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## GirderSize.cpp

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```

1  #include "GirderSize.h"
2  #include "Math.h"
3  #include "ObjectSizes.h"
4
5  float GirderSize::getGirderWidthMeters(int size, int angle){
6      angle = GirderSize::normalizeAngle(angle);
7      return Math::cosDegrees(angle) * size +
8             Math::sinDegrees(angle) * girder_height;
9  }
10
11 int GirderSize::getGirderWidthPixels(int size, int angle){
12     return SCALE_FACTOR * GirderSize::getGirderWidthMeters(size, angle);
13 }
14
15 float GirderSize::getGirderHeightMeters(int size, int angle){
16     angle = GirderSize::normalizeAngle(angle);
17     return Math::sinDegrees(angle) * size +
18            Math::cosDegrees(angle) * girder_height;
19 }
20
21 int GirderSize::getGirderHeightPixels(int size, int angle){
22     return SCALE_FACTOR * GirderSize::getGirderHeightMeters(size, angle);
23 }
24
25 int GirderSize::normalizeAngle(int angle){
26     return angle > 90 ? 180 - angle : angle;
27 }

```

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## GirderSize.h

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```

1  #ifndef __GIRDERSIZE_H__
2  #define __GIRDERSIZE_H__
3
4  class GirderSize{
5      private:
6          //Normaliza el angulo entre 0 y 90
7          static int normalizeAngle(int angle);
8      public:
9          //Devuelve el ancho de una viga en metros
10         static float getGirderWidthMeters(int size, int angle);
11
12         //Devuelve el ancho de una viga en pixeles
13         static int getGirderWidthPixels(int size, int angle);
14
15         //Devuelve el alto de una viga en metros
16         static float getGirderHeightMeters(int size, int angle);
17
18         //Devuelve el alto de una viga en pixeles
19         static int getGirderHeightPixels(int size, int angle);
20 };
21
22 #endif
23

```

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**Position.cpp**

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```

1  #include "Position.h"
2  #include <cmath>
3
4  #define FACTOR 100
5
6  Position::Position(float x, float y): x(x), y(y){}
7
8  Position::~~Position(){}
9
10 bool Position::operator==(const Position& other){
11     return (int)(this->x * FACTOR) == (int)(other.x * FACTOR) &&
12            (int)(this->y * FACTOR) == (int)(other.y * FACTOR);
13 }
14
15 float Position::getX() const{
16     return this->x;
17 }
18
19 float Position::getY() const{
20     return this->y;
21 }

```

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**Position.h**

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```

1  #ifndef __POSITION_H__
2  #define __POSITION_H__
3
4  /* Clase que se encarga de representar posiciones en el plano */
5  class Position{
6      private:
7          float x;
8          float y;
9
10     public:
11         /* Constructor */
12         Position(float x, float y);
13
14         /* Destructor */
15         ~Position();
16
17         /* Devuelve true si las dos posiciones son iguales */
18         bool operator==(const Position& other);
19
20         /* Devuelve el valor en X de la posicion */
21         float getX() const;
22
23         /* Devuelve el valor en Y de la posicion */
24         float getY() const;
25     };
26
27 #endif

```

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## ScrollHandler.cpp

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```

1  #include "ScrollHandler.h"
2  #include <gtkmm/adjustment.h>
3  #include <glibmm/main.h>
4
5  #define SPACE_TO_SCROLL 20
6  #define SCROLL_INCREMENT 25
7
8  ScrollHandler::ScrollHandler(Gtk::ScrolledWindow& window):
9      window(window),
10     last_mouse_position(SPACE_TO_SCROLL * 2, SPACE_TO_SCROLL * 2),
11     mouse_in_window(false){
12     this->window.add_events(Gdk::POINTER_MOTION_MASK);
13     this->window.add_events(Gdk::ENTER_NOTIFY_MASK);
14     this->window.add_events(Gdk::ENTER_NOTIFY_MASK);
15     this->window.signal_motion_notify_event().connect(
16         sigc::mem_fun(*this, &ScrollHandler:
:mouseMotionEvent));
17     this->window.set_policy(Gtk::POLICY_NEVER, Gtk::POLICY_NEVER);
18
19     this->window.signal_enter_notify_event().connect(
20         sigc::mem_fun(*this, &ScrollHandler:
:mouseEntered));
21     this->window.signal_leave_notify_event().connect(
22         sigc::mem_fun(*this, &ScrollHandler:
:mouseLeft));
23     this->my_connection = Glib::signal_timeout().connect(
24         sigc::mem_fun(*this, &ScrollHandler:
:scroll), 50);
25 }
26
27 ScrollHandler::~ScrollHandler(){}
28
29 bool ScrollHandler::mouseMotionEvent(GdkEventMotion* motion_event){
30     this->last_mouse_position = Position(motion_event->x, motion_event->y);
31     this->mouse_in_window = true;
32     return true;
33 }
34
35 bool ScrollHandler::mouseEntered(GdkEventCrossing* crossing_event){
36     this->mouse_in_window = true;
37     return true;
38 }
39
40 bool ScrollHandler::mouseLeft(GdkEventCrossing* crossing_event){
41     this->mouse_in_window = false;
42     return true;
43 }
44
45 bool ScrollHandler::scroll(){
46     int window_width = window.get_hadjustment()->get_page_size();
47     int window_height = window.get_vadjustment()->get_page_size();
48
49     if (!this->mouse_in_window){
50         //El mouse esta fuera de la pantalla
51         return true;
52     }
53
54     if (last_mouse_position.getX() < SPACE_TO_SCROLL){
55         //Scroll a la izquierda
56         this->window.get_hadjustment()->set_value(
57             this->window.get_hadjustment()->get_value() - SCROLL_INC
REMENT);
58     }
59
60     if (last_mouse_position.getX() > window_width - SPACE_TO_SCROLL){
61         //Scroll a la derecha

```

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## ScrollHandler.cpp

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```

62     this->window.get_hadjustment()->set_value(
63         this->window.get_hadjustment()->get_value() + SCROLL_INC
REMENT);
64     }
65
66     if (last_mouse_position.getY() < SPACE_TO_SCROLL){
67         //Scroll arriba
68         this->window.get_vadjustment()->set_value(
69             this->window.get_vadjustment()->get_value() - SCROLL_INC
REMENT);
70     }
71
72     if (last_mouse_position.getY() > window_height - SPACE_TO_SCROLL){
73         //Scroll abajo
74         this->window.get_vadjustment()->set_value(
75             this->window.get_vadjustment()->get_value() + SCROLL_INC
REMENT);
76     }
77
78     return true;
79 }
80
81 void ScrollHandler::stop(){
82     if (this->my_connection.connected()) {
83         this->my_connection.disconnect();
84     }
85 }

```

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## ScrollHandler.h

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```

1  #ifndef __SCROLLHADNLER_H__
2  #define __SCROLLHADNLER_H__
3
4  #include <gtkmm/scrolledwindow.h>
5  #include <gdk/gdk.h>
6  #include "Position.h"
7
8  class ScrollHandler{
9  private:
10     Gtk::ScrolledWindow& window;
11     Position last_mouse_position;
12     bool mouse_in_window;
13     sigc::connection my_connection;
14
15     /* Handler del movimiento del mouse */
16     bool mouseMotionEvent(GdkEventMotion* motion_event);
17
18     /* Handler de entrada en el area de desplazamiento */
19     bool mouseEntered(GdkEventCrossing* crossing_event);
20
21     /* Handler de salida del area de desplazamiento */
22     bool mouseLeft(GdkEventCrossing* crossing_event);
23
24     /* Realiza el desplazamiento de la pantalla */
25     bool scroll();
26
27 public:
28     /* Constructor */
29     explicit ScrollHandler(Gtk::ScrolledWindow& window);
30
31     /* Destructor */
32     ~ScrollHandler();
33
34     /* Detiene el desplazamiento */
35     void stop();
36 };
37
38 #endif

```

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## ViewPositionTransformer.cpp

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```

1  #include "ViewPositionTransformer.h"
2  #include "ObjectSizes.h"
3
4  ViewPositionTransformer::ViewPositionTransformer(Gtk::Layout& layout):
5      layout(layout){}
6
7  ViewPositionTransformer::~ViewPositionTransformer() {}
8
9  Position ViewPositionTransformer::transformToScreen(const Position& position){
10     guint width, height;
11     this->layout.get_size(width, height);
12     float x = SCALE_FACTOR * position.getX();
13     float y = height - SCALE_FACTOR * position.getY();
14     return Position(x, y);
15 }
16
17 Position ViewPositionTransformer::transformToScreenAndMove(
18     const Position& position, float width, float height)
19 {
20     Position pos = this->transformToScreen(position);
21     Position moved(pos.getX() - SCALE_FACTOR * width / 2,
22                  pos.getY() - SCALE_FACTOR * height / 2);
23     return moved;
24 }
25
26 Position ViewPositionTransformer::transformToPosition(const Position& position){
27     guint width, height;
28     this->layout.get_size(width, height);
29     float x = position.getX() / SCALE_FACTOR;
30     float y = (height - position.getY()) / (SCALE_FACTOR);
31     return Position(x, y);
32 }

```

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## ViewPositionTransformer.h

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```

1  #ifndef __VIEWTRANSFORMER_H__
2  #define __VIEWTRANSFORMER_H__
3
4  #include <gtkmm/layout.h>
5  #include "Position.h"
6
7  /* Clase que se encarga de transformar posiciones de la pantalla
8   * en posiciones en metros */
9  class ViewPositionTransformer{
10     private:
11         Gtk::Layout& layout;
12
13     public:
14         /* Constructor */
15         explicit ViewPositionTransformer(Gtk::Layout& layout);
16
17         /* Destructor */
18         ~ViewPositionTransformer();
19
20         /* Dada una posicion en metros, devuelve una posicion en
21          * pixeles que representa una posicion de la pantalla*/
22         Position transformToScreen(const Position& position);
23
24         /* Dada una posicion en metros, la transforma en una posicion
25          * para la pantalla y la desplaza segun su ancho y alto */
26         Position transformToScreenAndMove(const Position& pos, float w, float h)
27         ;
28
29         /* Dada una posicion en pixeles, devuelve una posicion en metros */
30         Position transformToPosition(const Position& position);
31     };
32 #endif

```

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## Water.cpp

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```

1  #include "Water.h"
2  #include "Path.h"
3  #include "ObjectSizes.h"
4
5  Water::Water() {}
6
7  Water::~Water() {}
8
9  void Water::show(Gtk::Layout& layout){
10     this->images.clear();
11
12     size_t pos = 0;
13     guint width, height;
14     layout.get_size(width, height);
15
16     while(pos < width){
17         Gtk::Image image;
18         image.set(IMAGES_PATH + "Water.png");
19         this->images.push_back(std::move(image));
20         layout.put(this->images.back(), pos, height - water_height);
21         this->images.back().show();
22         pos += water_length;
23     }
24 }

```

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1	<code>#ifndef __WATER_H__</code>	
2	<code>#define __WATER_H__</code>	
3		
4	<code>#include &lt;gtkmm/image.h&gt;</code>	
5	<code>#include &lt;gtkmm/layout.h&gt;</code>	
6	<code>#include &lt;vector&gt;</code>	
7		
8	<code>/* Clase que se encarga de controlar la vista del agua */</code>	
9	<code>class Water{</code>	
10	<code>private:</code>	
11	<code>std::vector&lt;Gtk::Image&gt; images;</code>	
12		
13	<code>public:</code>	
14	<code>/* Constructor */</code>	
15	<code>Water();</code>	
16		
17	<code>/* Destructor */</code>	
18	<code>~Water();</code>	
19		
20	<code>/* Muestra la imagen del agua */</code>	
21	<code>void show(Gtk::Layout&amp; layout);</code>	
22	<code>};</code>	
23		
24	<code>#endif</code>	

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