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ClientProtocol.cpp

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```

1  #include "ClientProtocol.h"
2  #include <string>
3  #include "Player.h"
4  #include "WeaponList.h"
5  #include "ObjectSizes.h"
6  #include "ServerFatalError.h"
7
8  ClientProtocol::ClientProtocol(Socket&& socket, Gtk::Window& window) :
9      Protocol(std::move(socket)), window(window) {}
10
11 ClientProtocol::ClientProtocol(ClientProtocol&& other) :
12     Protocol(std::move(other)), window(other.window) {}
13
14 ClientProtocol::~ClientProtocol() {}
15
16 void ClientProtocol::sendMoveAction(char action) {
17     Buffer buffer;
18     buffer.setNext(ACTION);
19     buffer.setNext(MOVE_ACTION);
20     buffer.setNext(action);
21     this->sendBuffer(buffer);
22 }
23
24 void ClientProtocol::sendChangeWeapon(const std::string& weapon) {
25     Buffer buffer;
26     buffer.setNext(ACTION);
27     buffer.setNext(CHANGE_WEAPON_ACTION);
28     this->sendStringBuffer(buffer, weapon);
29     this->sendBuffer(buffer);
30 }
31
32 void
33 ClientProtocol::sendWeaponShoot(int32_t angle, int32_t power, int32_t time) {
34     Buffer buffer;
35     buffer.setNext(ACTION);
36     buffer.setNext(SHOOT_WEAPON);
37     this->sendIntBuffer(buffer, angle);
38     this->sendIntBuffer(buffer, power);
39     this->sendIntBuffer(buffer, time);
40     this->sendBuffer(buffer);
41 }
42
43 void ClientProtocol::sendWeaponSelfDirectedShoot(const Position& pos) {
44     Buffer buffer;
45     buffer.setNext(ACTION);
46     buffer.setNext(SHOOT_SELF_DIRECTED);
47
48     this->sendIntBuffer(buffer, pos.getX() * UNIT_TO_SEND);
49     this->sendIntBuffer(buffer, pos.getY() * UNIT_TO_SEND);
50
51     this->sendBuffer(buffer);
52 }
53
54 void ClientProtocol::updateScope(int angle) {
55     Buffer buffer;
56     buffer.setNext(ACTION);
57     buffer.setNext(MOVE_SCOPE);
58
59     this->sendIntBuffer(buffer, angle);
60
61     this->sendBuffer(buffer);
62 }
63
64 void ClientProtocol::sendEndGame() {
65     Buffer buffer;
66     buffer.setNext(END_GAME);

```

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```

67     this->sendBuffer(buffer);
68 }
69
70 void ClientProtocol::receiveStartGame() {
71     Buffer buffer = std::move(this->receiveBuffer());
72 }
73
74 void ClientProtocol::receiveBackgroundImage(WorldView& world) {
75     Buffer buffer = std::move(this->receiveBuffer());
76     world.setBackgroundImage(buffer);
77 }
78
79 void ClientProtocol::receiveTurnData(Turn& turn) {
80     Buffer buffer = std::move(this->receiveBuffer());
81     int max_time = this->receiveIntBuffer(buffer);
82     int time_after_shoot = this->receiveIntBuffer(buffer);
83     turn.setTime(max_time, time_after_shoot);
84 }
85
86 void ClientProtocol::receivePlayers(PlayersList& players_list) {
87     Buffer buffer = std::move(this->receiveBuffer());
88     int quantity = this->receiveIntBuffer(buffer);
89
90     for (int i = 0; i < quantity; i++) {
91         Buffer buffer = std::move(this->receiveBuffer());
92
93         int id = this->receiveIntBuffer(buffer);
94         std::string name = this->receiveStringBuffer(buffer);
95
96         players_list.addPlayer(id, name);
97     }
98 }
99
100 void ClientProtocol::receiveGirders(ViewsList& viewsList) {
101     Buffer buffer = std::move(this->receiveBuffer());
102     int quantity = this->receiveIntBuffer(buffer);
103
104     for (int i = 0; i < quantity; i++) {
105         Buffer buffer = std::move(this->receiveBuffer());
106
107         int size = this->receiveIntBuffer(buffer);
108         float pos_x = this->receiveIntBuffer(buffer) / UNIT_TO_SEND;
109         float pos_y = this->receiveIntBuffer(buffer) / UNIT_TO_SEND;
110         int rotation = this->receiveIntBuffer(buffer);
111         viewsList.addGirder(size, pos_x, pos_y, rotation);
112     }
113 }
114
115 void ClientProtocol::receiveWeaponsAmmo(WeaponList& weapon_list) {
116     Buffer buffer = std::move(this->receiveBuffer());
117     int quantity = this->receiveIntBuffer(buffer);
118
119     for (int i = 0; i < quantity; i++) {
120         Buffer buffer = std::move(this->receiveBuffer());
121
122         std::string name = this->receiveStringBuffer(buffer);
123         int ammo = this->receiveIntBuffer(buffer);
124         weapon_list.add(name, ammo);
125     }
126 }
127
128 void ClientProtocol::sendBuffer(Buffer& buffer) {
129     try {
130         Protocol::sendBuffer(buffer);
131     } catch (const std::exception& e) {
132         ServerFatalError error(this->window);

```

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ClientProtocol.cpp

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```

133     }
134 }
```

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ClientProtocol.h

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```

1  #ifndef __CLIENTPROTOCOL_H__
2  #define __CLIENTPROTOCOL_H__
3
4  #include "Socket.h"
5  #include "Protocol.h"
6  #include "Position.h"
7  #include "ViewsList.h"
8  #include "PlayersList.h"
9  #include "Turn.h"
10 #include <gtkmm/window.h>
11 #include <string>
12
13 class Player;
14
15 class WeaponList;
16
17 /* Clase que se encarga de enviar y recibir mensajes del socket
18  * con un formato determinado */
19 class ClientProtocol : public Protocol {
20 private:
21     Gtk::Window& window;
22
23 public:
24     /* Constructor */
25     ClientProtocol(Socket&& socket, Gtk::Window& window);
26
27     /* Constructor por movimiento */
28     ClientProtocol(ClientProtocol&& other);
29
30     /* Destructor */
31     ~ClientProtocol();
32
33     /* Envia un mensaje que indica una accion de movimiento */
34     void sendMoveAction(char action);
35
36     /* Envia un mensaje que indica una accion de cambio de arma
37      * con el nombre del arma */
38     void sendChangeWeapon(const std::string& weapon);
39
40     /* Envia un mensaje de accion de disparo, con el angulo, la potencia
41      * y el tiempo de explosion */
42     void sendWeaponShoot(int32_t angle, int32_t power, int32_t time);
43
44     /* Envia un mensaje de accion de disparo teledirigido con
45      * la posicion del disparo */
46     void sendWeaponSelfDirectedShoot(const Position& pos);
47
48     /* Envia un mensaje que indica el cambio del angulo del scope */
49     void updateScope(int angle);
50
51     /* Envia un mensaje de finalizacion de juego */
52     void sendEndGame();
53
54     /* Recibe el comienzo del juego */
55     void receiveStartGame();
56
57     /* Recibe y setea la imagen de fondo */
58     void receiveBackgroundImage(WorldView& world);
59
60     /* Recibe los datos del turno */
61     void receiveTurnData(Turn& turn);
62
63     /* Recibe los jugadores de la partida junto con su
64      * id y su nombre */
65     void receivePlayers(PlayersList& players_list);
66
```

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ClientProtocol.h

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```

67      /* Recibe la vigas presentes en el mapa junto con su tamaño,
68      * su posicion y su rotacion */
69      void receiveGirders(ViewsList& viewsList);
70
71      /* Recibe las armas presentes en el juego junto con
72      * su municion */
73      void receiveWeaponsAmmo(WeaponList& weapon_list);
74
75      /* Envia el contenido del buffer */
76      void sendBuffer(Buffer& buffer) override;
77  };
78
79  #endif

```

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DataReceiver.cpp

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```

1  #include "DataReceiver.h"
2  #include "Player.h"
3  #include <glibmm/main.h>
4  #include <string>
5  #include "ObjectSizes.h"
6
7  DataReceiver::DataReceiver(Player& player) :
8      player(player), protocol(player.getProtocol()) {}
9
10 DataReceiver::~DataReceiver() {}
11
12 void DataReceiver::run() {
13     try {
14         this->initialConfig();
15         while (this->running) {
16             Buffer data = this->protocol.receiveBuffer();
17             if (*data.getPointer() == END_GAME) {
18                 this->stop();
19             }
20             sigc::slot<bool> my_slot = sigc::bind(sigc::mem_fun(*this,
21                 &DataReceiver::analyzeReceivedData), data);
22             Glib::signal_idle().connect(my_slot);
23         }
24     } catch(const std::exception& e) {
25         if (this->running) {
26             this->player.getScreen().close();
27         }
28     }
29 }
30
31 void DataReceiver::initialConfig() {
32     this->protocol.receiveStartGame();
33     this->protocol.receiveBackgroundImage(this->player.getScreen().getWorld());
34     this->protocol.receiveTurnData(this->player.getTurn());
35     this->protocol.receivePlayers(this->player.getScreen().getPlayersView());
36     this->protocol.receiveGirders(this->player.getViewsList());
37     this->protocol.receiveWeaponsAmmo(this->player.getWeapons());
38     this->player.getScreen().show();
39 }
40
41 bool DataReceiver::analyzeReceivedData(Buffer buffer) {
42     char action = buffer.getNext();
43
44     if (action == START_TURN) {
45         int worm_id = Protocol::receiveIntBuffer(buffer);
46         int player_id = Protocol::receiveIntBuffer(buffer);
47         float wind = Protocol::receiveIntBuffer(buffer) / UNIT_TO_SEND;
48         this->player.startTurn(worm_id, player_id, wind);
49     } else if (action == END_GAME) {
50         std::string winner = Protocol::receiveStringBuffer(buffer);
51         this->player.endGame(winner);
52     } else if (action == END_TURN) {
53         this->player.endTurn();
54     } else if (action == CHANGE_WEAPON_ACTION) {
55         std::string weapon(Protocol::receiveStringBuffer(buffer));
56         this->player.getViewsList().removeScopeVisibility();
57         this->player.getViewsList().changeWeapon(weapon);
58     } else if (action == MOVE_SCOPE) {
59         int angle = Protocol::receiveIntBuffer(buffer);
60         this->player.getViewsList().updateScope(angle);
61     } else if (action == SHOOT_WEAPON_ACTION) {
62         std::string weapon(Protocol::receiveStringBuffer(buffer));
63         this->player.getViewsList().removeScopeVisibility();
64         this->player.getViewsList().shoot(weapon);
65         this->player.getMediaPlayer().playWeaponShotSound(weapon);
66     } else if (action == MOVING_OBJECT) {

```

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DataReceiver.cpp

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```

67 char type = buffer.getNext();
68 int id = Protocol::receiveIntBuffer(buffer);
69
70 if (type == WORM_TYPE) {
71     int player_id = Protocol::receiveIntBuffer(buffer);
72     int pos_x = Protocol::receiveIntBuffer(buffer);
73     int pos_y = Protocol::receiveIntBuffer(buffer);
74     int life = Protocol::receiveIntBuffer(buffer);
75     char dir = buffer.getNext();
76     bool colliding = buffer.getNext();
77     this->player.getViewsList().updateWormData(id, player_id, pos_x,
78                                             pos_y, life, dir,
79                                             colliding);
80     this->player.getViewsList().removeScopeVisibility();
81 } else if (type == WEAPON_TYPE) {
82     std::string weapon(Protocol::receiveStringBuffer(buffer));
83
84     int pos_x = Protocol::receiveIntBuffer(buffer);
85     int pos_y = Protocol::receiveIntBuffer(buffer);
86     this->player.getViewsList().updateWeaponData(id, weapon, pos_x,
87                                             pos_y);
88 }
89 } else if (action == DEAD_OBJECT) {
90     char type = buffer.getNext();
91     int id = Protocol::receiveIntBuffer(buffer);
92     if (type == WORM_TYPE) {
93         this->player.getViewsList().removeWorm(id);
94     } else if (type == WEAPON_TYPE) {
95         this->player.getViewsList().removeWeapon(id);
96     }
97 } else if (action == MOVE_ACTION) {
98     char movement = buffer.getNext();
99     this->player.getMusicPlayer().playJumpSound(movement);
100 }
101 return false;
102 }

```

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DataReceiver.h

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```

1  #ifndef __DATARECEIVER_H__
2  #define __DATARECEIVER_H__
3
4  #include "Thread.h"
5  #include "ClientProtocol.h"
6
7  class Player;
8
9  /* Clase que se encarga de recibir los mensajes
10   * enviados por el servidor */
11 class DataReceiver : public Thread {
12 private:
13     Player& player;
14     ClientProtocol& protocol;
15
16     /* Recibe los datos de la configuracion inicial */
17     void initialConfig();
18
19     /* Analiza los datos recibidos */
20     bool analyzeReceivedData(Buffer buffer);
21
22 public:
23     /* Constructor */
24     explicit DataReceiver(Player& player);
25
26     /* Destructor */
27     ~DataReceiver();
28
29     /* Comienza a recibir mensajes del protocolo */
30     void run() override;
31 };
32
33
34 #endif

```

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main.cpp

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```

1  #include <gtkmm/application.h>
2  #include <gtkmm/window.h>
3  #include "ServerMenu.h"
4  #include "Path.h"
5
6  int main(int argc, char* argv[]) {
7      auto app = Gtk::Application::create(argc, argv);
8      Gtk::Window window;
9      window.maximize();
10
11     window.set_title(CLIENT_WINDOW_NAME);
12
13     window.set_icon_from_file(ICON_PATH);
14
15     ServerMenu server_menu(window);
16
17     app->run(window);
18
19     return 0;
20 }
```

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ButtonBuilder.cpp

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```

1  #include "ButtonBuilder.h"
2  #include <string>
3  #include <gtkmm/label.h>
4  #include <gdkmm/rgba.h>
5
6  void ButtonBuilder::buildButton(Gtk::Button* button) {
7      std::string text = button->get_label();
8      Gtk::Label* label = (Gtk::Label*) button->get_child();
9      label->set_markup("<b>" + text + "</b>");
10     label->override_color(Gdk::RGBA("black"));
11 }
```

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ButtonBuilder.h

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```

1  #ifndef WORMS_BUTTONBUILDER_H
2  #define WORMS_BUTTONBUILDER_H
3
4  #include <gtkmm/button.h>
5
6  class ButtonBuilder {
7  public:
8      /* Modifica la visualizaci3n del label del boton */
9      static void buildButton(Gtk::Button* button);
10 };
11
12
13 #endif //WORMS_BUTTONBUILDER_H

```

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CreateGameMenu.cpp

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```

1  #include "CreateGameMenu.h"
2  #include <string>
3  #include "Path.h"
4  #include "GamePlayers.h"
5
6  const std::string PATH = GLADE_PATH + "client_CreateGameMenu.glade";
7
8  CreateGameMenu::CreateGameMenu(Gtk::Window& window, MenuView& first_menu,
9                                  ClientProtocol& protocol, std::string&& name,
10                                  int quantity) :
11      SelectableListMenu(window, first_menu, protocol, std::move(name), PATH) {
12      this->builder->get_widget("game_name", this->game_name);
13      this->builder->get_widget("players_number", this->players_number);
14      this->builder->get_widget("games", this->games);
15
16      this->configure(quantity);
17
18      this->builder->get_widget("create_game_menu", this->menu);
19
20      this->addMenu();
21  }
22
23  CreateGameMenu::~CreateGameMenu() {}
24
25  void CreateGameMenu::selectButtonPressed(Glib::ustring map_name) {
26      std::string name(this->game_name->get_text());
27      if (name.empty()) {
28          this->error->set_label("Debe ingresar el nombre de la partida");
29          return;
30      }
31
32      size_t players = this->players_number->get_value_as_int();
33      if (players < min_players || players > max_players) {
34          std::string message("El numero de jugadores debe estar entre ");
35          message += std::to_string(min_players) + std::string(" y ");
36          message += std::to_string(max_players);
37          this->error->set_label(message);
38          return;
39      }
40
41      try {
42          this->protocol.sendString(map_name);
43          this->protocol.sendString(name);
44          this->protocol.sendLength(players);
45          bool result = this->protocol.receiveChar();
46          if (!result) {
47              this->showErrorAndRestart("Ocurrio un error al crear la partida");
48          } else {
49              this->waitToPlayers();
50          }
51      } catch(const SocketException& e) {
52          this->showFatalError();
53      }
54  }

```

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CreateGameMenu.h

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```

1  #ifndef __CREATEGAMEMENU__
2  #define __CREATEGAMEMENU__
3
4  #include <gtkmm/entry.h>
5  #include <gtkmm/spinbutton.h>
6  #include <string>
7  #include "SelectableListMenu.h"
8
9  /* Clase que se encarga de los pasos necesarios para que el
10   * jugador cree una partida */
11  class CreateGameMenu : public SelectableListMenu {
12  private:
13      Gtk::Entry* game_name;
14      Gtk::SpinButton* players_number;
15
16      /* Handler del boton de seleccion */
17      void selectButtonPressed(Glib::ustring map_name) override;
18
19  public:
20      /* Constructor */
21      CreateGameMenu(Gtk::Window& window, MenuView& first_menu,
22                    ClientProtocol& protocol, std::string&& name, int quantity);
23
24      /* Destructor */
25      ~CreateGameMenu();
26  };
27
28 #endif

```

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GameMenu.cpp

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```

1  #include "GameMenu.h"
2  #include <string>
3  #include "Path.h"
4  #include "CreateGameMenu.h"
5  #include "JoinGameMenu.h"
6  #include "ButtonBuilder.h"
7
8  const std::string PATH = GLADE_PATH + "client_GameMenu.glade";
9
10 GameMenu::GameMenu(Gtk::Window& window, ClientProtocol& protocol) :
11     MenuView(window, *this, protocol, PATH) {
12     this->builder->get_widget("player_name", this->player_name);
13
14     this->builder->get_widget("game_menu", this->menu);
15
16     this->addMenu();
17
18     Gtk::Button* create_game, * join_game;
19
20     this->builder->get_widget("create_game", create_game);
21     this->builder->get_widget("join_game", join_game);
22
23     ButtonBuilder::buildButton(create_game);
24     ButtonBuilder::buildButton(join_game);
25
26     create_game->signal_clicked().connect(sigc::mem_fun(*this,
27                                                         &GameMenu::createButtonPressed));
28     join_game->signal_clicked().connect(sigc::mem_fun(*this,
29                                                         &GameMenu::joinButtonPressed));
30 }
31
32 GameMenu::~GameMenu() {}
33
34 void GameMenu::createButtonPressed() {
35     if (this->selectAction(CREATE_GAME_ACTION)) {
36         std::string name(this->player_name->get_text());
37         int quantity = this->protocol.receiveLength();
38         if (quantity == 0) {
39             this->showErrorAndRestart("No hay mapas para crear una partida");
40         } else {
41             this->error->set_label("");
42             this->next_menu = std::unique_ptr<MenuView>(
43                 new CreateGameMenu(this->window, *this, this->protocol,
44                                     std::move(name), quantity));
45         }
46     }
47 }
48
49 void GameMenu::joinButtonPressed() {
50     if (this->selectAction(JOIN_GAME_ACTION)) {
51         std::string name(this->player_name->get_text());
52         int quantity = this->protocol.receiveLength();
53         if (quantity == 0) {
54             this->showErrorAndRestart("No hay partidas disponibles");
55         } else {
56             this->error->set_label("");
57             this->next_menu = std::unique_ptr<MenuView>(
58                 new JoinGameMenu(this->window, *this, this->protocol,
59                                     std::move(name), quantity));
60         }
61     }
62 }
63
64 bool GameMenu::selectAction(char action) {
65     std::string name(this->player_name->get_text());
66     if (name.empty()) {

```

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GameMenu.cpp

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```

67         this->error->set_label("Debe ingresar su nombre");
68         return false;
69     }
70     try {
71         this->protocol.sendChar(action);
72         this->protocol.sendString(name);
73         this->window.remove();
74         return true;
75     } catch(const SocketException& e) {
76         this->showFatalError();
77         return false;
78     }
79 }

```

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GameMenuField.cpp

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```

1  #include "GameMenuField.h"
2  #include <gdkmm/rgba.h>
3  #include <string>
4  #include "Path.h"
5  #include "ButtonBuilder.h"
6
7  GameMenuField::GameMenuField(const std::string& title) : container(true, 20) {
8      size_t extension = title.rfind(YAML_EXTENSION);
9      this->title.set_markup(title.substr(0, extension));
10     this->title.override_color(Gdk::RGBA("black"));
11     this->container.pack_start(this->title);
12     this->container.pack_end(this->button);
13
14     this->button.set_label("Seleccionar");
15     ButtonBuilder::buildButton(&this->button);
16 }
17
18 GameMenuField::~GameMenuField() {}
19
20 GameMenuField::GameMenuField(GameMenuField&& other) :
21     title(std::move(other.title)), button(std::move(other.button)),
22     container(std::move(other.container)) {}
23
24 Gtk::Container& GameMenuField::getContainer() {
25     return this->container;
26 }
27
28 Gtk::Button& GameMenuField::getButton() {
29     return this->button;
30 }

```


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GameMenuField.h

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```

1  #ifndef __GAMEMENUFIELD_H__
2  #define __GAMEMENUFIELD_H__
3
4  #include <gtkmm/hvbox.h>
5  #include <gtkmm/label.h>
6  #include <gtkmm/button.h>
7  #include <string>
8
9  class GameMenuField {
10 private:
11     Gtk::Label title;
12     Gtk::Button button;
13     Gtk::HBox container;
14
15 public:
16     /* Constructor */
17     explicit GameMenuField(const std::string& title);
18
19     /* Destructor */
20     ~GameMenuField();
21
22     /* Constructor por movimiento */
23     GameMenuField(GameMenuField&& other);
24
25
26     /* Devuelve el contenedor del menu */
27     Gtk::Container& getContainer();
28
29     /* Devuelve el boton del menu */
30     Gtk::Button& getButton();
31 };
32
33 #endif

```

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GameMenu.h

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```

1  #ifndef __GAMEMENU__
2  #define __GAMEMENU__
3
4  #include <gtkmm/entry.h>
5  #include <string>
6  #include <memory>
7  #include "ClientProtocol.h"
8  #include "MenuView.h"
9
10 /* Clase que se encarga de controlar el menu del juego */
11 class GameMenu : public MenuView {
12 private:
13     Gtk::Entry* player_name;
14
15     /* Crea el boton de creacion de partida */
16     void createButtonPressed();
17
18     /* Crea el boton de unirse a partida */
19     void joinButtonPressed();
20
21     /* Envia la accion implementada */
22     bool selectAction(char action);
23
24 public:
25     /* Constructor */
26     GameMenu(Gtk::Window& window, ClientProtocol& protocol);
27
28     /* Destructor */
29     ~GameMenu();
30 };
31
32 #endif

```

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JoinGameMenu.cpp

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```

1  #include "JoinGameMenu.h"
2  #include <string>
3  #include "Path.h"
4  #include "WaitingLabel.h"
5
6  const std::string PATH = GLADE_PATH + "client_JoinGameMenu.glade";
7
8  JoinGameMenu::JoinGameMenu(Gtk::Window& window, MenuView& first_menu,
9                             ClientProtocol& protocol, std::string&& name,
10                             int quantity) :
11      SelectableListMenu(window, first_menu, protocol, std::move(name),
12                          PATH) {
13      this->builder->get_widget("games", this->games);
14
15      this->configure(quantity);
16
17      this->builder->get_widget("join_game_menu", this->menu);
18
19      this->addMenu();
20  }
21
22  JoinGameMenu::~JoinGameMenu() {}
23
24
25  void JoinGameMenu::selectButtonPressed(Glib::ustring game_name) {
26      try {
27          this->protocol.sendString(game_name);
28          bool result = this->protocol.receiveChar();
29          if (!result) {
30              this->showErrorAndRestart(
31                  "Ocurrio un error al unirse a la partida");
32          } else {
33              this->waitToPlayers();
34          }
35      } catch(const SocketException& e) {
36          this->showFatalError();
37      }
38  }

```

jun 10, 18 15:21

JoinGameMenu.h

Page 1/1

```

1  #ifndef __JOINGAMEMENU__
2  #define __JOINGAMEMENU__
3
4  #include <string>
5  #include "SelectableListMenu.h"
6
7  /* Clase que se encarga de los pasos necesarios para que el
8   * jugador se una a una partida */
9  class JoinGameMenu : public SelectableListMenu {
10 private:
11     /* Handler del boton de unirse a partida */
12     void selectButtonPressed(Glib::ustring game_name) override;
13
14 public:
15     /* Constructor */
16     JoinGameMenu(Gtk::Window& window, MenuView& first_menu,
17                 ClientProtocol& protocol, std::string&& name, int quantity);
18
19     /* Destructor */
20     ~JoinGameMenu();
21 };
22
23 #endif

```

jun 10, 18 15:16

Menu.cpp

Page 1/1

```

1  #include "Menu.h"
2  #include <string>
3  #include "Path.h"
4  #include "ButtonBuilder.h"
5
6  Menu::Menu(const std::string& path, Gtk::Window& window) : window(window) {
7      this->builder = Gtk::Builder::create_from_file(path);
8
9      this->builder->get_widget("error", this->error);
10
11     this->builder->get_widget("quit_game", this->quit);
12
13     ButtonBuilder::buildButton(this->quit);
14
15     this->builder->get_widget("title", this->title);
16     this->title->set(TITLE_MENU_IMAGE);
17
18     this->builder->get_widget("background", this->background);
19     this->background->set(BACKGROUND_MENU_IMAGE);
20
21     this->quit->signal_clicked().connect(
22         sigc::mem_fun(*this, &Menu::quitButtonPressed));
23 }
24
25 Menu::~Menu() {}
26
27 void Menu::quitButtonPressed() {
28     this->window.close();
29 }

```

jun 10, 18 14:54

Menu.h

Page 1/1

```

1  #ifndef WORMS_MENU_H
2  #define WORMS_MENU_H
3
4  #include <gtkmm/button.h>
5  #include <gtkmm/label.h>
6  #include <gtkmm/window.h>
7  #include <gtkmm/image.h>
8  #include <gtkmm/builder.h>
9  #include <string>
10
11 class Menu {
12 protected:
13     Gtk::Label* error;
14     Gtk::Button* quit;
15     Gtk::Window& window;
16     Gtk::Image* title;
17     Gtk::Image* background;
18     Glib::RefPtr<Gtk::Builder> builder;
19
20     /* Handler del boton de salir */
21     void quitButtonPressed();
22
23 public:
24     /* Constructor */
25     Menu(const std::string& path, Gtk::Window& window);
26
27     /* Destructor */
28     ~Menu();
29 };
30
31
32 #endif //WORMS_MENU_H

```

jun 10, 18 15:11

MenuView.cpp

Page 1/1

```

1  #include "MenuView.h"
2  #include <string>
3  #include "ServerFatalError.h"
4
5  MenuView::MenuView(Gtk::Window& window, MenuView& main_menu,
6                    ClientProtocol& protocol, const std::string& path) :
7      Menu(path, window), protocol(protocol), main_menu(main_menu) {}
8
9  MenuView::~MenuView() {
10     delete this->menu;
11 }
12
13 void MenuView::showFatalError() {
14     ServerFatalError error(this->window);
15 }
16
17 void MenuView::showErrorAndRestart(const std::string& error) {
18     this->window.remove();
19     this->main_menu.showError(error);
20     this->window.add(*this->main_menu.menu);
21 }
22
23 void MenuView::showError(const std::string& error) {
24     this->error->set_label(error);
25 }
26
27 void MenuView::addMenu() {
28     this->window.add(*this->menu);
29     this->window.show_all();
30 }

```

jun 10, 18 15:20

MenuView.h

Page 1/1

```

1  #ifndef __MENUVIEW_H__
2  #define __MENUVIEW_H__
3
4  #include <gtkmm/container.h>
5  #include <memory>
6  #include <string>
7  #include "ClientProtocol.h"
8  #include "Menu.h"
9
10 class MenuView : public Menu {
11 private:
12     /* Muestra un mensaje de error */
13     void showError(const std::string& error);
14
15 protected:
16     std::unique_ptr<MenuView> next_menu;
17     ClientProtocol& protocol;
18     MenuView& main_menu;
19     Gtk::Container* menu;
20
21     /* Muestra un mensaje de error y cierra la aplicacion */
22     void showFatalError();
23
24     /* Muestra un mensaje de error y reinicia */
25     void showErrorAndRestart(const std::string& error);
26
27 public:
28     /* Constructor */
29     MenuView(Gtk::Window& window, MenuView& main_menu, ClientProtocol& protocol,
30             const std::string& path);
31
32     /* Destructor */
33     virtual ~MenuView();
34
35     /* Agrega el menu al container y el container al window */
36     void addMenu();
37 };
38
39 #endif

```

jun 10, 18 16:23

SelectableListMenu.cpp

Page 1/2

```

1  #include "SelectableListMenu.h"
2  #include <string>
3  #include "ButtonBuilder.h"
4
5  SelectableListMenu::SelectableListMenu(Gtk::Window& window,
6                                         MenuView& first_menu,
7                                         ClientProtocol& protocol,
8                                         std::string&& name,
9                                         const std::string& path) :
10     MenuView(window, first_menu, protocol, path),
11     player_name(std::move(name)) {
12     this->builder->get_widget("turn_back", this->turn_back);
13     ButtonBuilder::buildButton(this->turn_back);
14     this->turn_back->signal_clicked().connect(
15         sigc::mem_fun(*this, &SelectableListMenu::turnBackButtonPressed));
16 }
17
18 SelectableListMenu::~SelectableListMenu() {}
19
20 void SelectableListMenu::turnBackButtonPressed() {
21     std::string string;
22     try {
23         this->protocol.sendString(string);
24         this->showErrorAndRestart(string);
25     } catch(const std::exception& e) {
26         this->showFatalError();
27     }
28 }
29
30 void SelectableListMenu::configure(int quantity) {
31     try {
32         for (int i = 0; i < quantity; i++) {
33             std::string field = this->protocol.receiveString();
34             this->addField(field);
35         }
36     } catch(const SocketException& e) {
37         this->showFatalError();
38     }
39
40     for (auto it = this->fields.begin(); it != this->fields.end(); ++it) {
41         this->games->pack_start(it->getContainer());
42     }
43     this->games->show();
44 }
45
46 void SelectableListMenu::addField(const std::string& field_name) {
47     GameMenuField field(field_name);
48     this->fields.push_back(std::move(field));
49     this->fields.back().getButton().signal_clicked().connect(
50         sigc::bind<Glib::ustring>(sigc::mem_fun(*this,
51         &SelectableListMenu::selectButtonPressed), field_name));
52 }
53
54 bool SelectableListMenu::createPlayer() {
55     try {
56         this->player = std::unique_ptr<Player>(
57             new Player(this->protocol, this->player_name, this->window,
58                 this->main_menu));
59     } catch(const std::exception& e) {
60         this->showFatalError();
61     }
62     return false;
63 }
64
65 void SelectableListMenu::waitToPlayers() {
66     this->window.remove();

```

jun 10, 18 16:23

SelectableListMenu.cpp

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```

67     this->window.add(this->waiting_label.get_widget());
68     this->window.show_all();
69     sigc::slot<bool> my_slot = sigc::mem_fun(*this,
70         &SelectableListMenu::createPlayer);
71     Glib::signal_idle().connect(my_slot);
72 }

```

jun 10, 18 14:54

SelectableListMenu.h

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```

1  #ifndef __SELECTABLELISTMENU_H__
2  #define __SELECTABLELISTMENU_H__
3
4  #include <gtkmm/box.h>
5  #include <gtkmm/button.h>
6  #include <memory>
7  #include <string>
8  #include <vector>
9  #include "ClientProtocol.h"
10 #include "MenuView.h"
11 #include "WaitingLabel.h"
12 #include "Player.h"
13 #include "GameMenuField.h"
14
15 class SelectableListMenu : public MenuView {
16 protected:
17     Gtk::Box* games;
18     std::string player_name;
19     WaitingLabel waiting_label;
20     std::vector<GameMenuField> fields;
21     std::unique_ptr<Player> player;
22     Gtk::Button* turn_back;
23
24     /* Realiza la configuracion del juego */
25     void configure(int quantity);
26
27     /* Agrega un campo a la lista */
28     void addField(const std::string& field_name);
29
30     /* Crea un nuevo jugador */
31     bool createPlayer();
32
33     /* Handler del boton de seleccion */
34     virtual void selectButtonPressed(Glib::ustring field_name) = 0;
35
36     /* Handler del boton volver */
37     void turnBackButtonPressed();
38
39     /* Muestra el mensaje esperando jugadores */
40     void waitToPlayers();
41
42 public:
43     /* Constructor */
44     SelectableListMenu(Gtk::Window& window, MenuView& first_menu,
45                       ClientProtocol& protocol, std::string&& name,
46                       const std::string& path);
47
48     /* Destructor */
49     ~SelectableListMenu();
50 };
51
52 #endif

```

jun 10, 18 15:17

ServerFatalError.cpp

Page 1/1

```

1  #include "ServerFatalError.h"
2  #include <gtkmm/messagedialog.h>
3  #include <string>
4
5  const std::string ERROR_MSG("Ocurrio un error con la conexion del servidor");
6
7  ServerFatalError::ServerFatalError(Gtk::Window& window) {
8      Gtk::MessageDialog dialog(window, ERROR_MSG, false, Gtk::MESSAGE_ERROR,
9                                Gtk::BUTTONS_CLOSE, true);
10
11      dialog.run();
12      window.close();
13  }
14
15  ServerFatalError::~ServerFatalError() {}

```

jun 10, 18 15:14

ServerFatalError.h

Page 1/1

```

1  #ifndef __SERVERFATALERROR_H__
2  #define __SERVERFATALERROR_H__
3
4  #include <gtkmm/window.h>
5
6  /* Clase que se encarga de mostrar un error fatal
7   * con la conexi3n entre el servidor y el cliente */
8  class ServerFatalError {
9  public:
10     /* Constructor */
11     explicit ServerFatalError(Gtk::Window& window);
12
13     /* Destructor */
14     ~ServerFatalError();
15 };
16
17 #endif

```

jun 10, 18 15:18

ServerMenu.cpp

Page 1/1

```

1  #include "ServerMenu.h"
2  #include <string>
3  #include "Path.h"
4  #include "ButtonBuilder.h"
5
6  const std::string PATH = GLADE_PATH + "client_ServerMenu.glade";
7
8  ServerMenu::ServerMenu(Gtk::Window& window) : Menu(PATH, window) {
9      this->builder->get_widget("host", this->host);
10     this->builder->get_widget("service", this->service);
11     this->builder->get_widget("connect", this->connect);
12
13     ButtonBuilder::buildButton(this->connect);
14
15     this->builder->get_widget("server_menu", this->menu);
16
17     this->window.add(*this->menu);
18     this->window.show_all();
19
20     this->connect->signal_clicked().connect(
21         sigc::mem_fun(*this, &ServerMenu::connectButtonPressed));
22 }
23
24 ServerMenu::~ServerMenu() {
25     delete this->menu;
26 }
27
28 void ServerMenu::connectButtonPressed() {
29     std::string host(this->host->get_text());
30     if (host.empty()) {
31         this->error->set_label("Debe ingresar un host");
32         return;
33     }
34
35     std::string service(this->service->get_text());
36     if (service.empty()) {
37         this->error->set_label("Debe ingresar un servicio");
38         return;
39     }
40
41     this->connectToServer(host, service);
42 }
43
44 void ServerMenu::connectToServer(const std::string& host,
45                                 const std::string& service) {
46     try {
47         Socket socket(Socket::Client(host.c_str(), service.c_str()));
48         this->protocol.reset(
49             new ClientProtocol(std::move(socket), this->window));
50         this->window.remove();
51         this->next_menu = std::unique_ptr<MenuView>(
52             new GameMenu(this->window, *this->protocol));
53     } catch (const SocketException& e) {
54         this->error->set_label("No pudo conectarse al servidor");
55     }
56 }

```

jun 10, 18 15:20

ServerMenu.h

Page 1/1

```

1  #ifndef __SERVERMENU__
2  #define __SERVERMENU__
3
4  #include <gtkmm/button.h>
5  #include <gtkmm/entry.h>
6  #include <string>
7  #include <memory>
8  #include "ClientProtocol.h"
9  #include "GameMenu.h"
10 #include "MenuView.h"
11 #include "Menu.h"
12
13 /* Menu de conexion con el servidor */
14 class ServerMenu : public Menu {
15 private:
16     Gtk::Entry* host;
17     Gtk::Entry* service;
18     Gtk::Button* connect;
19     Gtk::Container* menu;
20     std::unique_ptr<MenuView> next_menu;
21     std::unique_ptr<ClientProtocol> protocol;
22
23     /* Handler del boton de conexion */
24     void connectButtonPressed();
25
26     /* Intenta realizar una conexion con el servidor */
27     void connectToServer(const std::string& host, const std::string& service);
28
29 public:
30     /* Constructor */
31     explicit ServerMenu(Gtk::Window& window);
32
33     /* Destructor */
34     ~ServerMenu();
35 };
36
37 #endif

```

jun 10, 18 15:11

WaitingLabel.cpp

Page 1/1

```

1  #include "WaitingLabel.h"
2  #include <string>
3
4  const std::string begining("<span size='20000'>");
5  const std::string ending("</span>");
6
7  WaitingLabel::WaitingLabel() {
8      this->label.set_use_markup(true);
9      this->label.set_markup(begining + "Esperando jugadores..." + ending);
10     this->label.show();
11 }
12
13 WaitingLabel::~WaitingLabel() {}
14
15 Gtk::Widget& WaitingLabel::getWidget() {
16     return this->label;
17 }

```


jun 10, 18 14:54

WaitingLabel.h

Page 1/1

```

1  #ifndef __WAITINGLABEL_H__
2  #define __WAITINGLABEL_H__
3
4  #include <gtkmm/label.h>
5
6  /* Label de que indica la espera a otros jugadores */
7  class WaitingLabel {
8  private:
9      Gtk::Label label;
10
11 public:
12     /* Constructor */
13     WaitingLabel();
14
15     /* Destructor */
16     ~WaitingLabel();
17
18     /* Devuelve el contenedor del mensaje */
19     Gtk::Widget& getWidget();
20 };
21
22 #endif
23

```

jun 10, 18 14:54

Handlers.cpp

Page 1/3

```

1  #include "Handlers.h"
2  #include <gtkmm/adjustment.h>
3  #include <gtk/gdkkeysyms.h>
4  #include "Player.h"
5  #include "ViewPositionTransformer.h"
6  #include "WeaponNames.h"
7
8  const char SPACE = ' ';
9  const int WEAPONS_DEFAULT_TIME = 3;
10 const char ASCII_OFFSET = 48;
11 const char ASCII_1 = 49;
12 const char ASCII_5 = 53;
13 const int MAX_TIME = 3000;
14 const int ANGLE_STEP = 6;
15
16 Handlers::Handlers(Player& player, ViewsList& view_list, WeaponList& weapons,
17     WorldView& world) :
18     player(player), view_list(view_list), weapons(weapons), world(world),
19     scroll_handler(world.getWindow()), power_accumulator(*this, MAX_TIME) {
20     this->has_shoot = false;
21     this->current_angle = DEFAULT_ANGLE;
22     this->weapons_time = WEAPONS_DEFAULT_TIME;
23     this->enabled = false;
24 }
25
26 Handlers::~Handlers() {}
27
28 void Handlers::enableAll() {
29     this->weapons_time = WEAPONS_DEFAULT_TIME;
30     this->current_angle = DEFAULT_ANGLE;
31     this->has_shoot = false;
32     this->enabled = true;
33
34     this->player.getProtocol().updateScope(DEFAULT_ANGLE);
35
36     Gtk::Container* window = this->world.getWindow().get_parent()->get_parent();
37
38     window->set_can_focus(true);
39     window->grab_focus();
40
41     window->signal_key_press_event().connect(
42         sigc::mem_fun(*this, &Handlers::keyPressHandler));
43     window->signal_key_release_event().connect(
44         sigc::mem_fun(*this, &Handlers::keyReleaseHandler));
45     this->world.getWindow().signal_button_press_event().connect(
46         sigc::mem_fun(*this, &Handlers::onButtonPressEvent));
47 }
48
49 void Handlers::disableAll() {
50     this->enabled = false;
51 }
52
53 bool Handlers::isEnabled() const {
54     return this->enabled;
55 }
56
57 void Handlers::powerAccumStopped(int power) {
58     this->player.shoot(this->current_angle, power, this->weapons_time);
59 }
60
61 bool Handlers::keyPressHandler(GdkEventKey* key_event) {
62     if (!this->enabled) {
63         return true;
64     }
65
66     if (key_event->keyval == GDK_KEY_Left) {

```

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Handlers.cpp

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```

67     this->player.getProtocol().sendMoveAction(MOVE_LEFT);
68 } else if (key_event->keyval == GDK_KEY_Right) {
69     this->player.getProtocol().sendMoveAction(MOVE_RIGHT);
70 } else if (key_event->keyval == GDK_KEY_Return) {
71     this->player.getProtocol().sendMoveAction(JUMP);
72 } else if (key_event->keyval == GDK_KEY_BackSpace) {
73     this->player.getProtocol().sendMoveAction(ROLLBACK);
74 } else if (key_event->keyval == GDK_KEY_Up) {
75     if (!this->weapons.getCurrentWeapon().hasScope()) {
76         return true;
77     }
78     if (this->current_angle < MAX_WEAPON_ANGLE) {
79         this->current_angle += ANGLE_STEP;
80     }
81     this->player.getProtocol().updateScope(this->current_angle);
82 } else if (key_event->keyval == GDK_KEY_Down) {
83     if (!this->weapons.getCurrentWeapon().hasScope()) {
84         return true;
85     }
86     if (this->current_angle > MIN_WEAPON_ANGLE) {
87         this->current_angle -= ANGLE_STEP;
88     }
89     this->player.getProtocol().updateScope(this->current_angle);
90 } else if (key_event->keyval >= ASCII_1 && key_event->keyval <= ASCII_5) {
91     this->weapons_time = key_event->keyval - ASCII_OFFSET;
92 } else if (key_event->keyval == SPACE && key_event->type == GDK_KEY_PRESS) {
93     if (this->weapons.getCurrentWeapon().isSelfDirected()) {
94         return true;
95     }
96     if (!this->weapons.getCurrentWeapon().hasAmmo()) {
97         return true;
98     }
99     if (this->has_shoot) {
100         return true;
101     }
102     this->has_shoot = true;
103     if (!this->weapons.getCurrentWeapon().hasVariablePower()) {
104         this->player.shoot(this->current_angle, -1, this->weapons_time);
105     } else {
106         this->power_accumulator.start();
107     }
108 }
109 return true;
110 }
111
112 bool Handlers::keyReleaseHandler(GdkEventKey* key_event) {
113     if (!this->enabled) {
114         return true;
115     }
116
117     if (key_event->type == GDK_KEY_RELEASE) {
118         if (key_event->keyval == SPACE) {
119             if (this->weapons.getCurrentWeapon().isSelfDirected()) {
120                 return true;
121             }
122             if (!this->weapons.getCurrentWeapon().hasVariablePower()) {
123                 return true;
124             }
125             if (!this->weapons.getCurrentWeapon().hasAmmo()) {
126                 this->player.getMusicPlayer().playNoAmmo();
127                 return true;
128             }
129             this->power_accumulator.stop();
130         }
131     }
132     return true;

```

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Handlers.cpp

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```

133 }
134
135 bool Handlers::onButtonPressEvent(GdkEventButton* event) {
136     if (!this->enabled) {
137         return true;
138     }
139
140     if (!this->weapons.getCurrentWeapon().isSelfDirected()) {
141         return true;
142     }
143     if (!this->weapons.getCurrentWeapon().hasAmmo()) {
144         this->player.getMusicPlayer().playNoAmmo();
145         return true;
146     }
147     if (this->has_shoot) {
148         return true;
149     }
150     if ((event->type == GDK_BUTTON_PRESS) && (event->button == 1)) {
151         float x = event->x;
152         float y = event->y;
153         x += this->world.getWindow().get_hadjustment()->get_value();
154         y += this->world.getWindow().get_vadjustment()->get_value();
155         Position position(x, y);
156         Position newPosition = ViewPositionTransformer(
157             this->world.getLayout()).transformToPosition(position);
158         this->has_shoot = true;
159         this->player.shoot(newPosition);
160     }
161     return true;
162 }
163
164 int Handlers::getCurrentAngle() const {
165     return this->current_angle;
166 }
167
168 void Handlers::stop() {
169     this->scroll_handler.stop();
170 }

```

jun 10, 18 14:54	Handlers.h	Page 1/2
1	<code>#ifndef __HANDLERS_H__</code>	
2	<code>#define __HANDLERS_H__</code>	
3		
4	<code>#include <gdk/gdk.h></code>	
5	<code>#include "WeaponPowerAccum.h"</code>	
6	<code>#include "ScrollHandler.h"</code>	
7		
8	<code>class Player;</code>	
9		
10	<code>class ViewsList;</code>	
11		
12	<code>class WeaponList;</code>	
13		
14	<code>class WorldView;</code>	
15		
16	<code>/* Clase que se encarga de definir los handlers del teclado y</code>	
17	<code>del mouse. */</code>	
18	<code>class Handlers {</code>	
19	<code>private:</code>	
20	<code>Player& player;</code>	
21	<code>ViewsList& view_list;</code>	
22	<code>WeaponList& weapons;</code>	
23	<code>WorldView& world;</code>	
24	<code>ScrollHandler scroll_handler;</code>	
25		
26	<code>bool has_shoot;</code>	
27	<code>int current_angle;</code>	
28	<code>int weapons_time;</code>	
29	<code>bool enabled;</code>	
30		
31	<code>WeaponPowerAccum power_accumulator;</code>	
32		
33		
34	<code>public:</code>	
35	<code>/* Constructor */</code>	
36	<code>Handlers(Player& player, ViewsList& view_list, WeaponList& weapons,</code>	
37	<code>WorldView& world);</code>	
38		
39	<code>/* Destructor */</code>	
40	<code>~Handlers();</code>	
41		
42	<code>/* Handler completo para el presionado de teclas. Indica</code>	
43	<code>los pasos que se deben realizar al presionar una tecla</code>	
44	<code>especifica */</code>	
45	<code>bool keyPressHandler(GdkEventKey* key_event);</code>	
46		
47	<code>/* Handler completo para la liberaci3n de teclas. Indica</code>	
48	<code>los pasos que se deben realizar al liberar una tecla</code>	
49	<code>especifica */</code>	
50	<code>bool keyReleaseHandler(GdkEventKey* key_event);</code>	
51		
52	<code>/* Handler del mouse. Indica los pasos que se deben realizar</code>	
53	<code>al utilizar el mouse */</code>	
54	<code>bool onButtonPressEvent(GdkEventButton* event);</code>	
55		
56	<code>/* Habilita todos los handlers */</code>	
57	<code>void enableAll();</code>	
58		
59	<code>/* Deshabilita todos los handlers */</code>	
60	<code>void disableAll();</code>	
61		
62	<code>/* Devuelve true si los handlers estan habilitados */</code>	
63	<code>bool isEnabled() const;</code>	
64		
65	<code>/* Realiza el shoot del player */</code>	
66	<code>void powerAccumStopped(int power);</code>	

jun 10, 18 14:54	Handlers.h	Page 2/2
67		
68	<code>/* Devuelve el angulo actual del scope */</code>	
69	<code>int getCurrentAngle() const;</code>	
70		
71	<code>/* Detiene los handlers */</code>	
72	<code>void stop();</code>	
73	<code>};</code>	
74		
75	<code>#endif</code>	

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Player.cpp

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```

1  #include "Player.h"
2  #include <string>
3  #include "WeaponNames.h"
4
5  Player::Player(ClientProtocol& protocol, const std::string& name,
6               Gtk::Window& window, MenuView& main_menu) :
7      protocol(protocol), name(name),
8      screen(window, main_menu, *this, this->weapons),
9      turn(*this, this->screen.getTurnLabel()),
10     view_list(this->screen.getWorld(), *this, this->screen.getPlayersView(),
11             musicPlayer),
12     data_receiver(*this),
13     handlers(*this, this->view_list, this->weapons,
14             this->screen.getWorld()) {
15     this->musicPlayer.playMusic();
16     this->data_receiver.start();
17 }
18
19 Player::~Player() {
20     this->data_receiver.stop();
21     this->data_receiver.join();
22 }
23
24 void Player::startTurn(int worm_id, int player_id, float wind) {
25     this->view_list.setCurrentWorm(worm_id);
26     this->screen.getWindView().update(wind);
27     const std::string& current_player = this->screen.getPlayersView().getPlayer(
28         player_id);
29     if (current_player == this->name) {
30         //Es mi turno
31         this->musicPlayer.playStartTurnSound();
32         this->handlers.enableAll();
33         this->changeWeapon(this->weapons.getCurrentWeapon().getName());
34         this->screen.getTurnLabel().beginTurn();
35         this->turn.start();
36     } else {
37         this->screen.getTurnLabel().beginTurn(current_player);
38     }
39 }
40
41 void Player::endTurn() {
42     this->turn.stop();
43     this->screen.getTurnLabel().endTurn();
44     this->view_list.removeScopeVisibility();
45 }
46
47 void Player::endGame(const std::string& winner) {
48     this->data_receiver.stop();
49     this->screen.getTurnLabel().setEndGame();
50     this->view_list.setVictory();
51     this->protocol.sendEndGame();
52     this->handlers.stop();
53     this->screen.setWinner(winner, this->name == winner);
54 }
55
56 void Player::shootWeapon() {
57     this->turn.reduceTime();
58     this->weapons.getCurrentWeapon().shoot();
59 }
60
61 void Player::changeWeapon(std::string weapon) {
62     this->musicPlayer.playSelectWeaponSound();
63     this->weapons.changeWeapon(weapon);
64     if (this->handlers.isEnabled()) {
65         this->protocol.sendChangeWeapon(weapon);
66     }

```

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Player.cpp

Page 2/2

```

67 }
68
69 void Player::shoot(Position position) {
70     this->shootWeapon();
71     this->protocol.sendWeaponSelfDirectedShoot(position);
72     this->screen.getWeaponsView().updateAmmo(this->weapons.getCurrentWeapon());
73 }
74
75 void Player::playTickTime() {
76     this->musicPlayer.playTickSound();
77 }
78
79 void Player::shoot(int angle, int power, int time) {
80     this->shootWeapon();
81     if (!this->weapons.getCurrentWeapon().isTimed()) {
82         time = -1;
83     }
84     if (!this->weapons.getCurrentWeapon().hasScope()) {
85         angle = MAX_WEAPON_ANGLE * 8;
86     }
87     this->protocol.sendWeaponShoot(angle, power, time);
88     this->view_list.removeScopeVisibility();
89     this->screen.getWeaponsView().updateAmmo(this->weapons.getCurrentWeapon());
90 }
91
92 ViewsList& Player::getViewsList() {
93     return this->view_list;
94 }
95
96 ScreenView& Player::getScreen() {
97     return this->screen;
98 }
99
100 WeaponList& Player::getWeapons() {
101     return this->weapons;
102 }
103
104 ClientProtocol& Player::getProtocol() {
105     return this->protocol;
106 }
107
108 MusicPlayer& Player::getMusicPlayer() {
109     return this->musicPlayer;
110 }
111
112 Turn& Player::getTurn() {
113     return this->turn;
114 }

```

jun 10, 18 15:55	Player.h	Page 1/2
1	#ifndef __CLIENTPLAYER_H__	
2	#define __CLIENTPLAYER_H__	
3		
4	#include <memory>	
5	#include <gtkmm/window.h>	
6	#include <string>	
7	#include "MenuView.h"	
8	#include "ClientProtocol.h"	
9	#include "Turn.h"	
10	#include "Weapon.h"	
11	#include "WeaponList.h"	
12	#include "ScreenView.h"	
13	#include "ViewsList.h"	
14	#include "Position.h"	
15	#include "DataReceiver.h"	
16	#include "Handlers.h"	
17	#include "MusicPlayer.h"	
18		
19	class Player {	
20	private:	
21	ClientProtocol& protocol;	
22	std::string name;	
23	WeaponList weapons;	
24	ScreenView screen;	
25	Turn turn;	
26	ViewsList view_list;	
27	DataReceiver data_receiver;	
28	Handlers handlers;	
29	MusicPlayer musicPlayer;	
30		
31	<i>/* Reduce el tiempo del turno y actualiza la municion */</i>	
32	void shootWeapon();	
33		
34	public:	
35	<i>/* Constructor */</i>	
36	Player(ClientProtocol& protocol, const std::string& name,	
37	Gtk::Window& window, MenuView& main_menu);	
38		
39	<i>/* Destructor */</i>	
40	~Player();	
41		
42		
43	<i>/* Comienza el turno. Si es el turno del jugador entonces,</i>	
44	<i>habilita los handlers, sino muestra los movimientos realizados</i>	
45	<i>por el otro jugador */</i>	
46	void startTurn(int worm_id, int player_id, float wind);	
47		
48	<i>/* Finaliza el turno del jugador actual */</i>	
49	void endTurn();	
50		
51	<i>/* Finaliza el juego */</i>	
52	void endGame(const std::string& winner);	
53		
54	<i>/* Cambia el arma actual por la espeificada */</i>	
55	void changeWeapon(std::string weapon);	
56		
57	<i>/* Realiza el disparo del arma con el angulo, potencia</i>	
58	<i>y tiempo pasados */</i>	
59	void shoot(int angle, int power, int time);	
60		
61	<i>/* Realiza el disparo del arma en la posicion pasada */</i>	
62	void shoot(Position position);	
63		
64	<i>/* Reproduce el sonido de falta de tiempo */</i>	
65	void playTickTime();	
66		

jun 10, 18 15:55	Player.h	Page 2/2
67	<i>/* Devuelve la lista de los elementos presentes en la vista */</i>	
68	ViewsList& getViewsList();	
69		
70	<i>/* Devuelve la vista */</i>	
71	ScreenView& getScreen();	
72		
73	<i>/* Devuelve la lista de armas */</i>	
74	WeaponList& getWeapons();	
75		
76	<i>/* Devuelve el protocolo */</i>	
77	ClientProtocol& getProtocol();	
78		
79	<i>/* Devuelve el music player */</i>	
80	MusicPlayer& getMusicPlayer();	
81		
82	<i>/* Devuelve el turno */</i>	
83	Turn& getTurn();	
84	};	
85		
86	#endif	

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Turn.cpp

Page 1/1

```

1  #include "Turn.h"
2  #include <glibmm/main.h>
3  #include "Player.h"
4
5  const int TIME_DEFAULT = 60;
6  const int REDUCTION_TIME_DEFAULT = 3;
7  const int LIMIT_TIME = 10;
8
9  Turn::Turn(Player& player, TurnLabel& time_label) :
10     actual_time(TIME_DEFAULT), player(player), time_label(time_label),
11     max_time(TIME_DEFAULT), reduction_time(REDUCTION_TIME_DEFAULT) {}
12
13  Turn::~Turn() {}
14
15  bool Turn::startCallBack() {
16     if (this->actual_time <= LIMIT_TIME) {
17         this->player.playTickTime();
18     }
19
20     this->actual_time--;
21     if (this->actual_time < 0) {
22         return false;
23     }
24     this->time_label.setTime(this->actual_time);
25     return true;
26 }
27
28 void Turn::start() {
29     this->actual_time = this->max_time;
30     this->my_connection = Glib::signal_timeout().connect(
31         sigc::mem_fun(*this, &Turn::startCallBack), 1000);
32 }
33
34 void Turn::reduceTime() {
35     this->actual_time = this->reduction_time;
36 }
37
38 void Turn::stop() {
39     if (this->my_connection.connected()) {
40         this->my_connection.disconnect();
41     }
42 }
43
44 void Turn::setTime(int time, int reduction_time) {
45     this->max_time = time;
46     this->reduction_time = reduction_time;
47 }

```

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Turn.h

Page 1/1

```

1  #ifndef __CLIENTTURN_H__
2  #define __CLIENTTURN_H__
3
4  #include "TurnLabel.h"
5
6  class Player;
7
8  /* Clase que se encarga de contar el tiempo del turno */
9  class Turn {
10 private:
11     int actual_time;
12     Player& player;
13     TurnLabel& time_label;
14     sigc::connection my_connection;
15     int max_time;
16     int reduction_time;
17
18     /* Callback de start */
19     bool startCallBack();
20
21 public:
22     /* Constructor */
23     Turn(Player& player, TurnLabel& time_label);
24
25     /* Destructor */
26     ~Turn();
27
28
29     /* Comienza la cuenta regresiva del turno actualizando el
30      * label que muestra el tiempo */
31     void start();
32
33     /* Reduce el tiempo restante del turno a 3 segundos */
34     void reduceTime();
35
36     /* Detiene el contador y finaliza el turno */
37     void stop();
38
39     /* Setea los tiempos */
40     void setTime(int time, int reduction_time);
41 };
42
43 #endif

```

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DistanceWeapon.cpp

Page 1/1

```

1  #include "DistanceWeapon.h"
2  #include <string>
3
4  DistanceWeapon::DistanceWeapon(std::string name, int ammo, bool time) :
5      Weapon(name, ammo) {
6      this->has_Scope = true;
7      this->is_Timed = time;
8  }
9
10 DistanceWeapon::~DistanceWeapon() {}
11
12 DistanceWeapon::DistanceWeapon(DistanceWeapon&& other) : Weapon(
13     std::move(other)) {}
14
15 bool DistanceWeapon::hasVariablePower() const {
16     return true;
17 }
18

```

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DistanceWeapon.h

Page 1/1

```

1  #ifndef __CLIENTDISTANCEWEAPON_H__
2  #define __CLIENTDISTANCEWEAPON_H__
3
4  #include "Weapon.h"
5  #include <string>
6
7  /* Clase que se encarga de representar a las armas de distancia */
8  class DistanceWeapon : public Weapon {
9  public:
10     /* Constructor */
11     DistanceWeapon(std::string name, int ammo, bool time = false);
12
13     /* Destructor */
14     ~DistanceWeapon();
15
16     /* Constructor por movimiento */
17     DistanceWeapon(DistanceWeapon&& other);
18
19
20     /* Devuelve true si el arma tiene potencia variable */
21     bool hasVariablePower() const override;
22 };
23
24 #endif

```

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MeleeWeapon.cpp

Page 1/1

```

1  #include "MeleeWeapon.h"
2  #include <limits>
3  #include <string>
4
5  MeleeWeapon::MeleeWeapon(std::string name, int ammo, bool scope, bool time) :
6      Weapon(name, ammo) {
7      this->has_Scope = scope;
8      this->is_Timed = time;
9  }
10
11  MeleeWeapon::MeleeWeapon(MeleeWeapon&& other) : Weapon(std::move(other)) {}
12

```

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MeleeWeapon.h

Page 1/1

```

1  #ifndef __CLIENTMELEEWEAPON_H__
2  #define __CLIENTMELEEWEAPON_H__
3
4  #include "Weapon.h"
5  #include <string>
6
7  /* Clase que se encarga de representar las armas de cuerpo a cuerpo */
8  class MeleeWeapon : public Weapon {
9  public:
10     /* Constructor */
11     MeleeWeapon(std::string name, int ammo, bool scope, bool time = false);
12
13     /* Destructor */
14     ~MeleeWeapon() {}
15
16     /* Constructor por movimiento */
17     MeleeWeapon(MeleeWeapon&& other);
18 };
19
20 #endif

```


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WeaponPowerAccum.cpp

Page 1/1

```

1  #include "WeaponPowerAccum.h"
2  #include "Handlers.h"
3
4  const int TIME_STEP = 50;
5  const int MINIMUM_POWER = 1000;
6  const int POWER_STEP = 15;
7
8  WeaponPowerAccum::WeaponPowerAccum(Handlers& handlers, int time) :
9      actual_time(0), max_time(time), handlers(handlers) {}
10
11  WeaponPowerAccum::~WeaponPowerAccum() {}
12
13  bool WeaponPowerAccum::startCallBack() {
14      this->actual_time += TIME_STEP;
15      this->power += POWER_STEP;
16
17      if (this->actual_time == this->max_time) {
18          this->handlers.powerAccumStopped(this->power);
19          return false;
20      }
21      return true;
22  }
23
24  void WeaponPowerAccum::start() {
25      this->actual_time = 0;
26      this->power = MINIMUM_POWER;
27      this->my_connection = Glib::signal_timeout().connect(
28          sigc::mem_fun(*this, &WeaponPowerAccum::startCallBack), TIME_STEP);
29  }
30
31  void WeaponPowerAccum::stop() {
32      if (this->my_connection.connected()) {
33          this->my_connection.disconnect();
34          this->handlers.powerAccumStopped(this->power);
35      }
36  }

```

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WeaponPowerAccum.h

Page 1/1

```

1  #ifndef __CLIENTTIMER_H__
2  #define __CLIENTTIMER_H__
3
4  #include <glibmm/main.h>
5
6  class Handlers;
7
8  /* Clase que simula a un contador */
9  class WeaponPowerAccum {
10 private:
11     int actual_time;
12     int max_time;
13     int power;
14     Handlers& handlers;
15     sigc::connection my_connection;
16
17     /* Callback de start */
18     bool startCallBack();
19
20 public:
21     /* Constructor */
22     WeaponPowerAccum(Handlers& handlers, int time);
23
24     /* Destructor */
25     ~WeaponPowerAccum();
26
27     /* Cuenta el tiempo transcurrido y llama al metodo timerStopped
28        de la clase Handler con este tiempo */
29     void start();
30
31     /* Detiene el contador */
32     void stop();
33 };
34
35 #endif

```

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AirAttack.cpp

Page 1/1

```

1  #include "AirAttack.h"
2  #include "WeaponNames.h"
3
4  AirAttack::AirAttack(int ammo) : SelfDirectedWeapon(AIR_ATTACK_NAME, ammo) {}
5
6  AirAttack::~AirAttack() {}
7
8  AirAttack::AirAttack(AirAttack&& other) : SelfDirectedWeapon(
9      std::move(other)) {}
10

```

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AirAttack.h

Page 1/1

```

1  #ifndef __CLIENTAIRATTACK_H__
2  #define __CLIENTAIRATTACK_H__
3
4  #include "SelfDirectedWeapon.h"
5
6  /* Clase que representa al arma AirStrike */
7  class AirAttack : public SelfDirectedWeapon {
8  public:
9      /* Constructor */
10     explicit AirAttack(int ammo);
11
12     /* Destructor */
13     ~AirAttack();
14
15     /* Constructor por movimiento */
16     AirAttack(AirAttack&& other);
17 };
18
19 #endif

```

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Banana.cpp

Page 1/1

```

1  #include "Banana.h"
2  #include "WeaponNames.h"
3
4  Banana::Banana(int ammo) : DistanceWeapon(BANANA_NAME, ammo, true) {}
5
6  Banana::~Banana() {}
7
8  Banana::Banana(Banana&& other) : DistanceWeapon(std::move(other)) {}
9

```

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Banana.h

Page 1/1

```

1  #ifndef __CLIENTBANANA_H__
2  #define __CLIENTBANANA_H__
3
4  #include "DistanceWeapon.h"
5
6  /* Clase que representa al arma Banana */
7  class Banana : public DistanceWeapon {
8  public:
9      /* Constructor */
10     explicit Banana(int ammo);
11
12     /* Destructor */
13     ~Banana();
14
15     /* Constructor por movimiento */
16     Banana(Banana&& other);
17 };
18
19 #endif

```

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Bat.cpp

Page 1/1

```
1 #include "Bat.h"
2 #include "WeaponNames.h"
3
4 Bat::Bat(int ammo) : MeleeWeapon(BAT_NAME, ammo, true) {}
5
6 Bat::~Bat() {}
7
8 Bat::Bat(Bat&& other) : MeleeWeapon(std::move(other)) {}
9
```

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Bat.h

Page 1/1

```
1 #ifndef __CLIENTBAT_H__
2 #define __CLIENTBAT_H__
3
4 #include "MeleeWeapon.h"
5
6 /* Clase que representa al arma Bat de baseball */
7 class Bat : public MeleeWeapon {
8 public:
9     /* Constructor */
10    explicit Bat(int ammo);
11
12    /* Destructor */
13    ~Bat();
14
15    /* Constructor por movimiento */
16    Bat(Bat&& other);
17 };
18
19 #endif
```

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Bazooka.cpp

Page 1/1

```
1 #include "Bazooka.h"
2 #include "WeaponNames.h"
3
4 Bazooka::Bazooka(int ammo) : DistanceWeapon(BAZOOKA_NAME, ammo) {}
5
6 Bazooka::~Bazooka() {}
7
8 Bazooka::Bazooka(Bazooka&& other) : DistanceWeapon(std::move(other)) {}
9
```

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Bazooka.h

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```
1 #ifndef __CLIENTBAZOOKA_H__
2 #define __CLIENTBAZOOKA_H__
3
4 #include "DistanceWeapon.h"
5
6 /* Clase que representa al arma Bazooka */
7 class Bazooka : public DistanceWeapon {
8 public:
9     /* Constructor */
10    explicit Bazooka(int ammo);
11
12    /* Destructor */
13    ~Bazooka();
14
15    /* Constructor por movimiento */
16    Bazooka(Bazooka&& other);
17 };
18
19 #endif
```

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Dynamite.cpp

Page 1/1

```
1 #include "Dynamite.h"
2 #include "WeaponNames.h"
3
4 Dynamite::Dynamite(int ammo) : MeleeWeapon(DYNAMITE_NAME, ammo, false, true) {}
5
6 Dynamite::~Dynamite() {}
7
8 Dynamite::Dynamite(Dynamite&& other) : MeleeWeapon(std::move(other)) {}
9
```

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Dynamite.h

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```
1 #ifndef __CLIENTDYNAMITE_H__
2 #define __CLIENTDYNAMITE_H__
3
4 #include "MeleeWeapon.h"
5
6 /* Clase que representa al arma Dinamita */
7 class Dynamite : public MeleeWeapon {
8 public:
9     /* Constructor */
10     explicit Dynamite(int ammo);
11
12     /* Destructor */
13     ~Dynamite();
14
15     /* Constructor por movimiento */
16     Dynamite(Dynamite&& other);
17 };
18
19 #endif
```

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GreenGrenade.cpp

Page 1/1

```
1 #include "GreenGrenade.h"
2 #include "WeaponNames.h"
3
4 GreenGrenade::GreenGrenade(int ammo) :
5     DistanceWeapon(GREEN_GRENADE_NAME, ammo, true) {}
6
7 GreenGrenade::~GreenGrenade() {}
8
9 GreenGrenade::GreenGrenade(GreenGrenade&& other) : DistanceWeapon(
10     std::move(other)) {}
11
```

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GreenGrenade.h

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```
1 #ifndef __CLIENTGREENGRENADA_H__
2 #define __CLIENTGREENGRENADA_H__
3
4 #include "DistanceWeapon.h"
5
6 /* Clase que representa al arma Granada verde */
7 class GreenGrenade : public DistanceWeapon {
8 public:
9     /* Constructor */
10     explicit GreenGrenade(int ammo);
11
12     /* Destructor */
13     ~GreenGrenade();
14
15     /* Constructor por movimiento */
16     GreenGrenade(GreenGrenade&& other);
17 };
18
19 #endif
```

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HolyGrenade.cpp

Page 1/1

```

1  #include "HolyGrenade.h"
2  #include "WeaponNames.h"
3
4  HolyGrenade::HolyGrenade(int ammo) :
5      DistanceWeapon(HOLY_GRENADE_NAME, ammo, true) {}
6
7  HolyGrenade::~HolyGrenade() {}
8
9  HolyGrenade::HolyGrenade(HolyGrenade&& other) : DistanceWeapon(
10      std::move(other)) {}
11

```

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HolyGrenade.h

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```

1  #ifndef __CLIENTHOLYGRENADE_H__
2  #define __CLIENTHOLYGRENADE_H__
3
4  #include "DistanceWeapon.h"
5
6  /* Clase que representa al arma Granada santa */
7  class HolyGrenade : public DistanceWeapon {
8  public:
9      /* Constructor */
10     explicit HolyGrenade(int ammo);
11
12     /* Destructor */
13     ~HolyGrenade();
14
15     /* Constructor por movimiento */
16     HolyGrenade(HolyGrenade&& other);
17 };
18
19 #endif

```


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Mortar.cpp

Page 1/1

```
1 #include "Mortar.h"
2 #include "WeaponNames.h"
3
4 Mortar::Mortar(int ammo) : DistanceWeapon(MORTAR_NAME, ammo, false) {}
5
6 Mortar::~Mortar() {}
7
8 Mortar::Mortar(Mortar&& other) : DistanceWeapon(std::move(other)) {}
9
```

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Mortar.h

Page 1/1

```
1 #ifndef __CLIENTMORTAR_H__
2 #define __CLIENTMORTAR_H__
3
4 #include "DistanceWeapon.h"
5
6 /* Clase que representa al arma Mortero */
7 class Mortar : public DistanceWeapon {
8 public:
9     /* Constructor */
10     explicit Mortar(int ammo);
11
12     /* Destructor */
13     ~Mortar();
14
15     /* Constructor por movimiento */
16     Mortar(Mortar&& other);
17 };
18
19 #endif
```

jun 10, 18 14:54

RedGrenade.cpp

Page 1/1

```

1  #include "RedGrenade.h"
2  #include "WeaponNames.h"
3
4  RedGrenade::RedGrenade(int ammo) :
5      DistanceWeapon(RED_GRENADE_NAME, ammo, true) {}
6
7  RedGrenade::~RedGrenade() {}
8
9  RedGrenade::RedGrenade(RedGrenade&& other) : DistanceWeapon(std::move(other)) {}
10

```

jun 10, 18 15:51

RedGrenade.h

Page 1/1

```

1  #ifndef __CLIENTREDGRENADE_H__
2  #define __CLIENTREDGRENADE_H__
3
4  #include "DistanceWeapon.h"
5
6  /* Clase que representa al arma Granada roja */
7  class RedGrenade : public DistanceWeapon {
8  public:
9      /* Constructor */
10     explicit RedGrenade(int ammo);
11
12     /* Destructor */
13     ~RedGrenade();
14
15     /* Constructor por movimiento */
16     RedGrenade(RedGrenade&& other);
17 };
18
19 #endif

```

jun 10, 18 14:54

Teleportation.cpp

Page 1/1

```

1  #include "Teleportation.h"
2  #include "WeaponNames.h"
3
4  Teleportation::Teleportation(int ammo) : SelfDirectedWeapon(TELEPORT_NAME,
5                                                         ammo) {}
6
7  Teleportation::~Teleportation() {}
8
9  Teleportation::Teleportation(Teleportation&& other) : SelfDirectedWeapon(
10     std::move(other)) {}
11

```

jun 10, 18 15:51

Teleportation.h

Page 1/1

```

1  #ifndef __CLIENTTELEPORTATION_H__
2  #define __CLIENTTELEPORTATION_H__
3
4  #include "SelfDirectedWeapon.h"
5
6  /* Clase que representa al arma Teletransportador */
7  class Teleportation : public SelfDirectedWeapon {
8  public:
9      /* Constructor */
10     explicit Teleportation(int ammo);
11
12     /* Destructor */
13     ~Teleportation();
14
15     /* Constructor por movimiento */
16     Teleportation(Teleportation&& other);
17 };
18
19 #endif

```

jun 10, 18 15:54

SelfDirectedWeapon.cpp

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```

1  #include "SelfDirectedWeapon.h"
2  #include <string>
3
4  SelfDirectedWeapon::SelfDirectedWeapon(std::string name, int ammo) : Weapon(
5      name, ammo) {}
6
7  SelfDirectedWeapon::~SelfDirectedWeapon() {}
8
9  SelfDirectedWeapon::SelfDirectedWeapon(SelfDirectedWeapon&& other) : Weapon(
10     std::move(other)) {}
11
12 bool SelfDirectedWeapon::isSelfDirected() const {
13     return true;
14 }
15

```

jun 10, 18 15:53

SelfDirectedWeapon.h

Page 1/1

```

1  #ifndef __SELFDIRECTEDWEAPON_H__
2  #define __SELFDIRECTEDWEAPON_H__
3
4  #include "Weapon.h"
5  #include <string>
6
7  /* Clase que representa las armas teledirigidas */
8  class SelfDirectedWeapon : public Weapon {
9  public:
10     /* Constructor */
11     SelfDirectedWeapon(std::string name, int ammo);
12
13     /* Destructor */
14     ~SelfDirectedWeapon();
15
16     /* Constructor por movimiento */
17     SelfDirectedWeapon(SelfDirectedWeapon&& other);
18
19     /* Devuelve true si es teledirigida */
20     bool isSelfDirected() const override;
21 };
22
23 #endif

```

jun 10, 18 15:53

Weapon.cpp

Page 1/1

```

1  #include "Weapon.h"
2  #include <string>
3
4  Weapon::Weapon(std::string name, int ammo) :
5      name(name), ammo(ammo), has_Scope(false), is_Timed(false) {}
6
7  Weapon::~Weapon() {}
8
9  Weapon::Weapon(Weapon&& other) {
10     this->name = std::move(other.name);
11     this->ammo = std::move(other.ammo);
12     this->has_Scope = std::move(other.has_Scope);
13     this->is_Timed = std::move(other.is_Timed);
14 }
15
16 Weapon& Weapon::operator=(Weapon&& other) {
17     this->name = std::move(other.name);
18     this->ammo = std::move(other.ammo);
19     this->has_Scope = std::move(other.has_Scope);
20     this->is_Timed = std::move(other.is_Timed);
21     return *this;
22 }
23
24 bool Weapon::hasScope() const {
25     return this->has_Scope;
26 }
27
28 bool Weapon::isSelfDirected() const {
29     return false;
30 }
31
32 bool Weapon::isTimed() const {
33     return this->is_Timed;
34 }
35
36 bool Weapon::hasVariablePower() const {
37     return false;
38 }
39
40 const std::string& Weapon::getName() const {
41     return this->name;
42 }
43
44 void Weapon::shoot() {
45     if (this->ammo <= 100)
46         this->ammo--;
47 }
48
49 bool Weapon::hasAmmo() const {
50     return this->ammo > 0;
51 }
52
53 unsigned int Weapon::getAmmo() const {
54     return this->ammo;
55 }
56

```

jun 10, 18 14:54

Weapon.h

Page 1/1

```

1  #ifndef __CLIENTWEAPON_H__
2  #define __CLIENTWEAPON_H__
3
4  #include <string>
5
6  /* Clase que se encarga de representar a las armas del juego */
7  class Weapon {
8  protected:
9      std::string name;
10     unsigned int ammo;
11     bool has_Scope;
12     bool is_Timed;
13
14 public:
15     /* Constructor */
16     Weapon(std::string name, int ammo);
17
18     /* Destructor */
19     ~Weapon();
20
21     /* Constructor por movimiento */
22     Weapon(Weapon&& other);
23
24     /* Operador = por movimiento */
25     Weapon& operator=(Weapon&& other);
26
27     /* Devuelve true si el arma tiene mira */
28     virtual bool hasScope() const;
29
30     /* Devuelve true si el arma es teledirigida */
31     virtual bool isSelfDirected() const;
32
33     /* Devuelve true si el arma es por tiempo */
34     virtual bool isTimed() const;
35
36     /* Devuelve true si el arma tiene potencia variable */
37     virtual bool hasVariablePower() const;
38
39     /* Devuelve el nombre del arma */
40     virtual const std::string& getName() const;
41
42     /* Disminuye la cantidad de municiones del arma */
43     virtual void shoot();
44
45     /* Devuelve true si el arma tiene balas */
46     virtual bool hasAmmo() const;
47
48     /* Devuelve la cantidad de balas */
49     unsigned int getAmmo() const;
50 };
51
52
53 #endif

```

jun 10, 18 15:49

WeaponList.cpp

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```

1  #include "WeaponList.h"
2  #include <utility>
3  #include <string>
4  #include "WeaponNames.h"
5
6  WeaponList::WeaponList() : current_weapon(DEFAULT_WEAPON) {}
7
8  WeaponList::~WeaponList() {}
9
10 void WeaponList::add(std::string weapon, int ammo) {
11     WeaponsFactory factory;
12     this->weapons.insert(std::pair<std::string, weapon_ptr>(weapon, std::move(
13         factory.createWeapon(weapon, ammo))));
14 }
15
16 void WeaponList::changeWeapon(std::string weapon) {
17     this->current_weapon = weapon;
18 }
19
20 Weapon& WeaponList::getCurrentWeapon() {
21     return *this->weapons.at(this->current_weapon);
22 }
23
24 WeaponList::iterator WeaponList::begin() {
25     return this->weapons.begin();
26 }
27
28 WeaponList::iterator WeaponList::end() {
29     return this->weapons.end();
30 }
31

```

jun 10, 18 15:52

WeaponList.h

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```

1  #ifndef __CLIENTWEAPONLIST_H__
2  #define __CLIENTWEAPONLIST_H__
3
4  #include <map>
5  #include <string>
6  #include "Weapon.h"
7  #include "WeaponsFactory.h"
8
9  /* Clase que se encarga de almacenar las armas del juego */
10 class WeaponList {
11 private:
12     typedef std::map<std::string, weapon_ptr> WeaponsList;
13     WeaponsList weapons;
14     std::string current_weapon;
15
16 public:
17     /* Constructor */
18     WeaponList();
19
20     /* Destructor */
21     ~WeaponList();
22
23
24     /* Agrega un arma a la lista */
25     void add(std::string weapon, int ammo);
26
27     /* Devuelve el arma actual */
28     Weapon& getCurrentWeapon();
29
30     /* Cambia el arma actual por la especificada */
31     void changeWeapon(std::string weapon);
32
33     typedef WeaponsList::iterator iterator;
34     typedef WeaponsList::const_iterator const_iterator;
35
36     iterator begin();
37
38     iterator end();
39 };
40
41
42 #endif

```

jun 10, 18 15:50

WeaponsFactory.cpp

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```

1  #include "WeaponsFactory.h"
2  #include "WeaponNames.h"
3  #include <string>
4  #include "AirAttack.h"
5  #include "Banana.h"
6  #include "Bat.h"
7  #include "Bazooka.h"
8  #include "Dynamite.h"
9  #include "GreenGrenade.h"
10 #include "HolyGrenade.h"
11 #include "Mortar.h"
12 #include "RedGrenade.h"
13 #include "Teleportation.h"
14
15 WeaponsFactory::WeaponsFactory() {}
16
17 WeaponsFactory::~WeaponsFactory() {}
18
19
20 weapon_ptr WeaponsFactory::createWeapon(std::string weapon, int ammo) {
21     if (weapon == AIR_ATTACK_NAME)
22         return weapon_ptr(new AirAttack(ammo));
23     else if (weapon == BANANA_NAME)
24         return weapon_ptr(new Banana(ammo));
25     else if (weapon == BAT_NAME)
26         return weapon_ptr(new Bat(ammo));
27     else if (weapon == BAZOOKA_NAME)
28         return weapon_ptr(new Bazooka(ammo));
29     else if (weapon == DYNAMITE_NAME)
30         return weapon_ptr(new Dynamite(ammo));
31     else if (weapon == GREEN_GRENADE_NAME)
32         return weapon_ptr(new GreenGrenade(ammo));
33     else if (weapon == HOLY_GRENADE_NAME)
34         return weapon_ptr(new HolyGrenade(ammo));
35     else if (weapon == MORTAR_NAME)
36         return weapon_ptr(new Mortar(ammo));
37     else if (weapon == RED_GRENADE_NAME)
38         return weapon_ptr(new RedGrenade(ammo));
39     return weapon_ptr(new Teleportation(ammo));
40 }

```

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WeaponsFactory.h

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```

1  #ifndef __CLIENTWEAPONSFACTORY_H__
2  #define __CLIENTWEAPONSFACTORY_H__
3
4  #include <memory>
5  #include <string>
6  #include "Weapon.h"
7
8  typedef std::unique_ptr<Weapon> weapon_ptr;
9
10 /* Clase que se encarga de crear las armas del juego */
11 class WeaponsFactory {
12 public:
13     /* Constructor */
14     WeaponsFactory();
15
16     /* Destructor */
17     ~WeaponsFactory();
18
19
20     /* Crea el arma especificada con las municiones especificadas */
21     weapon_ptr createWeapon(std::string weapon, int ammo);
22 };
23
24
25 #endif

```

jun 10, 18 14:54

MusicPath.h

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```

1  #ifndef WORMS_MUSICPATH_H
2  #define WORMS_MUSICPATH_H
3
4  #include <string>
5  #include "Path.h"
6
7  const std::string BACKGROUND_MUSIC = SOUNDS_PATH + "BackgroundMusic.mp3";
8  const std::string START_TURN_SOUND = SOUNDS_PATH + "Misc/StartRound.wav";
9  const std::string TICK_SOUND = SOUNDS_PATH + "Misc/TimerTick.wav";
10 const std::string RUN_AWAY_SOUND = SOUNDS_PATH + "Worms/RunAway.wav";
11 const std::string DEATH_SOUND = SOUNDS_PATH + "Worms/Death.wav";
12 const std::string DAMAGE_RECEIVE_SOUND =
13     SOUNDS_PATH + "Worms/DamageReceive.wav";
14 const std::string EXPLOSION_SOUND = SOUNDS_PATH + "Weapons/Explosion.wav";
15 const std::string TELEPORT_SOUND = SOUNDS_PATH + "Weapons/Teleportation.wav";
16 const std::string BAT_SOUND = SOUNDS_PATH + "Weapons/BaseballSound.wav";
17 const std::string HOLY_GRENADE_SOUND = SOUNDS_PATH + "Weapons/HolyGrenade.wav";
18 const std::string AIR_ATTACK_SOUND = SOUNDS_PATH + "Weapons/AirAttack.wav";
19 const std::string SHOOT_SOUND = SOUNDS_PATH + "Weapons/ShootWeapon.wav";
20 const std::string ROLLBACK_SOUND = SOUNDS_PATH + "Misc/RollBack.wav";
21 const std::string JUMP_SOUND = SOUNDS_PATH + "Misc/Jump.wav";
22 const std::string SELECT_WEAPON_SOUND = SOUNDS_PATH + "Misc/SelectWeapon.wav";
23 const std::string NO_AMMO_SOUND = SOUNDS_PATH + "Misc/NoAmmo.wav";
24 const std::string VICTORY_SOUND = SOUNDS_PATH + "Worms/Victory.WAV";
25
26 #endif //WORMS_MUSICPATH_H

```

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MusicPlayer.cpp

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```

1  #include "MusicPlayer.h"
2  #include <map>
3  #include <string>
4  #include "MusicPlayerException.h"
5  #include "WeaponNames.h"
6  #include "Protocol.h"
7  #include "MusicPath.h"
8
9  MusicPlayer::MusicPlayer() {
10     this->music = NULL;
11     // Initialize SDL.
12     if (SDL_Init(SDL_INIT_AUDIO) < 0) {
13         throw MusicPlayerException("Error al inicializar SDL");
14     }
15
16     //Initialize SDL_mixer
17     if (Mix_OpenAudio(22050, MIX_DEFAULT_FORMAT, 2, 4096) == -1) {
18         throw MusicPlayerException("Error al inicializar SDL mixer");
19     }
20
21     // Load background music
22     this->music = Mix_LoadMUS(BACKGROUND_MUSIC.c_str());
23     if (this->music == NULL) {
24     }
25 }
26
27 MusicPlayer::~MusicPlayer() {
28     Mix_HaltChannel(-1);
29     this->stop();
30     if (this->music != NULL) {
31         Mix_FreeMusic(this->music);
32     }
33     std::map<int, Mix_Chunk*>::iterator iter;
34     for (iter = this->effects.begin(); iter != this->effects.end(); iter++) {
35         Mix_FreeChunk(iter->second);
36     }
37     // quit SDL_mixer
38     Mix_CloseAudio();
39     Mix_Quit();
40     SDL_Quit();
41 }
42
43 void MusicPlayer::check(int channel) {
44     if (this->effects.find(channel) != this->effects.end()) {
45         // elimino el audio anterior de este canal
46         Mix_FreeChunk(this->effects.at(channel));
47         this->effects.erase(channel);
48     }
49     std::map<int, Mix_Chunk*>::iterator iter = this->effects.begin();
50     while (iter != this->effects.end()) {
51         if (!Mix_Playing(iter->first)) {
52             Mix_FreeChunk(iter->second);
53             iter = this->effects.erase(iter);
54         } else {
55             iter++;
56         }
57     }
58 }
59
60 void MusicPlayer::addEffect(const std::string& audio) {
61     int channel;
62     Mix_Chunk* effect = NULL;
63     effect = Mix_LoadWAV(audio.c_str());
64     if (effect == NULL) {
65         return;
66     }

```


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MusicPlayer.cpp

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```

67     if ((channel = Mix_PlayChannel(-1, effect, 0)) == -1) {
68         Mix_FreeChunk(effect);
69         return;
70     }
71     this->check(channel);
72     this->effects.insert(std::make_pair(channel, effect));
73 }
74
75 void MusicPlayer::playMusic() {
76     Mix_PlayMusic(this->music, -1);
77     Mix_VolumeMusic(MIX_MAX_VOLUME / 4);
78 }
79
80 void MusicPlayer::playStartTurnSound() {
81     this->addEffect(START_TURN_SOUND);
82 }
83
84 void MusicPlayer::playTickSound() {
85     this->addEffect(TICK_SOUND);
86 }
87
88 void MusicPlayer::playDeathSound() {
89     this->addEffect(DEATH_SOUND);
90 }
91
92 void MusicPlayer::playDamageReceiveSound() {
93     this->addEffect(DAMAGE_RECEIVE_SOUND);
94 }
95
96 void MusicPlayer::playExplosionSound(const std::string& weapon) {
97     if (weapon == HOLY_GRENADE_NAME) {
98         this->addEffect(HOLY_GRENADE_SOUND);
99     } else {
100         this->addEffect(EXPLOSION_SOUND);
101     }
102 }
103
104 void MusicPlayer::playVictory() {
105     this->addEffect(VICTORY_SOUND);
106 }
107
108 void MusicPlayer::playNoAmmo() {
109     this->addEffect(NO_AMMO_SOUND);
110 }
111
112 void MusicPlayer::stop() {
113     Mix_HaltMusic();
114 }
115
116 void MusicPlayer::playWeaponShotSound(const std::string& weapon) {
117     if (weapon == TELEPORT_NAME) {
118         this->addEffect(TELEPORT_SOUND);
119     } else if (weapon == BAT_NAME) {
120         this->addEffect(BAT_SOUND);
121     } else if (weapon == DYNAMITE_NAME) {
122         this->addEffect(RUN_AWAY_SOUND);
123     } else if (weapon == AIR_ATTACK_NAME) {
124         this->addEffect(AIR_ATTACK_SOUND);
125     } else {
126         this->addEffect(SHOOT_SOUND);
127     }
128 }
129
130 void MusicPlayer::playJumpSound(char action) {
131     if (action == ROLLBACK) {
132         this->addEffect(ROLLBACK_SOUND);

```

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MusicPlayer.cpp

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```

133     } else if (action == JUMP) {
134         this->addEffect(JUMP_SOUND);
135     }
136 }
137
138 void MusicPlayer::playSelectWeaponSound() {
139     this->addEffect(SELECT_WEAPON_SOUND);
140 }

```

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MusicPlayerException.cpp

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```

1  #include "MusicPlayerException.h"
2  #include <string>
3
4  MusicPlayerException::MusicPlayerException(std::string msg) : msg(msg) {
5      this->msg.insert(0, "Error en Music Player: ");
6  }
7
8  MusicPlayerException::~MusicPlayerException() {}
9
10 const char* MusicPlayerException::what() const noexcept {
11     return this->msg.c_str();
12 }

```

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MusicPlayerException.h

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```

1  #ifndef __MUSICPLAYEREXCEPTION_H__
2  #define __MUSICPLAYEREXCEPTION_H__
3
4  #include <exception>
5  #include <string>
6
7  class MusicPlayerException : public std::exception {
8  private:
9      std::string msg;
10
11 public:
12     //Crea la excepcion
13     explicit MusicPlayerException(std::string msg);
14
15     //Destruye la excepcion
16     virtual ~MusicPlayerException();
17
18     //Devuelve el mensaje de error
19     virtual const char* what() const noexcept;
20 };
21
22 #endif

```

jun 10, 18 14:54	MusicPlayer.h	Page 1/2
1	#ifndef __MUSICPLAYER_H__	
2	#define __MUSICPLAYER_H__	
3		
4	#include <SDL2/SDL.h>	
5	#include <SDL2/SDL_mixer.h>	
6	#include <map>	
7	#include <string>	
8		
9	<i>/* Clase que se encarga de reproducir musica y efectos</i>	
10	<i>* de sonido */</i>	
11	class MusicPlayer {	
12	private:	
13	Mix_Music* music; <i>// Musica de fondo</i>	
14	std::map<int, Mix_Chunk*> effects;	
15		
16	<i>/* Verifica si algunos efectos de la lista finalizaon y los</i>	
17	<i>* libera. Adem�s libera el efecto que se encuentre guardado</i>	
18	<i>* en la lista con clave channel */</i>	
19	void check(int channel);	
20		
21	<i>/* Agrega un nuevo efecto a la lista y lo reproduce */</i>	
22	void addEffect(const std::string& audio);	
23		
24	public:	
25	<i>/* Constructor */</i>	
26	MusicPlayer();	
27		
28	<i>/* Destructor */</i>	
29	~MusicPlayer();	
30		
31	<i>/* Reproduce la musica de fondo */</i>	
32	void playMusic();	
33		
34	<i>/* Reproduce el sonido de inicio de turno */</i>	
35	void playStartTurnSound();	
36		
37	<i>/* Reproduce el sonido de falta de tiempo */</i>	
38	void playTickSound();	
39		
40	<i>/* Reproduce el sonido de muerte de un worm */</i>	
41	void playDeathSound();	
42		
43	<i>/* Reproduce el sonido de da�o recibido */</i>	
44	void playDamageReceiveSound();	
45		
46	<i>/* Reproduce el sonido de la explosion */</i>	
47	void playExplosionSound(const std::string& weapon);	
48		
49	<i>/* Reproduce el sonido de arma disparada */</i>	
50	void playWeaponShotSound(const std::string& weapon);	
51		
52	<i>/* Reproduce el sonido de salto o rollback */</i>	
53	void playJumpSound(char action);	
54		
55	<i>/* Reproduce el sonido de arma seleccionada */</i>	
56	void playSelectWeaponSound();	
57		
58	<i>/* Reproduce el sonido de victoria */</i>	
59	void playVictory();	
60		
61	<i>/* Reproduce el sonido de arma descargada */</i>	
62	void playNoAmmo();	
63		
64	<i>/* Detiene la reproduccion de la musica de fondo */</i>	
65	void stop();	
66	};	

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67		
68		
69	#endif	

jun 10, 18 15:36

ExplosionView.cpp

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```

1  #include "ExplosionView.h"
2  #include <gtkmm/image.h>
3  #include <glibmm/main.h>
4  #include "Path.h"
5
6  ExplosionView::ExplosionView(BulletView&& bullet) : bulletView(
7      std::move(bullet)) {
8      this->animation = Gdk::Pixbuf::create_from_file(EXPLOSION_ANIMATION);
9      int width = this->animation->get_width();
10     int height = this->animation->get_height();
11     for (int i = 0; i < height / width; i++) {
12         Glib::RefPtr<Gdk::Pixbuf> aux = Gdk::Pixbuf::create_subpixbuf(
13             this->animation, 0, i * width, width, width);
14         this->animation_vector.push_back(aux);
15     }
16     this->iter = this->animation_vector.begin();
17 }
18
19 ExplosionView::~ExplosionView() {}
20
21 ExplosionView::ExplosionView(ExplosionView&& other) :
22     bulletView(std::move(other.bulletView)) {
23     this->animation_vector = other.animation_vector;
24     this->animation = other.animation;
25     this->iter = this->animation_vector.begin();
26 }
27
28 bool ExplosionView::startCallBack() {
29     Gtk::Image& image = (Gtk::Image&) this->bulletView.getWidget();
30     image.set(*(this->iter));
31     this->iter++;
32     if (this->iter == this->animation_vector.end()) {
33         this->bulletView.removeFromWorld();
34         return false;
35     }
36     return true;
37 }
38
39 void ExplosionView::start() {
40     Glib::signal_timeout().connect(
41         sigc::mem_fun(*this, &ExplosionView::startCallBack), 40);
42 }
43
44 bool ExplosionView::hasFinished() {
45     return this->iter == this->animation_vector.end();
46 }

```

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ExplosionView.h

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```

1  #ifndef __CLIENTEXPLOSIONVIEW_H__
2  #define __CLIENTEXPLOSIONVIEW_H__
3
4  #include <vector>
5  #include <gdkmm/pixbuf.h>
6  #include "BulletView.h"
7
8  /* Clase que se encarga de reproducir la animacion de una explosion */
9  class ExplosionView {
10 private:
11     BulletView bulletView;
12     std::vector<Glib::RefPtr<Gdk::Pixbuf>> animation_vector;
13     Glib::RefPtr<Gdk::Pixbuf> animation;
14     std::vector<Glib::RefPtr<Gdk::Pixbuf>>::iterator iter;
15
16     /* Callback de start */
17     bool startCallBack();
18
19 public:
20     /* Constructor */
21     explicit ExplosionView(BulletView&& bullet);
22
23     /* Destructor */
24     ~ExplosionView();
25
26     /* Constructor por movimiento */
27     ExplosionView(ExplosionView&& other);
28
29     /* Realiza la animacion de la explosion */
30     void start();
31
32     /* Devuelve true si la animacion de la explosion finalizo */
33     bool hasFinished();
34 };
35
36
37
38 #endif

```

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ExplosionViewList.cpp

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```

1  #include "ExplosionViewList.h"
2  #include <list>
3
4  ExplosionViewList::ExplosionViewList() {}
5
6  ExplosionViewList::~ExplosionViewList() {}
7
8  void ExplosionViewList::check() {
9      std::list<ExplosionView>::iterator iter;
10     iter = this->animations.begin();
11     while (iter != this->animations.end()) {
12         if (iter->hasFinished()) {
13             iter = this->animations.erase(iter);
14         } else {
15             ++iter;
16         }
17     }
18 }
19
20 void ExplosionViewList::addAndStart(ExplosionView&& animation) {
21     this->check();
22     this->animations.push_back(std::move(animation));
23     this->animations.back().start();
24 }

```

jun 10, 18 15:37

ExplosionViewList.h

Page 1/1

```

1  #ifndef WORMS_EXPLOSIONVIEWLIST_H
2  #define WORMS_EXPLOSIONVIEWLIST_H
3
4  #include <list>
5  #include "ExplosionView.h"
6
7  /* Clase que se encarga de almacenar animaciones de explosiones */
8  class ExplosionViewList {
9  private:
10     std::list<ExplosionView> animations;
11
12     /* Verifica si alguna animacion de la lista finalizo y las
13      * elimina de la lista */
14     void check();
15
16  public:
17     /* Constructor */
18     ExplosionViewList();
19
20     /* Destructor */
21     ~ExplosionViewList();
22
23
24     /* Agrega una animacion de explosion a la lista y la reproduce */
25     void addAndStart(ExplosionView&& animation);
26 };
27
28
29 #endif //WORMS_EXPLOSIONVIEWLIST_H

```

jun 10, 18 14:54

WalkingAnimation.cpp

Page 1/1

```

1 #include "WalkingAnimation.h"
2 #include "Path.h"
3 #include "ObjectSizes.h"
4
5 #define DIR_RIGHT 1
6 #define DIR_LEFT -1
7
8 WalkingAnimation::WalkingAnimation(Gtk::Image* worm_image) : worm_image(
9     worm_image),
10     dir(DIR_RIGHT) {
11     this->walk_image = Gdk::Pixbuf::create_from_file(WORMS_PATH + "walk.png");
12     int width = this->walk_image->get_width();
13     int height = this->walk_image->get_height();
14     for (int i = 0; i < height / WORM_IMAGE_WIDTH; i++) {
15         walk_queue.push(Gdk::Pixbuf::create_subpixbuf(this->walk_image, 0,
16             i * WORM_IMAGE_WIDTH,
17             width, WORM_IMAGE_WIDTH));
18     }
19 }
20
21 WalkingAnimation::~WalkingAnimation() {}
22
23 WalkingAnimation::WalkingAnimation(WalkingAnimation&& other) :
24     walk_queue(std::move(other.walk_queue)),
25     walk_image(std::move(other.walk_image)),
26     worm_image(other.worm_image), dir(other.dir) {}
27
28 void WalkingAnimation::setMovementImage(char new_dir) {
29     if (new_dir == this->dir) {
30         this->walk_queue.push(std::move(this->walk_queue.front()));
31         this->walk_queue.pop();
32     }
33     this->setStaticImage(new_dir);
34 }
35
36 void WalkingAnimation::setStaticImage(char new_dir) {
37     this->dir = new_dir;
38     this->worm_image->set(Gdk::Pixbuf::create_subpixbuf(this->walk_queue.back(),
39         WORM_IMAGE_WIDTH +
40         this->dir *
41         WORM_IMAGE_WIDTH, 0,
42         WORM_IMAGE_WIDTH,
43         WORM_IMAGE_WIDTH));
44 }
45
46 void WalkingAnimation::updateWormImage(Gtk::Image* worm_image) {
47     this->worm_image = worm_image;
48 }
49
50 char WalkingAnimation::getDir() const {
51     return this->dir;
52 }

```

jun 10, 18 15:32

WalkingAnimation.h

Page 1/1

```

1 #ifndef WORMS_WALKINGANIMATION_H
2 #define WORMS_WALKINGANIMATION_H
3
4 #include <gtkmm/image.h>
5 #include <gdkmm/pixbuf.h>
6 #include <queue>
7
8 /* Clase que se encarga de actualizar la imagen del worm al
9  * moverse obteniendo una animación del worm caminando */
10 class WalkingAnimation {
11 private:
12     std::queue<Glib::RefPtr<Gdk::Pixbuf>> walk_queue;
13     Glib::RefPtr<Gdk::Pixbuf> walk_image;
14     Gtk::Image* worm_image;
15     char dir;
16
17 public:
18     /* Constructor */
19     explicit WalkingAnimation(Gtk::Image* worm_image);
20
21     /* Destructor */
22     ~WalkingAnimation();
23
24     /* Constructor por movimiento */
25     WalkingAnimation(WalkingAnimation&& other);
26
27     /* Actualiza la imagen del worm por la siguiente
28      * imagen del worm caminando */
29     void setMovementImage(char new_dir);
30
31     /* Setea la imagen del worm por la imagen actual del
32      * worm caminando */
33     void setStaticImage(char new_dir);
34
35     /* Devuelve la dirección del worm */
36     char getDir() const;
37
38     /* Actualiza el puntero de la imagen del worm */
39     void updateWormImage(Gtk::Image* worm_image);
40 };
41
42
43
44 #endif //WORMS_WALKINGANIMATION_H

```

jun 10, 18 15:37

WeaponAnimation.cpp

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```

1  #include "WeaponAnimation.h"
2  #include <glibmm/main.h>
3  #include <string>
4  #include <vector>
5  #include "WormView.h"
6  #include "Path.h"
7  #include "ObjectSizes.h"
8  #include "WeaponNames.h"
9
10 #define DIR_RIGHT 1
11
12 WeaponAnimation::WeaponAnimation(const std::string& weapon,
13                                Gtk::Image* worm_image) :
14     worm_image(worm_image), angle(DEFAULT_ANGLE) {
15     this->updateWeaponImage(weapon);
16 }
17
18 WeaponAnimation::~WeaponAnimation() {}
19
20 WeaponAnimation::WeaponAnimation(WeaponAnimation&& other) :
21     scope_vector(std::move(other.scope_vector)),
22     scope_image(std::move(other.scope_image)),
23     worm_image(other.worm_image),
24     angle(other.angle) {}
25
26 void WeaponAnimation::updateWeaponImage(const std::string& weapon) {
27     this->scope_vector.clear();
28     this->scope_image = Gdk::Pixbuf::create_from_file(
29         WORMS_PATH + weapon + "_scope.png");
30     int width = this->scope_image->get_width();
31     int height = this->scope_image->get_height();
32     for (int i = 0; i < height / WORM_IMAGE_WIDTH; i++) {
33         this->scope_vector.push_back(
34             Gdk::Pixbuf::create_subpixbuf(scope_image, 0,
35                                           i * WORM_IMAGE_WIDTH, width,
36                                           WORM_IMAGE_WIDTH));
37     }
38 }
39
40 void WeaponAnimation::changeWeapon(const std::string& weapon, char dir) {
41     this->updateWeaponImage(weapon);
42     this->setWeaponImage(dir);
43 }
44
45 void WeaponAnimation::setWeaponImage(char dir) {
46     int width = this->scope_vector[(90 + this->angle) / 6]->get_width() / 3;
47     int height = this->scope_vector[(90 + this->angle) / 6]->get_height();
48     this->worm_image->set(Gdk::Pixbuf::create_subpixbuf(
49         this->scope_vector[(90 + this->angle) / 6], width + dir * width, 0,
50         width, height));
51 }
52
53 bool WeaponAnimation::batHitCallBack(
54     std::vector<Glib::RefPtr<Gdk::Pixbuf>>::iterator& iter, const int width,
55     char dir) {
56     this->worm_image->set(Gdk::Pixbuf::create_subpixbuf(*iter, 0, 0, width,
57                                                         WORM_IMAGE_WIDTH));
58     ++iter;
59     if (iter == this->scope_vector.end()) {
60         this->updateWeaponImage(BAT_NAME);
61         this->setWeaponImage(dir);
62         return false;
63     }
64     return true;
65 }
66

```

jun 10, 18 15:37

WeaponAnimation.cpp

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```

67 void
68 WeaponAnimation::weaponShootAnimation(const std::string& weapon, char dir) {
69     if (weapon != BAT_NAME) {
70         return;
71     }
72     this->scope_image = Gdk::Pixbuf::create_from_file(BAT_HIT_ANIMATION);
73     int width = this->scope_image->get_width() / 3;
74     int height = this->scope_image->get_height();
75     int pos_x = width + dir * width;
76     this->scope_vector.clear();
77     for (int i = 0; i < height / WORM_IMAGE_WIDTH; i++) {
78         this->scope_vector.push_back(
79             Gdk::Pixbuf::create_subpixbuf(scope_image, pos_x,
80                                           i * WORM_IMAGE_WIDTH, width,
81                                           WORM_IMAGE_WIDTH));
82     }
83     std::vector<Glib::RefPtr<Gdk::Pixbuf>>::iterator iter;
84     iter = this->scope_vector.begin();
85     sigc::slot<bool> my_slot = sigc::bind(
86         sigc::mem_fun(*this, &WeaponAnimation::batHitCallBack), iter, width,
87         dir);
88     Glib::signal_timeout().connect(my_slot, 12);
89 }
90
91 void WeaponAnimation::changeAngle(int angle, char dir) {
92     this->angle = angle;
93     this->setWeaponImage(dir);
94 }
95
96 void WeaponAnimation::updateWormImage(Gtk::Image* worm_image) {
97     this->worm_image = worm_image;
98 }

```

jun 10, 18 14:54

WeaponAnimation.h

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```

1  #ifndef WORMS_WEAPONANIMATION_H
2  #define WORMS_WEAPONANIMATION_H
3
4  #include <gtkmm/image.h>
5  #include <gdkmm/pixbuf.h>
6  #include <vector>
7  #include <string>
8
9  class WormView;
10
11  /* Clase que se encarga de controlar las animaciones
12   * de las armas */
13  class WeaponAnimation {
14  private:
15      std::vector<Glib::RefPtr<Gdk::Pixbuf>> scope_vector;
16      Glib::RefPtr<Gdk::Pixbuf> scope_image;
17      Gtk::Image* worm_image;
18      int angle;
19
20      /* Actualiza las imagenes por las imagenes del arma nueva */
21      void updateWeaponImage(const std::string& weapon);
22
23      /* Callback */
24      bool batHitCallBack(std::vector<Glib::RefPtr<Gdk::Pixbuf>>::iterator& iter,
25                          const int width, char dir);
26
27  public:
28      /* Constructor */
29      WeaponAnimation(const std::string& weapon, Gtk::Image* worm_image);
30
31      /* Destructor */
32      ~WeaponAnimation();
33
34      /* Constructor por movimiento */
35      WeaponAnimation(WeaponAnimation&& other);
36
37      /* Cambia la imagen del worm con el arma actual por una imagen
38       * del worm con la nueva arma */
39      void changeWeapon(const std::string& weapon, char dir);
40
41      /* Setea la imagen del worm con el arma actual apuntando
42       * con el angulo especifico */
43      void setWeaponImage(char dir);
44
45      /* Realiza la animacion del disparo del arma */
46      void weaponShootAnimation(const std::string& weapon, char dir);
47
48      /* Actualiza el angulo, cambiando la imagen del arma
49       * por la correspondiente */
50      void changeAngle(int angle, char dir);
51
52      /* Actualiza el puntero de la imagen del worm */
53      void updateWormImage(Gtk::Image* worm_image);
54  };
55
56
57
58  #endif //WORMS_WEAPONANIMATION_H

```

jun 10, 18 15:09

Scope.cpp

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```

1  #include "Scope.h"
2  #include "Path.h"
3  #include "WeaponNames.h"
4
5  Scope::Scope(WorldView& world) : world(world) {
6      this->scope.set(SCOPE_IMAGE);
7      this->angle = DEFAULT_ANGLE;
8      this->world.addElement(this->scope, Position(0, 0), 0, 0);
9  }
10
11  Scope::~Scope() {}
12
13  void Scope::update(int angle, WormView& worm) {
14      this->angle = angle;
15      char dir = worm.getDir();
16      if (dir == DIR_LEFT)
17          angle = 180 - angle;
18      this->world.moveScope(this->scope, worm.getWidget(), angle);
19      this->scope.show();
20      worm.updateScope(this->angle);
21  }
22
23  void Scope::update(WormView& worm) {
24      this->update(this->angle, worm);
25  }
26
27
28  void Scope::hide() {
29      if (this->scope.is_visible()) {
30          this->scope.hide();
31      }
32  }

```


jun 10, 18 15:43

Scope.h

Page 1/1

```

1  #ifndef __SCOPE_H__
2  #define __SCOPE_H__
3
4  #include <gtkmm/image.h>
5  #include "WorldView.h"
6  #include "WormView.h"
7
8  /* Clase que se encarga de controlar la imagen
9   * de la mira del arma */
10 class Scope {
11 private:
12     Gtk::Image scope;
13     WorldView& world;
14     int angle;
15
16 public:
17     /* Constructor */
18     explicit Scope(WorldView& world);
19
20     /* Destructor */
21     ~Scope();
22
23     /* Actualiza la posicion del scope */
24     void update(int angle, WormView& worm);
25
26     /* Actualiza la posicion del scope */
27     void update(WormView& worm);
28
29     /* Esconde el scope */
30     void hide();
31 };
32
33 #endif

```

jun 10, 18 15:30

PlayerLifeLabel.cpp

Page 1/1

```

1  #include "PlayerLifeLabel.h"
2  #include <string>
3  #include "GamePlayers.h"
4
5  const std::string begining("<span color='");
6  const std::string middle(">");
7  const std::string ending("</span>");
8
9  PlayerLifeLabel::PlayerLifeLabel() : id(0), player_name(""), life(0) {
10     this->label.set_use_markup(true);
11 }
12
13 PlayerLifeLabel::~PlayerLifeLabel() {}
14
15 void PlayerLifeLabel::setPlayerName(int id, const std::string& player_name) {
16     this->id = id;
17     this->player_name = player_name;
18     this->updateLabel();
19 }
20
21 void PlayerLifeLabel::addLife(int life) {
22     this->life += life;
23     this->updateLabel();
24 }
25
26 void PlayerLifeLabel::reduceLife(int life) {
27     this->life -= life;
28     this->updateLabel();
29 }
30
31 Gtk::Label& PlayerLifeLabel::getLabel() {
32     return this->label;
33 }
34
35 void PlayerLifeLabel::updateLabel() {
36     std::string message = begining + colors[this->id] + middle;
37     message += std::to_string(this->id) + "-" + this->player_name;
38     message += ":" + std::to_string(this->life) + ending;
39     this->label.set_markup(message);
40 }

```

jun 10, 18 15:28

PlayerLifeLabel.h

Page 1/1

```

1  #ifndef __PLAYERLIFELABEL_H__
2  #define __PLAYERLIFELABEL_H__
3
4  #include <gtkmm/label.h>
5  #include <string>
6
7  /* Clase que se encarga de controlar el indicador de vida del jugador */
8  class PlayerLifeLabel {
9  private:
10     int id;
11     std::string player_name;
12     int life;
13     Gtk::Label label;
14
15     /* Actualiza la informacion del label */
16     void updateLabel();
17
18 public:
19     /* Constructor */
20     PlayerLifeLabel();
21
22     /* Destructor */
23     ~PlayerLifeLabel();
24
25     /* Establece el nombre del jugador */
26     void setPlayerName(int id, const std::string& player_name);
27
28     /* Agrega la vida al label */
29     void addLife(int life);
30
31     /* Disminuye la vida y actualiza la vista del label */
32     void reduceLife(int life);
33
34     /* Devuelve el label del jugador */
35     Gtk::Label& getLabel();
36 };
37
38
39
40 #endif

```

jun 10, 18 15:25

PlayersList.cpp

Page 1/1

```

1  #include "PlayersList.h"
2  #include <glibmm/main.h>
3  #include <string>
4
5  #define SPACING 20
6
7  PlayersList::PlayersList() : container(false, SPACING) {
8      this->title.set_use_markup(true);
9      this->title.set_markup("<span><b><u>Jugadores</u></b></span>");
10     this->container.pack_start(this->title, Gtk::PACK_SHRINK);
11 }
12
13 PlayersList::~PlayersList() {}
14
15 void PlayersList::addPlayer(int id, const std::string& name) {
16     sigc::slot<bool> my_slot = sigc::bind(
17         sigc::mem_fun(*this, &PlayersList::addPlayerCallBack), id, name);
18     Glib::signal_idle().connect(my_slot);
19 }
20
21 bool PlayersList::addPlayerCallBack(int id, std::string name) {
22     this->players[id] = name;
23     this->labels[id].setPlayerName(id, name);
24     this->container.pack_start(this->labels[id].getLabel(), Gtk::PACK_SHRINK);
25     return false;
26 }
27
28 const std::string& PlayersList::getPlayer(int id) const {
29     return this->players.at(id);
30 }
31
32 Gtk::Container& PlayersList::getWindow() {
33     return this->container;
34 }
35
36 void PlayersList::addPlayerLife(int player_id, int life) {
37     this->labels[player_id].addLife(life);
38 }
39
40 void PlayersList::reducePlayerLife(int player_id, int life) {
41     this->labels[player_id].reduceLife(life);
42 }

```

jun 10, 18 14:54

PlayersList.h

Page 1/1

```

1  #ifndef __PLAYERSLIST_H__
2  #define __PLAYERSLIST_H__
3
4  #include <map>
5  #include <string>
6  #include <gtkmm/hvbox.h>
7  #include <gtkmm/label.h>
8  #include "PlayerLifeLabel.h"
9
10 /* Clase que se encarga de almacenar los nombres y las vidas
11 * de todos los jugadores */
12 class PlayersList {
13 private:
14     std::map<int, std::string> players;
15     std::map<int, PlayerLifeLabel> labels;
16     Gtk::VBox container;
17     Gtk::Label title;
18
19     bool addPlayerCallBack(int id, std::string name);
20
21 public:
22     /* Constructor */
23     PlayersList();
24
25     /* Destructor */
26     ~PlayersList();
27
28     /* Agrega al jugador a la lista de jugadores y agrega su
29     * informacion a la vista */
30     void addPlayer(int id, const std::string& name);
31
32     /* Devuelve el nombre del jugador */
33     const std::string& getPlayer(int id) const;
34
35     /* Devuelve el contenedor de los jugadores */
36     Gtk::Container& getWindow();
37
38     /* Agrega la informacion de la vida del jugador a la vista */
39     void addPlayerLife(int player_id, int life);
40
41     /* Reduce la vida del jugador y actualiza la vista */
42     void reducePlayerLife(int player_id, int life);
43 };
44
45 #endif

```

jun 10, 18 15:29

ScreenView.cpp

Page 1/2

```

1  #include "ScreenView.h"
2  #include "ServerFatalError.h"
3  #include <glibmm/main.h>
4  #include <string>
5
6  #define PADDING 10
7  #define SPACING 30
8
9  ScreenView::ScreenView(Gtk::Window& window, MenuView& main_menu, Player& player,
10                        WeaponList& weapons) :
11      left_view(false, SPACING), window(window),
12      weapons_view(weapons, player),
13      victory_view(window, main_menu) {
14      this->left_view.pack_start(this->wind_view.getWindow(), Gtk::PACK_SHRINK);
15      this->left_view.pack_start(this->players.getWindow(), Gtk::PACK_SHRINK);
16      this->world_box.pack_start(this->left_view, Gtk::PACK_SHRINK, PADDING);
17      this->world_box.pack_start(this->world.getContainer());
18      this->world_box.pack_end(this->weapons_view.getWindow(), Gtk::PACK_SHRINK);
19
20      this->screen.pack_start(this->turn_label.getWindow(), Gtk::PACK_SHRINK);
21      this->screen.pack_end(this->world_box);
22  }
23
24  ScreenView::~ScreenView() {}
25
26  void ScreenView::show() {
27      sigc::slot<bool> my_slot = sigc::mem_fun(*this, &ScreenView::showCallBack);
28      Glib::signal_idle().connect(my_slot);
29  }
30
31  bool ScreenView::showCallBack() {
32      this->weapons_view.update();
33      this->window.remove();
34      this->window.add(this->screen);
35      this->window.show_all();
36      return false;
37  }
38
39  void ScreenView::close() {
40      sigc::slot<bool> my_slot = sigc::mem_fun(*this, &ScreenView::closeCallBack);
41      Glib::signal_idle().connect(my_slot);
42  }
43
44  bool ScreenView::closeCallBack() {
45      ServerFatalError error(this->window);
46      return false;
47  }
48
49  WorldView& ScreenView::getWorld() {
50      return this->world;
51  }
52
53  WeaponView& ScreenView::getWeaponsView() {
54      return this->weapons_view;
55  }
56
57  TurnLabel& ScreenView::getTurnLabel() {
58      return this->turn_label;
59  }
60
61  PlayersList& ScreenView::getPlayersView() {
62      return this->players;
63  }
64
65  WindView& ScreenView::getWindView() {
66      return this->wind_view;

```

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ScreenView.cpp

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```

67 }
68
69 void ScreenView::setWinner(const std::string& winner, bool i_win) {
70     this->victory_view.setWinner(winner, i_win);
71 }

```

jun 10, 18 15:30

ScreenView.h

Page 1/2

```

1  #ifndef __CLIENTSCREENVIEW_H__
2  #define __CLIENTSCREENVIEW_H__
3
4  #include <gtkmm/hvbox.h>
5  #include <gtkmm/label.h>
6  #include <gtkmm/window.h>
7  #include <string>
8  #include "MenuView.h"
9  #include "WorldView.h"
10 #include "WeaponView.h"
11 #include "TurnLabel.h"
12 #include "PlayersList.h"
13 #include "WindView.h"
14 #include "VictoryWindow.h"
15
16 /* Clase que se encarga de almacenar los contenedores principales
17  * de la vista y mostrar su contenido */
18 class ScreenView {
19 private:
20     Gtk::VBox screen;
21     Gtk::HBox world_box;
22     Gtk::VBox left_view;
23     Gtk::Window& window;
24
25     WorldView world;
26     WeaponView weapons_view;
27     TurnLabel turn_label;
28     PlayersList players;
29     WindView wind_view;
30
31     VictoryWindow victory_view;
32
33     /* CallBacks */
34     bool showCallBack();
35
36     bool closeCallBack();
37
38 public:
39     /* Constructor */
40     ScreenView(Gtk::Window& window, MenuView& main_menu, Player& player,
41               WeaponList& weapons);
42
43     /* Destructor */
44     ~ScreenView();
45
46     /* Muestra la pantalla en la ventana */
47     void show();
48
49     /* Cierra la ventana completamente */
50     void close();
51
52     /* Devuelve el WorldView */
53     WorldView& getWorld();
54
55     /* Devuelve el WeaponView */
56     WeaponView& getWeaponsView();
57
58     /* Devuelve el TurnLabel */
59     TurnLabel& getTurnLabel();
60
61     /* Devuelve el Players view */
62     PlayersList& getPlayersView();
63
64     /* Devuelve el wind view */
65     WindView& getWindView();
66

```

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ScreenView.h

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```

67      /* Muestra una ventana con el ganador */
68      void setWinner(const std::string& winner, bool i_win);
69  };
70
71  #endif

```

jun 10, 18 14:54

TurnLabel.cpp

Page 1/1

```

1  #include "TurnLabel.h"
2  #include <string>
3
4  const std::string begining("<span size='20000'>");
5  const std::string ending("</span>");
6
7  TurnLabel::TurnLabel() {
8      this->message.set_use_markup(true);
9      this->message.set_markup(begining + "Worms" + ending);
10     this->label.pack_start(this->message);
11     this->label.pack_end(this->time);
12 }
13
14 TurnLabel::~TurnLabel() {}
15
16 void TurnLabel::beginTurn() {
17     std::string message = begining + "Tu turno" + ending;
18     this->message.set_markup(message);
19 }
20
21 void TurnLabel::beginTurn(const std::string& player_name) {
22     std::string message = begining + "Turno de " + player_name + ending;
23     this->message.set_markup(message);
24 }
25
26 void TurnLabel::endTurn() {
27     this->time.set_markup("");
28     this->message.set_markup(begining + "Termino el turno" + ending);
29 }
30
31 void TurnLabel::setTime(int time) {
32     this->time.set_markup(begining + std::to_string(time) + ending);
33 }
34
35 void TurnLabel::setEndGame() {
36     this->message.set_markup(begining + "Termino el juego" + ending);
37 }
38
39 Gtk::Container& TurnLabel::getWindow() {
40     return this->label;
41 }

```

jun 10, 18 15:26

TurnLabel.h

Page 1/1

```

1  #ifndef __TURNLABEL_H__
2  #define __TURNLABEL_H__
3
4  #include <gtkmm/hvbox.h>
5  #include <gtkmm/label.h>
6  #include <string>
7
8  /* Clase que se encarga de controlar los labels que indican
9   * el estado del turno */
10 class TurnLabel {
11 private:
12     Gtk::Label message;
13     Gtk::Label time;
14     Gtk::HBox label;
15
16 public:
17     /* Constructor */
18     TurnLabel();
19
20     /* Destructor */
21     ~TurnLabel();
22
23
24     /* Cambia el label indicando que es el turno del jugador */
25     void beginTurn();
26
27     /* Cambia el label indicando que es el turno del jugador
28      * con nombre pasado por parametro */
29     void beginTurn(const std::string& player_name);
30
31     /* Cambia el label indicando que finalizo el turno del jugador */
32     void endTurn();
33
34     /* Cambia el label mostrando al ganador */
35     void setEndGame();
36
37     /* Cambia el label de tiempo al tiempo pasado por parametro */
38     void setTime(int time);
39
40     /* Devuelve el contenedor de la vista */
41     Gtk::Container& getWindow();
42 };
43
44
45 #endif

```

jun 10, 18 15:28

VictoryWindow.cpp

Page 1/1

```

1  #include "VictoryWindow.h"
2  #include <gtkmm/builder.h>
3  #include <string>
4  #include "Path.h"
5
6  VictoryWindow::VictoryWindow(Gtk::Window& window, MenuView& main_menu) :
7      window(window), main_menu(main_menu), was_closed(true) {
8      Glib::RefPtr<Gtk::Builder> builder = Gtk::Builder::create_from_file(
9          GLADE_PATH + "victory_window.glade");
10
11      builder->get_widget("Menu", this->my_window);
12
13      this->my_window->set_title(CLIENT_WINDOW_NAME);
14      this->my_window->set_icon_from_file(ICON_PATH);
15
16      builder->get_widget("victory_msg", victory_msg);
17
18      builder->get_widget("Return_menu", this->return_menu);
19      builder->get_widget("quit", this->quit);
20
21      this->return_menu->signal_clicked().connect(
22          sigc::mem_fun(*this, &VictoryWindow::returnMenuButtonPressed));
23
24      this->quit->signal_clicked().connect(
25          sigc::mem_fun(*this, &VictoryWindow::quitButtonPressed));
26
27      this->my_window->signal_delete_event().connect(
28          sigc::mem_fun(*this, &VictoryWindow::on_delete_event));
29  }
30
31  VictoryWindow::~~VictoryWindow() {}
32
33  bool VictoryWindow::on_delete_event(GdkEventAny* any_event) {
34      gtk_widget_destroy((GtkWidget*) this->my_window->gobj());
35      if (this->was_closed) {
36          // Si se apreto el botÃ³n salir o el botÃ³n de cerrar
37          this->window.close();
38      }
39      return true;
40  }
41
42  void VictoryWindow::returnMenuButtonPressed() {
43      this->was_closed = false;
44      this->my_window->close();
45      this->window.remove();
46      this->main_menu.addMenu();
47  }
48
49  void VictoryWindow::quitButtonPressed() {
50      this->my_window->close();
51  }
52
53  void VictoryWindow::setWinner(const std::string& winner, bool i_win) {
54      std::string winner_message;
55      if (winner.empty()) {
56          winner_message = "Empate";
57      } else if (i_win) {
58          winner_message = "GANASTE!!!!";
59      } else {
60          winner_message = "Perdiste. El ganador fue: " + winner;
61      }
62      this->victory_msg->set_text(winner_message);
63      this->my_window->set_modal(true);
64      this->my_window->show_all();
65  }

```

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VictoryWindow.h

Page 1/1

```

1  #ifndef WORMS_VICTORYWINDOW_H
2  #define WORMS_VICTORYWINDOW_H
3
4  #include <gtkmm/window.h>
5  #include <gtkmm/button.h>
6  #include <gtkmm/label.h>
7  #include <string>
8  #include "MenuView.h"
9
10 /* Clase que se encarga de mostrar una ventana con
11  * un mensaje indicando el ganador de la partida cuando
12  * esta finaliza. */
13 class VictoryWindow {
14 private:
15     Gtk::Window* my_window;
16     Gtk::Window& window;
17     Gtk::Button* return_menu;
18     Gtk::Button* quit;
19     Gtk::Label* victory_msg;
20     MenuView& main_menu;
21     bool was_closed;
22
23     /* Handler de la ventana al cerrarse */
24     bool on_delete_event(GdkEventAny* any_event);
25
26     /* Handler del boton de retorno al menu */
27     void returnMenuButtonPressed();
28
29     /* Handler del boton salir */
30     void quitButtonPressed();
31
32 public:
33     /* Constructor */
34     VictoryWindow(Gtk::Window& window, MenuView& main_menu);
35
36     /* Destructor */
37     ~VictoryWindow();
38
39
40     /* Establece el mensaje del ganador y muestra la ventana
41     * con este mensaje y los botones */
42     void setWinner(const std::string& winner, bool i_win);
43 };
44
45
46 #endif //WORMS_VICTORYWINDOW_H

```

jun 10, 18 15:29

WeaponButton.cpp

Page 1/1

```

1  #include "WeaponButton.h"
2  #include <string>
3  #include "Player.h"
4  #include "Path.h"
5
6  WeaponButton::WeaponButton(const std::string& weapon_name, unsigned int ammo,
7                             Player& player) :
8      weapon_name(weapon_name), player(player) {
9      this->setLabel(ammo);
10     std::string path = WEAPONS_PATH;
11     path += weapon_name + ".png";
12     this->image.set(path);
13     this->button.set_image(this->image);
14     this->button.set_always_show_image(true);
15     this->button.signal_clicked().connect(
16         sigc::mem_fun(*this, &WeaponButton::onClickedButton));
17 }
18
19 WeaponButton::~WeaponButton() {}
20
21 void WeaponButton::onClickedButton() {
22     this->player.changeWeapon(weapon_name);
23 }
24
25 Gtk::Widget& WeaponButton::getButton() {
26     return this->button;
27 }
28
29 void WeaponButton::setLabel(unsigned int ammo) {
30     std::string label = "Ammo:\n ";
31     if (!ammo) {
32         label += "0";
33         button.set_sensitive(false);
34     } else if (ammo > 100) {
35         label += "âM-^HM-^^";
36     } else {
37         label += std::to_string(ammo);
38     }
39     this->button.set_label(label);
40 }
41

```

jun 10, 18 14:54

WeaponButton.h

Page 1/1

```

1  #ifndef __CLIENTWEAPONBUTTON_H__
2  #define __CLIENTWEAPONBUTTON_H__
3
4  #include <gtkmm/togglebutton.h>
5  #include <gtkmm/image.h>
6  #include <string>
7
8  class Player;
9
10 /* Clase que se encarga de mostrar el boton de un arma
11  * junto con la informacion correspondiente a esa arma */
12 class WeaponButton {
13 private:
14     std::string weapon_name;
15     Player& player;
16     Gtk::Button button;
17     Gtk::Image image;
18
19 public:
20     /* Constructor */
21     WeaponButton(const std::string& weapon_name, unsigned int ammo,
22                 Player& player);
23
24     /* Destructor */
25     ~WeaponButton();
26
27     /* Devuelve el wiget del boton */
28     Gtk::Widget& getButton();
29
30     /* Setea el label del boton */
31     void setLabel(unsigned int ammo);
32
33     /* Handler del boton al ser clickeado */
34     void onClickedButton();
35 };
36
37
38 #endif

```

jun 10, 18 15:25

WeaponView.cpp

Page 1/1

```

1  #include "WeaponView.h"
2  #include <glibmm/main.h>
3  #include <string>
4  #include <utility>
5  #include "Player.h"
6  #include "WeaponList.h"
7  #include "WeaponButton.h"
8
9  WeaponView::WeaponView(WeaponList& weapons, Player& player) :
10     weapons(weapons), player(player) {}
11
12  WeaponView::~WeaponView() {}
13
14  void WeaponView::update() {
15     WeaponList::iterator iter;
16     int row = 1, column = 1;
17     for (iter = this->weapons.begin(); iter != this->weapons.end(); iter++) {
18         std::unique_ptr<WeaponButton> p(
19             new WeaponButton(iter->second->getName(),
20                             iter->second->getAmmo(), this->player));
21         this->buttons.insert(
22             std::pair<std::string, std::unique_ptr<WeaponButton>>(
23                 iter->second->getName(), std::move(p)));
24         this->window.attach(
25             this->buttons.at(iter->second->getName())->getButton(), column,
26             row, 1, 1);
27         row++;
28     }
29 }
30
31  Gtk::Grid& WeaponView::getWindow() {
32     return this->window;
33 }
34
35  void WeaponView::updateAmmo(const Weapon& weapon) {
36     this->buttons[weapon.getName()]>setLabel(weapon.getAmmo());
37 }

```


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WeaponView.h

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```

1  #ifndef __CLIENTWEAPONVIEW_H__
2  #define __CLIENTWEAPONVIEW_H__
3
4  #include <gtkmm/grid.h>
5  #include <unordered_map>
6  #include <memory>
7  #include <string>
8
9  class Player;
10
11 class WeaponList;
12
13 class WeaponButton;
14
15 class Weapon;
16
17 /* Clase que se encarga de mostrar los datos de las armas del juego
18  * y de almacenar todos los botones de las armas */
19 class WeaponView {
20 private:
21     WeaponList& weapons;
22     Gtk::Grid window;
23     Player& player;
24     std::unordered_map<std::string, std::unique_ptr<WeaponButton>> buttons;
25
26 public:
27     /* Constructor */
28     WeaponView(WeaponList& weapons, Player& player);
29
30     /* Destructor */
31     ~WeaponView();
32
33
34     /* Actualiza la informacion de todos los botones */
35     void update();
36
37     /* Actualiza la informacion de la municion del arma especifica */
38     void updateAmmo(const Weapon& weapon);
39
40     /* Devuelve el contenedor de la vista */
41     Gtk::Grid& getWindow();
42 };
43
44 #endif

```

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WindView.cpp

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```

1  #include "WindView.h"
2  #include <string>
3  #include "Path.h"
4
5  WindView::WindView() : container(false, 7) {
6      this->container.pack_start(this->velocity, Gtk::PACK_SHRINK);
7      this->container.pack_start(this->direction, Gtk::PACK_SHRINK);
8      this->velocity.set_use_markup(true);
9  }
10
11 WindView::~WindView() {}
12
13 void WindView::update(float wind) {
14     wind *= 10;
15     std::string message = "<span><b><u>Viento</u></b>\n\n";
16     std::string direction = "right";
17     if (wind == 0) {
18         direction = "no";
19     } else if (wind < 0) {
20         wind *= -1;
21         direction = "left";
22     }
23     std::string velocity = std::to_string(wind);
24     message += velocity.substr(0, 4) + "</span>";
25     this->velocity.set_markup(message);
26     this->direction.set(IMGES_PATH + "arrow_" + direction + ".png");
27 }
28
29 Gtk::VBox& WindView::getWindow() {
30     return this->container;
31 }

```

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WindView.h

Page 1/1

```

1  #ifndef __WINDVIEW_H__
2  #define __WINDVIEW_H__
3
4  #include <gtkmm/hvbox.h>
5  #include <gtkmm/label.h>
6  #include <gtkmm/image.h>
7
8
9  /* Clase que se encarga de mostrar y actualizar
10   * la informacion del viento */
11  class WindView {
12  private:
13      Gtk::VBox container;
14      Gtk::Label velocity;
15      Gtk::Image direction;
16
17  public:
18      /* Constructor */
19      WindView();
20
21      /* Destructor */
22      ~WindView();
23
24      /* Actualiza la vista del viento */
25      void update(float wind);
26
27      /* Devuelve el contenedor del viento */
28      Gtk::VBox& getWindow();
29  };
30
31 #endif
32

```

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WorldView.cpp

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```

1  #include "WorldView.h"
2  #include <gtkmm/adjustment.h>
3  #include <glibmm/main.h>
4  #include <glibmm/memoryinputstream.h>
5  #include "ViewPositionTransformer.h"
6  #include "Player.h"
7  #include "Math.h"
8  #include "Path.h"
9  #include "ObjectSizes.h"
10
11  WorldView::WorldView() {
12      this->container.add_overlay(this->background);
13      this->world.set_size(map_width, map_height);
14      this->window.add_events(Gdk::BUTTON_PRESS_MASK);
15      this->window.add(this->world);
16      this->container.add_overlay(this->window);
17
18      this->water.show(this->world);
19      this->window.get_hadjustment()->set_value(map_width / 2);
20      this->window.get_vadjustment()->set_value(map_height);
21  }
22
23  WorldView::~WorldView() {}
24
25  void WorldView::moveElement(Gtk::Widget& element, const Position& position,
26                             float width, float height, bool focus) {
27      Position newPosition = ViewPositionTransformer(
28          this->world).transformToScreenAndMove(position, width, height);
29      this->world.move(element, newPosition.getX(), newPosition.getY());
30      if (focus) {
31          this->setFocus(element);
32      }
33  }
34
35  void WorldView::moveScope(Gtk::Widget& scope, Gtk::Widget& worm, int angle) {
36      float pos_x = this->world.child_property_x(worm).get_value();
37      float pos_y = this->world.child_property_y(worm).get_value();
38      pos_x += 50 * Math::cosDegrees(angle);
39      pos_y -= 50 * Math::sinDegrees(angle);
40      pos_x -= worm.get_width() /
41          2; // Para que quede referenciado a la mitad de la imagen
42      this->world.move(scope, pos_x, pos_y);
43  }
44
45  void WorldView::removeElement(Gtk::Widget& element) {
46      this->world.remove(element);
47  }
48
49  void WorldView::addElement(Gtk::Widget& element, const Position& position,
50                             float width, float height, bool focus) {
51      Position newPosition = ViewPositionTransformer(
52          this->world).transformToScreenAndMove(position, width, height);
53      this->world.put(element, newPosition.getX(), newPosition.getY());
54      element.show_all();
55      if (focus) {
56          this->setFocus(element);
57      }
58  }
59
60  Gtk::ScrolledWindow& WorldView::getWindow() {
61      return this->window;
62  }
63
64  Gtk::Layout& WorldView::getLayout() {
65      return this->world;
66  }

```

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WorldView.cpp

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```

67 void WorldView::setFocus(Gtk::Widget& element) {
68     this->window.get_hadjustment()->set_value(element.get_allocation().get_x() -
69                                             this->window.get_hadjustment()->ge
70     t_page_size() /
71     2);
72     this->window.get_vadjustment()->set_value(element.get_allocation().get_y() -
73                                             this->window.get_vadjustment()->ge
74     t_page_size() /
75     2);
76 }
77 void WorldView::setBackgroundImage(const Buffer& image) {
78     sigc::slot<bool> my_slot = sigc::bind(
79         sigc::mem_fun(*this, &WorldView::setBackgroundImageCallBack),
80         image);
81     Glib::signal_idle().connect(my_slot);
82 }
83
84 bool WorldView::setBackgroundImageCallBack(Buffer image) {
85     auto screen = this->container.get_screen();
86     size_t screen_width = screen->get_width();
87     size_t screen_height = screen->get_height();
88     auto pixbuf = Gio::MemoryInputStream::create();
89     pixbuf->add_data(image.get_pointer(), image.get_max_size());
90     auto aux = Gdk::Pixbuf::create_from_stream(pixbuf);
91     size_t img_width = aux->get_width();
92     size_t img_height = aux->get_height();
93     for (size_t x = 0; x < screen_width; x += img_width) {
94         for (size_t y = 0; y < screen_height; y += img_height) {
95             Gtk::Image background_image(aux);
96             background_image.show();
97             this->background.put(background_image, x, y);
98             this->background_images.push_back(std::move(background_image));
99         }
100     }
101     return false;
102 }
103
104 Gtk::Container& WorldView::getContainer() {
105     return this->container;
106 }

```

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WorldView.h

Page 1/2

```

1  #ifndef __WORLDVIEW_H__
2  #define __WORLDVIEW_H__
3
4  #include <gtkmm/widget.h>
5  #include <gtkmm/layout.h>
6  #include <gtkmm/hvbox.h>
7  #include <gtkmm/scrolledwindow.h>
8  #include <gtkmm/overlay.h>
9  #include <string>
10 #include <vector>
11 #include "Position.h"
12 #include "Water.h"
13 #include "Buffer.h"
14
15 class Player;
16
17 /* Clase que se encarga de mostrar objetos en posiciones
18  * especificas, moverlos y eliminarlos de la vista */
19 class WorldView {
20 private:
21     Gtk::Overlay container;
22     Gtk::Layout background;
23     Gtk::Layout world;
24     Gtk::ScrolledWindow window;
25     std::vector<Gtk::Image> background_images;
26     Water water;
27
28     /* Coloca la imagen de fondo */
29     bool setBackgroundImageCallBack(Buffer image);
30
31 public:
32     /* Constructor */
33     WorldView();
34
35     /* Destructor */
36     ~WorldView();
37
38     /* Setea la imagen de fondo */
39     void setBackgroundImage(const Buffer& image);
40
41     /* Mueve el elemento pasado a la posicion especificada */
42     void
43     moveElement(Gtk::Widget& element, const Position& position, float width,
44                float height, bool focus = false);
45
46     /* Mueve la mira a la posicion correspondiente para que tenga el angulo
47     * especificado por parametro */
48     void moveScope(Gtk::Widget& scope, Gtk::Widget& worm, int angle);
49
50     /* Remueve el elemento de la vista */
51     void removeElement(Gtk::Widget& element);
52
53     /* Agrega un elemento a la vista en la posicion especificada */
54     void addElement(Gtk::Widget& element, const Position& position, float width,
55                   float height, bool focus = false);
56
57     /* Devuelve la vista del scrolledWindow */
58     Gtk::ScrolledWindow& getWindow();
59
60     /* Devuelve el container */
61     Gtk::Container& getContainer();
62
63     /* Devuelve la vista del Layout */
64     Gtk::Layout& getLayout();
65
66     /* Realiza focus en el elemento pasado */

```

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WorldView.h

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```

67     void setFocus(Gtk::Widget& element);
68 };
69
70
71 #endif

```

jun 10, 18 15:39

BulletView.cpp

Page 1/1

```

1  #include "BulletView.h"
2  #include <string>
3  #include "ObjectSizes.h"
4
5  BulletView::BulletView(WorldView& worldView, std::string weapon, Position pos) :
6      Viewable(worldView), weapon_name(std::move(weapon)) {
7      std::string path(BULLETS_PATH);
8      path += this->weapon_name;
9      path += ".png";
10     this->image.set(path);
11     this->addToWorld(pos, weapon_size, weapon_size);
12 }
13
14 BulletView::~~BulletView() {}
15
16 BulletView::BulletView(BulletView&& other) : Viewable(std::move(other)),
17     image(std::move(other.image)),
18     weapon_name(std::move(
19         other.weapon_name)) {}
20
21 void BulletView::updateData(const Position& new_pos) {
22     this->move(new_pos, weapon_size, weapon_size);
23 }
24
25 Gtk::Widget& BulletView::getWidget() {
26     return this->image;
27 }
28
29 std::string BulletView::getName() {
30     return this->weapon_name;
31 }
32

```

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BulletView.h

Page 1/1

```

1  #ifndef __CLIENTBULLETVIEW_H__
2  #define __CLIENTBULLETVIEW_H__
3
4  #include <gtkmm/widget.h>
5  #include <gtkmm/image.h>
6  #include <string>
7  #include "Viewable.h"
8
9  /* Clase que se encarga de controlar la vista de las balas */
10 class BulletView : public Viewable {
11 private:
12     Gtk::Image image;
13     std::string weapon_name;
14
15 public:
16     /* Constructor */
17     BulletView(WorldView& worldView, std::string weapon, Position pos);
18
19     /* Destructor */
20     ~BulletView();
21
22     /* Constructor por movimient */
23     BulletView(BulletView&& other);
24
25     /* Actualiza la posicion de la bala en la vista */
26     void updateData(const Position& new_pos);
27
28     /* Devuelve el contenedor de la bala */
29     Gtk::Widget& getWidget() override;
30
31     /* Devuelve el nombre del arma de la bala */
32     std::string getName();
33 };
34
35
36 #endif

```

jun 10, 18 15:40

GirderView.cpp

Page 1/1

```

1  #include "GirderView.h"
2  #include <string>
3  #include "GirderSize.h"
4
5  GirderView::GirderView(WorldView& worldView, size_t size, Position pos,
6                          int rotation) :
7      Viewable(worldView), size(size), rotation(rotation) {
8      std::string path(GIRDER_PATH);
9      path += std::to_string(size);
10     path += "_";
11     path += std::to_string(rotation);
12     path += ".png";
13     this->image.set(path);
14     float width = GirderSize::getGirderWidthMeters(size, rotation);
15     float height = GirderSize::getGirderHeightMeters(size, rotation);
16     this->addToWorld(pos, width, height);
17 }
18
19 GirderView::~GirderView() {}
20
21 GirderView::GirderView(GirderView&& other) : Viewable(std::move(other)),
22                                             image(std::move(other.image)),
23                                             size(other.size),
24                                             rotation(other.rotation) {}
25
26 Gtk::Widget& GirderView::getWidget() {
27     return this->image;
28 }

```

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GirderView.h

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```

1  #ifndef __GIRDERVIEW_H__
2  #define __GIRDERVIEW_H__
3
4  #include <gtkmm/widget.h>
5  #include <gtkmm/image.h>
6  #include <string>
7  #include "Viewable.h"
8
9  /* Clase que se encarga de controlar la vista de las vigas */
10 class GirderView : public Viewable {
11 private:
12     Gtk::Image image;
13     int size;
14     int rotation;
15
16 public:
17     /* Constructor */
18     GirderView(WorldView& worldView, size_t size, Position pos, int rotation);
19
20     /* Destructor */
21     ~GirderView();
22
23     /* Constructor por movimiento */
24     GirderView(GirderView&& other);
25
26     /* Devuelve el contenedor de la viga */
27     Gtk::Widget& getWidget() override;
28 };
29
30
31 #endif

```

jun 10, 18 14:54

Viewable.cpp

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```

1  #include "Viewable.h"
2
3  Viewable::Viewable(WorldView& worldView) : worldView(worldView),
4                                             has_focus(false) {}
5
6  Viewable::~Viewable() {}
7
8  void Viewable::move(const Position& pos, float width, float height) {
9      this->worldView.moveElement(this->getWidget(), pos, width, height,
10                                this->has_focus);
11 }
12
13 void Viewable::removeFromWorld() {
14     this->worldView.removeElement(this->getWidget());
15 }
16
17 void Viewable::addToWorld(const Position& pos, float width, float height) {
18     this->worldView.addElement(this->getWidget(), pos, width, height,
19                               this->has_focus);
20 }
21
22 Viewable::Viewable(Viewable&& other) : worldView(other.worldView),
23                                       has_focus(other.has_focus) {}
24
25 void Viewable::setFocus(bool focus) {
26     this->has_focus = focus;
27 }
28
29 bool Viewable::hasFocus() const {
30     return this->has_focus;
31 }

```

jun 10, 18 15:38

Viewable.h

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```

1  #ifndef __VIEWABLE_H__
2  #define __VIEWABLE_H__
3
4  #include <gtkmm/widget.h>
5  #include "WorldView.h"
6  #include "Position.h"
7  #include "Path.h"
8
9  /* Clase que se encarga de controlar los objetos visuales */
10 class Viewable {
11 private:
12     WorldView& worldView;
13     bool has_focus;
14
15 protected:
16     /* Agrega al objeto visual a la vista */
17     void addToWorld(const Position& pos, float width, float height);
18
19     /* Mueve al objeto visual a la posicion especificada */
20     void move(const Position& pos, float width, float height);
21
22 public:
23     /* Constructor */
24     explicit Viewable(WorldView& worldView);
25
26     /* Destructor */
27     virtual ~Viewable();
28
29     /* Constructor por movimiento */
30     Viewable(Viewable&& other);
31
32     /* Devuelve el contenedor del objeto visual */
33     virtual Gtk::Widget& getWidget() = 0;
34
35     /* Remueve al objeto visual de la vista */
36     void removeFromWorld();
37
38     /* Establece si al objeto visual se le puede hacer focus o no */
39     void setFocus(bool focus);
40
41     /* Devuelve true si el objeto visual es focuseable */
42     bool hasFocus() const;
43 };
44
45 #endif

```

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WormLifeView.cpp

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```

1  #include "WormLifeView.h"
2  #include <string>
3
4  const std::string begining("<span color='white'><b>");
5  const std::string ending("</b></span>");
6
7  WormLifeView::WormLifeView(int life, const std::string& color) : color(color) {
8      this->label.set_use_markup(true);
9      this->updateLife(life);
10 }
11
12 WormLifeView::~WormLifeView() {}
13
14 WormLifeView::WormLifeView(WormLifeView&& other) :
15     label(std::move(other.label)), color(std::move(other.color)) {}
16
17 void WormLifeView::updateLife(int life) {
18     this->label.override_background_color(Gdk::RGBA(this->color));
19     this->label.set_markup(begining + std::to_string(life) + ending);
20 }
21
22 Gtk::Widget& WormLifeView::getWidget() {
23     return this->label;
24 }

```

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WormLifeView.h

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```

1  #ifndef __WORMLIFEVIEW_H__
2  #define __WORMLIFEVIEW_H__
3
4  #include <gtkmm/label.h>
5  #include <string>
6
7  /* Clase que se encarga de controlar el label de la vida
8   * del worm */
9  class WormLifeView {
10 private:
11     Gtk::Label label;
12     std::string color;
13
14 public:
15     /* Constructor */
16     WormLifeView(int life, const std::string& color);
17
18     /* Destructor */
19     ~WormLifeView();
20
21     /* Constructor por movimiento */
22     WormLifeView(WormLifeView&& other);
23
24     /* Actualiza el label de vida del worm */
25     void updateLife(int life);
26
27     /* Devuelve el contenedor de la vida */
28     Gtk::Widget& getWidget();
29 };
30
31 #endif

```

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WormView.cpp

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```

1  #include "WormView.h"
2  #include <string>
3  #include <glibmm/main.h>
4  #include "ObjectSizes.h"
5  #include "WeaponNames.h"
6  #include "GamePlayers.h"
7
8  WormView::WormView(WorldView& worldView, int life, char dir, Position pos,
9                     int player_id) :
10     Viewable(worldView), player_id(player_id), life(life), is_moving(false),
11     last_position(Position(-1, -1)), label(life, colors[player_id]),
12     walkingAnimation(&this->image),
13     weaponAnimation(DEFAULT_WEAPON, &this->image) {
14     this->worm.attach(this->label.getWidget(), 0, 0, 1, 1);
15     this->worm.attach(this->image, 0, 1, 1, 1);
16     this->walkingAnimation.setStaticImage(DIR_RIGHT);
17     this->addToWorld(pos, worm_size, worm_size + 0.5);
18 }
19
20 WormView::~WormView() {}
21
22 WormView::WormView(WormView&& other) : Viewable(std::move(other)),
23     player_id(other.player_id),
24     life(other.life),
25     is_moving(other.is_moving),
26     last_position(other.last_position),
27     label(std::move(other.label)),
28     image(std::move(other.image)),
29     worm(std::move(other.worm)),
30     walkingAnimation(std::move(
31         other.walkingAnimation)),
32     weaponAnimation(std::move(
33         other.weaponAnimation)) {
34     this->weaponAnimation.updateWormImage(&this->image);
35     this->walkingAnimation.updateWormImage(&this->image);
36 }
37
38 void WormView::updateData(int new_life, char new_dir, const Position& new_pos,
39                           bool colliding, bool is_current_worm, bool has_shot) {
40     if (new_life != this->life) {
41         this->label.updateLife(new_life);
42     }
43     this->life = new_life;
44     this->is_moving = !(this->last_position == new_pos);
45     this->last_position = new_pos;
46     this->setNewImage(new_dir, colliding, is_current_worm, has_shot);
47     this->move(new_pos, worm_size, worm_size + 0.5);
48 }
49
50 void WormView::updateScope(int angle) {
51     this->weaponAnimation.changeAngle(angle, this->getDir());
52 }
53
54 void WormView::changeWeapon(const std::string& weapon) {
55     this->weaponAnimation.changeWeapon(weapon, this->getDir());
56 }
57
58 void WormView::setNewImage(char dir, bool colliding, bool is_current_worm,
59                             bool has_shot) {
60     this->walkingAnimation.setStaticImage(dir);
61     if (is_current_worm) {
62         if (!this->is_moving && !has_shot && colliding) {
63             this->weaponAnimation.setWeaponImage(dir);
64         } else if (colliding) {
65             this->walkingAnimation.setMovementImage(dir);
66         }

```


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WormView.cpp

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```

67     }
68 }
69
70 Gtk::Widget& WormView::getWidget() {
71     return this->worm;
72 }
73
74 Gtk::Image& WormView::getImage() {
75     return this->image;
76 }
77
78 int WormView::getLife() const {
79     return this->life;
80 }
81
82 char WormView::getDir() const {
83     return this->walkingAnimation.getDir();
84 }
85
86 int WormView::getPlayerId() const {
87     return this->player_id;
88 }
89
90 bool WormView::isMoving() const {
91     return this->is_moving;
92 }
93
94 void WormView::setVictory() {
95     this->image.set(VICTORY_ANIMATION);
96 }
97
98 void WormView::weaponShoot(const std::string& weapon) {
99     this->weaponAnimation.weaponShootAnimation(weapon, this->getDir());
100 }
101
102 void WormView::resetFocus() {
103     this->is_moving = false;
104     this->setFocus(false);
105     this->walkingAnimation.setStaticImage(this->getDir());
106 }

```

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WormView.h

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```

1  #ifndef __WORMVIEW_H__
2  #define __WORMVIEW_H__
3
4  #include <gtkmm/widget.h>
5  #include <gtkmm/image.h>
6  #include <gtkmm/grid.h>
7  #include <gdkmm/pixbuf.h>
8  #include <vector>
9  #include <string>
10 #include "Viewable.h"
11 #include "WormLifeView.h"
12 #include "WalkingAnimation.h"
13 #include "WeaponAnimation.h"
14
15 #define DIR_RIGHT 1
16 #define DIR_LEFT -1
17
18 /* Clase que se encarga de controlar la vista de los worms */
19 class WormView : public Viewable {
20 private:
21     int player_id;
22     int life;
23     bool is_moving;
24     Position last_position;
25     WormLifeView label;
26     Gtk::Image image;
27     Gtk::Grid worm;
28     WalkingAnimation walkingAnimation;
29     WeaponAnimation weaponAnimation;
30
31     /* Actualiza la imagen del worm a la correspondiente segun las
32      * condiciones en las que se encuentra este */
33     void
34     setNewImage(char dir, bool colliding, bool is_current_worm, bool has_shot);
35
36 public:
37     /* Constructor */
38     WormView(WorldView& worldView, int life, char dir, Position pos,
39             int player_id);
40
41     /* Destructor */
42     ~WormView();
43
44     /* Constructor por movimiento */
45     WormView(WormView&& other);
46
47
48     /* Actualiza la posicion y vida del worm */
49     void updateData(int new_life, char new_dir, const Position& new_pos,
50             bool colliding, bool is_current_worm, bool has_shot);
51
52     /* Actualiza la imagen del arma con el angulo actual */
53     void updateScope(int angle);
54
55     /* Actualiza el arma del worm y cambia la imagen */
56     void changeWeapon(const std::string& weapon);
57
58     /* Devuelve la direccion del worm */
59     char getDir() const;
60
61     /* Elimina la imagen del arma del worm */
62     void removeWeaponImage();
63
64     /* Devuelve la vida del worm */
65     int getLife() const;
66

```

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WormView.h

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```

67  /* Devuelve el id del player que controla al worm */
68  int getPlayerId() const;
69
70  /* Devuelve el contenedor donde se encuentra la vista del worm */
71  Gtk::Widget& getWidget() override;
72
73  /* Devuelve la imagen que contiene al worm */
74  Gtk::Image& getImage();
75
76  /* Cambia la imagen del worm por la animacion del worm
77   * festejando la victoria */
78  void setVictory();
79
80  /* Devuelve true si el gusano se esta moviendo */
81  bool isMoving() const;
82
83  /* Realiza la animacion del disparo del arma */
84  void weaponShoot(const std::string& weapon);
85
86  /* Resetea el focus del gusano */
87  void resetFocus();
88  };
89
90
91  #endif

```

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ViewsList.cpp

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```

1  #include "ViewsList.h"
2  #include <glibmm/main.h>
3  #include <string>
4  #include "ObjectSizes.h"
5  #include "WeaponNames.h"
6  #include "Player.h"
7
8  ViewsList::ViewsList(WorldView& world, Player& player,
9                      PlayersList& players_list, MusicPlayer& musicPlayer) :
10      world(world), player(player), players_list(players_list), scope(world),
11      musicPlayer(musicPlayer) {
12      this->current_worm_id = -1;
13      this->weapon_focused = -1;
14      this->worm_focused = -1;
15  }
16
17  ViewsList::~ViewsList() {}
18
19
20  void ViewsList::removeWorm(int id) {
21      auto it = this->worms.find(id);
22      if (it != this->worms.end()) {
23          this->players_list.reducePlayerLife(it->second.getPlayerId(),
24                                             it->second.getLife());
25          it->second.removeFromWorld();
26          this->worms.erase(it);
27          this->musicPlayer.playDeathSound();
28          this->checkMovingWorms();
29      }
30  }
31
32  void ViewsList::removeWeapon(int id) {
33      auto it = this->weapons.find(id);
34      if (it != this->weapons.end()) {
35          if (it->second.getName() != BAT_NAME) {
36              this->musicPlayer.playExplosionSound(it->second.getName());
37              ExplosionView explosion(std::move(it->second));
38              this->animation.addAndStart(std::move(explosion));
39          }
40          this->weapons.erase(it);
41
42          if (this->weapon_focused == id) {
43              this->weapon_focused = -2;
44              this->checkMovingWorms();
45          }
46      }
47  }
48
49  void ViewsList::updateWormData(int id, int player_id, float pos_x, float pos_y,
50                                int life, char dir, bool colliding) {
51      auto it = this->worms.find(id);
52      Position pos(pos_x / UNIT_TO_SEND, pos_y / UNIT_TO_SEND);
53      if (it == this->worms.end()) {
54          //Worm no existe
55          WormView worm(this->world, life, dir, pos, player_id);
56          this->worms.insert(std::make_pair(id, std::move(worm)));
57          this->players_list.addPlayerLife(player_id, life);
58      } else {
59          //Worm existe
60          int current_life = it->second.getLife();
61          if (current_life != life) {
62              this->players_list.reducePlayerLife(player_id, current_life - life);
63              if (id == this->current_worm_id) {
64                  this->musicPlayer.playDamageReceiveSound();
65              }
66          }

```

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ViewsList.cpp

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```

67         it->second.updateData(life, dir, pos, colliding,
68                               id == this->current_worm_id,
69                               this->weapon_focused != -1);
70         this->checkMovingWorms();
71     }
72 }
73
74 void
75 ViewsList::updateWeaponData(int id, const std::string& weapon_name, float pos_x,
76                               float pos_y) {
77     auto it = this->weapons.find(id);
78     Position pos(pos_x / UNIT_TO_SEND, pos_y / UNIT_TO_SEND);
79     if (it == this->weapons.end()) {
80         //Weapon no existe
81         BulletView weapon(this->world, weapon_name, pos);
82         if (this->weapon_focused < 0) {
83             weapon.setFocus(true);
84             this->weapon_focused = id;
85             this->removeWormFocus();
86         }
87         this->weapons.insert(std::make_pair(id, std::move(weapon)));
88     } else {
89         //Weapon existe
90         it->second.updateData(pos);
91     }
92 }
93
94 void ViewsList::changeWeapon(const std::string& weapon_name) {
95     auto it = this->worms.find(this->current_worm_id);
96     it->second.changeWeapon(weapon_name);
97     if (WeaponsFactory().createWeapon(weapon_name, 1)->hasScope()) {
98         this->scope.update(it->second);
99     }
100 }
101
102 void ViewsList::updateScope(int angle) {
103     auto it = this->worms.find(this->current_worm_id);
104     if (it == this->worms.end()) {
105         return;
106     }
107     this->scope.update(angle, it->second);
108 }
109
110 void ViewsList::removeScopeVisibility() {
111     this->scope.hide();
112 }
113
114 bool ViewsList::addGirderCallBack(size_t size, Position pos, int rotation) {
115     GirderView girder(this->world, size, pos, rotation);
116     this->girders.push_back(std::move(girder));
117     return false;
118 }
119
120 void ViewsList::addGirder(size_t size, float pos_x, float pos_y, int rotation) {
121     sigc::slot<bool> my_slot = sigc::bind(
122         sigc::mem_fun(*this, &ViewsList::addGirderCallBack), size,
123         Position(pos_x, pos_y), rotation);
124     Glib::signal_idle().connect(my_slot);
125 }
126
127 void ViewsList::setCurrentWorm(int id) {
128     this->removeWormFocus();
129     for (auto it = this->worms.begin(); it != this->worms.end(); ++it) {
130         it->second.resetFocus();
131     }
132     this->current_worm_id = id;

```

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ViewsList.cpp

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```

133     this->worm_focused = id;
134     this->weapon_focused = -1;
135     WormView& worm = this->worms.at(id);
136     this->world.setFocus(worm.getWidget());
137     worm.setFocus(true);
138 }
139
140 void ViewsList::removeWormFocus() {
141     auto it = this->worms.find(this->worm_focused);
142     if (it != this->worms.end()) {
143         it->second.resetFocus();
144     }
145     this->worm_focused = -1;
146 }
147
148 void ViewsList::checkMovingWorms() {
149     if (this->weapon_focused != -2) {
150         return;
151     }
152
153     auto it = this->worms.find(this->worm_focused);
154     if (it == this->worms.end() || !it->second.isMoving()) {
155         this->removeWormFocus();
156         for (auto it2 = this->worms.begin(); it2 != this->worms.end(); ++it2) {
157             if (it2->second.isMoving()) {
158                 this->worm_focused = it2->first;
159                 it2->second.setFocus(true);
160                 this->world.setFocus(it2->second.getWidget());
161                 return;
162             }
163         }
164     }
165 }
166
167 void ViewsList::setVictory() {
168     if (this->worms.empty()) {
169         return;
170     }
171     for (auto iter = this->worms.begin(); iter != this->worms.end(); iter++) {
172         this->musicPlayer.playVictory();
173         iter->second.setVictory();
174         this->world.setFocus(iter->second.getWidget());
175     }
176 }
177
178 void ViewsList::shoot(const std::string& weapon) {
179     this->worms.at(this->current_worm_id).weaponShoot(weapon);
180 }

```

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1	#ifndef __VIEWSLIST_H__	
2	#define __VIEWSLIST_H__	
3		
4	#include <unordered_map>	
5	#include <vector>	
6	#include <string>	
7	#include "WorldView.h"	
8	#include "WormView.h"	
9	#include "BulletView.h"	
10	#include "GirderView.h"	
11	#include "PlayersList.h"	
12	#include "ExplosionView.h"	
13	#include "ExplosionViewList.h"	
14	#include "MusicPlayer.h"	
15	#include "Scope.h"	
16		
17	<i>/* Clase que se encarga de almacenar los objetos visibles */</i>	
18	class ViewsList {	
19	private:	
20	WorldView& world;	
21	Player& player;	
22	PlayersList& players_list;	
23	std::unordered_map<int, WormView> worms;	
24	std::unordered_map<int, BulletView> weapons;	
25	std::vector<GirderView> girders;	
26	int current_worm_id;	
27	int weapon_focused;	
28	int worm_focused;	
29	ExplosionViewList animation;	
30	Scope scope;	
31	MusicPlayer& musicPlayer;	
32		
33	<i>/* Elimina el focus sobre el worm */</i>	
34	void removeWormFocus();	
35		
36	<i>/* Callbacks */</i>	
37	bool addGirderCallback(size_t size, Position pos, int rotation);	
38		
39	public:	
40	<i>/* Constructor */</i>	
41	ViewsList(WorldView& world, Player& player, PlayersList& players_list,	
42	MusicPlayer& musicPlayer);	
43		
44	<i>/* Destructor */</i>	
45	~ViewsList();	
46		
47	<i>/* Elimina al worm de la vista actualizando la vida del player */</i>	
48	void removeWorm(int id);	
49		
50	<i>/* Elimina la vista del arma y la reemplaza por la animacion de la explosion */</i>	
51	void removeWeapon(int id);	
52		
53	<i>/* Actualiza la posicion y la vida del worm */</i>	
54	void	
55	updateWormData(int id, int player_id, float pos_x, float pos_y, int life,	
56	char dir, bool colliding);	
57		
58	<i>/* Actualiza la posicion del arma */</i>	
59	void updateWeaponData(int id, const std::string& weapon_name, float pos_x,	
60	float pos_y);	
61		
62	<i>/* Callback de changeWeapon */</i>	
63	bool changeWeaponCallback(const std::string& weapon_name);	
64		
65	<i>/* Actualiza la vista del worm con el arma nueva */</i>	

jun 10, 18 15:09	ViewsList.h	Page 2/2
66	void changeWeapon(const std::string& weapon_name);	
67		
68	<i>/* Actualiza la posicion del scope */</i>	
69	void updateScope(int angle);	
70		
71	<i>/* Esconde la vista del scope */</i>	
72	void removeScopeVisibility();	
73		
74	<i>/* Agrega una viga a la vista en la posicion indicada y</i>	
75	<i>* con la rotacion indicada */</i>	
76	void addGirder(size_t size, float pos_x, float pos_y, int rotation);	
77		
78	<i>/* Actualiza el worm actual y hace focus en este */</i>	
79	void setCurrentWorm(int id);	
80		
81	<i>/* Actualiza la imagen de los worms ganadores por la animacion</i>	
82	<i>* de los worms festejando */</i>	
83	void setVictory();	
84		
85	<i>/* Chequea si el gusano actual se esta moviendo, caso contrario</i>	
86	<i>le da el focus a otro */</i>	
87	void checkMovingWorms();	
88		
89	<i>/* Realiza la animacion del disparo del arma */</i>	
90	void shoot(const std::string& weapon);	
91	};	
92		
93		
94	#endif	

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