MainWindow

- -*ui:MainWindow
- -*b[10][10]:Blank
- -record_R:int
- -record_C:int
- -isClicked:bool
- -*destroy:Destroy
- -score_int:int
- -score_str:QString
- -star_int:int
- -star_str:QString
- -time_str:QString
- -*game:GameOver
- -time = 60:int

- <<constructor>>MainWindow(*parent = 0 : Qwidget,)
- <<destructor>>~MainWindow()
- +GameStart()
- +setClickedPicture(*a : Blank)
- +Judge(row1:int, column2:int, row2:int, column2:int):bool
- +JudgeStar(R : int, C : int) : bool
- +RenewPicture() : void
- +JudgeNine(R : int, C : int) : bool
- +JudgeHori(R : int, C : int) : bool
- +JudgeVerti(R : int, C : int) : bool
- +Done()
- +FillinZero()
- +Epossib()
- +SpawnZero()
- +SetScore()
- +SetTIme()
- +button_clicked(R:int,C:int)
- +quit(star:int,score:int)
- +Time()
- -on_restart_clicked()

Blank

- +row:const int
- +column:const int
- +number:int

- <<constructor>>Blank(*parent:Qwidget, R:int, C:int)
- <<destructor>>~Blank()
- +setButtonPicture()
- +setRandomNumber()
- +operator - (*a:Blank)
- +operator | (*a:Blank)
- +Click()

GameOver

- -*ui:GameOver
- -score_str:QString
- -star_str:QString

- <<constructor>>Gameover(*parent:Qwidget, score:int, star:int)
- <<destructor>>~GameOver()

<>Destroy

- <<constructor>>Destroy()
- <<destructor>>~Destroy()
- +condition(*a[10][10] : Blank, *focus : Blank) : int
- +spawn(*a[10][10] : Blank, *focus : Blank, mode : int)
- +eliminate(*a[10][10] : Blank, *focus : Blank)

Horizontal

- <<constructor>>Horizontal()
- <<destructor>>~Horizontal()
- +condition(*a[10][10] : Blank, *focus : Blank) : int
- +spawn(*a[10][10] : Blank, *focus : Blank, mode : int)
- +eliminate(*a[10][10] : Blank, *focus : Blank)

Vertical

- <<constructor>>Vertical()
- <<destructor>>~Vertical()
- +condition(*a[10][10] : Blank, *focus : Blank) : int
- +spawn(*a[10][10] : Blank, *focus : Blank, mode : int)
- +eliminate(*a[10][10] : Blank, *focus : Blank)

NineBlock

- <<constructor>>NineBlock()
- <<destructor>>~NineBlock()
- +condition(*a[10][10] : Blank, *focus : Blank) : int
- +spawn(*a[10][10] : Blank, *focus : Blank, mode : int)
- +eliminate(*a[10][10] : Blank, *focus : Blank)

Star

- <<constructor>>Star()
- <<destructor>>~Star()
- +condition(*a[10][10] : Blank, *focus : Blank) : int
- +spawn(*a[10][10] : Blank, *focus : Blank, mode : int)
- +eliminate(*a[10][10] : Blank, *focus : Blank)