**2nd Software Engineering Homework**

1. Design your software based on the Class Diagram. Note that:
   1. You are supposed to briefly explain your diagrams, in addition to just putting Class diagrams in the homework.
   2. It is OK to add, modify, or delete Class in the future. In other words, your Class diagrams are not necessarily the final version.

类图中展示六个类和4个接口，其中Main类调用Setting\_Londness接口来调节游戏音量，使用FlashScreen类来展示进入应用的画面，Game表示正式进入游戏。Setting\_Difficulty接口可以调整游戏难度，Create\_Symbol和Create\_Data接口能随机生成符号和数字，并被Grade类调用。Grade类专门用于计算所得分数，并对游戏最终结果判定。Bald Miner类能根据获取的游戏难度调整任务的运行速度和游戏剩余时间。GameCanvas可以加载游戏的背景页面，并根据机型调节页面大小。

