|  |
| --- |
| **blank** |
| +number: Integer  +position: Integer  +isAdded: Boolean  +isMoved: Boolean |
| <<constructor>>+blank()  <<decontructor>>+~blank() |

|  |
| --- |
| **gamewindow** |
| +check: Boolean  +win: Boolean  +score: Integer  +str: QString  -b[17]:blank  -ui: gamewindow pointer |
| <<constructor>>+gamewindow()  +SetPic(blank &b)  +init()  +SetRandom()  +GameStart()  +keyPressEvent(QKeyEvent \*event)  +Moved(): Boolean  +initMoveAdd()  +GameWin(): Boolean  +GameOver(): Boolean  <<decontructor>>+~gamewindow()  -on\_pushButton\_Restart\_clicked()  -on\_pushButton\_cont\_clicked() |

|  |
| --- |
| **MainWindow** |
| -ui: MainWindow pointer  -GameWindow: gamewindow |
| <<constructor>>+MainWindow()  <<decontructor>>+~MainWindow()  -on\_pushButton\_Start\_clicked() |