import sys

from PyQt5.QtWidgets import QApplication, QMainWindow, QGridLayout, QWidget, QVBoxLayout, QHBoxLayout, QPushButton

class MainWindow(QMainWindow):

def \_\_init\_\_(self):

super().\_\_init\_\_()

self.initUI()

def initUI(self):

# 创建菜单栏

menuBar = self.menuBar()

fileMenu = menuBar.addMenu("File")

exitAction = fileMenu.addAction("Exit")

exitAction.triggered.connect(self.close)

# 创建游戏区域布局

vbox = QVBoxLayout()

hbox1 = QHBoxLayout()

newBtn = QPushButton("New Game")

hbox1.addWidget(newBtn)

vbox.addLayout(hbox1)

grid = QGridLayout()

for i in range(10):

for j in range(10):

btn = QPushButton("")

grid.addWidget(btn, i, j)

vbox.addLayout(grid)

# 新建QWidget作为中心控件

widget = QWidget()

widget.setLayout(vbox)

self.setCentralWidget(widget)

# 设置主窗口属性

self.setWindowTitle("Minesweeper")

self.setGeometry(100, 100, 400, 400)

self.show()

if \_\_name\_\_ == "\_\_main\_\_":

app = QApplication(sys.argv)

window = MainWindow()

sys.exit(app.exec\_())