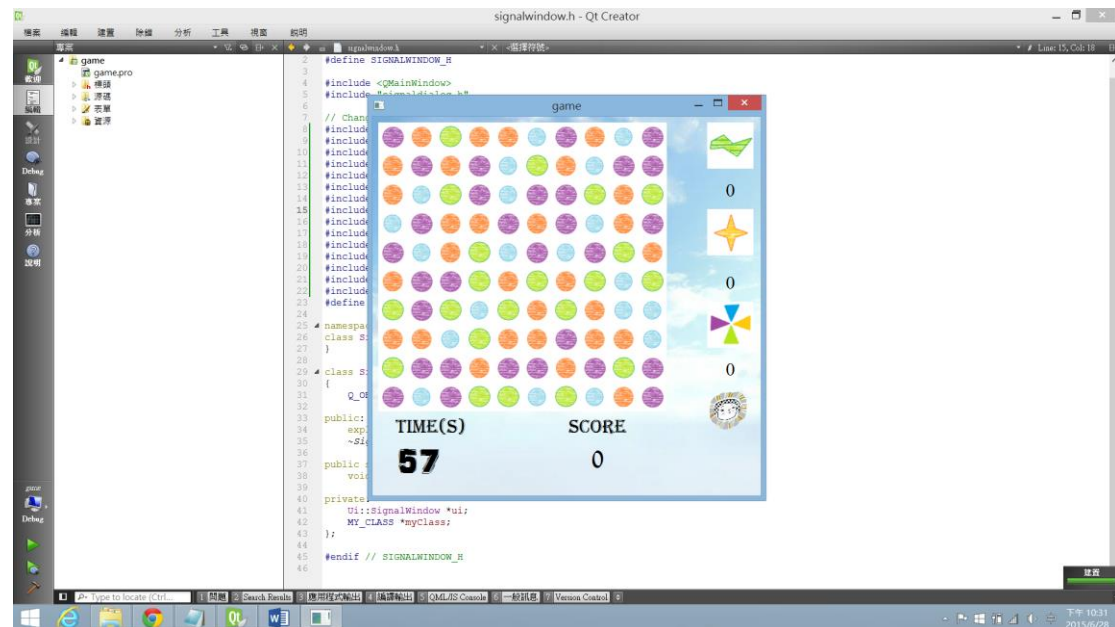
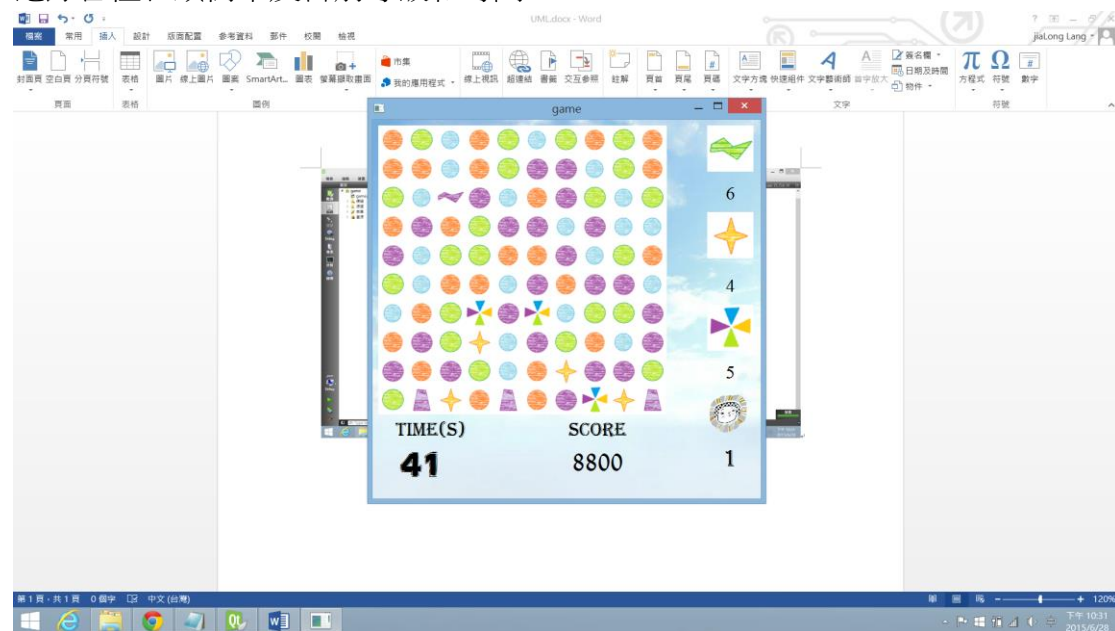


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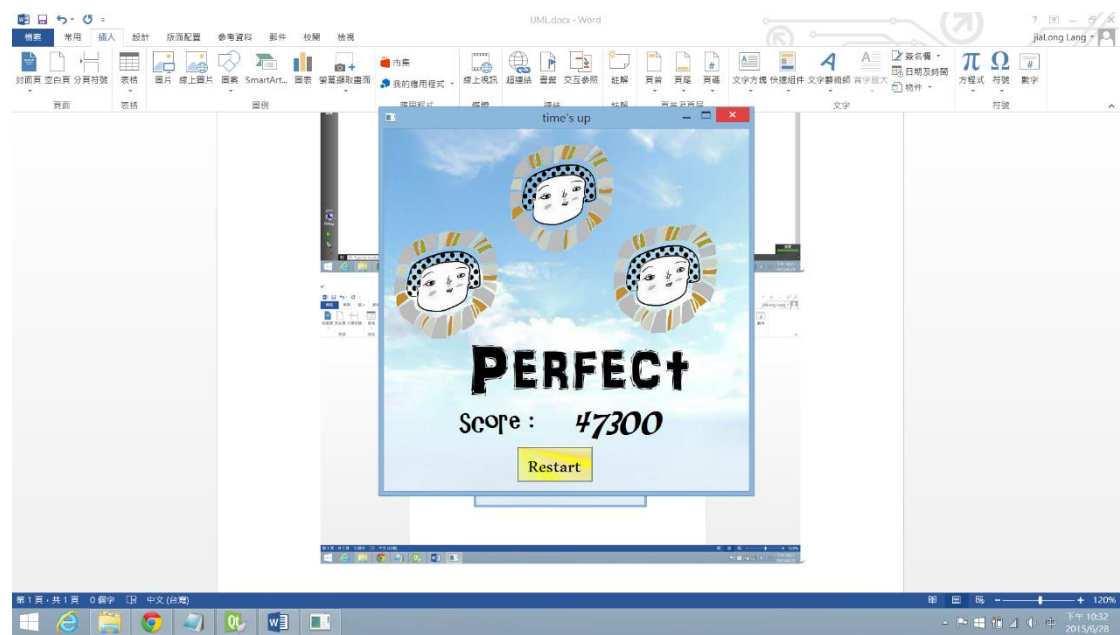
一開始



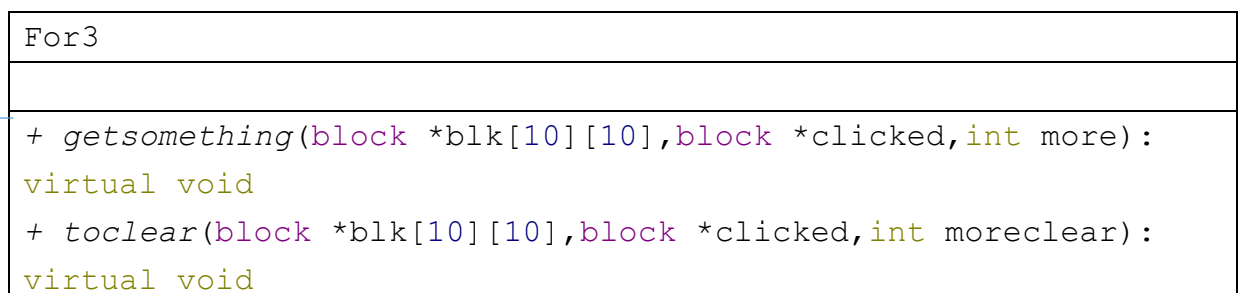
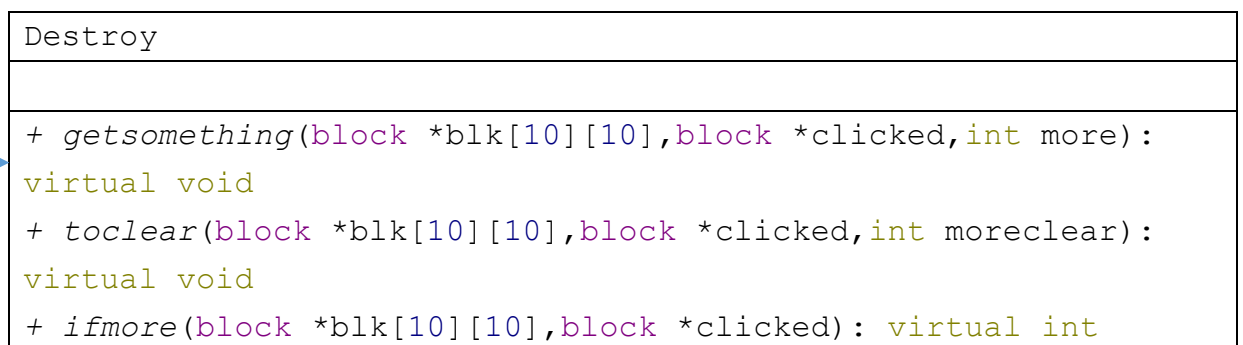
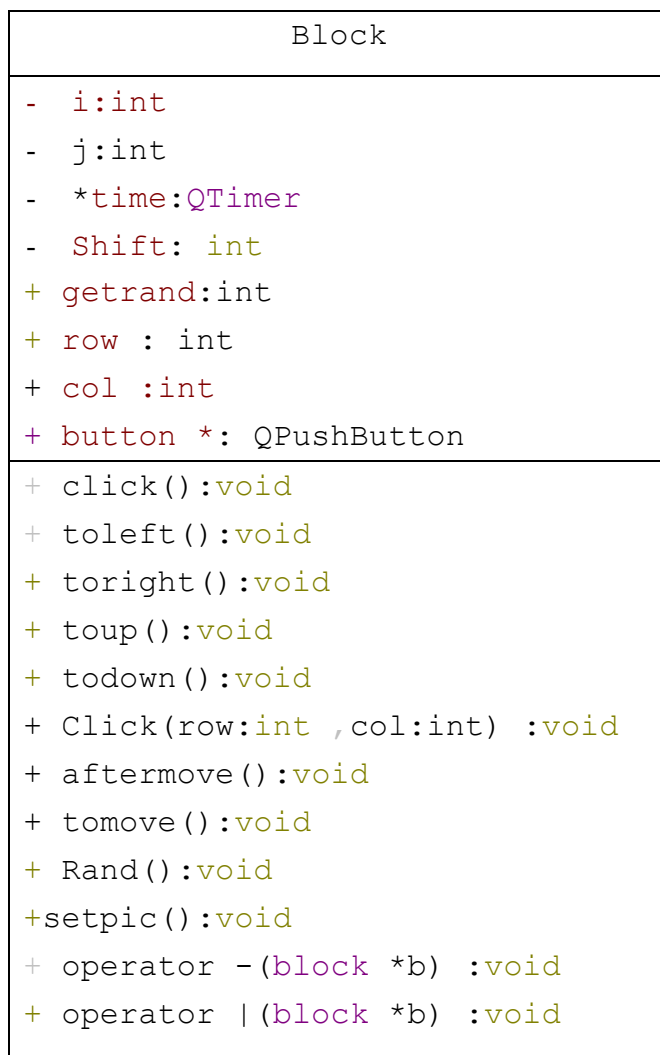
紀錄各種石頭樹木及目前等級和時間



結束後顯示等級與分數，並問玩家是否想要再玩一次



## UML



<pre>+ ifmore(block *blk[10][10],block *clicked): virtual int</pre>
---

For4
------

<pre>+ center: int</pre>
--------------------------

<pre>+ getsomething(block *blk[10][10],block *clicked,int more): virtual void</pre>
---

<pre>+ toclear(block *blk[10][10],block *clicked,int moreclear): virtual void</pre>
---

<pre>+ ifmore(block *blk[10][10],block *clicked): virtual int</pre>
---

For5
------

<pre>+ getsomething(block *blk[10][10],block *clicked,int more): virtual void</pre>
---

<pre>+ toclear(block *blk[10][10],block *clicked,int moreclear): virtual void</pre>
---

<pre>+ ifmore(block *blk[10][10],block *clicked): virtual int</pre>
---

Forhori
---------

<pre>+ center: int</pre>
--------------------------

<pre>+ getsomething(block *blk[10][10],block *clicked,int more): virtual void</pre>
---

<pre>+ toclear(block *blk[10][10],block *clicked,int moreclear): virtual void</pre>
---

<pre>+ ifmore(block *blk[10][10],block *clicked): virtual int</pre>
---

Forvertical
-------------

<pre>+ getsomething(block *blk[10][10],block *clicked,int more): virtual void</pre>
---

<pre>+ toclear(block *blk[10][10],block *clicked,int moreclear): virtual void</pre>
---

<pre>+ ifmore(block *blk[10][10],block *clicked): virtual int</pre>
---

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
- str1: 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