QMainWindow +show() +close()

game

- -plate[10][10]:QLabel*
- -plate_number[10][10]:int
- -n:int
- -mode:int
- -score:int
- -Bestscore:int
- -h:int
- -w:int
- -f:QFont
- -avengers:things
- -capower:int
- -menu_background:QPixmap

+things()

+getthing(int):void +clear():void

- things
- +step[8][2]:int
- +mode[8][3]:int
- +whos:int
- +count:int
- +r:int
- +talk[8]:QString
- +head[8]:QPixmap

- +game(QWidget)
- ~game()
- -on_start_clicked():void
- -on_exit_clicked():void
- -on back clicked():void
- -on restart clicked():void
- -on_mode_easy_clicked():void
- -on_mode_normal_clicked():void
- -on mode hard clicked():void
- # KeyPressEvent(QKeyEvent *):void
- #paintEvent(QPaintEvent*):void
- -plate clear():int
- -plate_show():int
- -plate move():int
- -plate_new():int
- -plate_check():int
- -plate_gameover():int
- -plate_gamewin():int
- -replaceNum(QString,int&):QString