F7406352 資訊系 雷承勳 PROJ3 Candy crush UML報告

|  |
| --- |
| 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 |

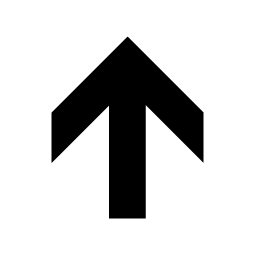
|  |
| --- |
| blank |
|  |
| +button: QPushButton \*  +Row: const int  +Column: const int  +Number: int  +setButtonPicture():void  +setRandomNumber():void  +operator + (Blank\* a): void  click():void  +Click(int R,int C): void |

hor3、ver3、vertical、horizontal、nineblock、star

皆繼承自destroy

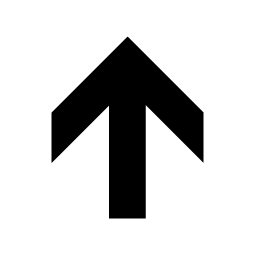
因版面配置問題，故分開寫

|  |
| --- |
| destroy |
|  |
| +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 |



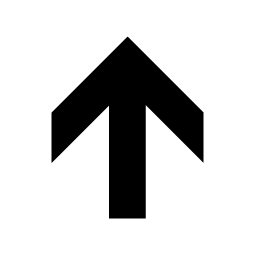
|  |
| --- |
| hor3 |
|  |
| +condition(Blank\*a[10][10],Blank\*focus)=0: virtual int  +spawn(Blank\*a[10][10],Blank\* focus,int mode)=0: virtual void  +eliminate(Blank\*a[10][10],Blank\* focus)=0: virtual void |

|  |
| --- |
| destroy |
|  |
| +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 |



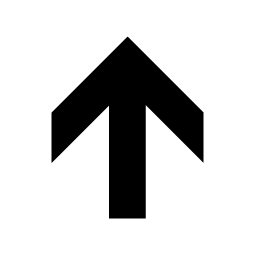
|  |
| --- |
| horizontal |
|  |
| +condition(Blank\*a[10][10],Blank\*focus)=0: virtual int  +spawn(Blank\*a[10][10],Blank\* focus,int mode)=0: virtual void  +eliminate(Blank\*a[10][10],Blank\* focus)=0: virtual void |

|  |
| --- |
| destroy |
|  |
| +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 |



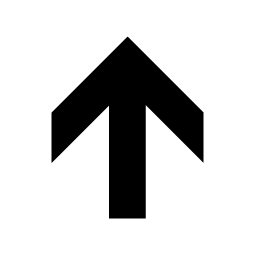
|  |
| --- |
| nineblock |
|  |
| +condition(Blank\*a[10][10],Blank\*focus)=0: virtual int  +spawn(Blank\*a[10][10],Blank\* focus,int mode)=0: virtual void  +eliminate(Blank\*a[10][10],Blank\* focus)=0: virtual void |

|  |
| --- |
| destroy |
|  |
| +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 |



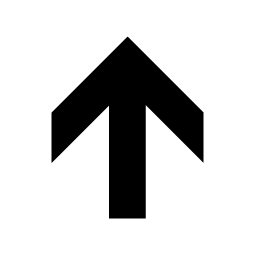
|  |
| --- |
| star |
|  |
| +condition(Blank\*a[10][10],Blank\*focus)=0: virtual int  +spawn(Blank\*a[10][10],Blank\* focus,int mode)=0: virtual void  +eliminate(Blank\*a[10][10],Blank\* focus)=0: virtual void |

|  |
| --- |
| destroy |
|  |
| +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 |



|  |
| --- |
| vertical |
|  |
| +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 |

|  |
| --- |
| destroy |
|  |
| +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 |



|  |
| --- |
| ver3 |
|  |
| +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 |

