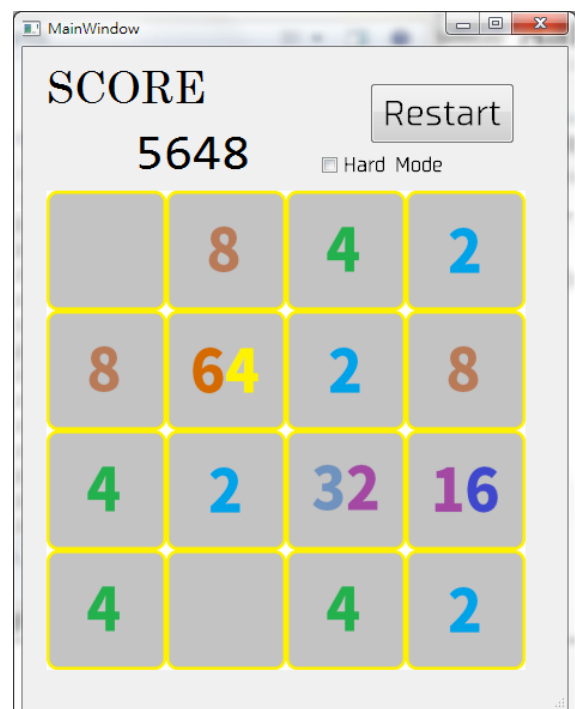
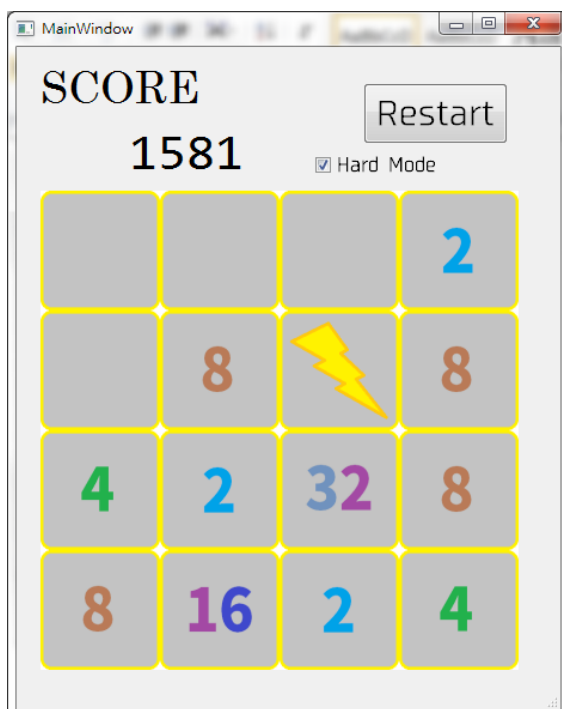


MainWindow	Result
<pre> -*ui: Ui::MainWindow -map[16]: int -pic: QPixmap -g[16]: QLabel* -r: Result* </pre>	<pre> -*ui: Ui::Result </pre>
<pre> <<constructor>>+MainWindow() <<destructor>>+MainWindow() -ChangeLCD(map: int*): void -canmerge(a: int,b: int): int -initial(): void -rancreate(): void -toleft(): void -toright(): void -toup(): void -todown(): void -checkfinish(): bool -on_pushButton_clicked(): void #keyPressEvent(*e: QKeyEvent): void -choosepic(i: int): QPixmap& </pre>	<pre> <<constructor>>+ Result(parent: QWidget*) <<destructor>>+ Result() +initial(score: int, win: bool): void -on_Restart_clicked(): void </pre>

Screenshot:





特色：可以直接 Restart，算分數
開啟 Hard Mode 會出現一個無法合
成的磚塊