**Untitled - Class Diagram**

## candy

+label:QLabel*
+location:QPoint
+img:QPixmap
+img_choose:QPixmap
+name:QString
+other_name:QString
+t:Qtime
+size:int
+value:int
+change:int
+score:Candy_Score*

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+candy(Candy_Score*,QWidget*,QPoint pos,int)
+~candy()
+operator+(candy*):int
*+clear(candy**,int,int):int*
*+bechoose():int*
+check(candy**,int,int,Candy_Score*):int
+setOther(candy*):int
+clear_candy(candy**,int,int,int,int,int,int,int):void

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### normal_candy

+normal_candy(Candy_Score*,QWidget*,QPoint pos,int)
+~normal_candy();
+clear(candy**,int,int):int
+bechoose():int

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### h_candy

+h_candy(Candy_Score*,QWidget*,QPoint pos,int)
+~h_candy();
+clear(candy**,int,int):int
+bechoose():int

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### v_candy

+v_candy(Candy_Score*,QWidget*,QPoint pos,int)
+~v_candy();
+clear(candy**,int,int):int
+bechoose():int

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### bomb_candy

+bomb_candy(Candy_Score*,QWidget*,QPoint pos,int)
+~bomb_candy();
+clear(candy**,int,int):int
+bechoose():int

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### star_candy

+star_candy(Candy_Score*,QWidget*,QPoint pos,int)
+~star_candy();
+clear(candy**,int,int):int
+bechoose():int