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| MainWindow |
| -countbird : int  -setnum : int  -set : int  -temp : int  -ui : Ui::MainWindow  -timer : QTimer \*  Exitlist : QList<Exit \*>  Restartlist : QList<Restart \*>  Shootlist : QList<Shoot \*>  Woodlist : QList<Wood \*>  Piglist : QList<Pig \*>  Birdlist : QList<Bird \*>  itemList : QList<GameItem \*>  world : b2World \*  +scene : QGraphicsScene \*  +g\_body : b2Body  g\_pixmap : QGraphicsPixmapItem  g\_size : QSizeF  g\_world : b2World \*  g\_worldsize : static QSizeF  g\_windowsize static QSizeF |
| <constructor>>+MainWindow(parent : QWidget \*)  +howEvent(QShowEvent \*)  +ventFilter(QObject \*,QEvent \*event)  +loseEvent(QCloseEvent \*)  +quitGame()  -tick  -QUITSLOT()  <<constructor>>+Bird(float , float , float , QTimer \*, QPixmap , b2World \*, QGraphicsScene \*)  +setLinearVelocity()  <<constructor>>+Exit(int , int , QPixmap , b2World \*, QGraphicsScene \*)  +setLinearVelocity()  <<constructor>>+GameItem(b2World\*)  + static void setGlobalSize()  + paint()  <<constructor>>+ Land(float , float ,float , float , QPixmap , b2World \*, QGraphicsScene \*)  <<constructor>>+ Pig(float , float , float , QTimer \*, QPixmap , b2World \*, QGraphicsScene \*)  +setLinearVelocity()  <<constructor>>+Restart(int , int , QPixmap , b2World \*, QGraphicsScene \*)  <<constructor>>+Shoot(int ,int , QPixmap , b2World \*, QGraphicsScene \*)  <<constructor>>+Wood(float , float , float ,float ,QTimer \*, QPixmap , b2World \*, QGraphicsScene \*) |