## TVNP.400201.213 ПД1 YellowBrick Ball xdir: int YellowBrick «create» YellowBrick (x : int, y : int) MainWindow ydir: int «destroy» YellowBrick () # image: QImage image: QImage ui: Ui::MainWindow + getRect (): QRect rect: QRect rect: ORect setRect (rct : QRect) time: int # score: int = 10 - INITIAL\_X: int = 375 timer: QTimer getlmage (): Qlmage # destroyed: bool - INITIAL\_Y: int = 680 + isDestroyed (): bool «create» MainWindow (parent : QWidget) # xdir: int - RIGHT\_EDGE: int = 800 setDestroyed (destroy : bool) destroy» MainWindow () # ydir: int getXDir (): int «destrov» Ball () TimerSlot () «create» YellowBrick (?: int, ?: int) resetState () getYDir (): int «destroy» YellowBrick () autoMove () + getScore (): int isDestroyed (): bool setXDir (? : int) destroy () - setDestroyed (? : bool) setYDir (?:int) deleteObject () getRect (): QRect getXDir (): int setRect (? : QRect) getYDir (): int getlmage (): Qlmage getRect (): ORect Ui\_MainWindow getXDir (): int getlmage (): Qlmage getYDir (): int - centralwidget: QWidget getScore (): int RedBrick destroy () pushButton: QPushButton deleteObject () # stabillity: int = 1 menubar: QMenuBar - statusbar: QStatusBar Main «create» RedBrick (x : int, y : int) - «destroy» RedBrick () - setupUi (MainWindow : QMainWindow) Breakout main (argc : int, argv : char): int retranslateUi (MainWindow : QMainWindow destroy () deleteObject ( score: int = 0 timerld: int - DELAY: int = 10 List xdir: int - BOTTOM\_EDGE: int = 750 ydir: int «create» List ( - ball: Ball typeBonus: int paddle: Paddle destroyed: bool BlueBrick yellowBricks: List image: Qlmage # stabillity: int = 2 redBricks: List rect: QRect Paddle blueBricks: List # bonus: Bonus INITIAL\_X: int head: Node activeBonus: bool image: Qlmage bonuses: List INITIAL Y: int rect: ORect gameOver: bool «create» BlueBrick (?:int, ?:int) «create» Bonus (x : int, y : int, type : int) «create» List (? : List) gameWon: bool «struct» «destroy» BlueBrick () pushBack (data : T) «destroy» Bonus () - INITIAL X: int = 335 gameStarted: bool getActiveBonus (): bool deleteObject () getSize (): int INITIAL\_Y: int = 700 paused: bool getBonus (): Bonus erase (num : int) resetState () gameMenu: bool «destroy» Paddle () next: Node isDestroyed (): bool clearList () setDx (x : int) «create» Breakout (parent : QWidget = 0) prev: Node aetRect (): QRect pushFront (data : T) move () «destroy» Breakout () + popFront () getlmage (): Qlmage «create» Node (data : T = T(), next : Node = nullptr, prev : move (x : int) # paintEvent (? : QPaintEvent) popBack () Node = nullptr) autoMove () resetState () # timerEvent (? : QTimerEvent) peek (num : int): T getBonus (score : int): int getRect (): QRect # keyPressEvent (? : QKeyEvent) «operator» [] (num : int): T getlmage (): Qlmage # keyReleaseEvent (? : QKeyEvent) «create» List () # drawObjects (? : QPainter) finishGame (?: QPainter, ?: QString) # moveObjects () # drawScore (?: QPainter, ?: int, ?: int, ?: int) # startGame () pauseGame () MyException # stopGame () # victory () message: char checkCollision () # code: int «create» MyException (message : char) «create» MyException () FileNotFoundException «create» FileNotFoundException (message : char, code : «create» FileNotFoundException () getCode (): int ГУИР.400201.213 ПД1 NoSuchElementException IOException Macca Масштаб «create» NoSuchElementException (code : int, message : «create» IOException (code : int, message : char) Изм Лист Подп. Дата № докум. Игра «Арканоид». «create» NoSuchElementException () Каплич getCode (): int Разраб. getCode (): int Диаграмма классов Пров. Богдан show () Лист Т.контр Листов 1 БГУИР, гр. 250502 Н.контр Утв.

