

Fisher sim
0.0.1

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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:

QMainWindow	
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Chapter 3

Class Index

3.1 Class List

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

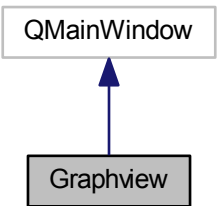
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Chapter 4

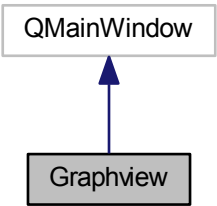
Class Documentation

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 collected 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 defining 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

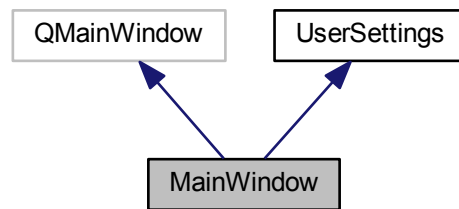
Here is the caller graph for this function:



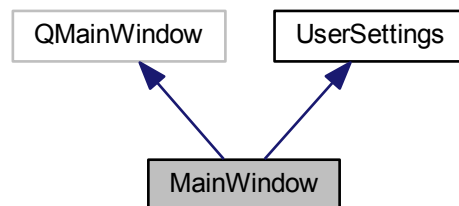
4.2 MainWindow Class Reference

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.

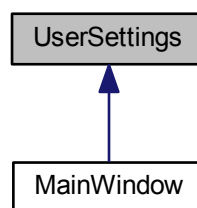
Parameters

<i>text</i>	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 initial 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 initial 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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