```
MainWindow
-*ui:Ui::MainWindow
-x:int
-y:int
-score:int
-scoretmp:int
-count:int
-timtmp:int
-nicecount:int
-notbadcount:int
-nancount:int
-allcount:int
-rate:float
-keyPressEvent (QKeyEvent *event):void
-keyReleaseEvent(QKeyEvent *event):void
-timerEvent(QTimerEvent*):void
+explicit MainWindow(*parent =0 : QWidget)
+~Widget()
-on Start clicked():void
-on GameQbutton pressed():void
-on GameQbutton released():void
-on GamePbutton pressed():void
-on GamePbutton released():void
- on exit clicked():void
```

QMainWindow





