Star <<constructor>>(+)Star (+)condition(Block*,Block*):virtual int=0 (+)spam(Block*,Block*,int):virtual int=0 (+)eliminate(Block*,Block*):virtual void=0 VerThreecandy Block (-) shift :int (+)row: cons t int <<constructor>>(+)VerThreecandy (+)condition(Block*,Block*):virtual (+)column:const int (+)number:int int=0 <<constructor>>(+)Block (+)spam(Block*,Block*,int):virtual (+)public slots: click :void int=0 (+)eliminate(Block*,Block*):virtual (+)public slots: right:void (+)public slots: left:void void=0 (+)public slots:down:void (+)public slots:up:void (+)setButtonPicture:void (+)setRandomNumber:void (+)operator-(Block *) :void (+)operator | (Block *):void main Destroy Horizontal <<constructor>>(+)Destroy <<constructor>>(+)Horizontal Start (+)condition(Block*,Block*):virtual (+)condition(Block*,Block*):virtual int=0 int=0 <<constructor>>Start (+)spam(Block*,Block*,int):virtual (+)spam(Block*,Block*,int):virtual Private slots: int=0 on_pushbutton_clicked:void (+)eliminate(Block*,Block*):virtual (+)eliminate(Block*,Block*):virtual Private: MainWindow void=0 void=0 Vertical HorThreecandy <<constructor>>(+)Vertical <<constructor>>(+)HorThreecandy (+)condition(Block*,Block*):virtual (+)condition(Block*,Block*):virtual int=0 int=0 (+)spam(Block*,Block*,int):virtual (+)spam(Block*,Block*,int):virtual (+)eliminate(Block*,Block*):virtual (+)eliminate(Block*,Block*):virtual void=0 void=0

NineBlock

<<constructor>>(+)NineBlock (+)condition(Block*,Block*):virtual int=0 (+)spam(Block*,Block*,int):virtual int=0 (+)eliminate(Block*,Block*):virtual void=0

StarWithOthers

<<constructor>>(+)StarWithOthers (+)condition(Block*,Block*):virtual int=0 (+)spam(Block*,Block*,int):virtual int=0 (+)eliminate(Block*,Block*):virtual void=0

StarPlusStar

<<constructor>>(+)StarPlusStar (+)condition(Block*,Block*):virtual int=0 (+)spam(Block*,Block*,int):virtual int=0 (+)eliminate(Block*,Block*):virtual void=0

MainWindow

(-)score: int (-)record_R:int (-)record_C:int (-)isClicked:bool

<<constructor>>(+)MainWindow

(+)GameStart:void

(+)setClickedPicture(Block):void

(+)Judge(int,int,int,int)::bool

(+)JudgeStar(int,int):bool

(+)Judge9(int,int):bool

(+)JudgeHor(int,int):bool

(+)JudgeVer(int,int):bool

(+)Judge3H(int,int):bool

(+)Judge3V(int,int):bool

(+)Check:void

(+)RenewPicture:void

(+)ClearPoss:bool

Public slots:

button_clicked(int,int)



