

Qt #3 UML Diagrams

CS 6015 - Spring 2023

Classes & Methods from Qt Assignment #2 To Build Upon

Main

Step 1 - Create a QApplication app(argc, argv)

Step 2- Create a scene

Step 3 - Create a view

Step 4 - Add the scene to the view

Step 5 - Show the view

Step 6 - Return the app.exec();

gameScene

bucket *bucketItem

waterDroplet *waterDropletItem

QTimer *spawnDropletsTimer

gameScene()

void generateDroplet()

waterDroplet

int collisionCounter

int dropletCreatedCounter

int missedDropletCounter

waterDroplet()

void makeItRain()

bucket

bucket()

void keyPressEvent()

New Classes & Methods for Qt Assignment #3

User

```
string firstName  
string lastName  
dateOfBirth  
profilePicture  
string username  
string password  
User users[ ]
```

```
User()
```

signUp

```
string firstName  
string lastName  
dateOfBirth  
profilePicture  
username  
string password  
User users[];
```

```
boolean passwordValid()
```

signIn

```
string username  
string password  
int gameLevel  
int scoreHistory[ ]
```

```
void signInUser()  
void signInGuest()  
string bdayGreeting()  
boolean chckBdayHelper()
```

Global Variables

```
int bestScore  
int allScores[ ]
```