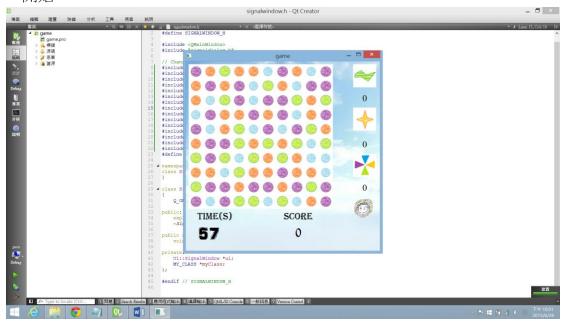
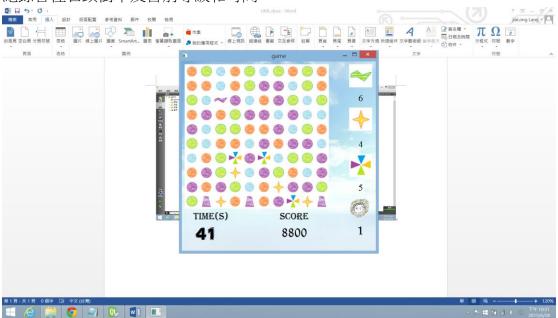
## F74036360 梁嘉容

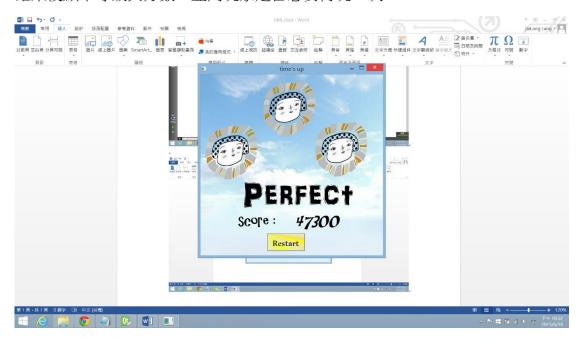
一開始



## 紀錄各種石頭樹木及目前等級和時間



# 結束後顯示等級與分數,並問玩家是否想要再玩一次



```
Block
- i:int
- j:int
- *time:QTimer
- Shift: int
+ getrand:int
+ row : int
+ col :int
+ button *: QPushButton
+ click():void
+ toleft():void
+ toright():void
+ toup():void
+ todown():void
+ Click(row:int ,col:int) :void
+ aftermove():void
+ tomove():void
+ Rand():void
+setpic():void
+ operator - (block *b) :void
+ operator | (block *b) :void
```

```
Destroy

+ getsomething(block *blk[10][10],block *clicked,int more):
virtual void
+ toclear(block *blk[10][10],block *clicked,int moreclear):
virtual void
+ ifmore(block *blk[10][10],block *clicked): virtual int
```

```
For3

+ getsomething(block *blk[10][10],block *clicked,int more):
virtual void
+ toclear(block *blk[10][10],block *clicked,int moreclear):
virtual void
```

```
+ ifmore(block *blk[10][10],block *clicked): virtual int
```

```
For4
+ center: int
+ getsomething(block *blk[10][10],block *clicked,int more):
    virtual void
+ toclear(block *blk[10][10],block *clicked,int moreclear):
    virtual void
+ ifmore(block *blk[10][10],block *clicked): virtual int
```

#### For5

```
+ getsomething(block *blk[10][10],block *clicked,int more):
virtual void
+ toclear(block *blk[10][10],block *clicked,int moreclear):
virtual void
+ ifmore(block *blk[10][10],block *clicked): virtual int
```

```
Forhori

+ center: int

+ getsomething(block *blk[10][10],block *clicked,int more):

virtual void

+ toclear(block *blk[10][10],block *clicked,int moreclear):

virtual void

+ ifmore(block *blk[10][10],block *clicked): virtual int
```

## Forvertical

```
+ getsomething(block *blk[10][10],block *clicked,int more):
virtual void
+ toclear(block *blk[10][10],block *clicked,int moreclear):
virtual void
+ ifmore(block *blk[10][10],block *clicked): virtual int
```

```
Fornine
```

```
+ getsomething(block *blk[10][10],block *clicked,int more):
virtual void
+ toclear(block *blk[10][10],block *clicked,int moreclear):
virtual void
+ ifmore(block *blk[10][10],block *clicked): virtual int
```

```
Forlort

+ getsomething(block *blk[10][10],block *clicked,int more):
virtual void
+ toclear(block *blk[10][10],block *clicked,int moreclear):
virtual void
+ ifmore(block *blk[10][10],block *clicked): virtual int
```

## 全都繼承 Dsetroy.h

```
Game
+ board[12][12]: int
+ ori[10][10]:int
+ score:int
- *ttt: QTimer
- Count:int
- str: QString
- strl: QString
- stone5: int
- stone4: int
- stoneL: int
- forstone4: QString
- forstone5: QString
- forstoneL: QString
+ renewpic():void
- blkclick(int row,int col) :void
- forzero():void
- counttime():void
- i:int
-j: int
- rblk1:int
- cblk1:int
```

```
- ifclicked:bool
- start():void
- setclickpic(block *b):void
- judge(int r1,int c1,int r2,int c2): bool
- For5(int row,int col): bool
- For3(int row,int col): bool
- For4(int row,int col): bool
- Forstar(int r1,int c1,int r2,int c2);
- ForLT(int row,int col): bool
- fall():void
- check(): bool
- tofill():void
- randverse2():void
```

```
Win
+ check( score:int):void
```