

ARCADE

1.0

Generated by Doxygen 1.8.14

Contents

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

ArcadeApplication	??
Arcade::Color	??
Arcade::Core	??
Arcade::IAGhost	??
Arcade::IGame	??
Arcade::Pacman	??
Arcade::Snake	??
Arcade::ILibrary	??
Arcade::Allegro	??
Arcade::LibCaca	??
Arcade::SDL	??
Arcade::SFML	??
Arcade::IMusic	??
Arcade::SFML	??
Arcade::LibraryLoader	??
Arcade::Pixel	??
Arcade::Text	??

Chapter 2

Class Index

2.1 Class List

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

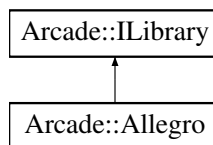
Arcade::Allegro	??
ArcadeApplication	??
Arcade::Color	??
Arcade::Core	??
Arcade::IAGhost	??
Arcade::IGame	??
Arcade::ILibrary	??
Arcade::IMusic	??
Arcade::LibCaca	??
Arcade::LibraryLoader	??
Arcade::Pacman	??
Arcade::Pixel	??
Arcade::SDL	??
Arcade::SFML	??
Arcade::Snake	??
Arcade::Text	??

Chapter 3

Class Documentation

3.1 Arcade::Allegro Class Reference

Inheritance diagram for Arcade::Allegro:



Public Member Functions

- void **createWindow** ()
- void **destroyWindow** ()
- Arcade::Input **getInput** ()
- void **putPixel** (Arcade::Pixel pixel)
- void **putText** (const Arcade::Text &text)
- void **drawBackground** (const std::string &backgroundPath)
- void **sendScore** (unsigned int score)
- void **drawUserInterface** ()
- void **sendName** (const std::string &name)
- void **clear** ()
- void **update** ()

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

- src/Libraries/Allegro.hpp
- src/Libraries/Allegro.cpp

3.2 ArcadeApplication Class Reference

Public Member Functions

- **ArcadeApplication** (int argc, char **argv)
- void **launch** ()
- void **usage** (const char *programName)

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

- src/ArcadeApplication.hpp
- src/ArcadeApplication.cpp

3.3 Arcade::Color Struct Reference

Public Member Functions

- bool **operator==** (const [Arcade::Color](#) &color) const

Public Attributes

- unsigned char **r**
- unsigned char **g**
- unsigned char **b**
- unsigned char **a**

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

- src/Core/Color.hpp

3.4 Arcade::Core Class Reference

Public Member Functions

- **Core** (std::vector< std::shared_ptr< [Arcade::ILibrary](#) >> _libraries, std::vector< std::shared_ptr< [Arcade::IGame](#) >> _games, std::shared_ptr< [Arcade::IMusic](#) > musicLibrary, unsigned int libraryIndex)
- void **coreLoop** ()

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

- src/Core/Core.hpp
- src/Core/Core.cpp

3.5 Arcade::IAGhost Class Reference

Public Member Functions

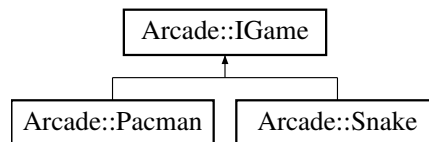
- **IAGhost** ([Color](#) color, unsigned int x, unsigned int y, const std::string &pathSprite)
- void **update** ([Arcade::Pixel](#) player, std::vector< [Arcade::Pixel](#) > &_screen, bool eating)
- const [Arcade::Pixel](#) & **getGhost** () const
- void **setGhost** (const [Pixel](#) &ghost)
- void **setSprite** (const std::string &sprite)

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

- src/Games/Pacman/AlGhost.hpp
- src/Games/Pacman/AlGhost.cpp

3.6 Arcade::IGame Class Reference

Inheritance diagram for Arcade::IGame:



Public Member Functions

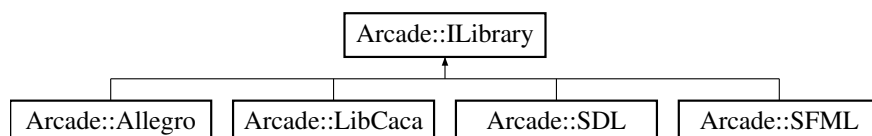
- virtual std::string **getName** ()=0
- virtual std::vector< std::vector< [Arcade::Pixel](#) > > **getScreenLayers** ()=0
- virtual std::string **getBackground** ()=0
- virtual std::string **getSoundEffect** ()=0
- virtual void **sendInput** (Arcade::Input input)=0
- virtual void **update** ()=0
- virtual std::pair< unsigned int, unsigned int > **getRes** ()=0
- virtual unsigned int **getScore** ()=0
- virtual void **reset** ()=0

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

- src/Games/IGame.hpp

3.7 Arcade::ILibrary Class Reference

Inheritance diagram for Arcade::ILibrary:



Public Member Functions

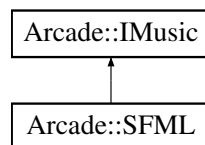
- virtual Arcade::Input **getInput** ()=0
- virtual void **putPixel** (Arcade::Pixel pixel)=0
- virtual void **drawBackground** (const std::string &backgroundPath)=0
- virtual void **sendScore** (unsigned int score)=0
- virtual void **sendName** (const std::string &name)=0
- virtual void **drawUserInterface** ()=0
- virtual void **putText** (const Arcade::Text &text)=0
- virtual void **clear** ()=0
- virtual void **update** ()=0
- virtual void **createWindow** ()=0
- virtual void **destroyWindow** ()=0

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

- src/Libraries/ILibrary.hpp

3.8 Arcade::IMusic Class Reference

Inheritance diagram for Arcade::IMusic:



Public Member Functions

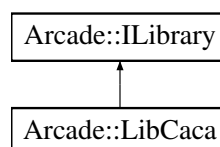
- virtual void **playSound** (const std::string &path, bool loop, float volume)=0
- virtual void **cleanSounds** ()=0

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

- src/Libraries/IMusic.hpp

3.9 Arcade::LibCaca Class Reference

Inheritance diagram for Arcade::LibCaca:



Public Member Functions

- void **createWindow** ()
- void **destroyWindow** ()
- Arcade::Input **getInput** ()
- void **putPixel** (Arcade::Pixel pixel)
- void **putText** (const Arcade::Text &text)
- void **drawBackground** (const std::string &backgroundPath)
- void **sendScore** (unsigned int score)
- void **drawUserInterface** ()
- void **sendName** (const std::string &name)
- void **clear** ()
- void **update** ()

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

- src/Libraries/LibCaca.hpp
- src/Libraries/LibCaca.cpp

3.10 Arcade::LibraryLoader Class Reference

Public Member Functions

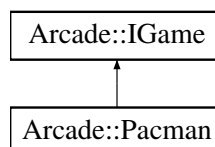
- void * **loadLibrary** (std::string libraryPath)
- void * **getFunction** (void *handle, std::string functionName)
- void **closeLibrary** (void *handle)
- bool **isLibraryOfType** (void *handle, const std::string &type)

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

- src/LibraryLoader.hpp
- src/LibraryLoader.cpp

3.11 Arcade::Pacman Class Reference

Inheritance diagram for Arcade::Pacman:



Public Member Functions

- `std::string getName ()`
- `std::vector< std::vector< Arcade::Pixel > > getScreenLayers ()` override
- `void sendInput (Arcade::Input input)` override
- `void update ()` override
- `std::pair< unsigned int, unsigned int > getRes ()`
- `unsigned int getScore ()`
- `std::string getBackground ()`
- `bool isEating ()` const
- `void reset ()` override
- `std::string getSoundEffect ()` override

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

- `src/Games/Pacman/Pacman.hpp`
- `src/Games/Pacman/Pacman.cpp`

3.12 Arcade::Pixel Struct Reference

Public Attributes

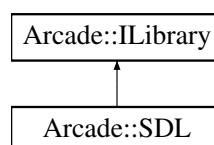
- `unsigned int x`
- `unsigned int y`
- `Arcade::Color color`
- `std::string pathSprite`

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

- `src/Core/Core.hpp`

3.13 Arcade::SDL Class Reference

Inheritance diagram for `Arcade::SDL`:



Public Member Functions

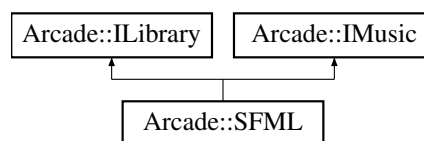
- void **createWindow** ()
- void **destroyWindow** ()
- Arcade::Input **getInput** ()
- void **putPixel** (Arcade::Pixel pixel)
- void **putText** (const Arcade::Text &text)
- void **drawBackground** (const std::string &backgroundPath)
- void **sendScore** (unsigned int score)
- void **drawUserInterface** ()
- void **sendName** (const std::string &name)
- void **clear** ()
- void **update** ()

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

- src/Libraries/SDL.hpp
- src/Libraries/SDL.cpp

3.14 Arcade::SFML Class Reference

Inheritance diagram for Arcade::SFML:



Public Member Functions

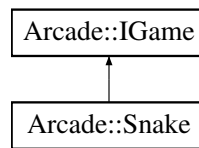
- void **createWindow** ()
- void **destroyWindow** ()
- Arcade::Input **getInput** ()
- void **putPixel** (Arcade::Pixel pixel)
- void **putText** (const Arcade::Text &text)
- void **drawBackground** (const std::string &backgroundPath)
- void **sendScore** (unsigned int score)
- void **drawUserInterface** ()
- void **sendName** (const std::string &name)
- void **clear** ()
- void **update** ()
- void **playSound** (const std::string &path, bool loop, float volume)
- void **cleanSounds** ()

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

- src/Libraries/SFML.hpp
- src/Libraries/SFML.cpp

3.15 Arcade::Snake Class Reference

Inheritance diagram for Arcade::Snake:



Public Member Functions

- `std::string getName ()` override
- `std::vector< std::vector< Arcade::Pixel > > getScreenLayers ()` override
- `std::string getBackground ()` override
- `void sendInput (Arcade::Input input)` override
- `void update ()` override
- `std::pair< unsigned int, unsigned int > getRes ()` override
- `unsigned int getScore ()` override
- `void popFruit ()`
- `bool checkSnake (Arcade::Pixel target)`
- `void reset ()` override
- `std::string getSoundEffect ()`

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

- `src/Games/Snake/Snake.hpp`
- `src/Games/Snake/Snake.cpp`

3.16 Arcade::Text Struct Reference

Public Attributes

- `unsigned int x`
- `unsigned int y`
- `std::string text`
- `bool underline`

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

- `src/Core/Core.hpp`