

# Gold Miner

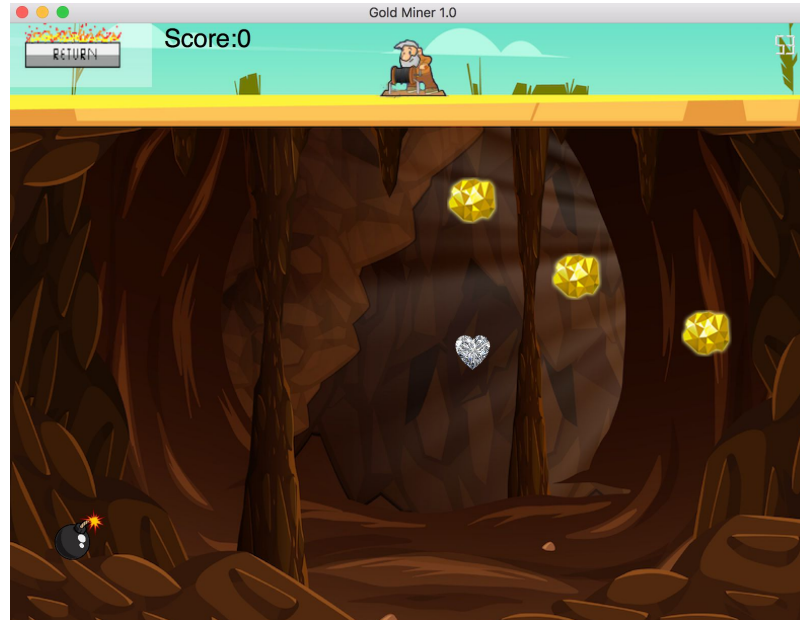


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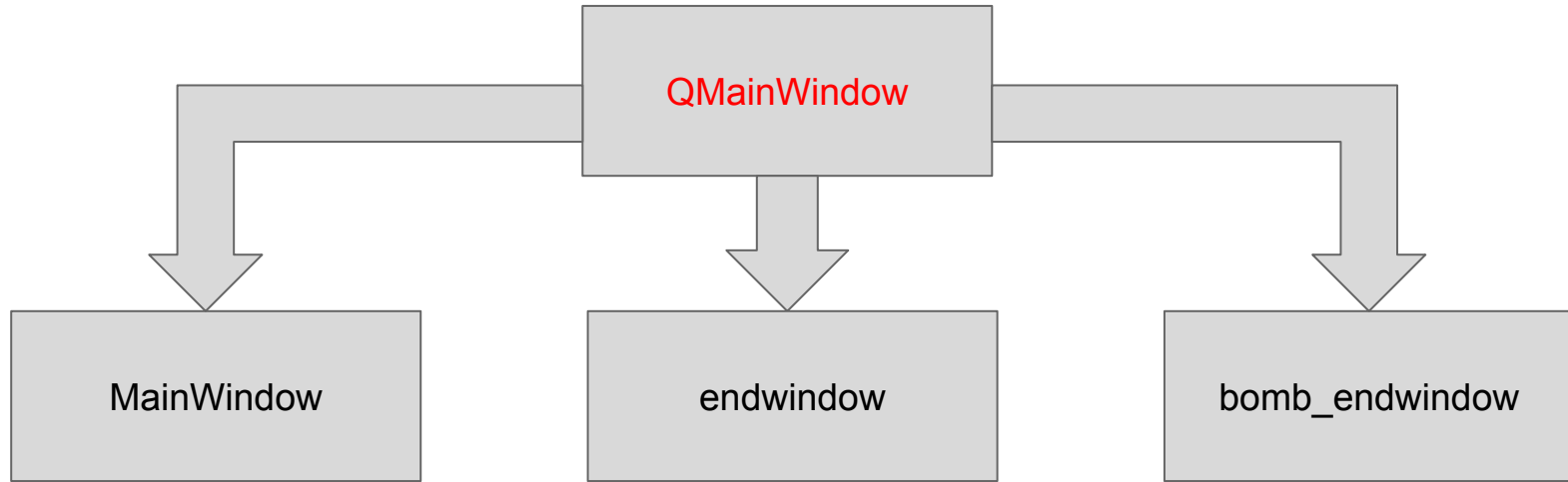


# Application Design

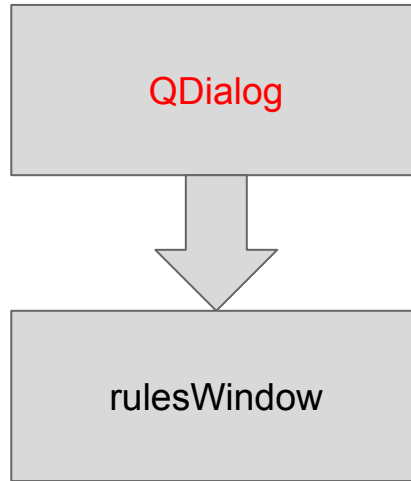
The player controls a miner, whose task is to collect gold and diamonds while avoiding the bombs.



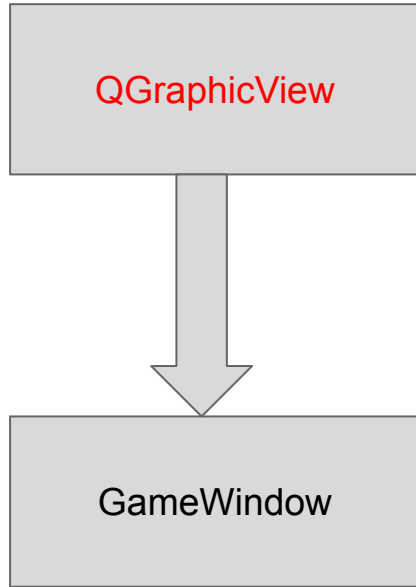
# Class hierarchy



# Class hierarchy



# Class hierarchy



- **QGraphicsScene** : a surface for managing a large number of graphical items
- **QGraphicsItem** : a base class for all graphical items in a QGraphicsScene
- **QGraphicsView**: provides a widget to visualize the contents of a QGraphicsScene

# Class hierarchy

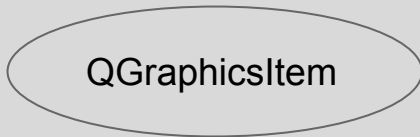
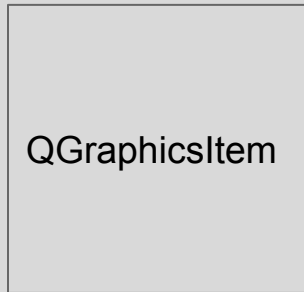
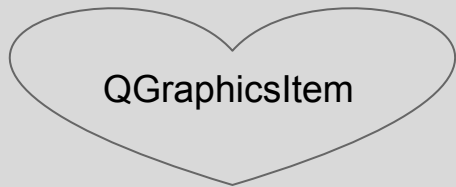
**QGraphicsScene**

**QGraphicsView**

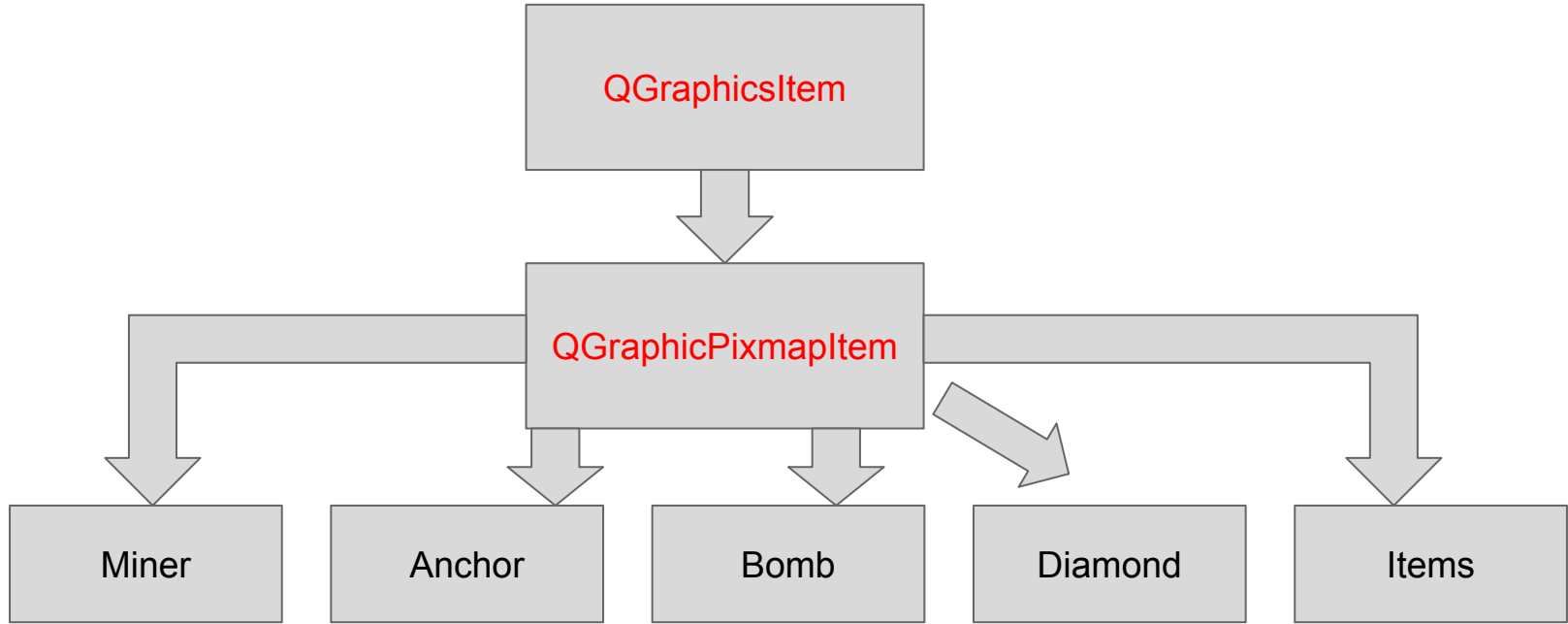
QGraphicsItem

QGraphicsItem

QGraphicsItem

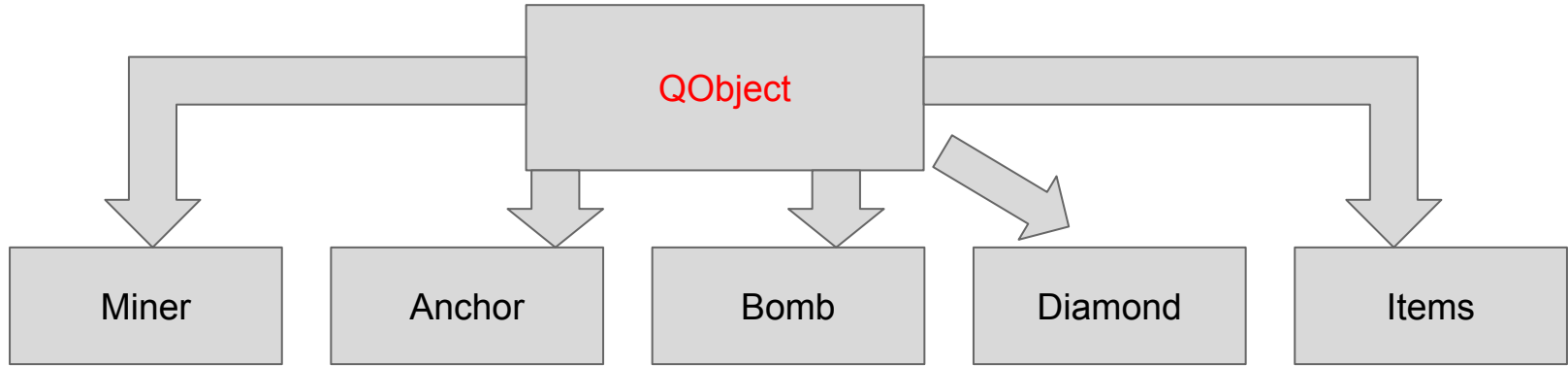


# Class hierarchy



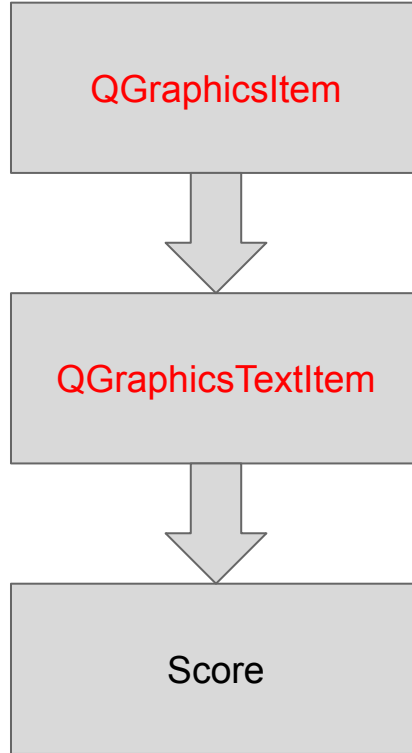


# Class hierarchy



**Because all these classes use “connect” to connect certain signals and slots.**

# Class hierarchy



**Thank you!**