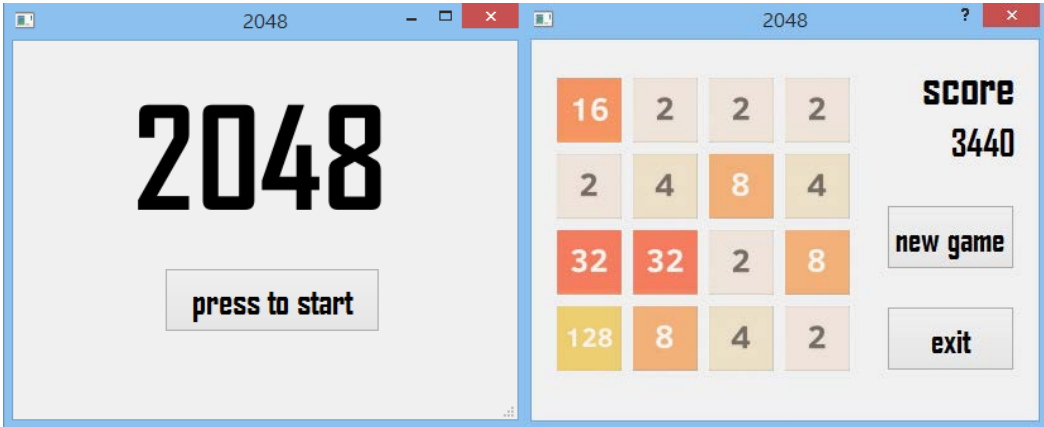
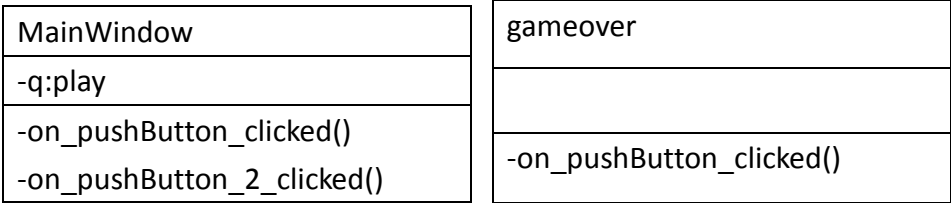


Report about 2048

The screen shot in the game:



The UML class diagram



play
-map[4][4]:int -check[4][4]:int -score:int -c:int -A:int -S:int -W:int -D:int -pic[4096]:QPixmap -g:gameover -z:win
+keyPressEvent(QKeyEvent *press) +setLabel(i:int,j:int,k:int) +startmap() +setmap() +A_move() +S_move() +W_move() +D_move() +chk() -on_pushButton_clicked() -on_pushButton_2_clicked()

win
-on_pushButton_clicked()