

# Pd2-2048 report

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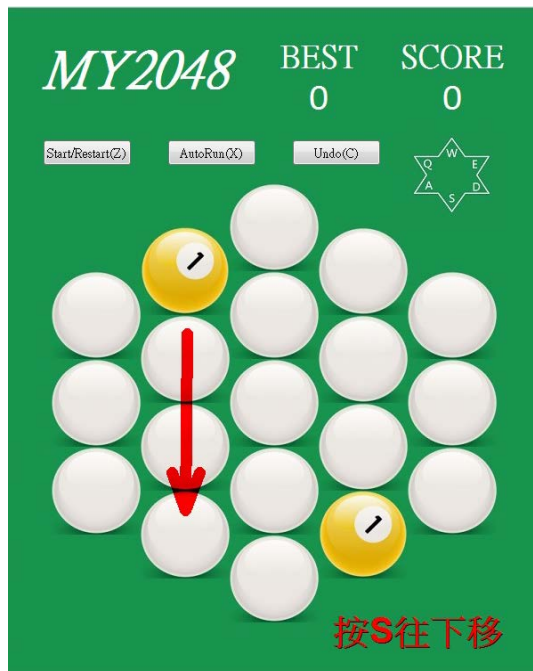
## UML

MainWindow
<pre>-ui: Ui::MainWindow* -Board: vector&lt;int&gt; -pre_board: vector&lt;int&gt; -temp_board: vector&lt;int&gt; -board_for_compare: vector&lt;int&gt; -b[19]: QPixmap -score: int -pre_score: int -best: int -x: int -gameover_check: int</pre>
<pre>&lt;&lt;constructor&gt;&gt;+MainWindow(QWidget) &lt;&lt;destructor&gt;&gt;+~MainWindow() +myShow():void +setP(int,int) +Creat(int): bool +keyPressEvent(QKeyEvent *): void +do_temp_board(int) : void +dir_S(): bool +dir_A(): bool +dir_Q(): bool +dir_W(): bool +dir_E(): bool +dir_D(): bool +dir_S(int): bool +dir_A(int): bool +dir_Q(int): bool +dir_W(int): bool +dir_E(int): bool +dir_D(int): bool +autoRun(): void</pre>

```
+autoRun_2(int) : void
+gameOver(): void
+on_pushButton1_clicked(): void
+on_pushButton2_clicked(): void
+on_pushButton3_clicked(): void
```

## 玩法

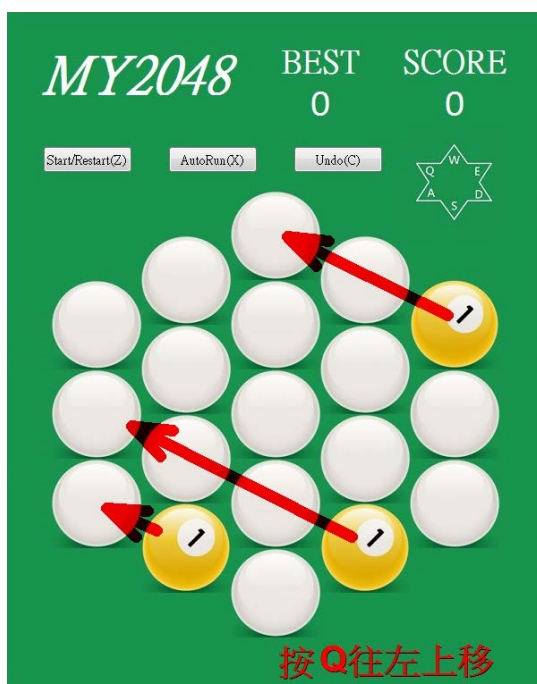
1.



2.



3.



4.



5.



6.



7.



8.

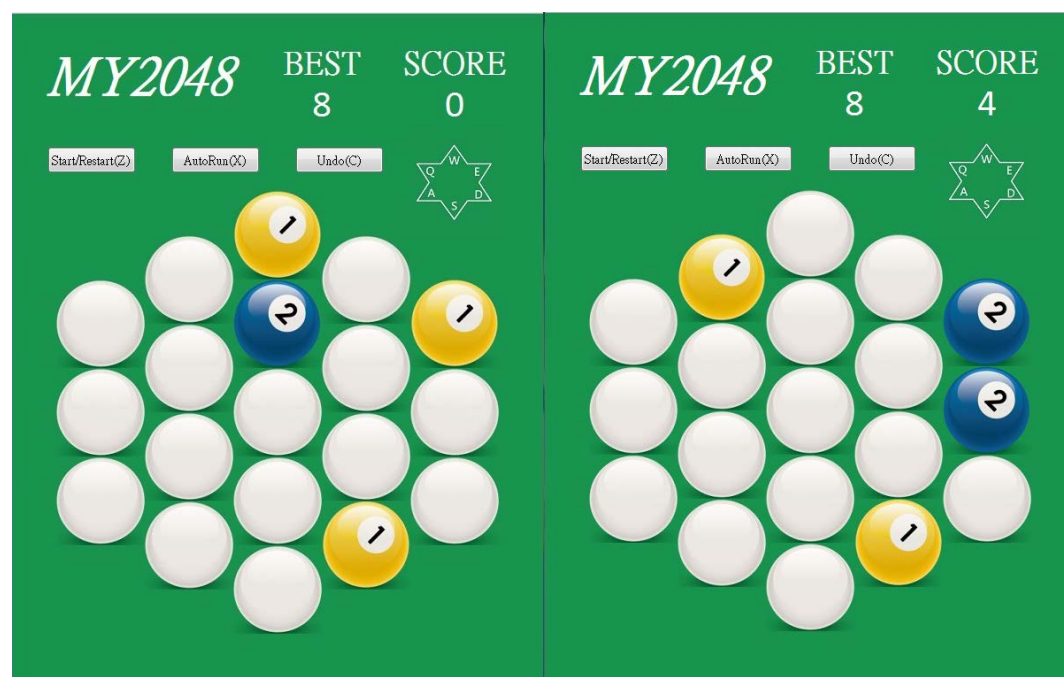


9.

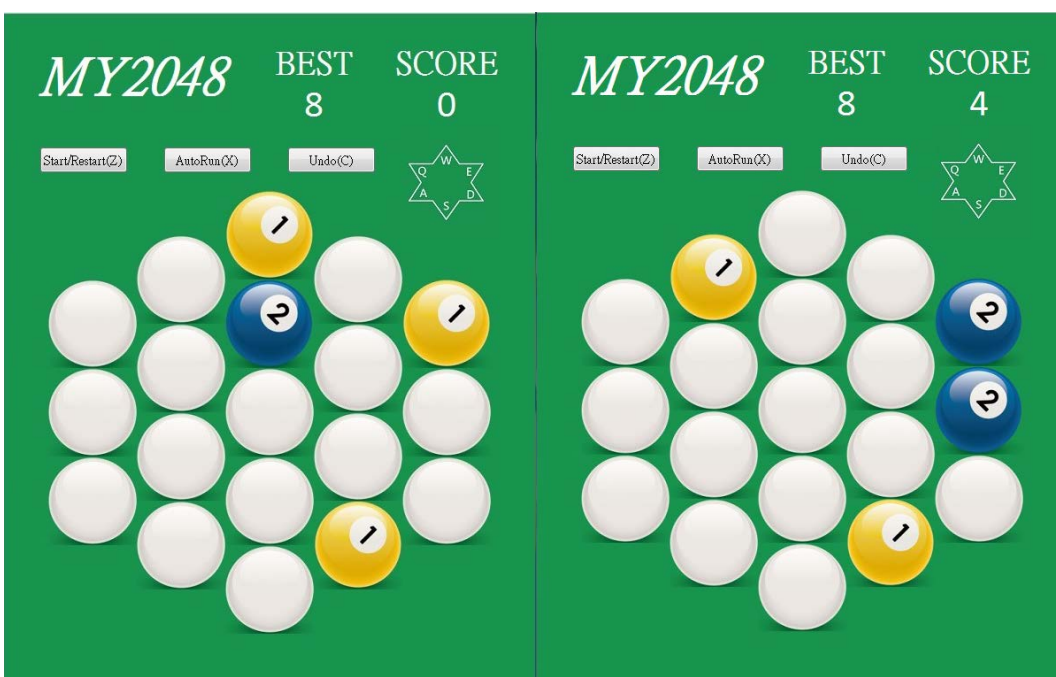


10.

11.



12.





13.



14.



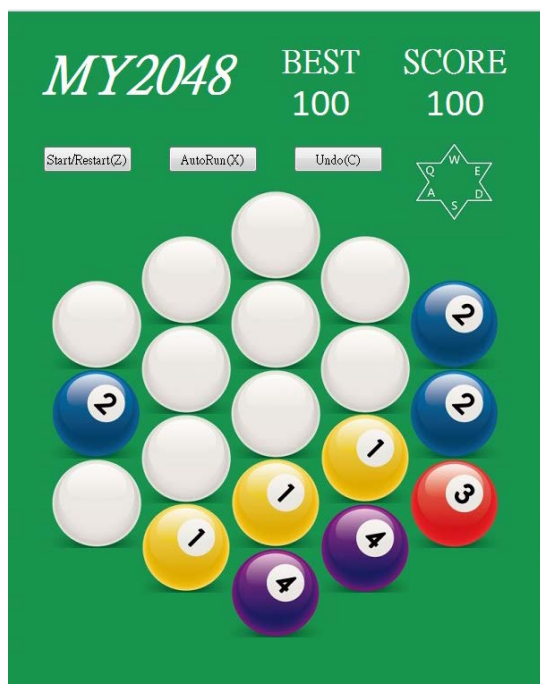
15.



16.



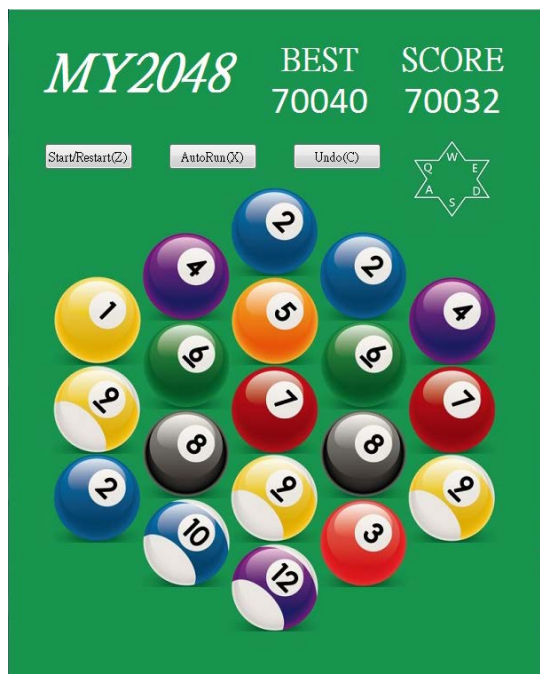
17.



18.



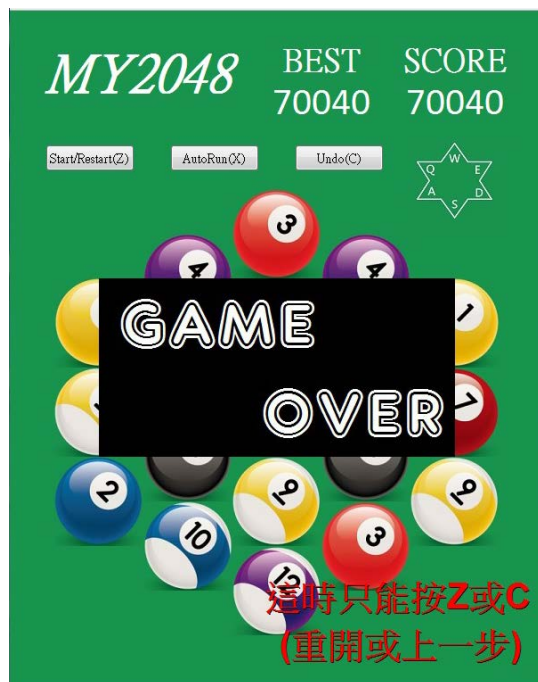
19.



20.



21.



\*撞球圖片來自網路

\*遊戲規則參考 4x4 之 2048 遊戲

\*AutoRun(X)往六個方向移動機率相同

\*AutoRun(H)為往右下、下等移動,分數可達 AutoRun(X)的 10~20 倍

\*Z、X、C 也可透過點擊上方按鈕執行

\*最高分(BEST)為此次執行之最高分,關閉遊戲後將重新計算

\*此程式僅用於成大程式設計(二)課程 project2