Arcade

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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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Chapter 2

Class Index

2.1 Class List

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

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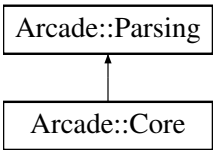
Chapter 3

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

ac	arguments counter
av	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

template	type of the entity returned by entry_point function inside library
path	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

template	type of the entity returned by entry_point function inside library
path	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

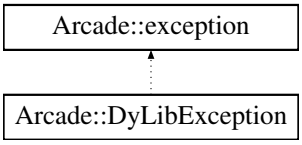
The documentation for this class was generated from the following file:

- include/DyLib.hpp

3.3 Arcade::DyLibException Class Reference

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

Inheritance diagram for Arcade::DyLibException:



Public Member Functions

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

3.3.1 Detailed Description

Exception thrown when an error occured when loading a dynamic library at runtime. Inherits from Arcade::exception

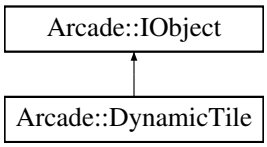
The documentation for this class was generated from the following file:

- 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 recurence=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 <getTileSize()> use animate() member to animate the tile

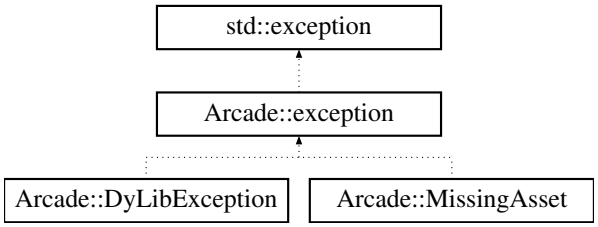
The documentation for this class was generated from the following file:

- 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

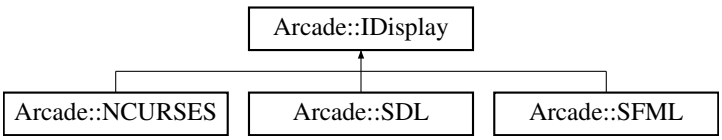
- **HighScore** (const std::string &file="score.txt")
- void **writeNewScore** ()
- void **setNewScore** (std::string score)
- void **dump** ()

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

object	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

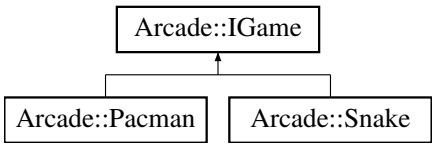
Implemented in Arcade::SFML, Arcade::SDL, and Arcade::NCURSES.

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

event	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.

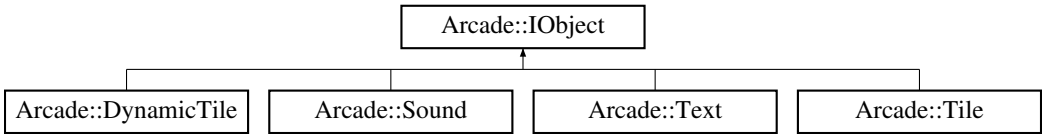
The documentation for this class was generated from the following file:

- 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

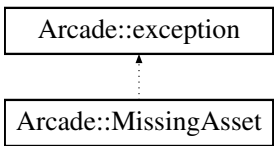
The documentation for this class was generated from the following file:

- include/Object.hpp

3.10 Arcade::MissingAsset Class Reference

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

Inheritance diagram for Arcade::MissingAsset:



Public Member Functions

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

3.10.1 Detailed Description

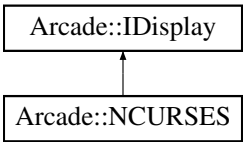
Exception thrown when a missing asset is detected at runtime. Inherits from Arcade::exception

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 **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

object	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

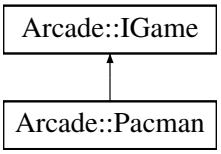
Implements Arcade::IDisplay.

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

event	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

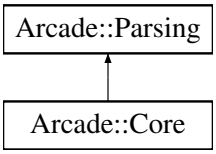
Implements Arcade::IGame.

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

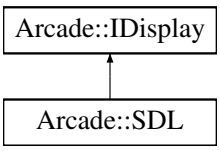
- std::vector< std::string > **m_GameLibs** {}
- int **m_GameLibsIterator**
- std::vector< std::string > **m_GraphLibs** {}
- int **m_GraphLibsIterator**
- std::string **m_name**

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 **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

object	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

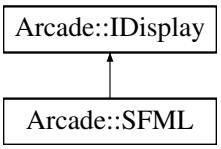
- SDL_Texture ∗ **m_img** {}
- SDL_Rect **m_rect** {}
- SDL_Point **m_center** {}

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 **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

object	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

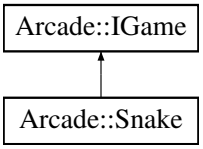
Implements Arcade::IDisplay.

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

event	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.

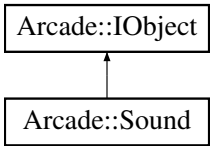
The documentation for this class was generated from the following files:

- 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

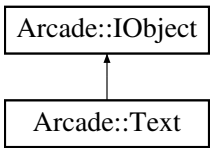
The documentation for this class was generated from the following file:

- 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

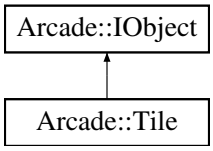
The documentation for this class was generated from the following file:

- 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

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