

## Wolf And Rabbits

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# Chapter 1

## Namespace Index

### 1.1 Packages

Here are the packages with brief descriptions (if available):

<a href="#">sample</a>	.....	9
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## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

sample.InfoPopUp . . . . .	11
sample.Pair2 . . . . .	15
sample.ParametersPopUp . . . . .	16
Thread	
sample.Rabbit . . . . .	17
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sample.Wolf . . . . .	20
Application	
sample.Main . . . . .	12



## Chapter 3

# Class Index

### 3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<a href="#">sample.InfoPopUp</a>	11
<a href="#">sample.Main</a>	12
<a href="#">sample.Pair2</a>	15
<a href="#">sample.ParametersPopUp</a>	16
<a href="#">sample.Rabbit</a>	17
<a href="#">sample.RepaintThread</a>	19
<a href="#">sample.Wolf</a>	20



## Chapter 4

# File Index

### 4.1 File List

Here is a list of all files with brief descriptions:

wandr/ <a href="#">InfoPopUp.java</a> . . . . .	23
wandr/ <a href="#">Main.java</a> . . . . .	23
wandr/ <a href="#">Pair2.java</a> . . . . .	23
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wandr/ <a href="#">Wolf.java</a> . . . . .	24



## Chapter 5

# Namespace Documentation

### 5.1 Package sample

#### Classes

- class [InfoPopUp](#)
- class [Main](#)
- class [Pair2](#)
- class [ParametersPopUp](#)
- class [Rabbit](#)
- class [RepaintThread](#)
- class [Wolf](#)





## Chapter 6

# Class Documentation

### 6.1 sample.InfoPopUp Class Reference

#### Static Public Member Functions

- static void [display](#) (String title, String comment)

#### 6.1.1 Detailed Description

Class responsible for showing information pop-up window.

#### Author

Michał Treter

#### 6.1.2 Member Function Documentation

##### 6.1.2.1 display()

```
static void sample.InfoPopUp.display (  
    String title,  
    String comment ) [static]
```

Method which purpose is to display the pop-up window.

#### Parameters

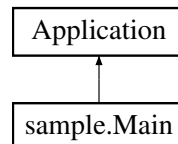
<i>title</i>	Title of the window.
<i>comment</i>	Information what this window means.

The documentation for this class was generated from the following file:

- [wandr/InfoPopUp.java](#)

## 6.2 sample.Main Class Reference

Inheritance diagram for sample.Main:



### Public Member Functions

- void [start](#) (Stage primaryStage) throws Exception
- void [drawOnCanvas](#) ()
- void [initMap](#) ()
- void [endProgram](#) ()

### Static Public Member Functions

- static void [main](#) (String[] args)

### Public Attributes

- int [][] [map](#)
- Random [randomGenerator](#)
- Canvas [drawingCanvas](#)
- GraphicsContext [gc](#)
- ArrayList< [Rabbit](#) > [rabbits](#) = new ArrayList<[Rabbit](#)>()
- Image [grass](#)
- [Wolf](#) [wolf](#)
- int [sizeX](#)
- [RepaintThread](#) [rt](#)
- double [time](#)

### 6.2.1 Detailed Description

[Main](#) class of the program which extends JavaFX Application

Author

Michał Treter

## 6.2.2 Member Function Documentation

### 6.2.2.1 drawOnCanvas()

```
void sample.Main.drawOnCanvas ( )
```

Method which painting on Canvas.

### 6.2.2.2 endProgram()

```
void sample.Main.endProgram ( )
```

Method which exiting program.

### 6.2.2.3 initMap()

```
void sample.Main.initMap ( )
```

Method which initializes map of the plane.

### 6.2.2.4 main()

```
static void sample.Main.main (
    String [ ] args ) [static]
```

Main method of whole application.

#### Parameters

<i>args</i>	Default arguments.
-------------	--------------------

### 6.2.2.5 start()

```
void sample.Main.start (
    Stage primaryStage ) throws Exception
```

## 6.2.3 Member Data Documentation

#### 6.2.3.1 drawingCanvas

```
Canvas sample.Main.drawingCanvas
```

Variable which contains main canvas.

#### 6.2.3.2 gc

```
GraphicsContext sample.Main.gc
```

Variable which contains main graphics context.

#### 6.2.3.3 grass

```
Image sample.Main.grass
```

Variable which contains image of the grass.

#### 6.2.3.4 map

```
int [][] sample.Main.map
```

Variable which contains map of the plane.

#### 6.2.3.5 rabbits

```
ArrayList<Rabbit> sample.Main.rabbits = new ArrayList<Rabbit>()
```

Variable which contains ArrayList of all rabbits.

#### 6.2.3.6 randomGenerator

```
Random sample.Main.randomGenerator
```

Variable which contains random generator.

#### 6.2.3.7 rt

```
RepaintThread sample.Main.rt
```

Variable which contains thread responsible for repainting screen.

#### 6.2.3.8 sizeX

```
int sample.Main.sizeX
```

Variable which contains X size of the plane.

#### 6.2.3.9 time

```
double sample.Main.time
```

Variable which contains "k" argument of the program.

#### 6.2.3.10 wolf

```
Wolf sample.Main.wolf
```

Variable which contains wolf object.

The documentation for this class was generated from the following file:

- wandr/[Main.java](#)

## 6.3 sample.Pair2 Class Reference

### Public Member Functions

- [Pair2](#) (int a, int b)

### Public Attributes

- int [x](#)
- int [y](#)

### 6.3.1 Detailed Description

Simple class that makes Pair object.

#### Author

Michał Treter

### 6.3.2 Constructor & Destructor Documentation

#### 6.3.2.1 Pair2()

```
sample.Pair2.Pair2 (  
    int a,  
    int b )
```

Basic constructor for Pair object.

**Parameters**

<i>a</i>	First element
<i>b</i>	Second element

**6.3.3 Member Data Documentation****6.3.3.1 x**

```
int sample.Pair2.x
```

First element of pair.

**6.3.3.2 y**

```
int sample.Pair2.y
```

Second element of pair.

The documentation for this class was generated from the following file:

- wandr/[Pair2.java](#)

**6.4 sample.ParametersPopUp Class Reference****Public Member Functions**

- void [display](#) ()

**Public Attributes**

- ArrayList< String > [parameters](#)

**6.4.1 Detailed Description**

Class which construc pop-up windows asking for programm parameters.

**Author**

Michał Treter

## 6.4.2 Member Function Documentation

### 6.4.2.1 display()

```
void sample.ParametersPopUp.display ( )
```

Method which constructs and displays pop-up window.

## 6.4.3 Member Data Documentation

### 6.4.3.1 parameters

```
ArrayList<String> sample.ParametersPopUp.parameters
```

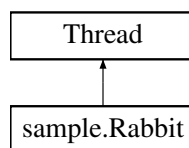
ArrayList of parameters in string.

The documentation for this class was generated from the following file:

- wandr/[ParametersPopUp.java](#)

## 6.5 sample.Rabbit Class Reference

Inheritance diagram for sample.Rabbit:



### Public Member Functions

- [Rabbit](#) ([Main](#) mainReference, int cycleTime)
- void [run](#) ()

### Public Attributes

- int [posX](#)
- boolean [alive](#) = true

### 6.5.1 Detailed Description

Class of [Rabbit](#) which extends Thread.

Author

Michał Treter

### 6.5.2 Constructor & Destructor Documentation

#### 6.5.2.1 Rabbit()

```
sample.Rabbit.Rabbit (
    Main mainReference,
    int cycleTime )
```

COnstructor of [Rabbit](#) class

Parameters

<i>mainReference</i>	Reference to main class.
<i>cycleTime</i>	Time for thread to sleep.

### 6.5.3 Member Function Documentation

#### 6.5.3.1 run()

```
void sample.Rabbit.run ( )
```

### 6.5.4 Member Data Documentation

#### 6.5.4.1 alive

```
boolean sample.Rabbit.alive = true
```

Boolean variable which represents if thread is alive.



#### 6.5.4.2 posX

```
int sample.Rabbit.posX
```

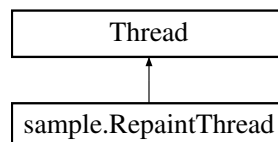
X position of rabbit in plane.

The documentation for this class was generated from the following file:

- wandr/[Rabbit.java](#)

## 6.6 sample.RepaintThread Class Reference

Inheritance diagram for sample.RepaintThread:



### Public Member Functions

- [RepaintThread](#) ([Main](#) mainReference)
- void [run](#) ()

#### 6.6.1 Detailed Description

Class which repaints the canvas, extends Thread

Author

Michał Treter

#### 6.6.2 Constructor & Destructor Documentation

##### 6.6.2.1 RepaintThread()

```
sample.RepaintThread.RepaintThread (  
    Main mainReference )
```

Constructor of the class

#### Parameters

<code>mainReference</code>	Reference to main window.
----------------------------	---------------------------

### 6.6.3 Member Function Documentation

#### 6.6.3.1 `run()`

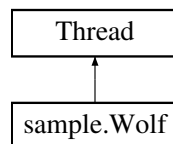
```
void sample.RepaintThread.run ( )
```

The documentation for this class was generated from the following file:

- `wandr/RepaintThread.java`

## 6.7 `sample.Wolf` Class Reference

Inheritance diagram for `sample.Wolf`:



#### Public Member Functions

- `Wolf` (`Main` mainReference, int cycleTime)
- void `run` ()

#### Public Attributes

- int `posX`
- Image `wolfImage`

#### 6.7.1 Detailed Description

Class which represents `Wolf`, extends `Thread`.

#### Author

Michał Treter

## 6.7.2 Constructor & Destructor Documentation

### 6.7.2.1 Wolf()

```
sample.Wolf.Wolf (
    Main mainReference,
    int cycleTime )
```

Constructor of the class.

**Parameters**

<i>mainReference</i>	Reference to main class.
<i>cycleTime</i>	Sleep time for wolf thread.

**6.7.3 Member Function Documentation****6.7.3.1 run()**

```
void sample.Wolf.run ( )
```

**6.7.4 Member Data Documentation****6.7.4.1 posX**

```
int sample.Wolf.posX
```

X position of wolf on plane.

**6.7.4.2 wolfImage**

```
Image sample.Wolf.wolfImage
```

Image of the wolf.

The documentation for this class was generated from the following file:

- wandr/[Wolf.java](#)

## Chapter 7

# File Documentation

### 7.1 wandr/InfoPopUp.java File Reference

#### Classes

- class [sample.InfoPopUp](#)

#### Packages

- package [sample](#)

### 7.2 wandr/Main.java File Reference

#### Classes

- class [sample.Main](#)

#### Packages

- package [sample](#)

### 7.3 wandr/Pair2.java File Reference

#### Classes

- class [sample.Pair2](#)

#### Packages

- package [sample](#)

## 7.4 wandr/ParametersPopUp.java File Reference

### Classes

- class [sample.ParametersPopUp](#)

### Packages

- package [sample](#)

## 7.5 wandr/Rabbit.java File Reference

### Classes

- class [sample.Rabbit](#)

### Packages

- package [sample](#)

## 7.6 wandr/RepaintThread.java File Reference

### Classes

- class [sample.RepaintThread](#)

### Packages

- package [sample](#)

## 7.7 wandr/Wolf.java File Reference

### Classes

- class [sample.Wolf](#)

### Packages

- package [sample](#)