Pd2-2048 report

UML

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| MainWindow |
| -ui: Ui::MainWindow\*  -Board: vector<int>  -pre\_board: vector<int>  -temp\_board: vector<int>  -board\_for\_compare: vector<int>  -b[19]: QPixmap  -score: int  -pre\_score: int  -best: int  -x: int  -gameover\_check: int |
| <<constructor>>+MainWindow(QWidget)  <<destructor>>+*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  +autoRun\_2(int) : void  +gameOver(): void  +on\_pushButton1\_clicked(): void  +on\_pushButton2\_clicked(): void  +on\_pushButton3\_clicked(): void |

玩法