|  |
| --- |
| **cell** |
| -row: Integer  -col: Integer  -s: QString  -\*Turn: Integer  -\*label: QString |
| <<constructor>>+cell(\*parent:QWidget ,Row: Integer ,Col: Integer)  +set(num: Integer) |

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| --- |
| **Event** |
| #*keyPressEvent*(\*event: QKeyEvent)  #\*resWindow: result  #\*score: QLabel |
| <<constructor>> + Event(\*parent = 0 : QWidget ,\*res = 0: result)  +Init();  +MapMove(\* start : Integer, \* add: Integer)  +MapAdd(\* start: Integer , \* add: Integer)  +left\_start[4]: Integer  +right\_start[4] : Integer  +up\_start[4] : Integer  +down\_start[4] : Integer  +left\_add[4] : Integer  +right\_add[4] : Integer  +up\_add[4] : Integer  +down\_add[4] : Integer  +map[16] : Integer  +map\_last[16] : Integer  +test[16]: boolean  +sc: Integer  +s: QString  +\*label[16]: cell |

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| --- |
| **game** |
| -\*ev: Event  -\*ui: Ui::game  -\*mainWindow: QWidget  -\*resWindow: result |
| <<constructor>>+ game(\*parent: QWidget ,\*res: result) |

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| --- |
| **pro\_2048** |
| -\*ui: Ui::pro\_2048  -\*Gamewindow: game  -\*resDialog: result  -StartClick()  -resetGame() |
| <<constructor>>+ pro\_2048(\*parent = 0: QWidget) |

|  |
| --- |
| **result** |
| -\*ui: Ui::result  -\*mainWindow: QWidget  -on\_pushButton\_clicked()  -on\_pushButton\_2\_clicked() |
| <<constructor>>+ result(\*parent = 0: QWidget)  setWinner(winner: Char)  reset() |