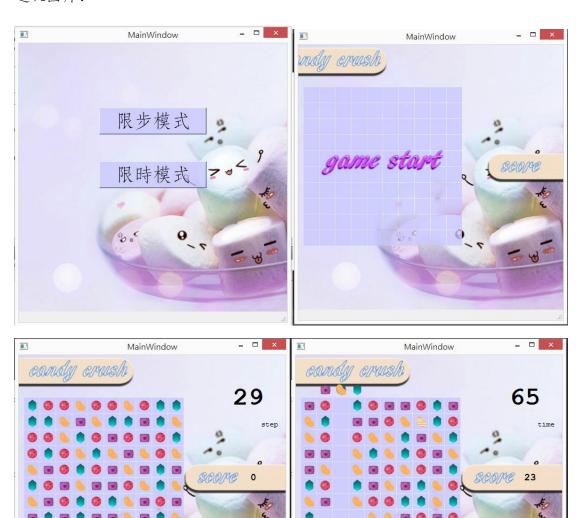
QMainWindow UML: MainWindow -ui: Ui::MainWindow * -c label: QLabel * -s label: QLabel menu -m_label: QLabel -e_label: QLabel -ui: Ui::menu * -t_label: QLabel * -g_label: QLabel * -s: MainWindow * -t: MainWindow * -star_label[3]: QLabel * -star: int -back_label[10][10]: QLabel * -score: int -button[10][10]: QPushButton * +menu(QWidget*=0) -Icon[18]: QIcon ~menu() -signalMapper: QSignalMapper * +Menu(): void -anim[100]: QPropertyAnimation * +s_game(): void -g_anim: QPropertyAnimation * +t_game(): void -p_group[9]: QParallelAnimationGroup * +quit(int,int): void -s_group: QSequentialAnimationGroup * -timer: QTimer * -score: int star: int -time_cnt: int -step_cnt: int -drop_cnt: int -s1: int -s2: int -map[10][10]: int -Special[10][10]: int -link[10][10]: bool -rem[10][10]: bool -BombRemove[10][10]: bool -VelimiRemove[10][10]: bool -HelimiRemove[10][10]: bool -connect check: bool -IsGameOver: bool -IsSelectone: bool -IsInEvent: bool -check: bool +MainWindow(parent:QWidget *=0) +game_init(): void +t_eli_start(): void +s_eli_start(): void +output(): void +change(): void +anim_init(): void +g_anim_create(): void +animCreate(int,int,int,int,int,int,int, int.int): void +Remove init(): void +DFS(int,int): void +dropnew(): void +IsRemove(): bool +IsSpecialMove(): bool +IsSpecialCreate(): bool +IsSpecialRemove(): bool +IsStar(int): bool +IsBomb(int): bool +IsVelimi(int): bool +IsHelimi(int): bool +~MainWindow() +quit(int,int): void +start(): void +g anim hide(): void +select(int): void +rechange(): void +SpecialMove(): void +Remove(): void +SpecialRemove(): void +OutOfEvent(): void +t_eli_game_update(): void +s_eli_game_update(): void +star_count(): void +EndGame(): void tle sle

+start(): void

+start(): void

遊玩圖片:



Reset

Reset