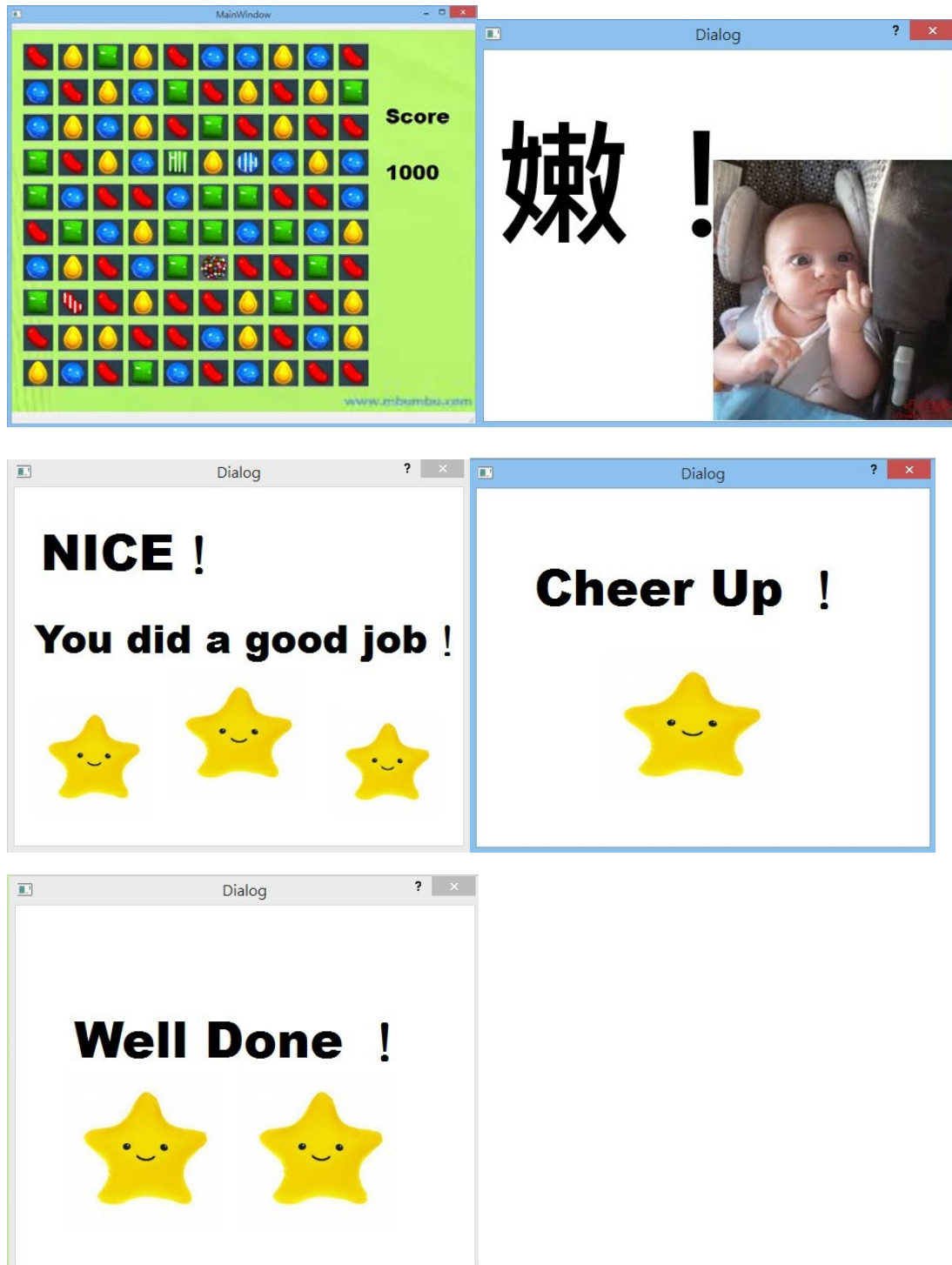


Report

遊戲截圖：



UML :

lose

Win1

Win2

Win

Score
Operator++() : Score
Point : int

MainWindow
SetMap(): void StartMap(): void SetPic(): void CheckMove(): void Check(): void CheckThree(): void CheckFour(): void CheckFive(): void VerFour(j: int): void HorFour(i: int): void Color(a: int,b: int): void Drop(): void

```
s: Score
q: Win
w: Win2
e: Win1
r: Lose
a, b, i, j, k, m, n, o, p, x, y, z, times, move: int
*map[10][10]: QPushButton
*SignalMapper: QSignalMapper
color[10][10], clk[10][10]: int
pic[21]: QPixmap
```