

c 语言连连看代码 C 语言 实现连连看

导读：就爱阅读网友为您分享以下“C 语言实现连连看”
的资讯，希望对您有所帮助，感谢您对 92to.com 的支持!

```
elenum[6]++;
```

```
if(gamemap[i][j] == &#39;H&#39;)
```

```
elenum[7]++;
```

```
for(int x=0;x<8;x++)
```

```
{
```

```
if(elenum[x]%2 != 0)
```

break;

if(x != 8) //如果有元素的个数不是偶数，就返回 false，表示地图构造不正确；

return false;

SaveMap(*gamemap);

return true;

/**

/**

/**

```

bool Game::LoadMap()

{

int num=0;

int offset=0;

offset = GetFileMapNum();

srand(unsigned(time(NULL)));

num = rand()%offset;

fstream loadmap;

if(difficuties == 4)

loadmap.open(&quot;easymap.dat&quot;,ios::in|ios::binary);

if(difficuties == 8)

```

```
loadmap.open(&quot;ordinarymap.dat&quot;,ios::in|ios::binary);
```

```
if(difficuties == 12)
```

```
loadmap.open(&quot;difficultmap.dat&quot;,ios::in|ios::binary);
```

```
if(!loadmap)
```

```
{
```

```
//printf(&quot;打开文件失败!&quot;);
```

```
return false;
```

```
loadmap.seekg(num,ios::beg);
```

```
loadmap.read((char*)gamemap,14*14);
```

loadmap.close();

return true;

/**

/**

/**

void Game::SaveMap(char *map)

{

fstream savemap;

if(difficuties == 4)

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```
savemap.open(&quot;easymap.dat&quot;,ios::out|ios::app|ios::binary); if(difficuties == 8)
```

```
savemap.open(&quot;ordinarymap.dat&quot;,ios::out|ios::append|ios::binary); if(difficuties == 12)
```

```
savemap.open(&quot;difficultmap.dat&quot;,ios::out|ios::append|ios::binary); if(!savemap)
```

```
{
```

```
//cout<<&quot;打开文件失败&quot;<<endl;
```

```
return;
```

```
savemap.write((char*)map,14*14);
```

```
savemap.close();
```

```
/******
```

```

*****/

/*****

*****/

/*****

*****/

```

void Game::PaintMap()

{

int k=0;

int jie = difficulties;

cout<<<" ";

for(;k<jie;k++)

cout<<<"@"<<k+1<<"

";

cout<<endl;

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cout<<"_____
_____"<<endl;

for(int i=(14-jie)/2;i<=(14+jie)/2;i++)

{

cout<<" | ";

for(int l=1;l<=jie;l++)

cout<<" ";

cout<<"|<<endl;

if((i-(14-jie)/2+1)<10)

cout<<"@ " "i-(14-jie)/2+1<<"<<endl;

else

```
cout<<<"@"<<<i-(14-  
jie)/2+1<<<"| "<<<";
```

```
for(int j=(14-jie)/2;j<=(14+jie)/2;j++)
```

```
{
```

```
cout<<<gamemap[i][j]<<<"<<<";
```

```
cout<<<"|  
<<<"@"<<<i-(14-  
jie)/2+1<<<endl;
```

```
cout<<<" | "<<<";
```

```
for(int l=1;l<=jie;l++)
```

```
cout<<<"    <";
```

```
cout<<<"|<<<endl;
```

```
cout<<<"-----  
-----&quot;;
```

```
cout<<endl<<"<>
```