F7406352 資訊系 雷承勳 PROJ3 Candy crush UML報告

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| MainWindow |
| -Ui: Ui::MainWindow \*  -b[10][10]: Blank\* b  -record\_R: int  - record\_C: int  -isClicked: bool  -destroy: Destroy\*  -score: int  -step: int  -stars: int |
| +GameStart():void  +setClickedPicture(Blank\*a): void  +Judge(int row1,int col1,int row2,int col2): bool  +JudgeStar(int R,int C): bool  RenewPicture():void  +JudgeL(int R,int C): bool  +JudgeV(int R,int C): bool  +JudgeH(int R,int C): bool  +JudgeH3(int R,int C): bool  +JudgeV3(int R,int C): bool  +bornzero():void  +fillzero():void  +fallcheck():bool  +button\_clicked(int R,int C): void  +quit(int star,int score): void |

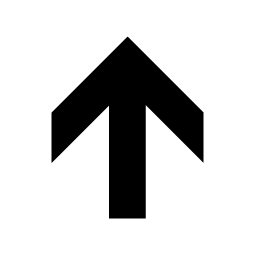
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| blank |
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| +button: QPushButton \*  +Row: const int  +Column: const int  +Number: int  +setButtonPicture():void  +setRandomNumber():void  +operator + (Blank\* a): void  click():void  +Click(int R,int C): void |

hor3、ver3、vertical、horizontal、nineblock、star

皆繼承自destroy

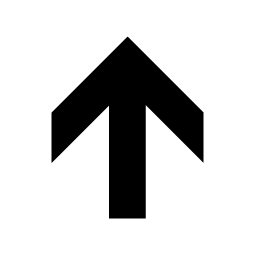
因版面配置問題，故分開寫

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| destroy |
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| +condition(Blank\*a[10][10],Blank\*focus)=0: virtual int  +spawn(Blank\*a[10][10],Blank\* focus,int mode)=0: virtual void  +eliminate(Blank\*a[10][10],Blank\* focus)=0: virtual void |



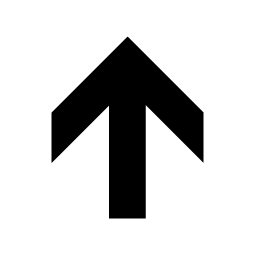
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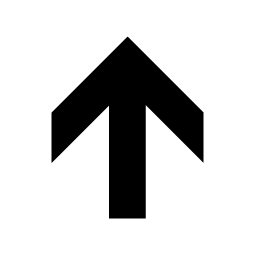
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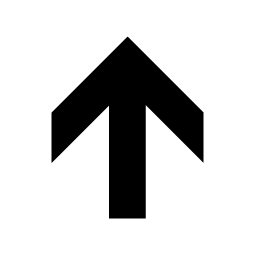
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| nineblock |
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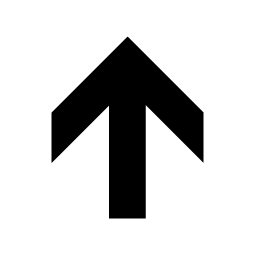
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| ver3 |
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