



應用於電子書數位版權管理機制之研發

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摘要

對於日新月異網路世界的流通，以及人手一機的趨勢，最主要我們想透過研究開發 APP&website，去慢慢地和區塊鏈做結合將網路書城融入現今及未來的趨勢發展，能夠透過手機線上購買的方式，進而方便讀取購買書籍的內容，不但能減輕買完書的重量負擔，也能節省空間不需多花實體空間來擺放書籍更能節省時間。將購買 APP 上的書籍，能夠在零碎的時間來做閱讀，既輕巧且不帶麻煩的。

環境開發

React native . web App

```

1 import UIKit
2
3 @UIApplicationMain
4 class AppDelegate: UIResponder, UIApplicationDelegate {
5     // Thread 1: signal SIGABRT
6
7     var window: UIWindow?
8
9
10
11     func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions:
12     [UIApplication.LaunchOptionsKey: Any]?) -> Bool {
13         // Override point for customization after application launch.
14         return true
15     }
16
17     func applicationWillResignActive(_ application: UIApplication) {
18         // Sent when the application is about to move from active to inactive state. This can occur
19         // for certain types of temporary interruptions (such as an incoming phone call or SMS
20         // message) or when the user quits the application and it begins the transition to the
21         // background state.
22         // Use this method to pause ongoing tasks, disable timers, and invalidate graphics rendering
23         // callbacks. Games should use this method to pause the game.
24     }
25
26     func applicationDidEnterBackground(_ application: UIApplication) {
27         // Use this method to release shared resources, save user data, invalidate timers, and store
28         // enough application state information to restore your application to its current state in
29         // case it is terminated later.
30         // If your application supports background execution, this method is called instead of
31         // applicationWillResignActive:.
32     }
33 }

```

