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| A |
| #turn:int  #button:QpushButton  #row:int  #col:int  #num:int |
| +operator==(a:A&):bool  +operator=(a:int)  <<constrctor>>A(parent:Qwidget, Row: int, Col: int, Num: int) |

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| --- |
| MainWindow |
| - check():bool  - check2()  - ui: Ui::MainWindow\*  - kj: QPushButton \*  - data: QVector <int>  - data2: QVector <int>  - typ: QVector <int>  - typ2: QVector <int>  - rem[9][9]: bool  - box: QVector<A \*>  - rrrr: A\*  - turn: int  - move()  - Create()  - SetNum()  - check\_Fr()  - check\_Fv()  - check\_T()  - SetPicture()  - set\_special()  - set\_five(a: int, b: int)  - set\_T()  - tm: int  - Move: int  - star: int  - score: int  - timer: QElapsedTimer  - timer2: QTimer\*  - step()  - count\_score()  - clock()  - create\_clock() |
| <<constructor>>MainWindow(parent: QWidget \*) |