|  |
| --- |
| blank |
| +const int row;  +const int colum;  +int number;  +QPushButton \* buttom;  +void setNumber();  +void setButtonPicture();  +QTimer \*time;  +int shift;  +void operator-(Blank \*b);  +void operator|(Blank \*b);  +void click();  +void moveleft();  +void moveright();  +void moveup();  +void movedown();  +void Click(int R,int C);  +void movedone(); |
|  |

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| --- |
| Destroy |
| +Destroy();  +virtual void *spawn*(Blank\*b[10][10],Blank\*clicked,int mode)=0;  +virtual void *eliminate*(Blank\*b[10][10],Blank\*clicked)=0;  +virtual int *condition*(Blank\*b[10][10],Blank\*clicked)=0;  +virtual ~*Destroy*(); |
|  |

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| --- |
| Destroy<-horizontal |
| +horizontal();  +virtual void *spawn*(Blank\*b[10][10],Blank\*clicked,int mode);  +virtual void *eliminate*(Blank\*b[10][10],Blank\*clicked);  +virtual int *condition*(Blank\*b[10][10],Blank\*clicked);  +virtual ~*horizontal*(); |
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| --- |
| mainwindow |
| +explicit MainWindow(QWidget \*parent = 0);  +~*MainWindow*();  +void gamestart();  +void setClickPicture(Blank \*b);  +bool isClicked;  +int record\_R;  +int record\_C;  +bool Judge(int row1,int col1,int row2,int col2);  +bool JudgeStar(int row ,int col);  +void reNewPicture();  +void setboard();  +bool JudgeVertical(int row, int col);  +bool JudgeHorizontal(int row, int col);  +bool JudgeNine(int row, int col);  +bool JudgeThreeCol(int row, int col);  +bool JudgeThreeRow(int row, int col);  +bool TotalJudge();  +QString str;  +int score;  -Ui::MainWindow \*ui;  -Blank \*b[10][10];  +void button\_clicked(int R,int C);  +void zeroVanish(); |
|  |

|  |
| --- |
| Destroy<-nineblock |
| +nineblock();  +virtual void *spawn*(Blank\*b[10][10],Blank\*clicked,int mode);  +virtual void *eliminate*(Blank\*b[10][10],Blank\*clicked);  +virtual int *condition*(Blank\*b[10][10],Blank\*clicked);  +virtual ~*nineblock*(); |
|  |

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| --- |
| Destroy<-star |
| +star();  +virtual void *spawn*(Blank\*b[10][10],Blank\*clicked,int mode);  +virtual void *eliminate*(Blank\*b[10][10],Blank\*clicked);  +virtual int *condition*(Blank\*b[10][10],Blank\*clicked);  +virtual ~*star*(); |
|  |

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| --- |
| Destroy<-threecol |
| +threecol();  +virtual void *spawn*(Blank\*b[10][10],Blank\*clicked,int mode);  +virtual void *eliminate*(Blank\*b[10][10],Blank\*clicked);  +virtual int *condition*(Blank\*b[10][10],Blank\*clicked);  +virtual ~*threecol*(); |
|  |

|  |
| --- |
| Destroy<-threerow |
| +threerow();  +virtual void *spawn*(Blank\*b[10][10],Blank\*clicked,int mode);  +virtual void *eliminate*(Blank\*b[10][10],Blank\*clicked);  +virtual int *condition*(Blank\*b[10][10],Blank\*clicked);  +virtual ~*threerow*(); |
|  |

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| --- |
| Destroy<-vertical |
| +vertical();  +virtual void *spawn*(Blank\*b[10][10],Blank\*clicked,int mode);  +virtual void *eliminate*(Blank\*b[10][10],Blank\*clicked);  +virtual int *condition*(Blank\*b[10][10],Blank\*clicked);  +virtual ~*vertical*(); |
|  |