# <report>

UML:

| <<constructor>> start() |
|---|
| +explicit start(+ *parent :QWidget) |
| -void on_pushButton_clicked()<br>-void on_pushButton_2_clicked() |

| <<constructor>> mainwindow() |
|---|
| +explicit MainWindow(+ *parent :QWidget)<br>+score_cnt : int<br>+ *countdown:QTimer<br>+ *timer:Timer<br>+ cnt:int<br>+ a[28]: int<br>+ b[28]:int<br>+moveButton() |

```
-xred:int
-xred2:int
-xred3:int
-xred4:int
-xred5:int
-xred6:int
-xred7:int
-xred8:int
-xred9:int
-xred10:int
-xred11:int
-xred12:int
-xred13:int
-xred14:int
-blue:int
-blue2:int
-blue3:int
-blue4:int
-blue5:int
-blue6:int
-blue7:int
-blue8:int
-blue9:int
-blue10:int
-blue11:int
-blue12:int
-blue13:int
-blue14:int
-y:int
-keyPressEvent(-* event:QKeyEvent)
-timer_timeout()
-on_exit_clicked()
```
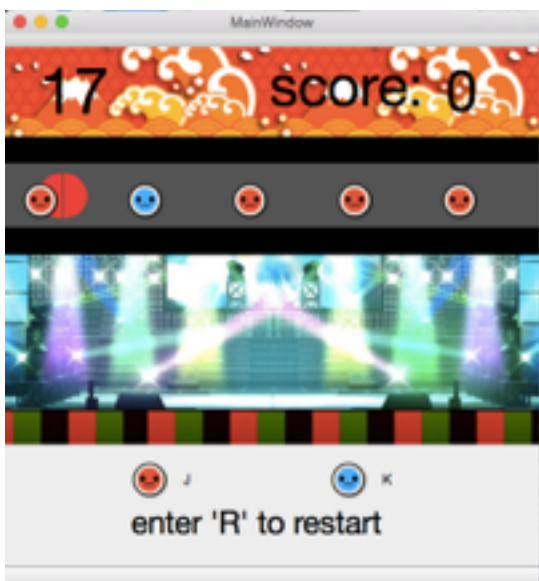
# HOW TO PLAY?



按Start開始
按Exit結束



右上角是倒數30秒
左上角是分數
按J消掉紅色
按K消掉藍色
按R重新開始



時間到0的時候跳出
score結果
按中間exit結束遊戲
按R重新開始

# program architecture

start
(Display all the things)

**click exit**

關閉程式

**click start**

mainwindow
(Display all the things)

**times out**

mainwindow
(Display score、exit、restart)

**click exit**

關閉程式

**press R to start**

mainwindow
(Display all the thing)
重新開始