Arcade

1.0.0

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

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std::exception
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ArcadeGames::Igames 8
  ArcadeGames::Agames 5
    ArcadeGames::pacman 14
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    ArcadeGraphs::libNCURSES 10
    ArcadeGraphs::libSDL 12
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Chapter 2

Class Index

2.1 Class List

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

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ArcadeGraphs::Agraphs 6
ArcadeCore::Core 7
ArcadeGames::Igames 8
ArcadeGraphs::Igraphs 8
ArcadeCore::Libhandler 9
ArcadeCore::LibhandlerException 9
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ArcadeGraphs::libSDL 12
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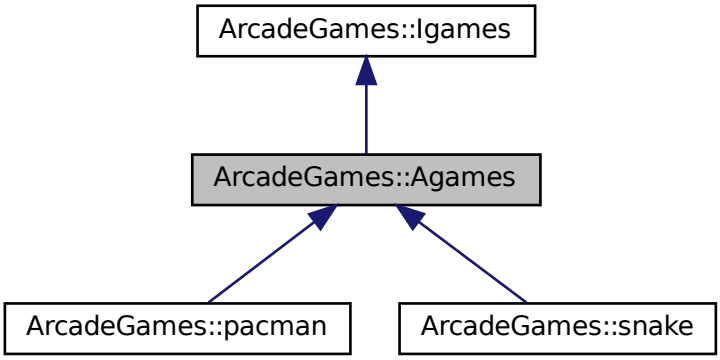
ArcadeGames::pacman 14
ArcadeGames::snake 16

Chapter 3

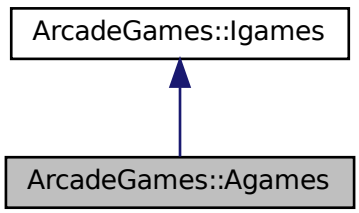
Class Documentation

3.1 ArcadeGames::Agames Class Reference

Inheritance diagram for ArcadeGames::Agames:



Collaboration diagram for ArcadeGames::Agames:



Public Member Functions

- virtual std::string **gameName** ()=0
- std::vector< std::string > **getMap** ()
- std::map< char, std::tuple< std::string, Color > > **getColorCode** ()
- virtual void **update** (std::vector< Input >)=0
- std::map< std::string, std::string > **getInfo** ()
- int **getStatus** ()

Protected Attributes

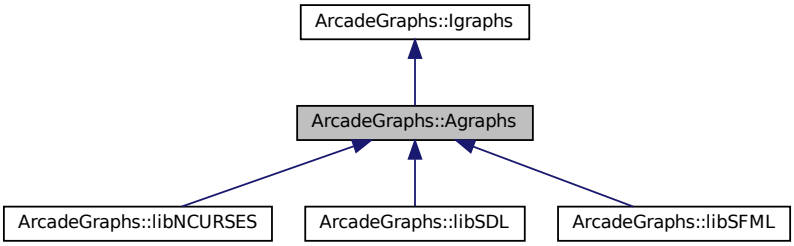
- std::vector< std::string > **_map**
- std::map< char, std::tuple< std::string, Color > > **_codeCouleur**
- std::map< std::string, std::string > **_info**
- int **status** = -1

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

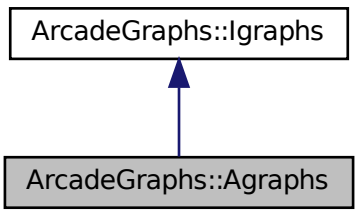
- games/Agames.hpp

3.2 ArcadeGraphs::Agraphs Class Reference

Inheritance diagram for ArcadeGraphs::Agraphs:



Collaboration diagram for ArcadeGraphs::Agraphs:



Public Member Functions

- virtual void **drawText** (const std::string &text, int x, int y, Color cl)=0
- virtual void **refreshGraph** (int)=0
- virtual void **checkEvent** ()=0
- virtual std::string **getName** ()=0
- int **getFps** ()
- std::vector< Input > **getInputs** ()
- virtual void **drawMap** (int x, int y, std::vector< std::string > map)=0
- virtual void **setColor** (std::map< char, std::tuple< std::string, Color >>)=0

Protected Attributes

- std::map< char, std::tuple< std::string, Color > > **_color**
- std::vector< Input > **_inputV** = {Input::NO_INPUT}

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

- graphs/Agraphs.hpp

3.3 ArcadeCore::Core Class Reference

Public Member Functions

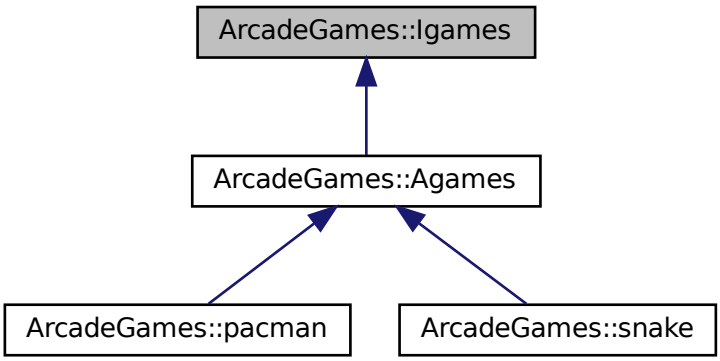
- **Core** (char *name)
- void **Menu** ()
- void **DrawPseudo** ()
- void **checkFocused** ()
- void **DrawMenu** ()
- void **DrawGame** ()
- void **DrawTouch** ()
- void **checkEvent** (std::vector< Input > input)
- void **refreshLibs** ()
- void **pickNextGame** ()
- void **DrawScoreBoard** ()
- void **SaveScore** ()
- void **pickNextGraph** ()

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

- core/Core.hpp
- core/Core.cpp
- core/CoreDrawer.cpp

3.4 ArcadeGames::Igames Class Reference

Inheritance diagram for ArcadeGames::Igames:



Public Member Functions

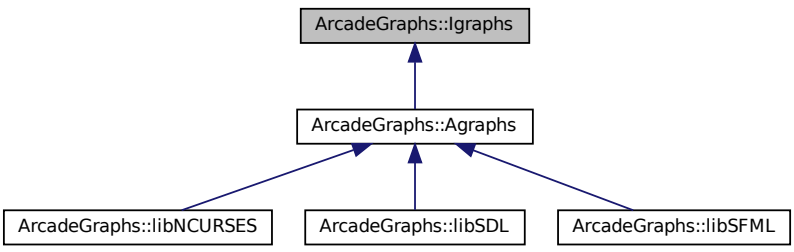
- virtual std::string **gameName** ()=0
- virtual std::vector< std::string > **getMap** ()=0
- virtual std::map< char, std::tuple< std::string, Color > > **getColorCode** ()=0
- virtual void **update** (std::vector< Input >)=0
- virtual std::map< std::string, std::string > **getInfo** ()=0
- virtual int **getStatus** ()=0

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

- games/Igames.hpp

3.5 ArcadeGraphs::Igraphs Class Reference

Inheritance diagram for ArcadeGraphs::Igraphs:



Public Member Functions

- virtual void **drawText** (const std::string &text, int x, int y, Color cl)=0
- virtual void **refreshGraph** (int)=0
- virtual void **checkEvent** ()=0
- virtual std::string **getName** ()=0
- virtual std::vector< Input > **getInputs** ()=0
- virtual int **getFps** ()=0
- virtual void **drawMap** (int x, int y, std::vector< std::string > map)=0
- virtual void **setColor** (std::map< char, std::tuple< std::string, Color >>)=0

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

- graphs/Igraphs.hpp

3.6 ArcadeCore::Libhandler Class Reference

Public Member Functions

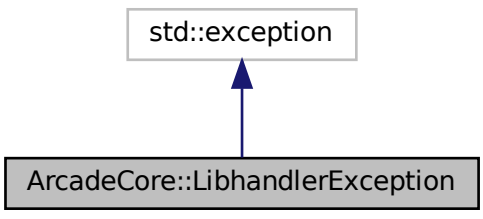
- void **refreshLibs** ()
- template<typename Object >
  std::shared_ptr< Object > **loadAndGetlib** (std::string libPath, std::string functionName)
- std::vector< std::string > **getLibGamesPath** ()
- std::vector< std::string > **getLibGraphsPath** ()

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

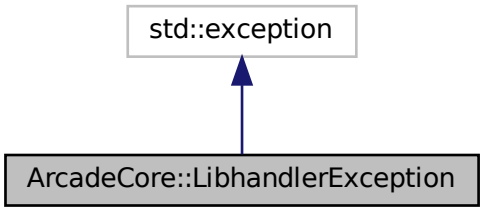
- core/Libhandler.hpp
- core/Libhandler.cpp

3.7 ArcadeCore::LibhandlerException Class Reference

Inheritance diagram for ArcadeCore::LibhandlerException:



Collaboration diagram for ArcadeCore::LibhandlerException:



Public Member Functions

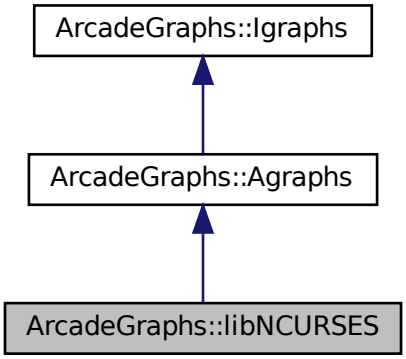
- **LibhandlerException** (std::string const &message)
- const char * **what** () const noexcept override

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

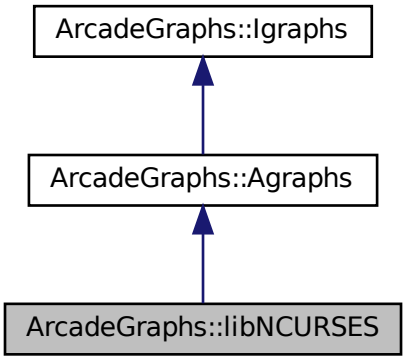
- core/Libhandler.hpp

3.8 ArcadeGraphs::libNCURSES Class Reference

Inheritance diagram for ArcadeGraphs::libNCURSES:



Collaboration diagram for ArcadeGraphs::libNCURSES:



Public Member Functions

- std::string **getName** ()
- void **drawText** (const std::string &text, int x, int y, Color color)
- void **drawMap** (int x, int y, std::vector< std::string > map)
- void **setColor** (std::map< char, std::tuple< std::string, Color >> color)
- void **refreshGraph** (int)
- void **checkEvent** ()

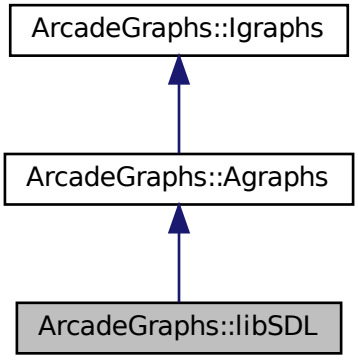
Additional Inherited Members

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

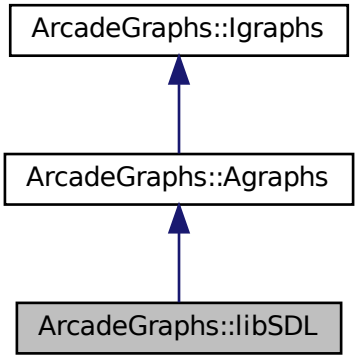
- graphs/LibNCURSES.hpp
- graphs/LibNCURSES.cpp

3.9 ArcadeGraphs::libSDL Class Reference

Inheritance diagram for ArcadeGraphs::libSDL:



Collaboration diagram for ArcadeGraphs::libSDL:



Public Member Functions

- std::string **getName** ()
- void **drawText** (const std::string &text, int x, int y, Color cl)
- void **clearInputs** ()
- void **drawMap** (int x, int y, std::vector< std::string > map)
- void **setColor** (std::map< char, std::tuple< std::string, Color >> color)
- void **refreshGraph** (int)
- void **checkEvent** ()

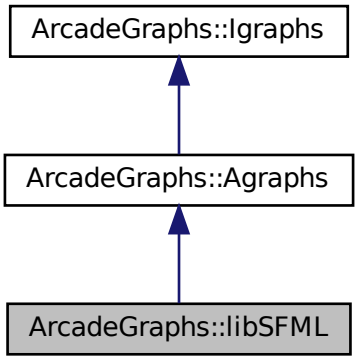
Additional Inherited Members

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

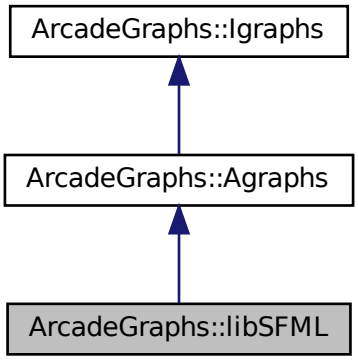
- graphs/LibSDL.hpp
- graphs/LibSDL.cpp

3.10 ArcadeGraphs::libSFML Class Reference

Inheritance diagram for ArcadeGraphs::libSFML:



Collaboration diagram for ArcadeGraphs::libSFML:



Public Member Functions

- std::string **getName** ()
- void **drawText** (const std::string &text, int x, int y, Color cl)
- void **checkEvent** ()
- void **refreshGraph** (int)
- void **drawMap** (int x, int y, std::vector< std::string > map)
- void **setColor** (std::map< char, std::tuple< std::string, Color >>)

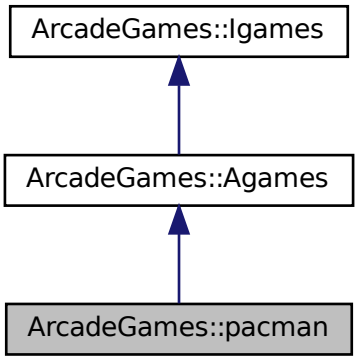
Additional Inherited Members

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

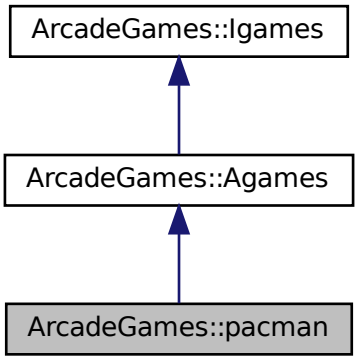
- graphs/LibSFML.hpp
- graphs/LibSFML.cpp

3.11 ArcadeGames::pacman Class Reference

Inheritance diagram for ArcadeGames::pacman:



Collaboration diagram for ArcadeGames::pacman:



Public Member Functions

- std::string **gameName** ()
- void **update** (std::vector< Input >)
- void **dumpMap** ()

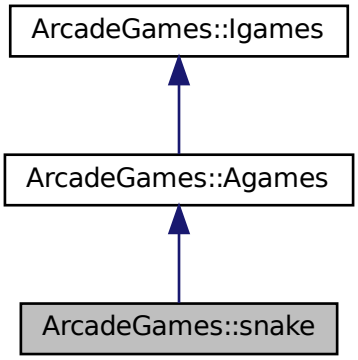
Additional Inherited Members

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

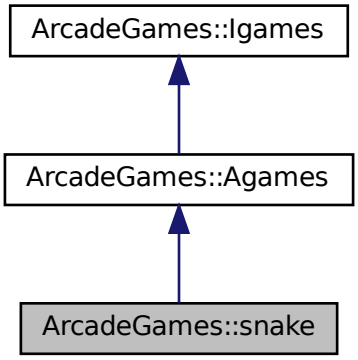
- games/pacman.hpp
- games/pacman.cpp

3.12 ArcadeGames::snake Class Reference

Inheritance diagram for ArcadeGames::snake:



Collaboration diagram for ArcadeGames::snake:



Public Member Functions

- std::string **gameName** ()
- void **handleForward** ()
- void **handleBackward** ()
- void **handleLeft** ()
- void **handleRight** ()
- void **update** (std::vector< Input >)
- void **eatApple** ()
- void **checkCorner** ()
- void **refreshMap** ()
- void **dump** () const

Additional Inherited Members

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

- games/snake.hpp
- games/snake.cpp

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