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| Main Window |
| - map[16],backup[16],undo[16],score,back\_score,mode : Integer |
| - o\_left,o\_right,o\_up,o\_down : Boolin |
| - on\_actionNormal\_Mode\_triggered() |
| - on\_actionHandsome\_Mode\_triggered() |
| - on\_RButton\_clicked() |
| - on\_pushButton\_clicked() |
| + start\_game()  + random\_num()  + game\_over()  + check\_left() : Boolin  + check\_right() : Boolin  + check\_up() : Boolin  + check\_down() : Boolin  + keyPressEvent(\*event : QKeyEvent)  + setmap()  + end\_game()  + score\_count()  <<Destructors>> +*MainWindow()* |