|  |
| --- |
| Block |
| (-) shift :int  (+)row: cons t int  (+)column:const int  (+)number:int |
| <<constructor>>(+)Block  (+)public slots: click :void  (+)public slots: right:void  (+)public slots: left:void  (+)public slots:down:void  (+)public slots:up:void  (+)setButtonPicture:void  (+)setRandomNumber:void  (+)operator-(Block \*) :void  (+)operator|(Block \*):void |

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| --- |
| Horizontal |
|  |
| <<constructor>>(+)Horizontal  (+)condition(Block\*,Block\*):virtual int=0  (+)spam(Block\*,Block\*,int):virtual int=0  (+)eliminate(Block\*,Block\*):virtual void=0 |

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| --- |
| HorThreecandy |
|  |
| <<constructor>>(+)HorThreecandy  (+)condition(Block\*,Block\*):virtual int=0  (+)spam(Block\*,Block\*,int):virtual int=0  (+)eliminate(Block\*,Block\*):virtual void=0 |

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| --- |
| VerThreecandy |
|  |
| <<constructor>>(+)VerThreecandy  (+)condition(Block\*,Block\*):virtual int=0  (+)spam(Block\*,Block\*,int):virtual int=0  (+)eliminate(Block\*,Block\*):virtual void=0 |

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| --- |
| main |
|  |
|  |

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| --- |
| Destroy |
|  |
| <<constructor>>(+)Destroy  (+)condition(Block\*,Block\*):virtual int=0  (+)spam(Block\*,Block\*,int):virtual int=0  (+)eliminate(Block\*,Block\*):virtual void=0 |

|  |
| --- |
| Vertical |
|  |
| <<constructor>>(+)Vertical  (+)condition(Block\*,Block\*):virtual int=0  (+)spam(Block\*,Block\*,int):virtual int=0  (+)eliminate(Block\*,Block\*):virtual void=0 |

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| --- |
| Star |
|  |
| <<constructor>>(+)Star  (+)condition(Block\*,Block\*):virtual int=0  (+)spam(Block\*,Block\*,int):virtual int=0  (+)eliminate(Block\*,Block\*):virtual void=0 |

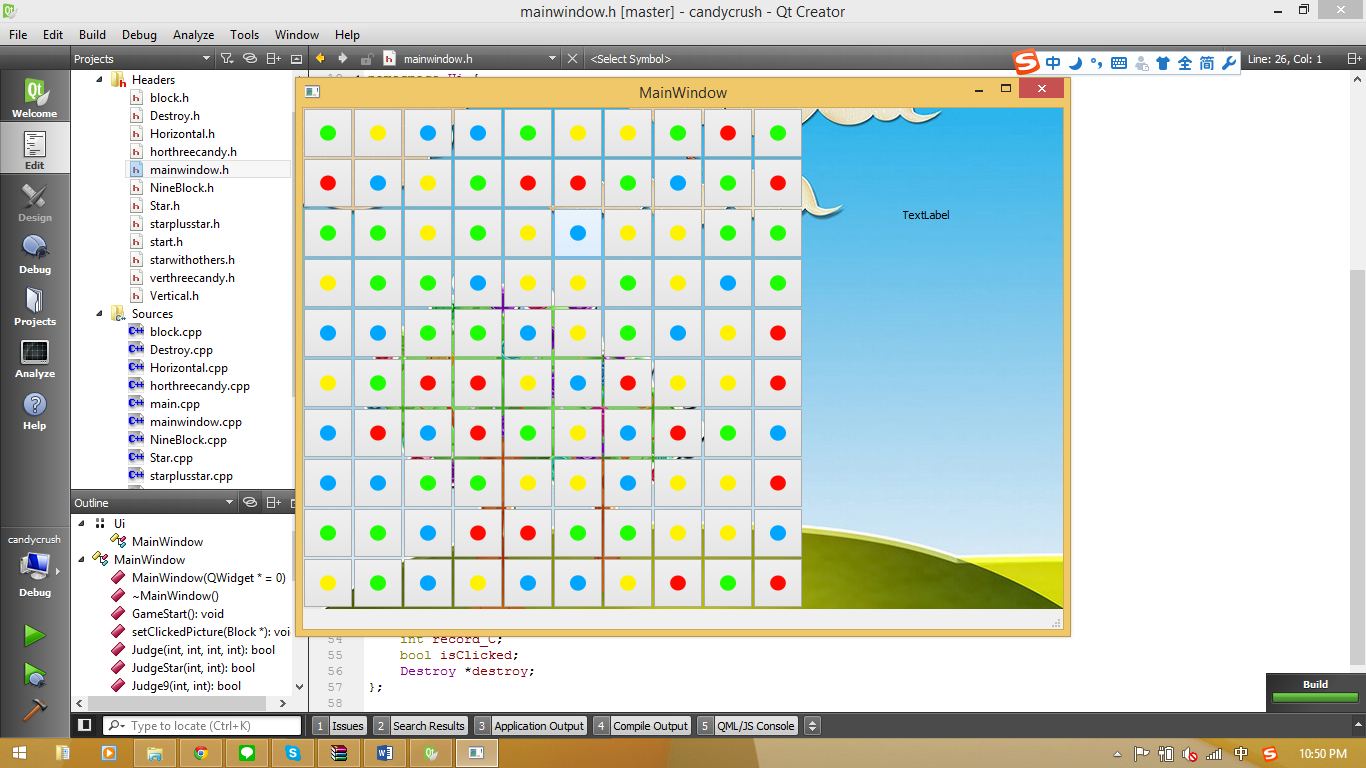
|  |
| --- |
| Start |
|  |
| <<constructor>>Start  Private slots: on\_pushbutton\_clicked:void  Private: MainWindow |

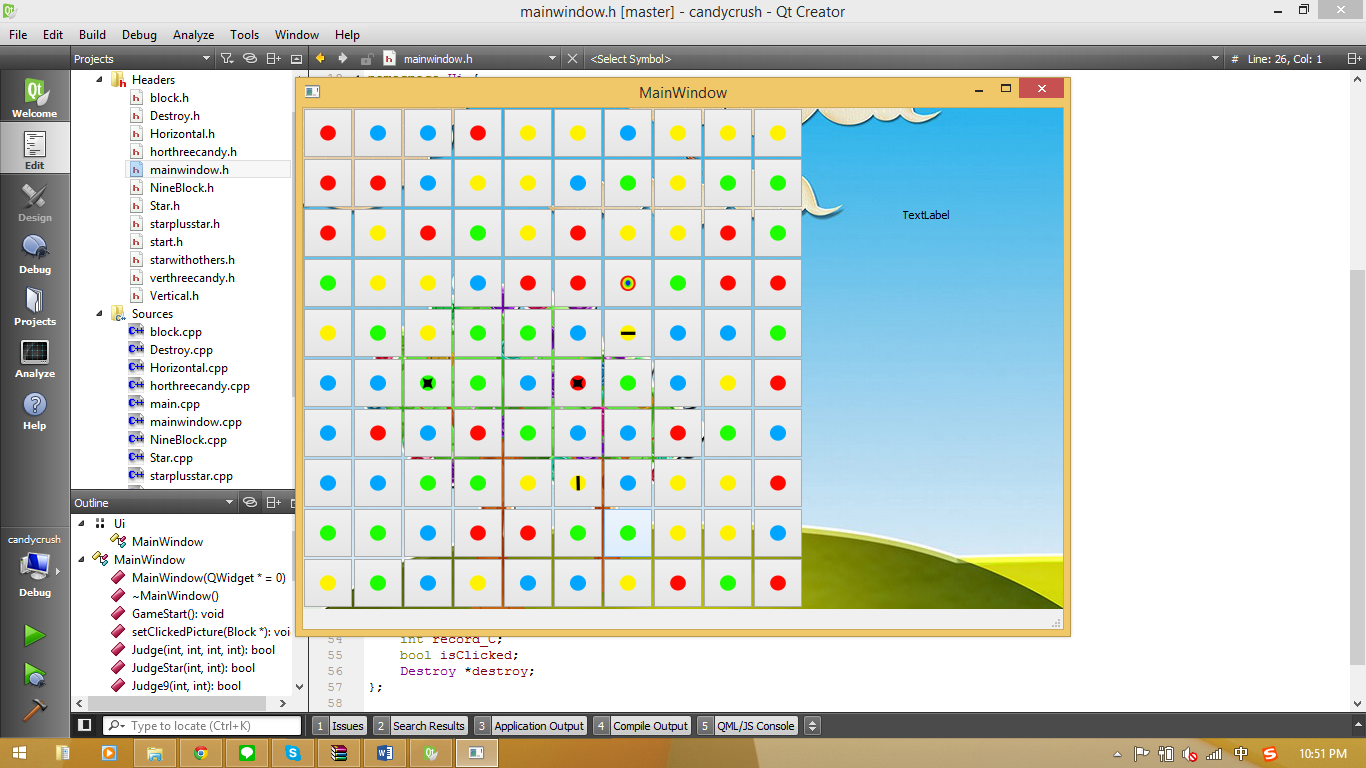
|  |
| --- |
| NineBlock |
|  |
| <<constructor>>(+)NineBlock  (+)condition(Block\*,Block\*):virtual int=0  (+)spam(Block\*,Block\*,int):virtual int=0  (+)eliminate(Block\*,Block\*):virtual void=0 |

|  |
| --- |
| 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 |

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| --- |
| 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) |



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