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