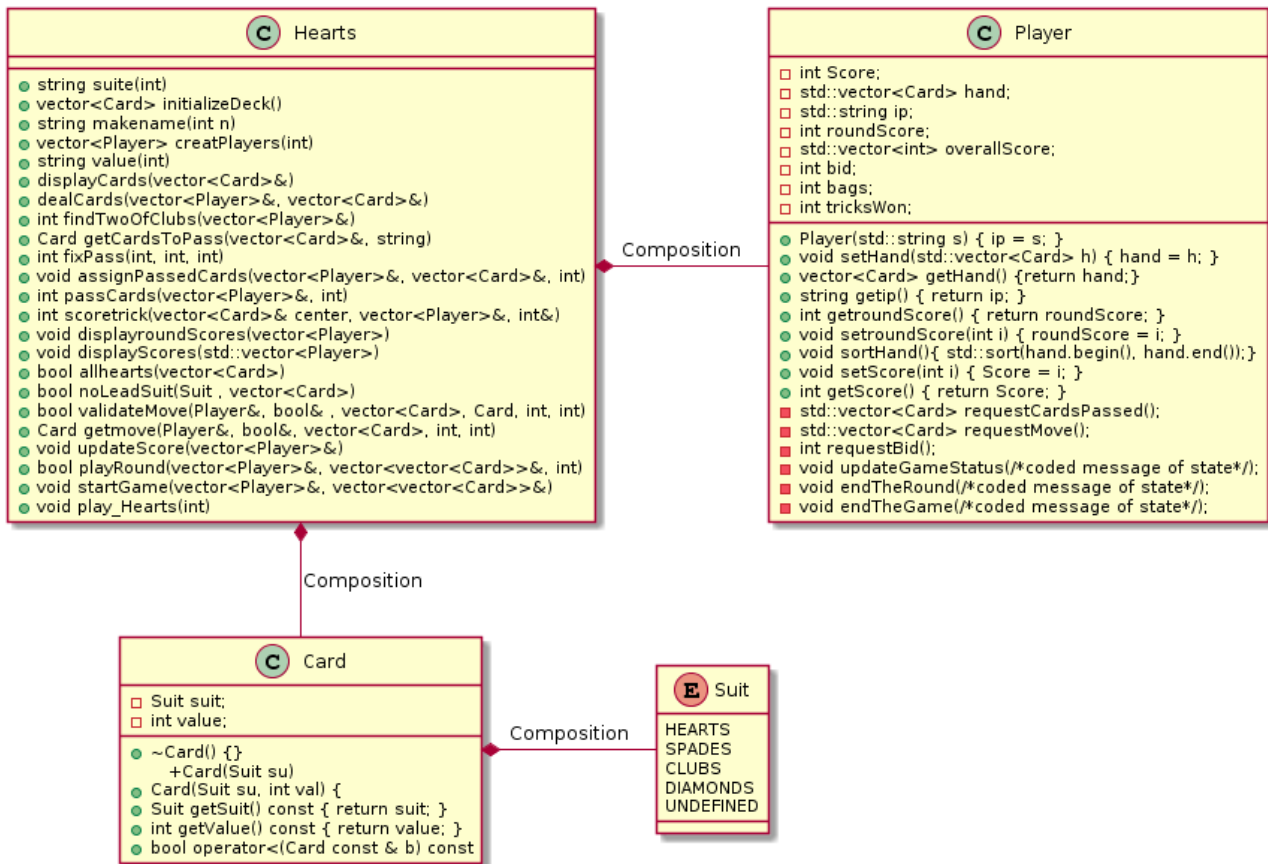


# **SDD -Hearts Low Level Design**

Brandon Smith, Nieka Gutenberger, Joseph Coppin, Ryan Frazier, Trevor Jewkes

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Hearts - Class Diagram



## 1 MainFrame

```

class MainFrame: public wxFrame public: MainFrame(const wxString& title, const wxPoint& pos,
const wxSize& size); void joinPrivateSpadesGame(wxCommandEvent& event) void joinPrivateHearts-
Game(wxCommandEvent& event) void joinPublicSpadesGame(wxCommandEvent& event) void
joinPublicHeartsGame(wxCommandEvent& event) void createNewSpadesGame(wxCommandEvent&
event) void createNewHeartsGame(wxCommandEvent& event) private: ServerDialog m_serverDialog;
wxMenuBar* m_menubar; wxMenu* m_menuFile; wxMenu* m_menuTest; wxMenu* m_menuServer;
wxMenu* m_menuHelp; wxMenu* m_menuGameRules;
void loadPlayerHand( wxCommandEvent& event ); void loadCenterCards( wxCommandEvent&
event ); void serverSettingsDialog( wxCommandEvent& event ); void connectToServer( wxComman-
dEvent& event ); void showHeartsRules( wxCommandEvent& event ); std::string getHeartsRules();
void showSpadesRules( wxCommandEvent& event ); std::string getSpadesRules(); void OnExit(wxCommandEvent&
event); void OnAbout(wxCommandEvent& event); wxDECLARE_EVENT_TABLE(); ;
    
```

## 2 title

```

class CreateGameLayout : public wxBoxSizer public: CreateGameLayout(MainFrame* parent, int
orient = wxVERTICAL); //a good size is wxSize(250,350) when put inside a frame ;
    
```

## 3

```

class LobbyLayout : public wxBoxSizer public: LobbyLayout(MainFrame* parent, int orient =
wxVERTICAL); //good size wxSize(350,350); ;
    
```

## 4 title

```
class LoginLayout : public wxBoxSizer public: LoginLayout(MainFrame* parent, int orient = wxVERTICAL); //good size is wxSize(350,350) ;
```

## 5 title

```
class RulesWindow : public wxScrolledWindow public: RulesWindow(wxWindow* parent, wxWindowID id, std::string rules);  
private: std::string m_rules; ;
```

## 6 title

```
class ServerDialog : public wxDialog public: ServerDialog( wxWindow* parent, wxWindowID id = wxID_ANY, const wxString& title = wxEmptyString, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxDEFAULT_DIALOG_STYLE ); std::string getIP() return m_ip; ; int getPort() return m_port; ; private:  
protected: std::string m_ip; int m_port; wxWindow* m_parent; wxStaticText* m_staticTextIP; wxTextCtrl* m_textCtrlIP; wxStaticText* m_staticTextPort; wxTextCtrl* m_textCtrlPort; wxButton* m_submitBtn; void OnClose(wxCommandEvent& event); ;
```