2016

NCKU CSIE

Programming Design 2

Project\_2 Report

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| --- |
| MainWindow  +time\_30: int  +x: int  +y: int  +position[15]: int  +score: int  +mark: int  +mark2: int  -ui: Ui::MainWindow |
| +timer: QTimer \*  +timer\_to\_drum: QTimer \*  +timer\_to\_cbg: QTimer \*  +timer\_to\_cbg2: QTimer \*  +Music: QMediaPlayer \*  +Choosemode: QMediaPlayer \*  +Easy: QMediaPlayer \*  +Hard: QMediaPlayer \*  +End: QMediaPlayer \*  +HIT: QMediaPlayer \* |
| <<constructor>> +MainWindow(parent: QWidget \*)  <<destructor>> + ~MainWindow()  -on\_Start\_Button\_Clicked()  -on\_Press\_To\_Start\_Easy\_clicked()  -Game()  -showtime()  -slide\_to\_left()  -slide\_to\_right()  -keyPressEvent(event: QkeyEvent \*)  -change\_BG()  -change\_BG2()  -on\_Restart\_Button\_clicked()  -on\_Exit\_Button\_clicked()  -on\_Real\_Button\_clicked()  -on\_Press\_To\_Start\_Hard\_clicked()  -on\_Real\_Button2\_clicked()  -Game2()  -on\_back\_button\_clicked()  -on\_back\_button2\_clicked() |

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