Project2 Report 莊政翰 F74021022

UML:

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| --- |
| Form |
| Ui::Form \*ui;  bool new\_game;  QLabel\* Cubes;  QLabel \*game\_over;  int count\_push;  QLabel\* label\_2,\*label\_3; |
| void time\_count();  void on\_pushButton\_clicked();  void on\_pushButton\_2\_clicked();  void *keyPressEvent*(QKeyEvent \*event); |

Execute:



