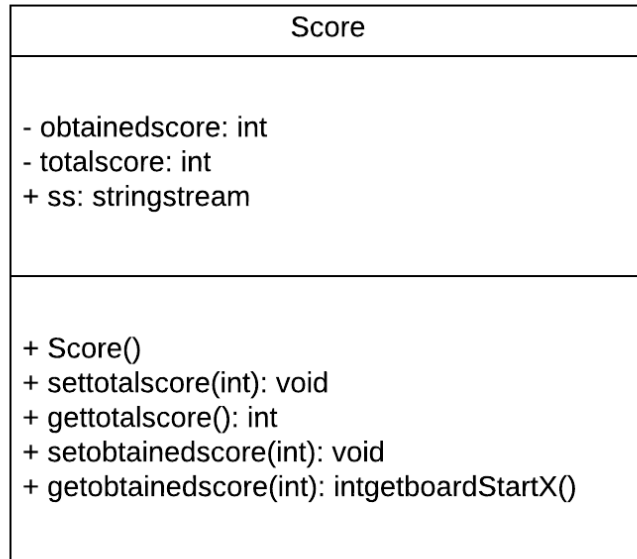
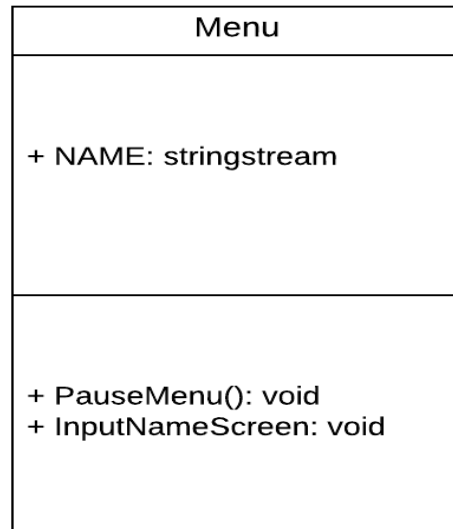
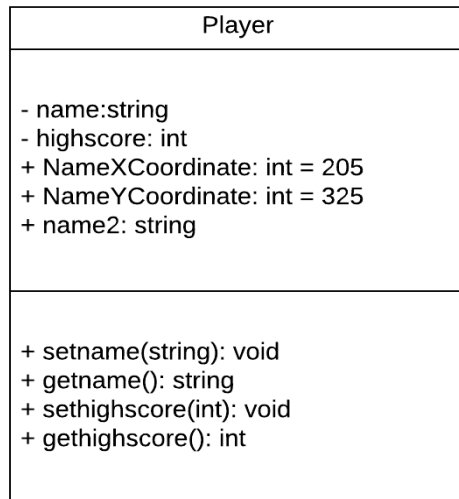


Candy Crusher Class Diagram – Shehroz Khan i19-1751



Board
<ul style="list-style-type: none"> - mXin: int - mYin: int - mXout: int - mYout: int - boardStartX: int = 160 - boardStartY: int = 120 + randC: int + hint: int = 5 + m: Menu + gamestate: int = 0 + size: const int = 8 + mainmode: bool = false + f: fstream + s: Score + p: Player + seconds: int = 0
<ul style="list-style-type: none"> + setmXin (int): void + getmXin(): int + setmYin (int): void + getmYin(): int + setmXout (int): void + getmXout (): int + setmYout (int): void + getmYout(): int + gems: int[][] + checkandRemovePatterns(i: int, j: int): void + DisplayMainMenu(): void + checkWithinRange(i: int, j: int): bool + HintSystem (&x: int, &y: int): bool + CheckForValidSwap (i: int, j: int): bool + CheckGridForPatternInternal(): bool + CheckGridForPattern(): void + dropdowncolumn(x: int, y: int): void + checkEntireGridInternal(): bool + checkEntireGrid(): void + Board() + DisplayBoard(): void + returnGem(mX: int, mY: int, &iX: int, &iY: int): void + swap(x1: int, y1: int, x2: int, y2: int): void + getDragDirection(mXin: int, mYin: int, mXout: int, mYout: int): int + SaveGame(): void