

UML of 2048

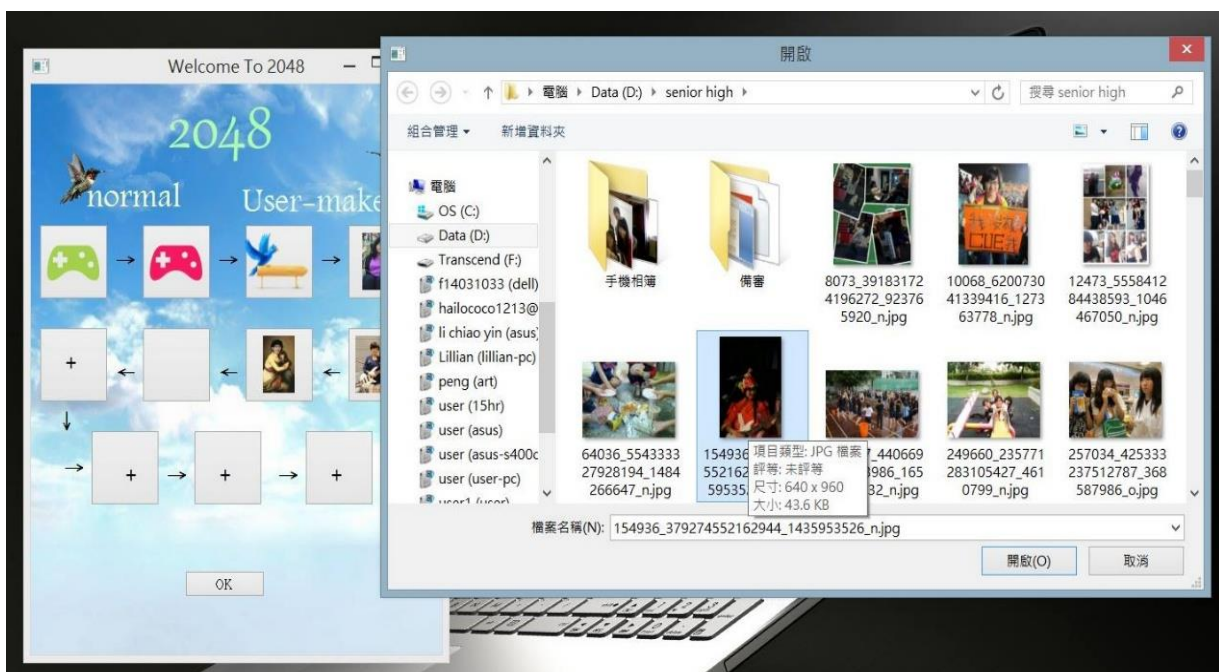
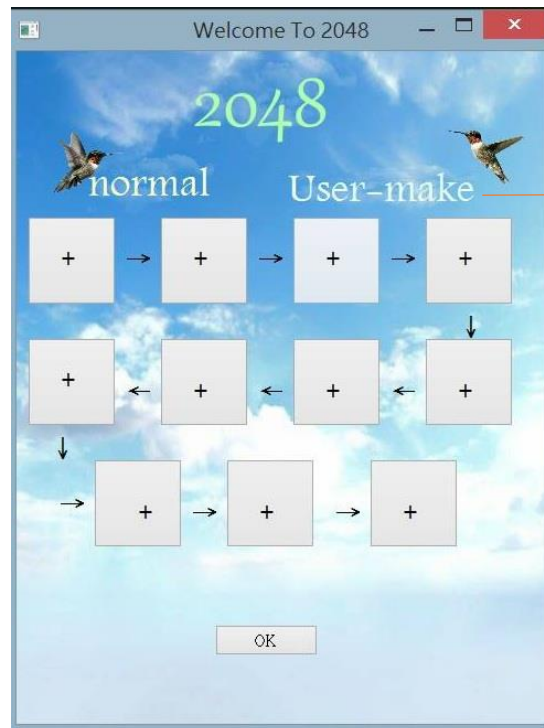
Game
<div>- I : int</div> <div>- j : int</div> <div>- die : int</div> <div>- intscore : int</div> <div>- upadd : int</div> <div>- downadd : int</div> <div>- leftadd : int</div> <div>- rightadd : add</div> <div>- str : QString</div> <div>- ani* : QPorpertyAnimation</div> <div>- countback : int</div> <div>- block[][]* : QLabel</div> <div>- row[][] : int</div> <div>- column[][] : int</div> <div>- newRow[][] : int</div> <div>- newCol[][] : int</div> <div>+ pixmap[] : QPixmap</div>
<div># keyPressEvent(event* : QKeyEvent) : void</div> <div>- on_pushButton_clicked(): void</div> <div>- on_restart_clicked() : void</div> <div>- on_backbutton_clicked() : void</div> <div>- RowToCol() : void</div> <div>- ColToRow() : void</div> <div>- addUpCol() : void</div> <div>- addDownCol() : void</div> <div>- addLeftRow() : void</div> <div>- addRightRow() : void</div> <div>- Rand() : void</div> <div>- setImage(block* : QLabel ,t: int) : void</div> <div>- ifdie(): void</div> <div>- gameover(die: int): void</div> <div>- setthesame(): void</div> <div>- checkSame(): void</div> <div>- ifwin(): void</div>

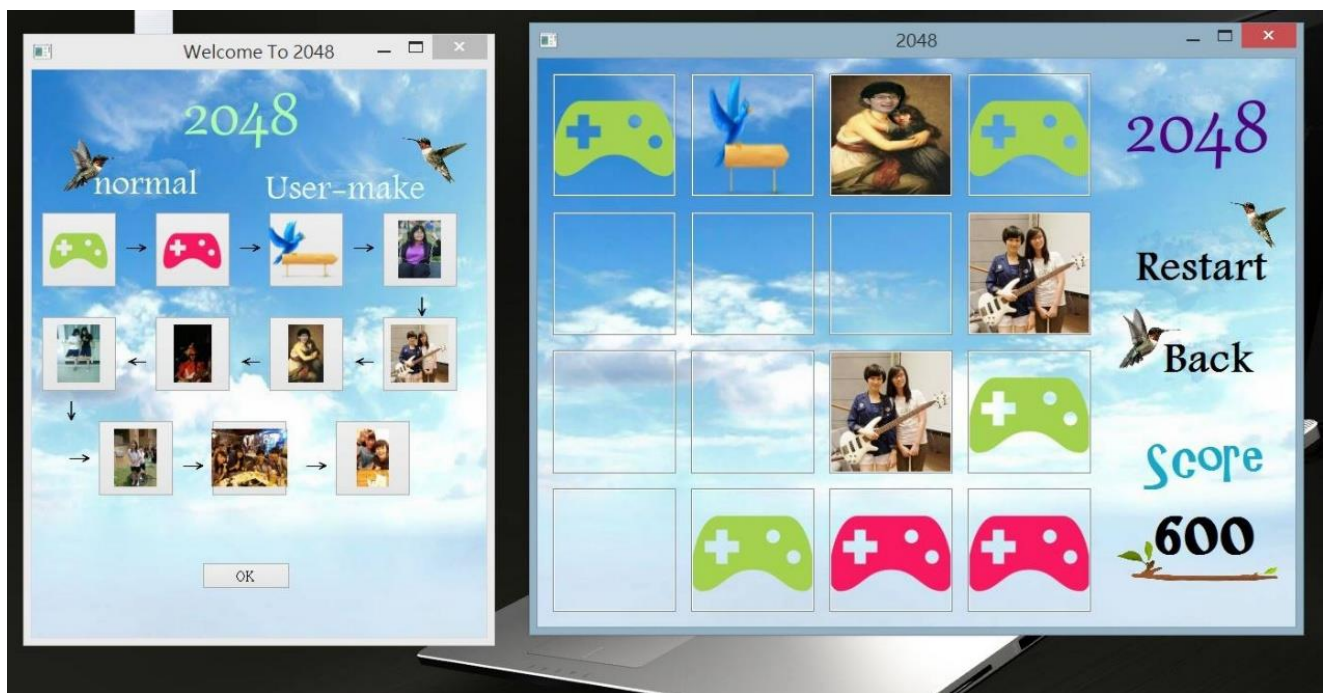
Start
<div>- on_pushButton_clicked() : void</div> <div>- on_pushButton_14_clicked() : void</div> <div>- on_blk2_clicked() : void</div> <div>- on_blk4_clicked() : void</div> <div>- on_blk8_clicked() : void</div> <div>- on_blk16_clicked(): void</div> <div>- on_blk256_clicked(): void</div> <div>- on_blk32_clicked(): void</div> <div>- on_blk64_clicked(): void</div> <div>- on_blk128_clicked(): void</div> <div>- on_blk512_clicked(): void</div> <div>- on_blk1024_clicked(): void</div> <div>- on_blk2048_clicked(): void</div>

Caution

Screen shot

1.if click user make

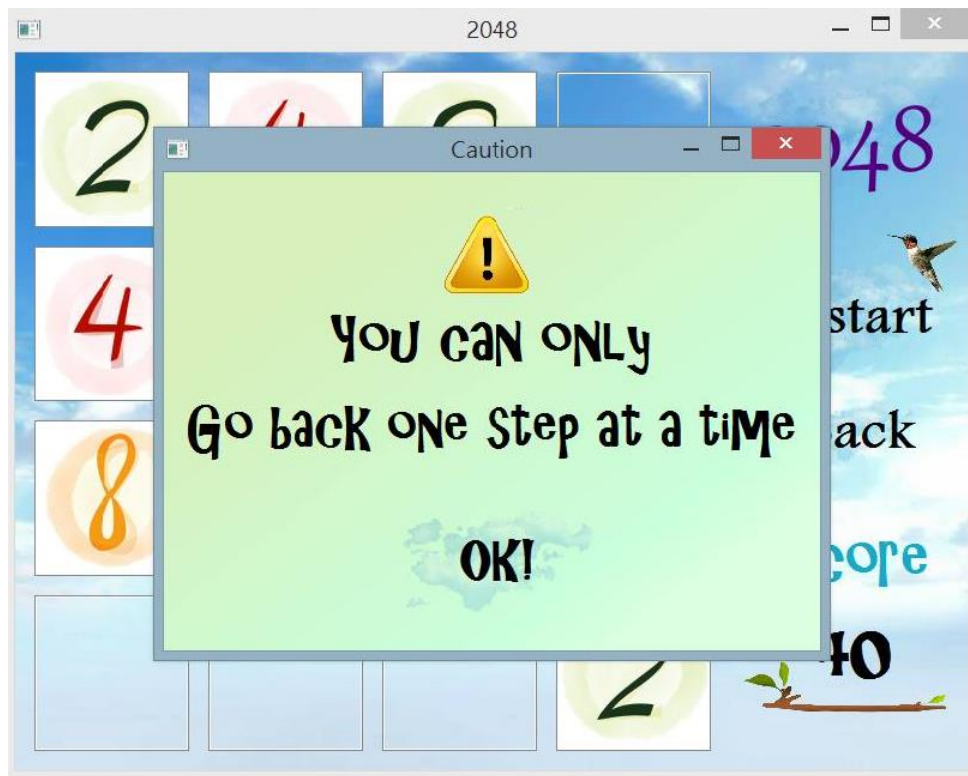




2. Normal



3. Double Click "Back" pushButton



4. GameOver



5. Win

