



NineBlock
<<constructor>>(+)NineBlock (+)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

StarWithOthers
<<constructor>>(+)StarWithOthers (+)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)





