|  |
| --- |
| Mainwindow |
| -xplace: int  -yplace: int  -row:int  -column:int  -gamemember[4][4]:int  -image[13]:QPixmap  -art[4][4]:QPixmap pointer  -marker[4][4]:int  -check: int  - p[1]:QPushButton pointer  - s[2]:QLCDNumber pointer  -scorenum: int  - highscorenum: int |
| # *paintEvent*(QPaintEvent \*):void  # generate():void  # initial():void  # *keyPressEvent*(QKeyEvent \*):void  # picture():void  # moveup():void  #movedown():void  # moveright():void  # moveleft():void  # assign():void  # initialmarker():void  # open():void  # gameover():void  # score():void  # highscore():void  # openwin():void  # on\_pushButton\_clicked():void |









