LVNP.400201.228 PP QButton QNewButton text: QGraphicsTextItem Subject VALUE QHint clicked () clicked () mainLayout: QHBoxLayout number: int «create» QButton (name : QString, parent : QGraphics «create» QNewButton (parent : QWidget) # «create» Subject () Observer hint: OLabel word: string mousePressEvent (event : OMouseEvent) # notifyObs () Main mousePressEvent (event : QGraphicsSceneMouseEvent) «create» QHint (target : int, parent : QWidget) # hoverEnterEvent (event : OHoverEvent) registerObs (obs : Observer) notify () hoverLeaveEvent (event : OHoverEvent) hoverEnterEvent (event : OGraphicsSceneHoverEvent) «create» Observer (main (argc : int, argv : Cpp.char): int hoverLeaveEvent (event : OGraphicsSceneHoverEvent) Board board: OVector<OVector<Tile*> > QGame QBoard Game scene: QGraphicsScene lastPoints: int game: Game QWinning board: Board game: Game lastCollision: boo playerBoard: QVector<QVector<QTile*> > gameOver: bool combobox1: OComboBox reset: OResetButton «create» Board (dimension : int) mainLayout: QGridLayout line: string combobox2: QComboBox best: OBest QResetButton - board: OGridLavout «create» Board (brd : Board) finish: int :ombobox3: QComboBox gameTitle: QLabel «destroy» Board () score: int gameOver: QGameOver «create» OResetButton (parent : OWidget = 0) getTile (i : int, j : int): Tile head: OHead «create» QWinning (parent : QWidget = 0) best: int board: QBoard clicked () hint: QHint getResetBtn (): QResetButton initialize () score: QScore mousePressEvent (event : OMouseEvent) «create» Game (dimension : int, target : int) move (direction : DIRECTION) score: QScore best: QBest getGameBoard (): Board best: QBest reset () playerMove (dir : DIRECTION) version: int reset: QNewButton getDimension (): int dimension: int gameOver: QGameOver getPoints (): int target: int getScore (): int winning: QWinning freePosition (): OVector<int> getBest (): int setFinished () currVersion: int moveHorizontal (i : int, j : int, dir : DIRECTION) isGameOver (): bool getFinished (): bool OBest moveVertical (i : int, j : int, dir : DIRECTION) isFinished (): bool create» QGame (parent : QWidget finished: bool isChanged (brd : Board): bool game: Game drawMenu () isMovePossible (): bool # «create» QBoard (version : int. dimension : int. target : mainLayout: QVBoxLayout drawOption () isFull (): bool DIRECTION nt, parent : QWidget) title: QLabel drawGameOver () isCollision (): bool # keyPressEvent (event : QKeyEvent) isInBounds (i : int, j : int): boo # notify () line: string DOWN play () # drawBoard (version : int. dimension : int) LEFT QWindow changeVersion (v : int) QHead # getFinished (): bool RIGHT «create» QBest (parent : QWidget) changeDimension (d : int) # newGame () mainLayout: OVBoxLayout game: Game changeTarget (t : int) getBest (): QString # resetGame () head: QHead mainLayout: QHBoxLayout setBest (record : QString) restart () hint: OHint gameTitle: QLabel board: QBoard head: string Tile «create» QWindow (parent : QWidget = 0) «create» QHead (version : int, target : int, parent : QW «create» Tile () «create» Tile (other : Tile) «create» Tile (number : int) getNumber (): int getWord (number : int): string match (number : int): string upgrade () mainLayout: QVBoxLayout QGameOver QTile title: OLabel tile: Tile count: QLabel «create» QGameOver (parent : QWidget = 0) «create» QScore (parent : QWidget) getResetBtn (): QResetButton + «create» OTile (text : OString) getScore (): QString # «create» QTile (tile : Tile) setScore (record : QString) # drawTile (version : int, dimension : int) ГУИР.400201.228 РР Лит. Macca Масштаб Изм. Лист № докум. Подп. Дата Игра «2048». Разраб. Хилько И.А. Диаграмма классов Богдан Е.В. Пров. Листов Лист Т.контр. БГУИР, гр.250502 Н.контр Утв.