

CMPE 230 HW 3 REPORT

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In this Project we developed a QT program that implements “Find the Pair” game. We did this by not using the QT designer. When we encountered a problem, we googled the problem, read some documentations, and got some help from the websites such as stackoverflow, etc... More detailed information is mentioned on the code by comments.

The execute method in the mainwindow.cpp calls the initialize method which initializes and progressing the game. In initialize method we created a charlist that keeps the values of the buttons, labels and other variables. Shortly, we design our window by adding widgets to the layout, creating reset button, pairCounter and triesCounter. Buttons are creating and having values randomly in the nested for loop. Handlebutton is called in the end of the loop. Handlebutton method is used for applying the game mechanics such as disabling the button and show its value when it pressed, incrementing the paircounter when we get pairs etc...and while doing these it arranges the time by a timer. Waitslot method is called if the opened cards did not match. The opened cards are closed and get enable to push again here.

In the end, we try our code and we get the correct game structure and mechanics.

