|  |
| --- |
| game |
| + winvalue :static const int  + youwin :bool  + gameisover :bool  + size :static const int  + bestscore: int  + boardarray[size][size] :int  + regretarray[size][size]: int  + score:int  + doesitmove: bool |
| + Game()  + restart() : void  + giverandtwo(): void  + getvalue(int,int) :int  + getscore() : void  + moveup() : void  + movedown() : void  + move\_left() : void  + move\_right() : void  + gameover() : void  + win()  + checknospace(): bool  + checkcantplus(): bool  + countscore(int) : void  + regret(): void |

|  |
| --- |
| playing |
| * Labels[16] : Qlabel * Game: Game * \*ui: ui::playing |
| + playing(QWidget) : explicit  + keyPressEvent(QKeyEvent) : void  + ~*playing*()  + movethepicture(): void   * on\_pushButton\_2\_clicked() : void * on\_pushButton\_4\_clicked(): void |