1   Preface

The latest version software design description is in
`https://github.com/JavaFxFjuKaLiLi/Software-design-description` The
latest version project is in
`https://github.com/JavaFxFjuKaLiLi/CalculatorPlay`

Contents

2   Member

Name
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3   Introduction

Our project is a game that use funny buttons to reach the goal unmber.

4 Design Viewpoints

4.1 Logical Viewpoint

4.1.1 CalculatorPlay

CalculatorPlay Class is enter interface.

CalculatorPlay
-MediaPlayer mp
+main()
+start(Stage stage)

4.1.2 HomePageController

HomePageController Class will show home page.

HomePageController
+closeButtonAction(ActionEvent event)
+StartButton(ActionEvent event)
+StartSetting(ActionEvent event)
+initialize(URL url, ResourceBundle rb)

4.1.3 SettingPageController

SettingPageController Class will show setting page.

SettingPageController
+BackButton(ActionEvent event)
+initialize(URL url, ResourceBundle rb)

4.1.4 SelectPageController

SelectPageController Class will show select page.

SelectPageController
+SelectPage(ActionEvent event)
+BackButton(ActionEvent event)
+ StartQuestion(ActionEvent event)
+initialize(URL url, ResourceBundle rb)

4.1.5 GamePageController

GamePageController Class will display Game page.

GamePageController
-int init_Move
-int now_Move
-int init_State
-int now_State
+BackButton(ActionEvent event)
+Complete()
+Update()
+Clear()
+ClearButton(ActionEvent event)
+ADDButton(ActionEvent event)
+SUBButton(ActionEvent event)
+MULButton(ActionEvent event)
+RightShiftButton(ActionEvent event)
+LeftShiftButton(ActionEvent event)
+initialize(URL url, ResourceBundle rb)