|  |
| --- |
| game |
| +bool trigger  +QString str  +int score |
| +setboard(set & b)  +gamestart(void)  +setrandom(void)  +SetObstacle(void)  *+keyPressEvent*(QKeyEvent \* event)  + initialized(void)  + AnyMoved()  + IsWined()  + Islosed()  - on\_pushButton\_clicked()  - on\_pushButton\_2\_clicked()  - set b[17] |

|  |
| --- |
| set |
| +int position  +int number  +bool isAdded  +bool isMoved |
|  |

