

MainWindow
<pre> - presstime:int - change[2][2]:int - trans:int - game[5][5]={0}:int - check[5][5]={0}:int - i:int - j:int - k[4]:int - l[4]:int - count:int - times:int </pre>
<pre> + showwindow():void + checkgame():void + delay(int):void + changed():void + clean():void + push():void -on_pushButton_clicked():void -on_pushButton_2_clicked():void -on_pushButton_3_clicked():void -on_pushButton_4_clicked():void -on_pushButton_5_clicked():void -on_pushButton_6_clicked():void -on_pushButton_7_clicked():void -on_pushButton_8_clicked():void -on_pushButton_9_clicked():void -on_pushButton_10_clicked():void -on_pushButton_11_clicked():void -on_pushButton_12_clicked():void -on_pushButton_13_clicked():void -on_pushButton_14_clicked():void -on_pushButton_15_clicked():void -on_pushButton_16_clicked():void -on_pushButton_17_clicked():void -on_pushButton_18_clicked():void -on_pushButton_19_clicked():void -on_pushButton_20_clicked():void </pre>

```
-on_pushButton_21_clicked():void  
-on_pushButton_22_clicked():void  
-on_pushButton_23_clicked():void  
-on_pushButton_24_clicked():void  
-on_pushButton_25_clicked():void
```

遊戲介面：

