

## Arcade

Generated by Doxygen 1.9.1



<b>1 Hierarchical Index</b>	<b>1</b>
1.1 Class Hierarchy	1
<b>2 Class Index</b>	<b>3</b>
2.1 Class List	3
<b>3 Class Documentation</b>	<b>5</b>
3.1 Arcade::Core Class Reference	5
3.1.1 Constructor & Destructor Documentation	5
3.1.1.1 Core()	5
3.1.2 Member Function Documentation	6
3.1.2.1 menu()	6
3.1.2.2 nextDisplay()	6
3.1.2.3 nextGame()	6
3.1.2.4 prevDisplay()	6
3.1.2.5 prevGame()	6
3.2 DyLib< T > Class Template Reference	7
3.2.1 Constructor & Destructor Documentation	7
3.2.1.1 DyLib() [1/2]	7
3.2.1.2 DyLib() [2/2]	7
3.2.2 Member Function Documentation	7
3.2.2.1 loadLib()	7
3.2.2.2 releaseLib()	8
3.3 Arcade::DyLibException Class Reference	8
3.3.1 Detailed Description	8
3.4 Arcade::DynamicTile Class Reference	9
3.4.1 Detailed Description	9
3.5 Arcade::exception Class Reference	9
3.5.1 Detailed Description	10
3.6 HighScore Class Reference	10
3.7 Arcade::IDisplay Class Reference	10
3.7.1 Member Function Documentation	11
3.7.1.1 clear()	11
3.7.1.2 draw()	11
3.7.1.3 event()	11
3.7.1.4 refresh()	11
3.8 Arcade::IGame Class Reference	12
3.8.1 Member Function Documentation	12
3.8.1.1 getScore()	12
3.8.1.2 loop()	12
3.8.1.3 reset()	13
3.9 Arcade::IObject Class Reference	13
3.9.1 Detailed Description	13

3.10 Arcade::MissingAsset Class Reference	13
3.10.1 Detailed Description	14
3.11 Arcade::NCURSES Class Reference	14
3.11.1 Member Function Documentation	14
3.11.1.1 clear()	14
3.11.1.2 draw()	14
3.11.1.3 event()	15
3.11.1.4 refresh()	15
3.12 Arcade::Pacman Class Reference	15
3.12.1 Member Function Documentation	16
3.12.1.1 getScore()	16
3.12.1.2 loop()	16
3.12.1.3 reset()	16
3.13 Arcade::Parsing Class Reference	17
3.14 Arcade::SDL Class Reference	17
3.14.1 Member Function Documentation	18
3.14.1.1 clear()	18
3.14.1.2 draw()	18
3.14.1.3 event()	18
3.14.1.4 refresh()	18
3.15 Arcade::SDLSoundObj Class Reference	19
3.16 Arcade::SDLTextureObj Class Reference	19
3.17 Arcade::SFML Class Reference	20
3.17.1 Member Function Documentation	20
3.17.1.1 clear()	20
3.17.1.2 draw()	20
3.17.1.3 event()	21
3.17.1.4 refresh()	21
3.18 Arcade::Snake Class Reference	21
3.18.1 Member Function Documentation	21
3.18.1.1 getScore()	22
3.18.1.2 loop()	22
3.18.1.3 reset()	22
3.19 Arcade::Sound Class Reference	22
3.19.1 Detailed Description	23
3.20 Arcade::Text Class Reference	23
3.20.1 Detailed Description	23
3.21 Arcade::Tile Class Reference	24
3.21.1 Detailed Description	24
<b>Index</b>	<b>25</b>

# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

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

DyLib< T > . . . . .	7
DyLib< Arcade::IDisplay > . . . . .	7
DyLib< Arcade::IGame > . . . . .	7
std::exception	
Arcade::exception . . . . .	9
Arcade::DyLibException . . . . .	8
Arcade::MissingAsset . . . . .	13
HighScore . . . . .	10
Arcade::IDisplay . . . . .	10
Arcade::NCURSES . . . . .	14
Arcade::SDL . . . . .	17
Arcade::SFML . . . . .	20
Arcade::IGame . . . . .	12
Arcade::Pacman . . . . .	15
Arcade::Snake . . . . .	21
Arcade::IObject . . . . .	13
Arcade::DynamicTile . . . . .	9
Arcade::Sound . . . . .	22
Arcade::Text . . . . .	23
Arcade::Tile . . . . .	24
Arcade::Parsing . . . . .	17
Arcade::Core . . . . .	5
Arcade::SDLSoundObj . . . . .	19
Arcade::SDLTextureObj . . . . .	19



## Chapter 2

# Class Index

### 2.1 Class List

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

<a href="#">Arcade::Core</a>	5
<a href="#">DyLib&lt; T &gt;</a>	7
<a href="#">Arcade::DyLibException</a>	8
<a href="#">Arcade::DynamicTile</a>	9
<a href="#">Arcade::exception</a>	9
<a href="#">HighScore</a>	10
<a href="#">Arcade::IDisplay</a>	10
<a href="#">Arcade::IGame</a>	12
<a href="#">Arcade::IObject</a>	13
<a href="#">Arcade::MissingAsset</a>	13
<a href="#">Arcade::NCURSES</a>	14
<a href="#">Arcade::Pacman</a>	15
<a href="#">Arcade::Parsing</a>	17
<a href="#">Arcade::SDL</a>	17
<a href="#">Arcade::SDLSoundObj</a>	19
<a href="#">Arcade::SDLTextureObj</a>	19
<a href="#">Arcade::SFML</a>	20
<a href="#">Arcade::Snake</a>	21
<a href="#">Arcade::Sound</a>	22
<a href="#">Arcade::Text</a>	23
<a href="#">Arcade::Tile</a>	24



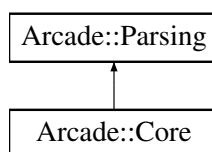


## Chapter 3

# Class Documentation

### 3.1 Arcade::Core Class Reference

Inheritance diagram for Arcade::Core:



#### Public Member Functions

- [Core](#) (int ac, char \*\*av)
- void [prevDisplay](#) ()
- void [nextDisplay](#) ()
- void [prevGame](#) ()
- void [nextGame](#) ()
- bool [menu](#) ()

#### Additional Inherited Members

#### 3.1.1 Constructor & Destructor Documentation

##### 3.1.1.1 Core()

```
Arcade::Core::Core (  
    int ac,  
    char ** av )
```

The [Core](#) class takes the program arguments as parameters. It is the bridge between graphic libraries and games

**Parameters**

<i>ac</i>	arguments counter
<i>av</i>	arguments value

## 3.1.2 Member Function Documentation

### 3.1.2.1 menu()

```
bool Arcade::Core::menu ( )
```

Loads the menu

**Returns**

false if the user exited, true otherwise

### 3.1.2.2 nextDisplay()

```
void Arcade::Core::nextDisplay ( )
```

Loads the next graphical library available

### 3.1.2.3 nextGame()

```
void Arcade::Core::nextGame ( )
```

Loads the next game library available

### 3.1.2.4 prevDisplay()

```
void Arcade::Core::prevDisplay ( )
```

Loads the previous graphical library available

### 3.1.2.5 prevGame()

```
void Arcade::Core::prevGame ( )
```

Loads the previous game library available

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

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

## 3.2 DyLib< T > Class Template Reference

### Public Member Functions

- [DyLib](#) () noexcept=default
- [DyLib](#) (const std::string &path)
- [DyLib](#) (const [DyLib](#) &)=delete
- [DyLib](#) ([DyLib](#) &&)=delete
- [DyLib](#) & [operator=](#) (const [DyLib](#) &)=delete
- [DyLib](#) & [operator=](#) ([DyLib](#) &&)=delete
- void [loadLib](#) (const std::string &path)
- void [releaseLib](#) () noexcept
- T \* [get](#) ()

### 3.2.1 Constructor & Destructor Documentation

#### 3.2.1.1 DyLib() [1/2]

```
template<typename T >
DyLib< T >::DyLib ( ) [default], [noexcept]
```

Creates a dynamic library object

#### 3.2.1.2 DyLib() [2/2]

```
template<typename T >
DyLib< T >::DyLib (
    const std::string & path ) [inline]
```

Creates a dynamic library instance

#### Parameters

<i>template</i>	type of the entity returned by entry_point function inside library
<i>path</i>	path to the dynamic library to load (.so, .dll, .dylib)

### 3.2.2 Member Function Documentation

#### 3.2.2.1 loadLib()

```
template<typename T >
void DyLib< T >::loadLib (
    const std::string & path ) [inline]
```

Load a dynamic library into the object. If a dynamic library was already opened, it will be unload and replaced

#### Parameters

<i>template</i>	type of the entity returned by entry_point function inside library
<i>path</i>	path to the dynamic library to load (.so, .dll, .dylib)

#### 3.2.2.2 releaseLib()

```
template<typename T >
void DyLib< T >::releaseLib ( ) [inline], [noexcept]
```

Close the dynamic library currently loaded in the object. This function will be automatically called by the class destructor

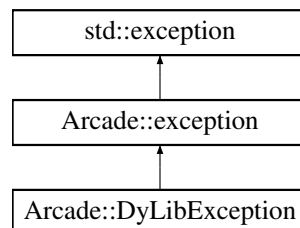
The documentation for this class was generated from the following file:

- include/DyLib.hpp

### 3.3 Arcade::DyLibException Class Reference

```
#include <Exception.hpp>
```

Inheritance diagram for Arcade::DyLibException:



#### Public Member Functions

- **DyLibException** (std::string error)

#### Additional Inherited Members

#### 3.3.1 Detailed Description

Exception thrown when an error occurred when loading a dynamic library at runtime. Inherits from [Arcade::exception](#)

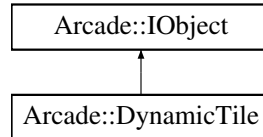
The documentation for this class was generated from the following file:

- include/Exception.hpp

## 3.4 Arcade::DynamicTile Class Reference

```
#include <Object.hpp>
```

Inheritance diagram for Arcade::DynamicTile:



### Public Member Functions

- **DynamicTile** (const [Tile](#) &main\_tile, unsigned int recurrence=0)
- std::pair< float, float > **getPosition** () const
- unsigned int **getRotation** () const
- [Arcade::Tile](#) \* **getActualTile** ()
- void **setPosition** (float x, float y)
- void **setRotation** (unsigned int angle)
- void **addTile** (const [Arcade::Tile](#) &tile)
- void **animate** ()

#### 3.4.1 Detailed Description

Class that contains multiple tiles of size <getSize()> use animate() member to animate the tile

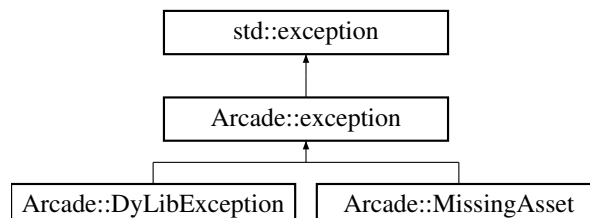
The documentation for this class was generated from the following file:

- include/Object.hpp

## 3.5 Arcade::exception Class Reference

```
#include <Exception.hpp>
```

Inheritance diagram for Arcade::exception:



### Public Member Functions

- **exception** (std::string error)
- const char \* **what** () const noexcept override

## Protected Attributes

- `const std::string m_error`

### 3.5.1 Detailed Description

Exception class for Arcade

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

- `include/Exception.hpp`

## 3.6 HighScore Class Reference

### Public Member Functions

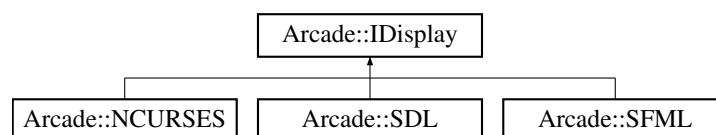
- **HighScore** (`const std::string &file`)
- void **load** (`const std::string &file`)
- void **writeNewScore** ()
- void **setNewScore** (`std::string score`)
- void **dump** ()
- `std::vector< std::string >` **getContent** ()

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

- `lib/Game/include/HighScore.hpp`
- `lib/Game/src/HighScore.cpp`

## 3.7 Arcade::IDisplay Class Reference

Inheritance diagram for `Arcade::IDisplay`:



### Public Member Functions

- virtual `Arcade::Input event` ()=0
- virtual void `clear` ()=0
- virtual void `refresh` ()=0
- virtual void `draw` (`std::shared_ptr< Arcade::IObject > object`)=0

### 3.7.1 Member Function Documentation

#### 3.7.1.1 clear()

```
virtual void Arcade::IDisplay::clear ( ) [pure virtual]
```

clear the screen of the current graphical library

Implemented in [Arcade::SFML](#), [Arcade::SDL](#), and [Arcade::NCURSES](#).

#### 3.7.1.2 draw()

```
virtual void Arcade::IDisplay::draw (
    std::shared_ptr< Arcade::IObject > object ) [pure virtual]
```

Draw the [Arcade::IObject](#) into the current graphical library

##### Parameters

<i>object</i>	to be draw into the current graphical library
---------------	---

Implemented in [Arcade::SFML](#), [Arcade::SDL](#), and [Arcade::NCURSES](#).

#### 3.7.1.3 event()

```
virtual Arcade::Input Arcade::IDisplay::event ( ) [pure virtual]
```

##### Returns

[Arcade::Input](#) that corresponds to the last event from the current graphical library

Implemented in [Arcade::SFML](#), [Arcade::SDL](#), and [Arcade::NCURSES](#).

#### 3.7.1.4 refresh()

```
virtual void Arcade::IDisplay::refresh ( ) [pure virtual]
```

refresh the screen of the current graphical library

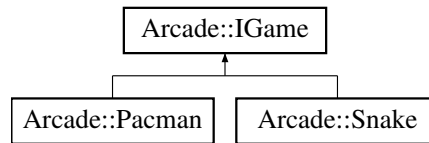
Implemented in [Arcade::SFML](#), [Arcade::SDL](#), and [Arcade::NCURSES](#).

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

- lib/Display/include/IDisplay.hpp

## 3.8 Arcade::IGame Class Reference

Inheritance diagram for Arcade::IGame:



### Public Member Functions

- virtual `std::vector< std::shared_ptr< Arcade::IObject > > loop` (Arcade::Input event)=0
- virtual `int getScore ()`=0
- virtual `void reset ()`=0

### 3.8.1 Member Function Documentation

#### 3.8.1.1 `getScore()`

```
virtual int Arcade::IGame::getScore ( ) [pure virtual]
```

##### Returns

the actual score of the current game library

Implemented in [Arcade::Snake](#), and [Arcade::Pacman](#).

#### 3.8.1.2 `loop()`

```
virtual std::vector<std::shared_ptr<Arcade::IObject> > Arcade::IGame::loop (
    Arcade::Input event ) [pure virtual]
```

##### Parameters

<i>event</i>	Arcade::Input event received to be processed by the game
--------------	--

##### Returns

a vector of [Arcade::IObject](#) to be draw into the current graphical library

Implemented in [Arcade::Snake](#), and [Arcade::Pacman](#).



### 3.8.1.3 reset()

```
virtual void Arcade::IGame::reset ( ) [pure virtual]
```

Reset the current game library

Implemented in [Arcade::Snake](#), and [Arcade::Pacman](#).

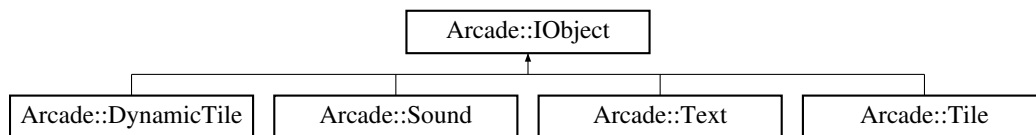
The documentation for this class was generated from the following file:

- lib/Game/include/IGame.hpp

## 3.9 Arcade::IObject Class Reference

```
#include <Object.hpp>
```

Inheritance diagram for Arcade::IObject:



### 3.9.1 Detailed Description

Pure virtual class that can be polymorfed into :

[Tile](#) [DynamicTile](#) [Sound](#) [Text](#)

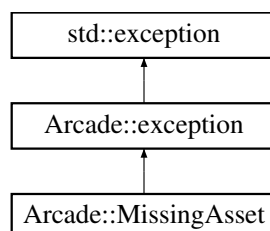
The documentation for this class was generated from the following file:

- include/Object.hpp

## 3.10 Arcade::MissingAsset Class Reference

```
#include <Exception.hpp>
```

Inheritance diagram for Arcade::MissingAsset:



## Public Member Functions

- **MissingAsset** (std::string error)

## Additional Inherited Members

### 3.10.1 Detailed Description

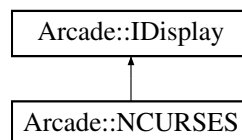
Exception thrown when a missing asset is detected at runtime. Inherits from [Arcade::exception](#)

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

- include/Exception.hpp

## 3.11 Arcade::NCURSES Class Reference

Inheritance diagram for Arcade::NCURSES:



## Public Member Functions

- Arcade::Input [event](#) ()
- void [clear](#) ()
- void [refresh](#) ()
- void [draw](#) (std::shared\_ptr< [Arcade::IObject](#) > object)
- void **drawTile** ([Arcade::Tile](#) \*tile)
- void **drawText** ([Arcade::Text](#) \*text)
- void **playSound** ([Arcade::Sound](#) \*)

### 3.11.1 Member Function Documentation

#### 3.11.1.1 clear()

```
void Arcade::NCURSES::clear ( ) [virtual]
```

clear the screen of the current graphical library

Implements [Arcade::IDisplay](#).

#### 3.11.1.2 draw()

```
void Arcade::NCURSES::draw (
    std::shared_ptr< Arcade::IObject > object ) [virtual]
```

Draw the [Arcade::IObject](#) into the current graphical library

## Parameters

<i>object</i>	to be draw into the current graphical library
---------------	---

Implements [Arcade::IDisplay](#).

**3.11.1.3 event()**

```
Arcade::Input Arcade::NCURSES::event ( ) [virtual]
```

## Returns

Arcade::Input that corresponds to the last event from the current graphical library

Implements [Arcade::IDisplay](#).

**3.11.1.4 refresh()**

```
void Arcade::NCURSES::refresh ( ) [virtual]
```

refresh the screen of the current graphical library

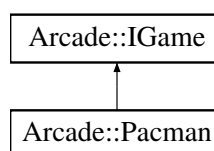
Implements [Arcade::IDisplay](#).

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

- lib/Display/Ncurses/include/NCURSES.hpp
- lib/Display/Ncurses/src/NCURSES.cpp

**3.12 Arcade::Pacman Class Reference**

Inheritance diagram for Arcade::Pacman:

**Public Member Functions**

- int [getScore](#) () override
- void [reset](#) () override
- std::vector< std::shared\_ptr< [IObject](#) > > [loop](#) (Arcade::Input ev) override

### 3.12.1 Member Function Documentation

#### 3.12.1.1 `getScore()`

```
int Arcade::Pacman::getScore ( ) [inline], [override], [virtual]
```

##### Returns

the actual score of the current game library

Implements [Arcade::IGame](#).

#### 3.12.1.2 `loop()`

```
std::vector< std::shared_ptr< Arcade::IObject > > Arcade::Pacman::loop (
    Arcade::Input event ) [override], [virtual]
```

##### Parameters

<i>event</i>	Arcade::Input event received to be processed by the game
--------------	--

##### Returns

a vector of [Arcade::IObject](#) to be draw into the current graphical library

Implements [Arcade::IGame](#).

#### 3.12.1.3 `reset()`

```
void Arcade::Pacman::reset ( ) [override], [virtual]
```

Reset the current game library

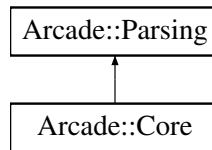
Implements [Arcade::IGame](#).

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

- lib/Game/Pacman/include/Pacman.hpp
- lib/Game/Pacman/src/Pacman.cpp

## 3.13 Arcade::Parsing Class Reference

Inheritance diagram for Arcade::Parsing:



### Public Member Functions

- **Parsing** (int ac, char \*\*av)

### Protected Attributes

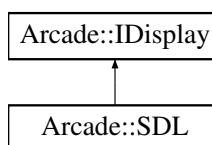
- std::vector< std::string > **m\_GameLibs** {}
- int **m\_GameLibsIterator**
- std::vector< std::string > **m\_GraphLibs** {}
- int **m\_GraphLibsIterator**
- std::string **m\_name**

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

- include/Parsing.hpp
- src/Parsing.cpp

## 3.14 Arcade::SDL Class Reference

Inheritance diagram for Arcade::SDL:



### Public Member Functions

- **SDL** (const [SDL](#) &)=delete
- **SDL** ([SDL](#) &&)=delete
- [SDL](#) & **operator=** (const [SDL](#) &)=delete
- [SDL](#) & **operator=** ([SDL](#) &&)=delete
- Arcade::Input [event](#) ()
- void [clear](#) ()
- void [refresh](#) ()
- void [draw](#) (std::shared\_ptr< [Arcade::IObject](#) > object)
- void **drawTile** ([Arcade::Tile](#) \*tile)
- void **drawText** ([Arcade::Text](#) \*text)
- void **playSound** ([Arcade::Sound](#) \*sound)

### 3.14.1 Member Function Documentation

#### 3.14.1.1 clear()

```
void Arcade::SDL::clear ( ) [virtual]
```

clear the screen of the current graphical library

Implements [Arcade::IDisplay](#).

#### 3.14.1.2 draw()

```
void Arcade::SDL::draw (
    std::shared_ptr< Arcade::IObject > object ) [virtual]
```

Draw the [Arcade::IObject](#) into the current graphical library

##### Parameters

<i>object</i>	to be draw into the current graphical library
---------------	---

Implements [Arcade::IDisplay](#).

#### 3.14.1.3 event()

```
Arcade::Input Arcade::SDL::event ( ) [virtual]
```

##### Returns

Arcade::Input that corresponds to the last event from the current graphical library

Implements [Arcade::IDisplay](#).

#### 3.14.1.4 refresh()

```
void Arcade::SDL::refresh ( ) [virtual]
```

refresh the screen of the current graphical library

Implements [Arcade::IDisplay](#).

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

- lib/Display/SDL/include/SDL.hpp
- lib/Display/SDL/src/SDL.cpp

## 3.15 Arcade::SDLSoundObj Class Reference

### Public Member Functions

- **SDLSoundObj** (const [SDLSoundObj](#) &)=delete
- **SDLSoundObj** ([SDLSoundObj](#) &&)=delete
- [SDLSoundObj](#) & **operator=** (const [SDLSoundObj](#) &)=delete
- [SDLSoundObj](#) & **operator=** ([SDLSoundObj](#) &&)=delete
- **SDLSoundObj** (const std::string &path)
- void **play** ()

### Public Attributes

- Mix\_Music \* **m\_sound**

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

- lib/Display/SDL/include/SDL.hpp

## 3.16 Arcade::SDLTextureObj Class Reference

### Public Member Functions

- **SDLTextureObj** (const [SDLTextureObj](#) &)=delete
- **SDLTextureObj** ([SDLTextureObj](#) &&)=delete
- [SDLTextureObj](#) & **operator=** (const [SDLTextureObj](#) &)=delete
- [SDLTextureObj](#) & **operator=** ([SDLTextureObj](#) &&)=delete
- **SDLTextureObj** (const std::string &path, SDL\_Renderer \*renderer)
- **SDLTextureObj** ([Arcade::Text](#) text, TTF\_Font \*font, SDL\_Renderer \*renderer)
- void **setPosition** (float x, float y)

### Public Attributes

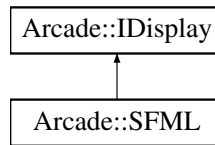
- SDL\_Texture \* **m\_img** {}
- SDL\_Rect **m\_rect** {}
- SDL\_Point **m\_center** {}

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

- lib/Display/SDL/include/SDL.hpp
- lib/Display/SDL/src/SDL.cpp

## 3.17 Arcade::SFML Class Reference

Inheritance diagram for Arcade::SFML:



### Public Member Functions

- Arcade::Input [event](#) ()
- void [clear](#) ()
- void [refresh](#) ()
- void [draw](#) (std::shared\_ptr< [Arcade::IObject](#) > object)
- void [drawTile](#) ([Arcade::Tile](#) \*tile)
- void [drawText](#) ([Arcade::Text](#) \*text)
- void [playSound](#) ([Arcade::Sound](#) \*sound)

### 3.17.1 Member Function Documentation

#### 3.17.1.1 clear()

```
void Arcade::SFML::clear ( ) [virtual]
```

clear the screen of the current graphical library

Implements [Arcade::IDisplay](#).

#### 3.17.1.2 draw()

```
void Arcade::SFML::draw (
    std::shared_ptr< Arcade::IObject > object ) [virtual]
```

Draw the [Arcade::IObject](#) into the current graphical library

##### Parameters

<i>object</i>	to be draw into the current graphical library
---------------	---

Implements [Arcade::IDisplay](#).



### 3.17.1.3 event()

```
Arcade::Input Arcade::SFML::event ( ) [virtual]
```

#### Returns

Arcade::Input that corresponds to the last event from the current graphical library

Implements [Arcade::IDisplay](#).

### 3.17.1.4 refresh()

```
void Arcade::SFML::refresh ( ) [virtual]
```

refresh the screen of the current graphical library

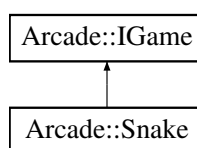
Implements [Arcade::IDisplay](#).

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

- lib/Display/SFML/include/SFML.hpp
- lib/Display/SFML/src/SFML.cpp

## 3.18 Arcade::Snake Class Reference

Inheritance diagram for Arcade::Snake:



### Public Member Functions

- int [getScore](#) () override
- void [reset](#) () override
- std::vector< std::shared\_ptr< [IObject](#) > > [loop](#) (Arcade::Input ev) override

### 3.18.1 Member Function Documentation

### 3.18.1.1 `getScore()`

```
int Arcade::Snake::getScore ( ) [inline], [override], [virtual]
```

#### Returns

the actual score of the current game library

Implements [Arcade::IGame](#).

### 3.18.1.2 `loop()`

```
std::vector< std::shared_ptr< Arcade::IObject > > Arcade::Snake::loop (
    Arcade::Input event ) [override], [virtual]
```

#### Parameters

<i>event</i>	Arcade::Input event received to be processed by the game
--------------	--

#### Returns

a vector of [Arcade::IObject](#) to be draw into the current graphical library

Implements [Arcade::IGame](#).

### 3.18.1.3 `reset()`

```
void Arcade::Snake::reset ( ) [override], [virtual]
```

Reset the current game library

Implements [Arcade::IGame](#).

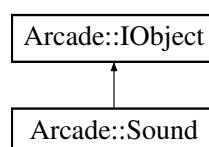
The documentation for this class was generated from the following files:

- lib/Game/Snake/include/Snake.hpp
- lib/Game/Snake/src/Snake.cpp

## 3.19 Arcade::Sound Class Reference

```
#include <Object.hpp>
```

Inheritance diagram for Arcade::Sound:



## Public Member Functions

- **Sound** (std::string path)
- std::string **getSound** () const
- void **setSound** (std::string path)

### 3.19.1 Detailed Description

Class that contains a relative path to a sound file

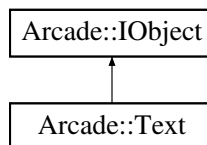
The documentation for this class was generated from the following file:

- include/Object.hpp

## 3.20 Arcade::Text Class Reference

```
#include <Object.hpp>
```

Inheritance diagram for Arcade::Text:



## Public Member Functions

- **Text** (std::string text, Arcade::Color color=WHITE, float x=0, float y=0)
- void **setText** (std::string text)
- void **setColor** (Arcade::Color color)
- void **setPosition** (float x, float y)
- std::string **getText** () const
- Arcade::Color **getColor** () const
- std::pair< float, float > **getPosition** () const

### 3.20.1 Detailed Description

Class that contains text to be displayed

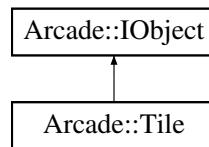
The documentation for this class was generated from the following file:

- include/Object.hpp

## 3.21 Arcade::Tile Class Reference

```
#include <Object.hpp>
```

Inheritance diagram for Arcade::Tile:



### Public Member Functions

- **Tile** (std::string path\_to\_bmp, unsigned char symbol, Arcade::Color color=WHITE, float x=0, float y=0)
- std::string **getPath** () const
- unsigned char **getSymbol** () const
- Arcade::Color **getColor** () const
- std::pair< float, float > **getPosition** () const
- unsigned int **getRotation** () const
- void **setPath** (std::string path\_to\_bmp)
- void **setSymbol** (unsigned char symbol)
- void **setColor** (Arcade::Color color)
- void **setPosition** (float x, float y)
- void **setRotation** (unsigned int angle)

### 3.21.1 Detailed Description

Class that contains a tile of size <getTileSize()>

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

- include/Object.hpp

# Index

- Arcade::Core, [5](#)
  - Core, [5](#)
  - menu, [6](#)
  - nextDisplay, [6](#)
  - nextGame, [6](#)
  - prevDisplay, [6](#)
  - prevGame, [6](#)
- Arcade::DyLibException, [8](#)
- Arcade::DynamicTile, [9](#)
- Arcade::exception, [9](#)
- Arcade::IDisplay, [10](#)
  - clear, [11](#)
  - draw, [11](#)
  - event, [11](#)
  - refresh, [11](#)
- Arcade::IGame, [12](#)
  - getScore, [12](#)
  - loop, [12](#)
  - reset, [12](#)
- Arcade::IObject, [13](#)
- Arcade::MissingAsset, [13](#)
- Arcade::NCURSES, [14](#)
  - clear, [14](#)
  - draw, [14](#)
  - event, [15](#)
  - refresh, [15](#)
- Arcade::Pacman, [15](#)
  - getScore, [16](#)
  - loop, [16](#)
  - reset, [16](#)
- Arcade::Parsing, [17](#)
- Arcade::SDL, [17](#)
  - clear, [18](#)
  - draw, [18](#)
  - event, [18](#)
  - refresh, [18](#)
- Arcade::SDLSoundObj, [19](#)
- Arcade::SDLTextureObj, [19](#)
- Arcade::SFML, [20](#)
  - clear, [20](#)
  - draw, [20](#)
  - event, [20](#)
  - refresh, [21](#)
- Arcade::Snake, [21](#)
  - getScore, [21](#)
  - loop, [22](#)
  - reset, [22](#)
- Arcade::Sound, [22](#)
- Arcade::Text, [23](#)

- Arcade::Tile, [24](#)
- clear
  - Arcade::IDisplay, [11](#)
  - Arcade::NCURSES, [14](#)
  - Arcade::SDL, [18](#)
  - Arcade::SFML, [20](#)
- Core
  - Arcade::Core, [5](#)
- draw
  - Arcade::IDisplay, [11](#)
  - Arcade::NCURSES, [14](#)
  - Arcade::SDL, [18](#)
  - Arcade::SFML, [20](#)
- DyLib
  - DyLib< T >, [7](#)
- DyLib< T >, [7](#)
  - DyLib, [7](#)
  - loadLib, [7](#)
  - releaseLib, [8](#)
- event
  - Arcade::IDisplay, [11](#)
  - Arcade::NCURSES, [15](#)
  - Arcade::SDL, [18](#)
  - Arcade::SFML, [20](#)
- getScore
  - Arcade::IGame, [12](#)
  - Arcade::Pacman, [16](#)
  - Arcade::Snake, [21](#)
- HighScore, [10](#)
- loadLib
  - DyLib< T >, [7](#)
- loop
  - Arcade::IGame, [12](#)
  - Arcade::Pacman, [16](#)
  - Arcade::Snake, [22](#)
- menu
  - Arcade::Core, [6](#)
- nextDisplay
  - Arcade::Core, [6](#)
- nextGame
  - Arcade::Core, [6](#)
- prevDisplay

- Arcade::Core, [6](#)
- prevGame
  - Arcade::Core, [6](#)
- refresh
  - Arcade::IDisplay, [11](#)
  - Arcade::NCURSES, [15](#)
  - Arcade::SDL, [18](#)
  - Arcade::SFML, [21](#)
- releaseLib
  - DyLib< T >, [8](#)
- reset
  - Arcade::IGame, [12](#)
  - Arcade::Pacman, [16](#)
  - Arcade::Snake, [22](#)