Fisher sim

0.0.1

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

QMainWindow
- Graphview 5
- MainWindow 6

UserSettings 7
- MainWindow 6

Chapter 2

Class Index

2.1 Class List

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

Graphview 5

MainWindow

The MainWindow class Provides the Main windows for the Fisher sim project 6

UserSettings

Records the global simulation settings 7

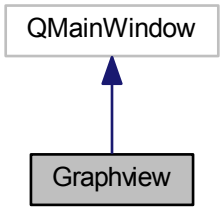
Chapter 3

Class Documentation

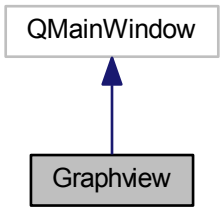
3.1 Graphview Class Reference

`#include <graphview.h>`

Inheritance diagram for Graphview:



Collaboration diagram for Graphview:



Public Member Functions

- Graphview (QWidget *parent=0)

Graphview::setupPlot.

- void setupPlot ()

  setupPlot

3.1.1 Detailed Description

provides a view that shows the colected graphs and allows them to be inserted into a report.

Graphview is intended to be used after the simulation has finished. It will accept data from the simulation module deffineing plots and display them to the users. There is also a report view on the left side that allows users to insert selected graphs to compile a final report.

3.1.2 Member Function Documentation

3.1.2.1 void Graphview::setupPlot ( )

setupPlot

configures the plots

Here is the caller graph for this function:

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

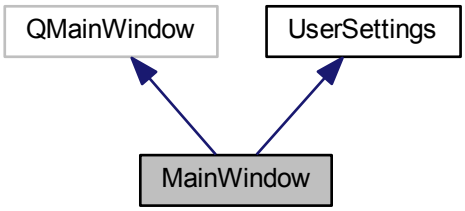
- graphview.h
- graphview.cpp

3.2 MainWindow Class Reference

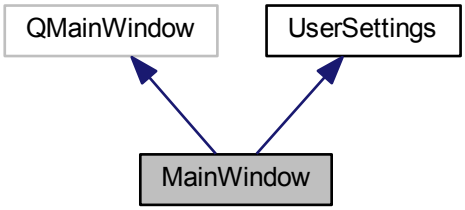
The MainWindow class Provides the Main windows for the Fisher sim project.

`#include <mainwindow.h>`

Inheritance diagram for MainWindow:



Collaboration diagram for MainWindow:



Public Member Functions

- **MainWindow** (QWidget ∗parent=0)
- void **log** (const QString &text)

Additional Inherited Members

3.2.1 Detailed Description

The MainWindow class Provides the Main windows for the Fisher sim project.

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

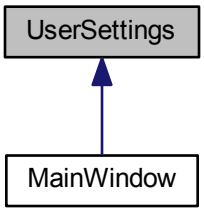
- mainwindow.h
- mainwindow.cpp

3.3 UserSettings Class Reference

Records the global simulation settings.

`#include <UserSettings.h>`

Inheritance diagram for UserSettings:



Public Member Functions

- int **getfisherNum** ()
- int getfishLoc ()
- int getfishType ()
- int getfishPop ()
- int getfishTemp ()
- int getRuntime ()

Protected Attributes

- int fisherNum
- int fishLoc
- int fishType
- int fishPop
- int fishTemp
- int runtime

3.3.1 Detailed Description

Records the global simulation settings.

3.3.2 Member Function Documentation

3.3.2.1 int UserSettings::getfishLoc ( )

Returns the number of Fishers to use in the simulation

3.3.2.2 int UserSettings::getfishPop ( )

Returns the number of fish types.

3.3.2.3 int UserSettings::getfishTemp ( )

Returns the inital population of fish when the simulation starts.

3.3.2.4 int UserSettings::getfishType ( )

Returns the number of different locations

3.3.2.5 int UserSettings::getRuntime ( )

Returns the conditions: overcast, snow, rain.

3.3.3 Member Data Documentation

3.3.3.1 int UserSettings::fisherNum [protected]

Returns the number of days to run the simulation.

3.3.3.2 int UserSettings::fishLoc [protected]

The number of Fishers to use in the simulation

3.3.3.3 int UserSettings::fishPop [protected]

The number of fish types.

3.3.3.4 int UserSettings::fishTemp [protected]

The inital population of fish when the simulation starts.

3.3.3.5 int UserSettings::fishType [protected]

The number of different locations

3.3.3.6 int UserSettings::runtime [protected]

The conditions: overcast, snow, rain

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

- UserSettings.h
- UserSettings.cpp

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