

MainWindow

```
<<constructor>>+MainWindow()  
+gameStart():void  
+judge( int r1 , int c1 , int r2 , int c2 ):bool  
+judgeBomb( int R , int C ):bool  
+judgeBlock( int R , int C ) :bool  
+judgeVertical( int R , int C ) :bool  
+judgeHorizon( int R , int C ) :bool  
+judgeVer( int R , int C ) :bool  
+judgeHor( int R , int C ) :bool  
+refresh() :void  
+fillZero() :void  
+bornZero() :void  
+fallCheck() :bool  
+score :int  
+best :int  
+step :int  
+star :int  
+buttonClick(int R,int C):void  
+quit( int star,int score):void  
-ui:MainWindow *  
-b[10][10]: blank*  
-clickR :int  
-clickC :int  
-firstClick :int  
-del:Destroy*  
<<destructor>>+~MainWindow()
```

blank

```
+button:QPushButton *  
+row:int  
+col:int  
+num:int  
+randomNum() :void  
+setPicture() :void  
+operator+(blank *b) :void  
click() :void  
clickSignal(int R,int C) :void
```

Destroy

```
<<constructor>>+Destroy  
+state(blank *b[10][10],blank *me):int  
+spawn(blank *b[10][10],blank *me,int mode):void  
<<destructor>>+~Destroy
```

Bomb

```
<<constructor>>+Bomb  
+state(blank *b[10][10],blank *me):int  
+spawn(blank *b[10][10],blank *me,int mode):void  
<<destructor>>+~Bomb
```

Wrap

```
<<constructor>>+Wrap  
+state(blank *b[10][10],blank *me):int  
+spawn(blank *b[10][10],blank *me,int mode):void  
<<destructor>>+~Wrap
```

Horizon

```
<<constructor>>+Horizon
+state(blank *b[10][10],blank *me):int
+spawn(blank *b[10][10],blank *me,int mode):void
<<destructor>>+~Horizon
```

Vertical

```
<<constructor>>+Vertical
+state(blank *b[10][10],blank *me):int
+spawn(blank *b[10][10],blank *me,int mode):void
<<destructor>>+~Vertical
```

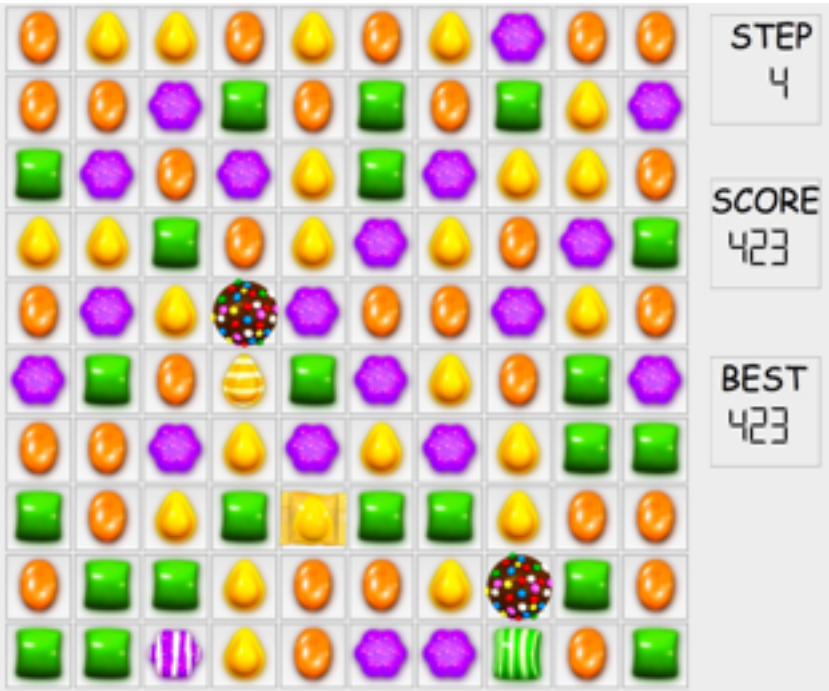
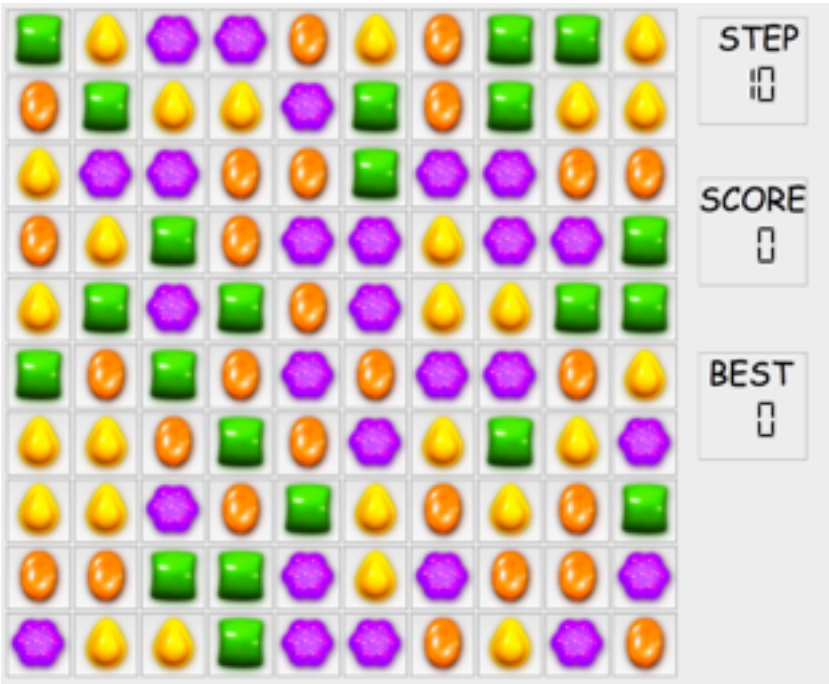
Hor

```
<<constructor>>+Hor
+state(blank *b[10][10],blank *me):int
+spawn(blank *b[10][10],blank *me,int mode):void
<<destructor>>+~Hor
```

Ver

```
<<constructor>>+Ver
+state(blank *b[10][10],blank *me):int
+spawn(blank *b[10][10],blank *me,int mode):void
<<destructor>>+~Ver
```

Screen Shots



繼承關係圖

