**CMPE 230 PROJECT#3**

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**1.Problem Description:**  In this project we are suppose to implement QT project which uses c++. The project is a simple card matching game which can be played with 2 players. The game also must show the player scores, high score, time and previous game results.

**2.Problem Solution:** This qt project uses c++, so to implement it, first qt interface must be learned. Qt has some libraries i.e(QPushButton, Qlabel...) and connecting these objects with functions which are implemented with c++, it can be shaped in a way that we want. Assigning these buttons and labels to a task create a nice card match game.

**3.Implementation:** QT interface part takes too much time that we think. First we try to implement button Groups that we took from our professor but we couldn’t run it nicely and try do make it work for 2 days. The problem is about pointers and addresses and when we solve it, the rest of the project is done perfectly. After the problem solved, we implement 3 functions for 3 other buttons which are newGame, prevResult and nextResult buttons and Besides that there are 2 functions which are (delay) for holding-up and (turnTheCard) which takes an integer i to locate where the pushed button is and as it can be understood with the function’s name it turns the card. Most of the gameplay are in that function.

**4.Conclusion:** After spending that much time on qt, we both learn how to use Qt’s library and how to implement a project on Qt. As a conclude project is done in all assets with 2 of us.