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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DyLib< Arcade::IDisplay > . . . 5
DyLib< Arcade::IGame > . . . 5
std::exception
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Chapter 2

Class Index

2.1 Class List

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

Arcade::Core 5
DyLib< T > 5
Arcade::DynamicTile 6
Arcade::exception 6
Arcade::IDisplay 7
Arcade::IGame 7
Arcade::IObject 8
Arcade::MissingAsset 8
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Arcade::Pacman 9
Arcade::Parsing 9
Arcade::SDL 10
Arcade::SDLTextureObj 10
Arcade::SFML 11
Arcade::Snake 11
Arcade::Sound 12
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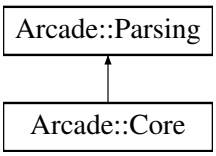
Chapter 3

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** ()
- void **menu** ()

Additional Inherited Members

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

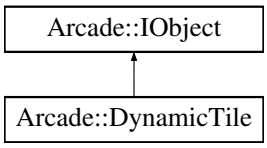
- **DyLib** (const std::string &path)
- void **loadLib** (const std::string &path)
- void **releaseLib** ()
- T $*$ **get** ()

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

- include/DyLib.hpp

3.3 Arcade::DynamicTile Class Reference

Inheritance diagram for Arcade::DynamicTile:



Public Member Functions

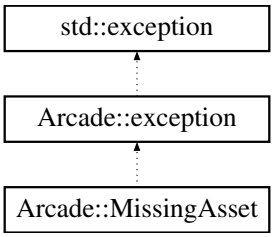
- **DynamicTile** (const Tile &main_tile, unsigned int recurence=0)
- std::pair< unsigned int, unsigned int > **getPosition** () const
- unsigned int **getRotation** () const
- Arcade::Tile * **getActualTile** ()
- void **setPosition** (unsigned int x, unsigned int y)
- void **setRotation** (unsigned int angle)
- void **addTile** (const Arcade::Tile &tile)
- void **animate** ()

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

- include/Object.hpp

3.4 Arcade::exception Class Reference

Inheritance diagram for Arcade::exception:



Public Member Functions

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

Protected Attributes

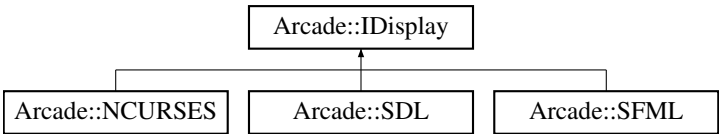
- const std::string **m_error**

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

- include/Exception.hpp

3.5 Arcade::IDisplay Class Reference

Inheritance diagram for Arcade::IDisplay:



Public Member Functions

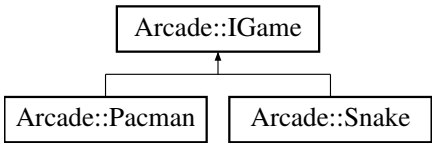
- virtual Arcade::Input **event** ()=0
- virtual void **clear** ()=0
- virtual void **refresh** ()=0
- virtual void **draw** (std::shared_ptr< Arcade::IObject > object)=0
- virtual void **playSound** (Arcade::Sound *sound)=0

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

- lib/Display/include/IDisplay.hpp

3.6 Arcade::IGame Class Reference

Inheritance diagram for Arcade::IGame:



Public Member Functions

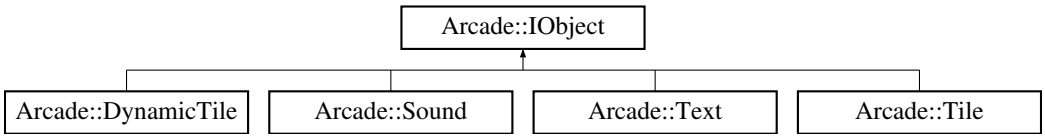
- virtual std::vector< std::shared_ptr< Arcade::IObject > > **loop** (Arcade::Input ev)=0
- virtual int **getScore** ()=0
- virtual void **reset** ()=0

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

- lib/Game/include/IGame.hpp

3.7 Arcade::IObject Class Reference

Inheritance diagram for Arcade::IObject:

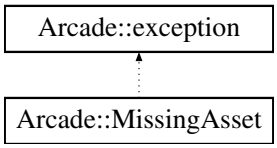


The documentation for this class was generated from the following file:

- include/Object.hpp

3.8 Arcade::MissingAsset Class Reference

Inheritance diagram for Arcade::MissingAsset:



Public Member Functions

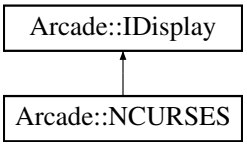
- **MissingAsset** (std::string error)

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

- include/Exception.hpp

3.9 Arcade::NCURSES Class Reference

Inheritance diagram for Arcade::NCURSES:



Public Member Functions

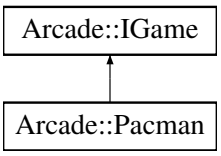
- Arcade::Input **event** ()
- void **clear** ()
- void **refresh** ()
- void **draw** (std::shared_ptr< Arcade::IObject > object)
- void **playSound** (Arcade::Sound *sound)

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

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

3.10 Arcade::Pacman Class Reference

Inheritance diagram for Arcade::Pacman:



Public Member Functions

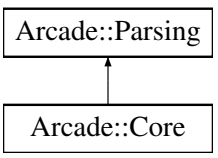
- int **getScore** () override
- void **reset** () override
- std::vector< std::shared_ptr< IObject > > **loop** (Arcade::Input ev) override

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

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

3.11 Arcade::Parsing Class Reference

Inheritance diagram for Arcade::Parsing:



Public Member Functions

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

Protected Attributes

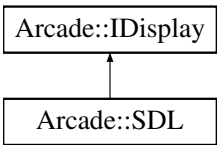
- std::vector< std::string > **m_GameLibs**
- int **m_GameLibsIterator**
- std::vector< std::string > **m_GraphLibs**
- int **m_GraphLibsIterator**
- std::string **m_name**

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

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

3.12 Arcade::SDL Class Reference

Inheritance diagram for Arcade::SDL:



Public Member Functions

- Arcade::Input **event** ()
- void **clear** ()
- void **refresh** ()
- void **draw** (std::shared_ptr< Arcade::IObject > object)
- void **playSound** (Arcade::Sound *sound)

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

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

3.13 Arcade::SDLTextureObj Class Reference

Public Member Functions

- **SDLTextureObj** (const std::string &path, SDL_Renderer *renderer)
- **SDLTextureObj** (Arcade::Text text, TTF_Font *font, SDL_Renderer *renderer)
- void **setPosition** (unsigned int x, unsigned int y)

Public Attributes

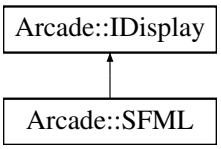
- SDL_Texture * **m_img**
- SDL_Rect * **m_rect**
- SDL_Point **m_center**

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

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

3.14 Arcade::SFML Class Reference

Inheritance diagram for Arcade::SFML:



Public Member Functions

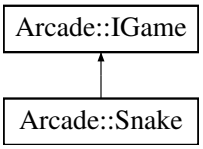
- Arcade::Input **event** ()
- void **clear** ()
- void **refresh** ()
- void **draw** (std::shared_ptr< Arcade::IObject > object)
- void **playSound** (Arcade::Sound *sound)

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

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

3.15 Arcade::Snake Class Reference

Inheritance diagram for Arcade::Snake:



Public Member Functions

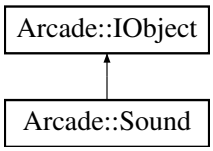
- int **getScore** () override
- void **reset** () override
- std::vector< std::shared_ptr< IObject > > **loop** (Arcade::Input ev) override

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

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

3.16 Arcade::Sound Class Reference

Inheritance diagram for Arcade::Sound:



Public Member Functions

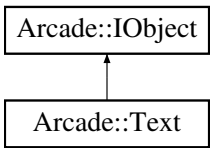
- **Sound** (std::string path)
- std::string **getSound** () const
- void **setSound** (std::string path)

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

- include/Object.hpp

3.17 Arcade::Text Class Reference

Inheritance diagram for Arcade::Text:



Public Member Functions

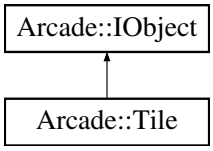
- **Text** (std::string text, Arcade::Color color=WHITE, unsigned int x=0, unsigned int y=0)
- void **setText** (std::string text)
- void **setColor** (Arcade::Color color)
- void **setPosition** (unsigned int x, unsigned int y)
- std::string **getText** () const
- Arcade::Color **getColor** () const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

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

- include/Object.hpp

3.18 Arcade::Tile Class Reference

Inheritance diagram for Arcade::Tile:



Public Member Functions

- **Tile** (std::string path_to_bmp, unsigned char symbol, Arcade::Color color=WHITE, unsigned int x=0, unsigned int y=0)
- std::string **getPath** () const
- unsigned char **getSymbol** () const
- Arcade::Color **getColor** () const
- std::pair< unsigned int, unsigned int > **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** (unsigned int x, unsigned int y)
- void **setRotation** (unsigned int angle)

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

- include/Object.hpp

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