

Cmpe 230 Systems Programming Project 3

We run our project from qtcreator.

We submitted the project in 2016400048' account in weekend without report or comments, you can take this as correct one, we added these bec Prof. said these are needed in the lecture.

General Idea

We create MyButtonGroup class to make this project. We use QLabel, QTextBrowser, QButtonGroup, QPushButton in this project. We use QGridLayout, QVBoxLayout and QHBoxLayout to build layout of the game. In MyButtonClass we set everything to play a game so we just create MyButtonClass object in main to play the game.

Constructor: MyButtonGroup()

It sets all the layout elements and gives initial values to game objects. It initializes QTextBrowsers zero to show pairs and tries. It use two QLabel object to show Pairs and Tries text. Then , it adds reset button and button group to main layout of the game.

Function: changeButtonText(int x)

It takes button id and it changes text of button to "X" , " " or the letter of the button.

Function: compares()

It checks letters of two button and if they matches, it increases pairs number else it increases tries number. It also changes text of buttons according to situation.

Function: reset()

It sets all values to initial values, randomizes text of buttons for new game.

Function: randomizers()

It randomizes letters of buttons.