LVNP.400201.221 PP MainWindow ui: Ui::MainWindow Bank rightAnswersInARow: qint32 = 0 «create» MainWindow (parent : QWidget = nullptr) currentRound: aint32 = 0 + «destroy» MainWindow () total: qint32 = 0 finishWindow getGame (): Game scores: std::vector<qint32> on button answer clicked () ui: Ui::finishWindow newRound () + on_button_bank_clicked () g: Game getTotal (): qint32 on_button_pass_clicked () weakestLink: QString checkAnswer (isRight : bool) getRightAnswerInARow (): qint32 «create» finishWindow (g : Game, weakestLink : QString) setRightAnswerInARow (value : qint32) «destroy» finishWindow () getScore (index : int): gint32 playerWin () on_finishButton_clicked () Interface + ui: Ui::MainWindow answerButton: QPushButton passButton: QPushButton - bankButton: OPushButton Game userInput: QLineEdit interface: Interface Main playersLayout: QHBoxLayout oundTimeLeft: gint32 rightAnswerLayout: QHBoxLayout roundDuration: qint32 main (argc : int, argv : char): int totalBankLayout: QHBoxLayout currentRound: qint32 = 0 + bankLabels: OLabel currentQuestionIndex: qint32 = 0 questionLabel: QLabel currentPlayerIndex: qint32 = 0 + rightAnswerLabel: QLabel newSize: qint32 = 6 timeLabel: OLabel randomIndex: qint32 totalBankScore: QLabel time: qint32 + totalBankLabel: QLabel minPlayerAnswered: qint32 questionLayout: QVBoxLayout Question totalBankScoreInt: qint32 bankLayout: QVBoxLayout players: std::vector<Player*> question: QString + playersLabels: std::vector<QLabel*> bank: Bank = new Bank() answer: QString + DataOnScreen (players : std::vector<Player*>, newSize : questions: std::vector<Question*> «create» Question (question : QString, answer : QString) answeredQuestions: std::vector<quint32> - checkUserAnswer (userAnswer : QString): bool + playersOnScreen (players : std::vector<Player*>, newSize filePath: QString = "D:/qtFiles/sl_zv.txt" getQuestion (): QString aint32) filePathAnswers: QString = "D:/qtFiles/sl_zv_otv.txt" getAnswer (): OString setBank (newValue : QString) delayedTimer: QTimer setBankZero () timer: QTimer setTime (newValue : QString) intScoreLabels: int «create» Interface (ui : Ui::MainWindow) setRandomQuestion () addPlayerWidget (player : Player) - addQuestionsFromFile () + totalBankUpdate (bank : qint32) - «create» Game (ui : Ui::MainWindow, roundDuration : getUserInput (): QString gint32) + SetQuestion (string : QString) startNewRound (newTime : int) - DataOnScreen (players : std::vector<Player *>, newSize : answerButtonClicked () afterRoundWindow - BankButtonClicked () + playersOnScreen (players : std::vector<Player *>, newSize : toNextPlayer () - ui: Ui::afterRoundWindow passButtonClicked () g: Game deletePlayersFromScreen () rightAnswersBackground_2 () + rightAnswersBackground () weakestLink: OString timerSlot () setRightAnswerOn (answer : QString) «create» afterRoundWindow (g : Game, weakestLink : QS checkAnswer (userAnswer : QString) NextPlayerAnswerColor (index : int, newSize : qint32) showDelayedWindow () + bankColor (index : int) «destroy» afterRoundWindow () showFinishWindow () disableButtons () playerKick () minPlayerDelete () activateButtons () on_pushButton_clicked () findMinScorePlayer (): int disableBankButton () activateBankButton () + rightAnswerOn () falseAnswerOn () clearUserInput () ГУИР.400201.221 РР Player Лит. Масса Масштаб rightAnswersInThisRound: int name: QString Изм. Лист № докум. Подп. Дата Игра «Слабое звено» - - > - «create» Player (name : QString, rightAnswersInThis Разраб. Левошко ound : int) Диаграмма классов incRightAnswers () Богдан Пров. getName (): QString Лист Листов Т. контр getRightAnswersInThisRound (): int Реценз. ЭВМ, гр. 250502 Н. контр