
pos: 140, 40

BoxLayout:

orientation: 'vertical'

Label:
text: '上九既雨既处尚德载妇贞厉月几望君子征凶'
font_name: './yahei.ttf'

Label:
text: '九五有孚挛如富以其邻'

```
    font_name: './yahei.ttf'
Label:
    text: '六四有孚血去惕出无咎'
    font_name: './yahei.ttf'
Label:
    text: '九三舆说辐夫妻反目'
    font_name: './yahei.ttf'
Label:
    text: '九二牵复吉'
    font_name: './yahei.ttf'
Label:
    text: '初九复自道何其咎吉'
    font_name: './yahei.ttf'
```

```
<Screen5>:
  name: '5'
```

```
BoxLayout:
  orientation: 'vertical'
  padding: [10,40,40,30]
BoxLayout:
  size_hint_y: .3
```

```
Label:
  text:"
  font_name: './yahei.ttf'
  font_size: 60
  markup: True
```

```
Button:
  background_normal: ""
  background_color: 0,0,0,0
  text: '需'
  font_size: 60
  font_name: './yahei.ttf'

  on_release:
    root.manager.current = 'menu'
    root.manager.transition.direction = 'right'
```

```
Button:
  background_normal: ""
  background_color: 0,0,0,0
  text: ""
  font_name: './yahei.ttf'
```

```
BoxLayout:
```

```
Image:
  id: 5
  source: '5.png'
  allow_stretch: False
Label:
  text: '需有孚光亨贞吉利涉大川'
  font_name: './yahei.ttf'
```

BoxLayout:

BoxLayout:

orientation: 'vertical'

canvas:

Color:

rgba: 1,1,1,1

Rectangle:

size: 140, 10

pos: 140, 240

Rectangle:

size: 60, 10

pos: 140, 200

Rectangle:

size: 60, 10

pos: 220, 200

Rectangle:

size: 140, 10

pos: 140, 160

Rectangle:

size: 140, 10

pos: 140, 120

Rectangle:

size: 140, 10

pos: 140, 80

Rectangle:

size: 140, 10

pos: 140, 40

BoxLayout:

orientation: 'vertical'

Label:

text: '上六入于穴有不速之客三人来敬之终吉'

font_name: './yahei.ttf'

Label:

text: '九五需于酒食贞吉'

font_name: './yahei.ttf'

Label:

text: '六四需于血出自穴'

font_name: './yahei.ttf'

Label:

text: '九三需于泥致寇至'

font_name: './yahei.ttf'

Label:

text: '九二需于沙小有言终吉'

font_name: './yahei.ttf'

Label:

text: '初九需于郊利用恒无咎'

font_name: './yahei.ttf'

<Screen26>:

name: '26'

BoxLayout:

orientation: 'vertical'

padding: [10,40,40,30]

BoxLayout:

size_hint_y: .3

Label:

text: ''

font_name: './yahei.ttf'

font_size: 60

markup: True

Button:

background_normal: ''

background_color: 0,0,0,0

text: '大畜'

font_size: 60

font_name: './yahei.ttf'

on_release:

root.manager.current = 'menu'

root.manager.transition.direction = 'right'

Button:

background_normal: ''

background_color: 0,0,0,0

text: ''

font_name: './yahei.ttf'

BoxLayout:

Image:

id: 26

source: '26.png'

allow_stretch: False

Label:

text: '大畜利贞不家食吉利涉大川'

font_name: './yahei.ttf'

BoxLayout:

BoxLayout:

orientation: 'vertical'

canvas:

Color:

rgba: 1,1,1,1

Rectangle:

size: 140, 10

pos: 140, 240

Rectangle:
size: 60, 10
pos: 140, 200

Rectangle:
size: 60, 10
pos: 220, 200

Rectangle:
size: 140, 10
pos: 140, 160

Rectangle:
size: 140, 10
pos: 140, 120

Rectangle:
size: 140, 10
pos: 140, 80

Rectangle:
size: 140, 10
pos: 140, 40

BoxLayout:
orientation: 'vertical'
Label:
text: '上九何天之衢亨'
font_name: './yahei.ttf'
Label:
text: '六五豶豕之牙吉'
font_name: './yahei.ttf'
Label:
text: '六四童牛之牯元吉'
font_name: './yahei.ttf'
Label:
text: '九三良马逐利艰贞日闲舆卫利有攸往'
font_name: './yahei.ttf'
Label:
text: '九二舆说輹'
font_name: './yahei.ttf'
Label:
text: '初九有厉利已'
font_name: './yahei.ttf'

<Screen11>:
name: '11'

BoxLayout:
orientation: 'vertical'
padding: [10,40,40,30]
BoxLayout:
size_hint_y: .3

Label:

```
text:"
font_name: './yahei.ttf'
font_size: 60
markup: True
```

Button:

```
background_normal: ""
background_color: 0,0,0,0
text: '泰'
font_size: 60
font_name: './yahei.ttf'
```

on_release:

```
root.manager.current = 'menu'
root.manager.transition.direction = 'right'
```

Button:

```
background_normal: ""
background_color: 0,0,0,0
text: ""
font_name: './yahei.ttf'
```

BoxLayout:

Image:

```
id: 11
source: '11.png'
allow_stretch: False
```

Label:

```
text: '泰小往大来吉亨'
font_name: './yahei.ttf'
```

BoxLayout:

BoxLayout:

```
orientation: 'vertical'
canvas:
  Color:
    rgba: 1,1,1,1
```

Rectangle:

```
size: 140, 10
pos: 140, 240
```

Rectangle:

```
size: 60, 10
pos: 140, 200
```

Rectangle:

```
size: 60, 10
pos: 220, 200
```

Rectangle:

```
size: 140, 10
pos: 140, 160
```

Rectangle:
size: 140, 10
pos: 140, 120

Rectangle:
size: 140, 10
pos: 140, 80

Rectangle:
size: 140, 10
pos: 140, 40

BoxLayout:
orientation: 'vertical'
Label:
text: '上六城复于隍勿用师自邑告命贞吝'
font_name: './yahei.ttf'
Label:
text: '六五帝乙归妹以祉元吉'
font_name: './yahei.ttf'
Label:
text: '六四翩翩不富以其邻不戒以孚'
font_name: './yahei.ttf'
Label:
text: '九三无平不陂无往不复艰贞无咎勿恤其孚于食有福'
font_name: './yahei.ttf'
Label:
text: '九二包荒用冯河不遐遗朋亡得尚于中行'
font_name: './yahei.ttf'
Label:
text: '初九拔茅茹以其汇征吉'
font_name: './yahei.ttf'

<Screen10>:
name: '10'

BoxLayout:
orientation: 'vertical'
padding: [10,40,40,30]

BoxLayout:
size_hint_y: .3

Label:
text:"
font_name: './yahei.ttf'
font_size: 60
markup: True

Button:
background_normal: "
background_color: 0,0,0,0
text: '履'
font_size: 60
font_name: './yahei.ttf'


```
on_release:
    root.manager.current = 'menu'
    root.manager.transition.direction = 'right'
```

```
Button:
    background_normal: ""
    background_color: 0,0,0,0
    text: ""
    font_name: './yahei.ttf'
```

BoxLayout:

```
Image:
    id: 10
    source: '10.png'
    allow_stretch: False
Label:
    text: '履虎尾不啞人亨'
    font_name: './yahei.ttf'
```

BoxLayout:

```
BoxLayout:
    orientation: 'vertical'
    canvas:
        Color:
            rgba: 1,1,1,1
```

```
Rectangle:
    size: 140, 10
    pos: 140, 240
```

```
Rectangle:
    size: 60, 10
    pos: 140, 200
```

```
Rectangle:
    size: 60, 10
    pos: 220, 200
```

```
Rectangle:
    size: 140, 10
    pos: 140, 160
```

```
Rectangle:
    size: 140, 10
    pos: 140, 120
```

```
Rectangle:
    size: 140, 10
    pos: 140, 80
```

```
Rectangle:
    size: 140, 10
    pos: 140, 40
```

BoxLayout:

```
orientation: 'vertical'
Label:
  text: '上九视履考祥其旋元吉'
  font_name: './yahei.ttf'
Label:
  text: '九五夬履贞厉'
  font_name: './yahei.ttf'
Label:
  text: '九四履虎尾愬愬终吉'
  font_name: './yahei.ttf'
Label:
  text: '六三眇能视跛能履履虎尾咥人凶武人为于大君'
  font_name: './yahei.ttf'
Label:
  text: '九二履道坦坦幽人贞吉'
  font_name: './yahei.ttf'
Label:
  text: '初九素履往无咎'
  font_name: './yahei.ttf'
```

```
<Screen58>:
  name: '58'
```

```
BoxLayout:
  orientation: 'vertical'
  padding: [10,40,40,30]
  BoxLayout:
    size_hint_y: .3
```

```
Label:
  text: ""
  font_name: './yahei.ttf'
  font_size: 60
  markup: True
```

```
Button:
  background_normal: ""
  background_color: 0,0,0,0
  text: '履'
  font_size: 60
  font_name: './yahei.ttf'

  on_release:
    root.manager.current = 'menu'
    root.manager.transition.direction = 'right'
```

```
Button:
  background_normal: ""
  background_color: 0,0,0,0
  text: ""
  font_name: './yahei.ttf'
```

```
BoxLayout:
```

```
Image:
```

id: 10
source: '10.png'
allow_stretch: False
Label:
text: '兑亨利贞'
font_name: './yahei.ttf'
BoxLayout:

BoxLayout:
orientation: 'vertical'
canvas:
Color:
rgba: 1,1,1,1

Rectangle:
size: 140, 10
pos: 140, 240

Rectangle:
size: 60, 10
pos: 140, 200

Rectangle:
size: 60, 10
pos: 220, 200

Rectangle:
size: 140, 10
pos: 140, 160

Rectangle:
size: 140, 10
pos: 140, 120

Rectangle:
size: 140, 10
pos: 140, 80

Rectangle:
size: 140, 10
pos: 140, 40

BoxLayout:
orientation: 'vertical'
Label:
text: '上六引兑'
font_name: './yahei.ttf'
Label:
text: '九五孚于剥有厉'
font_name: './yahei.ttf'
Label:
text: '九四商兑未宁介疾有喜'
font_name: './yahei.ttf'
Label:
text: '六三来兑凶'

```
    font_name: './yahei.ttf'
Label:
    text: '九二孚兑吉悔亡'
    font_name: './yahei.ttf'
Label:
    text: '初九和兑吉'
    font_name: './yahei.ttf'
```

```
<Screen38>:
name: '38'
```

```
BoxLayout:
orientation: 'vertical'
padding: [10,40,40,30]
BoxLayout:
size_hint_y: .3
```

```
Label:
text:"
font_name: './yahei.ttf'
font_size: 60
markup: True
```

```
Button:
background_normal: ""
background_color: 0,0,0,0
text: '睽'
font_size: 60
font_name: './yahei.ttf'

on_release:
root.manager.current = 'menu'
root.manager.transition.direction = 'right'
```

```
Button:
background_normal: ""
background_color: 0,0,0,0
text: ""
font_name: './yahei.ttf'
```

```
BoxLayout:
```

```
Image:
id: 38
source: '38.png'
allow_stretch: False
Label:
text: '睽小事吉'
font_name: './yahei.ttf'
```

```
BoxLayout:
```

```
BoxLayout:
orientation: 'vertical'
canvas:
Color:
```

rgba: 1,1,1,1

Rectangle:
size: 140, 10
pos: 140, 240

Rectangle:
size: 60, 10
pos: 140, 200

Rectangle:
size: 60, 10
pos: 220, 200

Rectangle:
size: 140, 10
pos: 140, 160

Rectangle:
size: 140, 10
pos: 140, 120

Rectangle:
size: 140, 10
pos: 140, 80

Rectangle:
size: 140, 10
pos: 140, 40

BoxLayout:

orientation: 'vertical'

Label:

text: '上九睽孤见豕负涂载鬼一车先张之弧后说之弧匪寇婚媾往遇雨则吉'

font_name: './yahei.ttf'

Label:

text: '六五悔亡厥宗噬肤往何咎斋'

font_name: './yahei.ttf'

Label:

text: '九四睽孤遇元夫交孚厉无咎'

font_name: './yahei.ttf'

Label:

text: '六三见舆曳其牛掣其人天且劓无初有终'

font_name: './yahei.ttf'

Label:

text: '九二遇主于巷无咎'

font_name: './yahei.ttf'

Label:

text: '初九悔亡丧马勿逐自复见恶人无咎'

font_name: './yahei.ttf'

<Screen54>:

name: '54'

Button:

```
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen61>:  
name: '61'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen60>:  
name: '60'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen41>:  
name: '41'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen19>:  
name: '19'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen13>:  
name: '13'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen49>:  
name: '49'
```

```
Button:
```

```
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen30>:  
name: '30'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen55>:  
name: '55'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen37>:  
name: '37'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen63>:  
name: '63'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen22>:  
name: '22'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen36>:  
name: '36'
```

```
Button:
```

```
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen25>:  
name: '25'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen17>:  
name: '17'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen21>:  
name: '21'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen51>:  
name: '51'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen42>:  
name: '42'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen3>:  
name: '3'
```

```
Button:
```



```
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen27>:  
name: '27'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen24>:  
name: '24'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen44>:  
name: '44'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen28>:  
name: '28'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen50>:  
name: '50'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen32>:  
name: '32'
```

```
Button:
```

```
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen57>:  
name: '57'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen48>:  
name: '48'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen18>:  
name: '18'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen46>:  
name: '46'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen6>:  
name: '6'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen47>:  
name: '47'
```

```
Button:
```

```
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen64>:  
name: '64'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen40>:  
name: '40'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen59>:  
name: '59'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen29>:  
name: '29'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen4>:  
name: '4'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen7>:  
name: '7'
```

```
Button:
```

```
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen33>:  
name: '33'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen31>:  
name: '31'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen56>:  
name: '56'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen62>:  
name: '62'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen53>:  
name: '53'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen39>:  
name: '39'
```

```
Button:
```

```
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen52>:  
name: '52'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen15>:  
name: '15'
```

```
Button:  
text: 'menu'  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
<Screen12>:  
name: '12'
```

```
BoxLayout:  
orientation: 'vertical'  
padding: [10,40,40,30]  
BoxLayout:  
size_hint_y: .3
```

```
Label:  
text: '[b]00[/b]:00:00'
```

```
font_size: 60  
markup: True
```

```
Button:  
background_normal: "  
background_color: 0,0,0,0  
text: '否'  
font_size: 60  
font_name: './yahei.ttf'  
  
on_release:  
    root.manager.current = 'menu'  
    root.manager.transition.direction = 'right'
```

```
Button:  
background_normal: "  
background_color: 0,0,0,0  
text: "  
font_name: './yahei.ttf'
```

```
BoxLayout:
```

Image:

id: 12

source: '12.png'

allow_stretch: False

Label:

text: '否之匪人不利君子貞大往小來'

font_name: './yahei.ttf'

BoxLayout:

BoxLayout:

orientation: 'vertical'

canvas:

Color:

rgba: 1,1,1,1

Rectangle:

size: 140, 10

pos: 140, 240

Rectangle:

size: 140, 10

pos: 140, 200

Rectangle:

size: 140, 10

pos: 140, 160

Rectangle:

size: 60, 10

pos: 140, 120

Rectangle:

size: 60, 10

pos: 220, 120

Rectangle:

size: 60, 10

pos: 140, 80

Rectangle:

size: 60, 10

pos: 220, 80

Rectangle:

size: 60, 10

pos: 140, 40

Rectangle:

size: 60, 10

pos: 220, 40

BoxLayout:

orientation: 'vertical'

Label:

text: '上九傾否先否後喜'

font_name: './yahei.ttf'

Label:

```
text: '九五休否大人吉其亡其亡繫于苞桑'  
font_name: './yahei.ttf'  
Label:  
text: '九四有命无咎疇離祉'  
font_name: './yahei.ttf'  
Label:  
text: '六三包羞'  
font_name: './yahei.ttf'  
Label:  
text: '六二包承小人吉大人否亨'  
font_name: './yahei.ttf'  
Label:  
text: '初六拔茅茹以其彙貞吉亨'  
font_name: './yahei.ttf'
```

<Screen45>:

```
name: '45'
```

```
BoxLayout:
```

```
orientation: 'vertical'
```

```
padding: [10,40,40,30]
```

```
BoxLayout:
```

```
size_hint_y: .3
```

```
Label:
```

```
#text:'[b]00[/b]:00:00'
```

```
text:'[b]00[/b]:00:00'
```

```
font_size: 60
```

```
markup: True
```

```
Button:
```

```
background_normal: ''
```

```
background_color: 0,0,0,0
```

```
text: '萃'
```

```
font_size: 60
```

```
font_name: './yahei.ttf'
```

```
on_release:
```

```
root.manager.current = 'menu'
```

```
root.manager.transition.direction = 'right'
```

```
Button:
```

```
background_normal: ''
```

```
background_color: 0,0,0,0
```

```
text: ''
```

```
font_name: './yahei.ttf'
```

```
BoxLayout:
```

```
Image:
```

```
id: 45
```

```
source: '45.png'
```

```
allow_stretch: False
```

```
Label:
```

```
text: '萃亨王假有廟利見大人亨利貞用大牲吉利有攸往'
```

```
font_name: './yahei.ttf'
```

BoxLayout:

BoxLayout:

orientation: 'vertical'

canvas:

Color:

rgba: 1,1,1,1

Rectangle:

size: 60, 10

pos: 140, 240

Rectangle:

size: 60, 10

pos: 220, 240

Rectangle:

size: 140, 10

pos: 140, 200

Rectangle:

size: 140, 10

pos: 140, 160

Rectangle:

size: 60, 10

pos: 140, 120

Rectangle:

size: 60, 10

pos: 220, 120

Rectangle:

size: 60, 10

pos: 140, 80

Rectangle:

size: 60, 10

pos: 220, 80

Rectangle:

size: 60, 10

pos: 140, 40

Rectangle:

size: 60, 10

pos: 220, 40

BoxLayout:

orientation: 'vertical'

Label:

text: '上六齋咨涕洟无咎'

font_name: './yahei.ttf'

Label:

text: '九五萃有位无咎匪孚元永贞悔亡'

font_name: './yahei.ttf'

Label:

text: '九四大吉无咎'

font_name: './yahei.ttf'


```
Label:
  text: '六三萃如嗟如无攸利往无咎小吝'
  font_name: './yahei.ttf'
Label:
  text: '六二引吉无咎孚乃利用禴'
  font_name: './yahei.ttf'
Label:
  text: '初六有孚不終乃亂乃萃若號一握為笑勿恤往无咎'
  font_name: './yahei.ttf'
```

```
<Screen35>:
  name: '35'
  BoxLayout:
    orientation: 'vertical'
    padding: [10,40,40,30]
  BoxLayout:
    size_hint_y: .3

    Label:
      #text:'[b]00[/b]:00:00'
      text:'[b]00[/b]:00:00'
      font_size: 60
      markup: True

    Button:
      background_normal: ""
      background_color: 0,0,0,0
      text: '晉'
      font_size: 60
      font_name: './yahei.ttf'

      on_release:
        root.manager.current = 'menu'
        root.manager.transition.direction = 'right'

    Button:
      background_normal: ""
      background_color: 0,0,0,0
      text: ""
      font_name: './yahei.ttf'

  BoxLayout:

    Image:
      id: 35
      source: '35.png'
      allow_stretch: False
    Label:
      text: '晉康侯用錫馬蕃庶晝日三接'
      font_name: './yahei.ttf'
  BoxLayout:

    BoxLayout:
      orientation: 'vertical'
      canvas:
```

Color:
 rgba: 1,1,1,1

Rectangle:
 size: 140, 10
 pos: 140, 240

Rectangle:
 size: 60, 10
 pos: 140, 200

Rectangle:
 size: 60, 10
 pos: 220, 200

Rectangle:
 size: 140, 10
 pos: 140, 160

Rectangle:
 size: 60, 10
 pos: 140, 120

Rectangle:
 size: 60, 10
 pos: 220, 120

Rectangle:
 size: 60, 10
 pos: 140, 80

Rectangle:
 size: 60, 10
 pos: 220, 80

Rectangle:
 size: 60, 10
 pos: 140, 40

Rectangle:
 size: 60, 10
 pos: 220, 40

BoxLayout:

orientation: 'vertical'

Label:

text: '上九晉其角維用伐邑厲吉无咎貞吝'

font_name: './yahei.ttf'

Label:

text: '六五悔亡失得勿恤往吉无不利'

font_name: './yahei.ttf'

Label:

text: '九四晉如鼫鼠貞厲'

font_name: './yahei.ttf'

Label:

text: '六三眾允悔亡'

font_name: './yahei.ttf'

Label:

text: '六二晉如愁如貞吉受茲介福于其王母'

```
    font_name: './yahei.ttf'
Label:
    text: '初六晉如摧如貞吉罔孚裕无咎'
    font_name: './yahei.ttf'
```

```
<Screen16>:
  name: '16'
  BoxLayout:
    orientation: 'vertical'
    padding: [10,40,40,30]
    BoxLayout:
      size_hint_y: .3

      Label:
        #text:'[b]00[/b]:00:00'
        text:'[b]00[/b]:00:00'
        font_size: 60
        markup: True

      Button:
        background_normal: ""
        background_color: 0,0,0,0
        text: '豫'
        font_size: 60
        font_name: './yahei.ttf'

        on_release:
          root.manager.current = 'menu'
          root.manager.transition.direction = 'right'

      Button:
        background_normal: ""
        background_color: 0,0,0,0
        text: ""
        font_name: './yahei.ttf'

    BoxLayout:

      Image:
        id: 16
        source: '16.png'
        allow_stretch: False
      Label:
        text: '豫利建侯行師'
        font_name: './yahei.ttf'
    BoxLayout:

      BoxLayout:
        orientation: 'vertical'
        canvas:
          Color:
            rgba: 1,1,1,1

          Rectangle:
            size: 60, 10
```

pos: 140, 240
Rectangle:
size: 60, 10
pos: 220, 240

Rectangle:
size: 60, 10
pos: 140, 200
Rectangle:
size: 60, 10
pos: 220, 200

Rectangle:
size: 140, 10
pos: 140, 160

Rectangle:
size: 60, 10
pos: 140, 120
Rectangle:
size: 60, 10
pos: 220, 120

Rectangle:
size: 60, 10
pos: 140, 80
Rectangle:
size: 60, 10
pos: 220, 80

Rectangle:
size: 60, 10
pos: 140, 40
Rectangle:
size: 60, 10
pos: 220, 40

BoxLayout:
orientation: 'vertical'
Label:
text: '上六冥豫成有渝无咎'
font_name: './yahei.ttf'
Label:
text: '六五贞疾恒不死'
font_name: './yahei.ttf'
Label:
text: '九四由豫大有得勿疑朋盍簪'
font_name: './yahei.ttf'
Label:
text: '六三盱豫悔迟有悔'
font_name: './yahei.ttf'
Label:
text: '六二介于石不终日贞吉'
font_name: './yahei.ttf'
Label:

```
text: '初六鳴豫凶'  
font_name: './yahei.ttf'
```

```
<Screen20>:  
name: '20'  
BoxLayout:  
orientation: 'vertical'  
padding: [10,40,40,30]  
BoxLayout:  
size_hint_y: .3  
  
Label:  
#text:'[b]00[/b]:00:00'  
text:'[b]00[/b]:00:00'  
font_size: 60  
markup: True  
  
Button:  
background_normal: ""  
background_color: 0,0,0,0  
text: '观'  
font_size: 20  
font_name: './yahei.ttf'  
  
on_release:  
root.manager.current = 'menu'  
root.manager.transition.direction = 'right'  
  
Button:  
background_normal: ""  
background_color: 0,0,0,0  
text: ""  
font_name: './yahei.ttf'  
  
BoxLayout:  
  
Image:  
id: 20  
source: '20.png'  
allow_stretch: False  
Label:  
text: '觀盥而不薦有孚顒若'  
font_name: './yahei.ttf'  
BoxLayout:  
  
BoxLayout:  
orientation: 'vertical'  
canvas:  
Color:  
rgba: 1,1,1,1  
  
Rectangle:  
size: 140, 10  
pos: 140, 240
```

Rectangle:
size: 140, 10
pos: 140, 200

Rectangle:
size: 60, 10
pos: 140, 160

Rectangle:
size: 60, 10
pos: 220, 160

Rectangle:
size: 60, 10
pos: 140, 120

Rectangle:
size: 60, 10
pos: 220, 120

Rectangle:
size: 60, 10
pos: 140, 80

Rectangle:
size: 60, 10
pos: 220, 80

Rectangle:
size: 60, 10
pos: 140, 40

Rectangle:
size: 60, 10
pos: 220, 40

BoxLayout:
orientation: 'vertical'
Label:
text: '上九觀其生君子无咎'
font_name: './yahei.ttf'
Label:
text: '九五觀我生君子无咎'
font_name: './yahei.ttf'
Label:
text: '六四觀國之光利用賓于王'
font_name: './yahei.ttf'
Label:
text: '六三觀我生進退'
font_name: './yahei.ttf'
Label:
text: '六二闕觀利女貞'
font_name: './yahei.ttf'
Label:
text: '初六童觀小人无咎君子吝'
font_name: './yahei.ttf'

<Screen8>:
name: '8'

```
BoxLayout:
orientation: 'vertical'
padding: [10,40,40,30]
BoxLayout:
size_hint_y: .3

Label:
#text:'[b]00[/b]:00:00'
text:'[b]00[/b]:00:00'
font_size: 60
markup: True

Button:
background_normal: ""
background_color: 0,0,0,0
text: '比'
font_size: 60
font_name: './yahei.ttf'

on_release:
root.manager.current = 'menu'
root.manager.transition.direction = 'right'

Button:
background_normal: ""
background_color: 0,0,0,0
text: ""
font_name: './yahei.ttf'

BoxLayout:

Image:
id: 8
source: '8.png'
allow_stretch: False
Label:
text: '比吉原筵元永貞无咎不寧方來後夫凶'
font_name: './yahei.ttf'
BoxLayout:

BoxLayout:
orientation: 'vertical'
canvas:
Color:
rgba: 1,1,1,1

Rectangle:
size: 60, 10
pos: 140, 240
Rectangle:
size: 60, 10
pos: 220, 240

Rectangle:
size: 140, 10
```

pos: 140, 200

Rectangle:

size: 60, 10

pos: 140, 160

Rectangle:

size: 60, 10

pos: 220, 160

Rectangle:

size: 60, 10

pos: 140, 120

Rectangle:

size: 60, 10

pos: 220, 120

Rectangle:

size: 60, 10

pos: 140, 80

Rectangle:

size: 60, 10

pos: 220, 80

Rectangle:

size: 60, 10

pos: 140, 40

Rectangle:

size: 60, 10

pos: 220, 40

BoxLayout:

orientation: 'vertical'

Label:

text: '上六比之无首凶'

font_name: './yahei.ttf'

Label:

text: '九五顯比王用三驅失前禽邑人不誠吉'

font_name: './yahei.ttf'

Label:

text: '六四外比之貞吉'

font_name: './yahei.ttf'

Label:

text: '六三比之匪人'

font_name: './yahei.ttf'

Label:

text: '六二比之自內貞吉'

font_name: './yahei.ttf'

Label:

text: '初六有孚比之无咎有孚盈缶終來有它吉'

font_name: './yahei.ttf'

<Screen23>:

name: '23'

BoxLayout:

orientation: 'vertical'

padding: [10,40,40,30]

BoxLayout:

size_hint_y: .3

Label:

#text:'[b]00[/b]:00:00'

text:'[b]00[/b]:00:00'

font_size: 60

markup: True

Button:

background_normal: "

background_color: 0,0,0,0

text: '剥'

font_size: 60

font_name: './yahei.ttf'

on_release:

root.manager.current = 'menu'

root.manager.transition.direction = 'right'

Button:

background_normal: "

background_color: 0,0,0,0

text: ""

font_name: './yahei.ttf'

BoxLayout:

Image:

id: 23

source: '23.png'

allow_stretch: False

Label:

text: '剥不利有攸往'

font_name: './yahei.ttf'

BoxLayout:

BoxLayout:

orientation: 'vertical'

canvas:

Color:

rgba: 1,1,1,1

Rectangle:

size: 140, 10

pos: 140, 240

Rectangle:

size: 60, 10

pos: 140, 200

Rectangle:

size: 60, 10

pos: 220, 200

Rectangle:
size: 60, 10
pos: 140, 160

Rectangle:
size: 60, 10
pos: 220, 160

Rectangle:
size: 60, 10
pos: 140, 120

Rectangle:
size: 60, 10
pos: 220, 120

Rectangle:
size: 60, 10
pos: 140, 80

Rectangle:
size: 60, 10
pos: 220, 80

Rectangle:
size: 60, 10
pos: 140, 40

Rectangle:
size: 60, 10
pos: 220, 40

BoxLayout:
orientation: 'vertical'
Label:
text: '上九碩果不食君子得輿小人剥廬'
font_name: './yahei.ttf'
Label:
text: '六五貫魚以宮人寵无不利'
font_name: './yahei.ttf'
Label:
text: '六四剥床以膚凶'
font_name: './yahei.ttf'
Label:
text: '六三剥之无咎'
font_name: './yahei.ttf'
Label:
text: '六二剥床以辨蔑貞凶'
font_name: './yahei.ttf'
Label:
text: '初六剥床以足蔑貞凶'
font_name: './yahei.ttf'

<Screen2>:
BoxLayout:
orientation: 'vertical'
padding: [10,40,40,30]
BoxLayout:
size_hint_y: .3

```
Label:
  #text:'[b]00[/b]:00:00'
  text:'[b]00[/b]:00:00'
  font_size: 60
  markup: True
```

```
Button:
  background_normal: ""
  background_color: 0,0,0,0
  text: '坤'
  font_size: 60
  font_name: './yahei.ttf'

  on_release:
    root.manager.current = 'menu'
    root.manager.transition.direction = 'right'
```

```
Button:
  background_normal: ""
  background_color: 0,0,0,0
  text: ""
  font_name: './yahei.ttf'
```

BoxLayout:

```
Image:
  id: 2
  source: '2.png'
  allow_stretch: False
```

```
Label:
  text: '坤元亨利牝馬之貞君子有攸往先迷後得主利西南得朋東北喪朋安貞吉'
  font_name: './yahei.ttf'
```

BoxLayout:

```
BoxLayout:
  orientation: 'vertical'
  canvas:
    Color:
      rgba: 1,1,1,1
```

```
Rectangle:
  size: 60, 10
  pos: 140, 240
```

```
Rectangle:
  size: 60, 10
  pos: 220, 240
```

```
Rectangle:
  size: 60, 10
  pos: 140, 200
```

```
Rectangle:
  size: 60, 10
  pos: 220, 200
```

Rectangle:
size: 60, 10
pos: 140, 160

Rectangle:
size: 60, 10
pos: 220, 160

Rectangle:
size: 60, 10
pos: 140, 120

Rectangle:
size: 60, 10
pos: 220, 120

Rectangle:
size: 60, 10
pos: 140, 80

Rectangle:
size: 60, 10
pos: 220, 80

Rectangle:
size: 60, 10
pos: 140, 40

Rectangle:
size: 60, 10
pos: 220, 40

```
BoxLayout:  
orientation: 'vertical'  
Label:  
text: '上六龍戰于野其血玄黃'  
font_name: './yahei.ttf'  
Label:  
text: '六五黃裳元吉'  
font_name: './yahei.ttf'  
Label:  
text: '六四括囊无咎无譽'  
font_name: './yahei.ttf'  
Label:  
text: '六三含章可貞或從王事无成有終'  
font_name: './yahei.ttf'  
Label:  
text: '六二直方大不習无不利'  
font_name: './yahei.ttf'  
Label:  
text: '初六履霜堅冰至'  
font_name: './yahei.ttf'
```

""")

```
# Create a class for all screens in which you can include  
# helpful methods specific to that screen
```

```
class MenuScreen(Screen):  
    pass  
  
class Screen1(Screen):  
    pass  
  
class Screen43(Screen):  
    pass  
  
class Screen14(Screen):  
    pass  
  
class Screen34(Screen):  
    pass  
  
class Screen9(Screen):  
    pass  
  
class Screen5(Screen):  
    pass  
  
class Screen26(Screen):  
    pass  
  
class Screen11(Screen):  
    pass  
  
class Screen10(Screen):  
    pass  
  
class Screen58(Screen):  
    pass  
  
class Screen38(Screen):  
    pass  
  
class Screen54(Screen):  
    pass  
  
class Screen61(Screen):  
    pass  
  
class Screen60(Screen):  
    pass  
  
class Screen41(Screen):  
    pass  
  
class Screen19(Screen):  
    pass  
  
class Screen13(Screen):  
    pass
```

```
class Screen49(Screen):
    pass

class Screen30(Screen):
    pass

class Screen55(Screen):
    pass

class Screen37(Screen):
    pass

class Screen63(Screen):
    pass

class Screen22(Screen):
    pass

class Screen36(Screen):
    pass

class Screen25(Screen):
    pass

class Screen17(Screen):
    pass

class Screen21(Screen):
    pass

class Screen51(Screen):
    pass

class Screen42(Screen):
    pass

class Screen3(Screen):
    pass

class Screen27(Screen):
    pass

class Screen24(Screen):
    pass

class Screen44(Screen):
    pass

class Screen28(Screen):
    pass

class Screen50(Screen):
    pass
```

```
class Screen32(Screen):  
    pass  
  
class Screen57(Screen):  
    pass  
  
class Screen48(Screen):  
    pass  
  
class Screen18(Screen):  
    pass  
  
class Screen46(Screen):  
    pass  
  
class Screen6(Screen):  
    pass  
  
class Screen47(Screen):  
    pass  
  
class Screen64(Screen):  
    pass  
  
class Screen40(Screen):  
    pass  
  
class Screen59(Screen):  
    pass  
  
class Screen29(Screen):  
    pass  
  
class Screen4(Screen):  
    pass  
  
class Screen7(Screen):  
    pass  
  
class Screen33(Screen):  
    pass  
  
class Screen31(Screen):  
    pass  
  
class Screen56(Screen):  
    pass  
  
class Screen62(Screen):  
    pass  
  
class Screen53(Screen):  
    pass
```

```

class Screen39(Screen):
    pass

class Screen52(Screen):
    pass

class Screen15(Screen):
    pass

class Screen12(Screen):
    pass

class Screen45(Screen):
    pass

class Screen35(Screen):
    pass

class Screen16(Screen):
    pass

class Screen20(Screen):
    pass

class Screen8(Screen):
    pass

class Screen23(Screen):
    pass

class Screen2(Screen):
    pass

# The ScreenManager controls moving between screens
# You can change the transitions accordingly
sm = ScreenManager(transition = RiseInTransition())

# Add the screens to the manager and then supply a name
# that is used to switch screens
sm.add_widget(MenuScreen(name = "menu"))
sm.add_widget(Screen1(name = "Screen1"))
sm.add_widget(Screen43(name='Screen43'))
sm.add_widget(Screen14(name='Screen14'))
sm.add_widget(Screen34(name='Screen34'))
sm.add_widget(Screen9(name='Screen9'))
sm.add_widget(Screen5(name='Screen5'))
sm.add_widget(Screen26(name='Screen26'))
sm.add_widget(Screen11(name='Screen11'))
sm.add_widget(Screen10(name='Screen10'))
sm.add_widget(Screen58(name='Screen58'))
sm.add_widget(Screen38(name='Screen38'))
sm.add_widget(Screen54(name='Screen54'))
sm.add_widget(Screen61(name='Screen61'))

```



```
sm.add_widget(Screen60(name='Screen60'))
sm.add_widget(Screen41(name='Screen41'))
sm.add_widget(Screen19(name='Screen19'))
sm.add_widget(Screen13(name='Screen13'))
sm.add_widget(Screen49(name='Screen49'))
sm.add_widget(Screen30(name='Screen30'))
sm.add_widget(Screen55(name='Screen55'))
sm.add_widget(Screen37(name='Screen37'))
sm.add_widget(Screen63(name='Screen63'))
sm.add_widget(Screen22(name='Screen22'))
sm.add_widget(Screen36(name='Screen36'))
sm.add_widget(Screen25(name='Screen25'))
sm.add_widget(Screen17(name='Screen17'))
sm.add_widget(Screen21(name='Screen21'))
sm.add_widget(Screen51(name='Screen51'))
sm.add_widget(Screen42(name='Screen42'))
sm.add_widget(Screen3(name='Screen3'))
sm.add_widget(Screen27(name='Screen27'))
sm.add_widget(Screen24(name='Screen24'))
sm.add_widget(Screen44(name='Screen44'))
sm.add_widget(Screen28(name='Screen28'))
sm.add_widget(Screen50(name='Screen50'))
sm.add_widget(Screen32(name='Screen32'))
sm.add_widget(Screen57(name='Screen57'))
sm.add_widget(Screen48(name='Screen48'))
sm.add_widget(Screen18(name='Screen18'))
sm.add_widget(Screen46(name='Screen46'))
sm.add_widget(Screen6(name='Screen6'))
sm.add_widget(Screen47(name='Screen47'))
sm.add_widget(Screen64(name='Screen64'))
sm.add_widget(Screen40(name='Screen40'))
sm.add_widget(Screen59(name='Screen59'))
sm.add_widget(Screen29(name='Screen29'))
sm.add_widget(Screen4(name='Screen4'))
sm.add_widget(Screen7(name='Screen7'))
sm.add_widget(Screen33(name='Screen33'))
sm.add_widget(Screen31(name='Screen31'))
sm.add_widget(Screen56(name='Screen56'))
sm.add_widget(Screen62(name='Screen62'))
sm.add_widget(Screen53(name='Screen53'))
sm.add_widget(Screen39(name='Screen39'))
sm.add_widget(Screen52(name='Screen52'))
sm.add_widget(Screen15(name='Screen15'))
sm.add_widget(Screen12(name='Screen12'))
sm.add_widget(Screen45(name='Screen45'))
sm.add_widget(Screen35(name='Screen35'))
sm.add_widget(Screen16(name='Screen16'))
sm.add_widget(Screen20(name='Screen20'))
sm.add_widget(Screen8(name='Screen8'))
sm.add_widget(Screen23(name='Screen23'))
sm.add_widget(Screen2(name='Screen2'))
```

```
# Create the App class
```

```
class GuaApp(App):
    def build(self):
        return sm

# run the app
sample_app = GuaApp()
sample_app.run()
```

raising_hand

翠缕又点头笑了。还要拿几件东西要问，因想不起什么来，猛低头看见湘云宫绦上的金麒麟，便提起，笑道：“姑娘，这个难道也有阴阳？”湘云道：“走兽飞禽，雄为阳，雌为阴；牝为阴，牡为阳；么没有呢。”翠缕道：“这是公的，还是母的呢？”湘云啐道：“什么‘公’的‘母’的！又胡说了。”翠缕道：“这也罢了，怎么东西都有阴阳，咱们人倒没有阴阳呢？”湘云沉了脸说道：“下流东西好生走罢，越问越说出好的来了！”翠缕道：“这有什么不告诉我的呢？我也知道了，不用难我。”湘云“扑嗤”笑道：“你知道什么？”翠缕道：“姑娘是阳，我就是阴。”湘云拿着绢子掩着嘴笑起来。翠缕道：“说的是了，就笑的这么样？”湘云道：“很是，很是！”翠缕道：“人家说主子为阳，奴为阴，我连这个大道理也不懂得？”湘云笑道：“你很懂得。”