Fisher sim

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Contents

Chapter 1

Fisher Sim - Introduction

Documentation file for Mainpage, and defgroups.

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Fisher Sim is being developed as part of a Software Engineering project at Rutgers University.

Minority Game Group 12

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http://www.stack.nl/~dimitri/doxygen/manual/markdown.html#md_page_header

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Chapter 3

Class Index

3.1 Class List

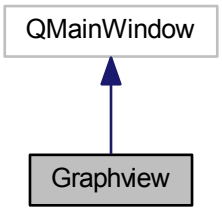
Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 4

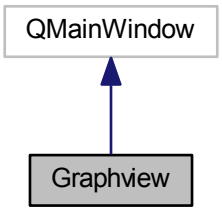
Class Documentation

4.1 Graphview Class Reference

Inheritance diagram for Graphview:



Collaboration diagram for Graphview:



Public Member Functions

- Graphview (QWidget ∗parent=0)

  constructor for the Graphview class

- void setupPlot ()

  setupPlot

4.1.1 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.

4.1.2 Member Function Documentation

4.1.2.1 void Graphview::setupPlot ( )

setupPlot

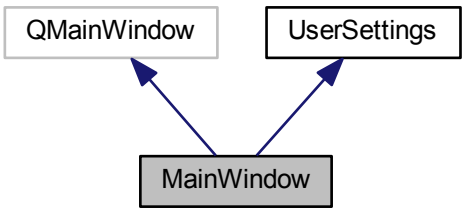
configures the plots

Here is the caller graph for this function:

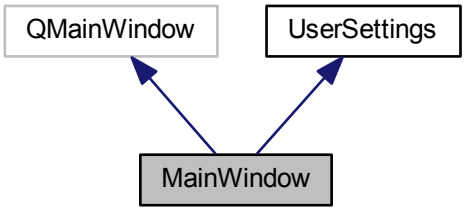
4.2 MainWindow Class Reference

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

Inheritance diagram for MainWindow:



Collaboration diagram for MainWindow:



Public Member Functions

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

  Sends a string to the simulation log.

Additional Inherited Members

4.2.1 Detailed Description

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

4.2.2 Member Function Documentation

4.2.2.1 void MainWindow::log (const QString & *text*)

Sends a string to the simulation log.

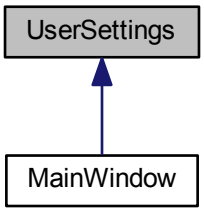
Parameters

text	to display in the log.

4.3 UserSettings Class Reference

Records the global simulation settings.

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

4.3.1 Detailed Description

Records the global simulation settings.

4.3.2 Member Function Documentation

4.3.2.1 int UserSettings::getfishLoc ( )

Returns the number of Fishers to use in the simulation

4.3.2.2 int UserSettings::getfishPop ( )

Returns the number of fish types.

4.3.2.3 int UserSettings::getfishTemp ( )

Returns the inital population of fish when the simulation starts.

4.3.2.4 int UserSettings::getfishType ( )

Returns the number of different locations

4.3.2.5 int UserSettings::getRuntime ( )

Returns the conditions: overcast, snow, rain.

4.3.3 Member Data Documentation

4.3.3.1 int UserSettings::fisherNum [protected]

Returns the number of days to run the simulation.

4.3.3.2 int UserSettings::fishLoc [protected]

The number of Fishers to use in the simulation

4.3.3.3 int UserSettings::fishPop [protected]

The number of fish types.

4.3.3.4 int UserSettings::fishTemp [protected]

The inital population of fish when the simulation starts.

4.3.3.5 int UserSettings::fishType [protected]

The number of different locations

4.3.3.6 int UserSettings::runtime [protected]

The conditions: overcast, snow, rain

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