F74036378

王峻凱

設計分三部分

UML class diagram

1,MainWindow

Member data:

Ui::MainWindow \*ui;

QPushButton\* startg;

Member fuction:

-void gamestart();

2,mainmode:

Member data:

Ui::mainmode \*ui;

QPushButton\* mode1;

QPushButton\* mode\_2;

QPushButton\* mode3;

Member fuction:

-void classical();

-void XTile();

-void Panick();

3,maingame:

Member data:

QLCDNumber\* lcd;

QPushButton\* clbu;

QPushButton\* rebu;

QPushButton\* mode;

QPixmap pic;

QLabel\* sixteen[16];

int randvalue,rush,i,j,k;

int randpos,score;

int zeronum,changnum;

int playboard[16];

bool cantmove;

int highspeed;

Ui::maingame \*ui;

Member fuction:

-void *keyPressEvent*(QKeyEvent \*event);

-void restartgame();

-void closethis();

-void modegame();

4,mode2:

Member data:

Ui::mode2 \*ui;

QLCDNumber\* lcd;

QPushButton\* clbu;

QPushButton\* rebu;

QPushButton\* mode;

QPixmap pic;

QLabel\* sixteen[16];

int randvalue,rush,i,j,k;

int randpos,score;

int zeronum,changnum;

int playboard[16];

bool cantmove;

int highspeed,level;

Member fuction:

-void *keyPressEvent*(QKeyEvent \*event);

-void restartgame();

-void closethis();

-void modegame();

5,panick:

Member data:

Ui::panick \*ui;

QLCDNumber\* sco;

QPushButton\* clo;

QPushButton\* res;

QPushButton\* mod;

QPixmap pix;

QLabel\* turn[16];

int randvalue,rush,i,j,k;

int randpos,score;

int zeronum,changenum,highspeed;

int playboard[16];

bool cantmove;

int t,rmode;

int currentx[16];

int currenty[16];

Member fuction:

-void sleep(unsigned int msec);

-void *keyPressEvent*(QKeyEvent \*event);

-void restartgame();

-void closegame();

-void modegame();

6,loose:

Member data:

QPixmap pic;

QPushButton\* closegame;

QPushButton\* continuegame;

QLabel\* lost;

Ui::loose \*ui;

Member fuction:

-void closegamef();

-void continuegamef();

7,closesure:

Member data:

Ui::closesure \*ui;

QPixmap pic;

QLabel\* ouch1;

QLabel\* ouch2;

QLabel\* ouch3;

QPushButton\* yes;

QPushButton\* no;

Member fuction:

-void *keyPressEvent*(QKeyEvent \*event);

-void sure();

-void nosure();