Proyecto2

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Contents

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Class Index

1.1 Class List

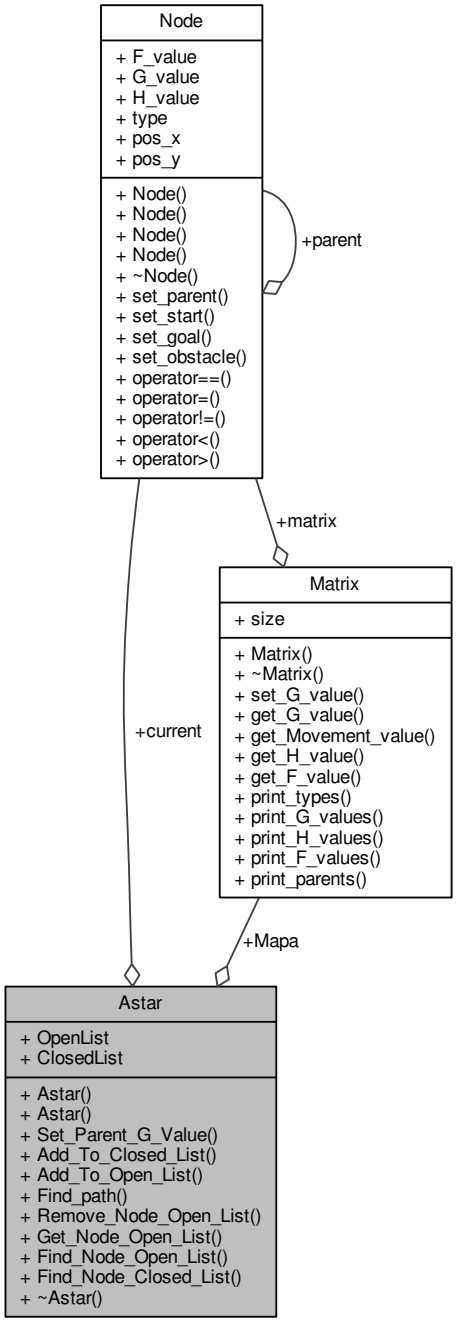
Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 2

Class Documentation

2.1 Astar Class Reference

Collaboration diagram for Astar:



Public Member Functions

- **Astar** (int tam, int start_x, int start_y, int goal_x, int goal_y)
- void **Set_Parent_G_Value** (Node actual)
- void **Add_To_Closed_List** (Node actual)

- void **Add_To_Open_List** (Node actual)
- void **Find_path** (Node &current)
- void **Remove_Node_Open_List** ()
- Node **Get_Node_Open_List** ()
- int **Find_Node_Open_List** (const Node a)
- int **Find_Node_Closed_List** (const Node b)

Public Attributes

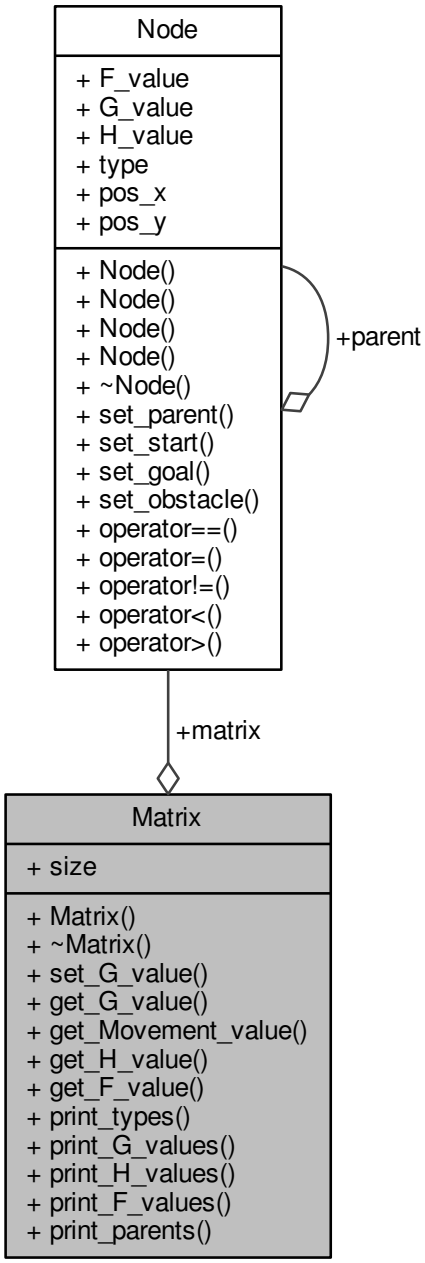
- vector< Node > **OpenList**
- vector< Node > **ClosedList**
- Matrix * **Mapa**
- Node **current**

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

- Astar.h
- Astar.cpp

2.2 Matrix Class Reference

Collaboration diagram for Matrix:



Public Member Functions

- Matrix (int tam)
- void **set_G_value** (Node &start)
- int **get_G_value** (int actual_G, int padre_G)

- int **get_Movement_value** (Node &actual, Node &Padre)
- int **get_H_value** (Node &actual, Node &final)
- int **get_F_value** (Node &actual)
- void **print_types** ()
- void **print_G_values** ()
- void **print_H_values** ()
- void **print_F_values** ()
- void **print_parents** ()

Public Attributes

- Node ** **matrix**
- int **size**

2.2.1 Constructor & Destructor Documentation

2.2.1.1 Matrix::Matrix (int *tam*)

Creacion de la matriz

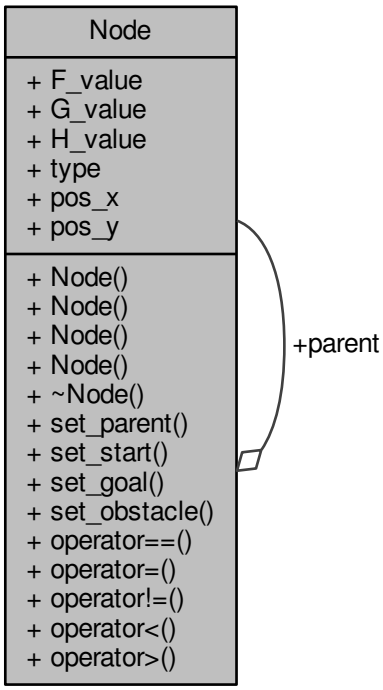
Inicializacion

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

- Matrix.h
- Matrix.cpp

2.3 Node Class Reference

Collaboration diagram for Node:



Public Member Functions

- **Node** (const Node &N)
- **Node** (int x, int y)
- **Node** (int f, int g, int h, int type, Node *father)
- void **set_parent** (Node p)
- void **set_start** ()
- void **set_goal** ()
- void **set_obstacle** ()
- int **operator==** (const Node &N) const
- Node & **operator=** (const Node &N)
- int **operator!=** (const Node &N) const
- int **operator<** (const Node &N) const
- int **operator>** (const Node &N) const

Public Attributes

- int **F_value**
- int **G_value**
- int **H_value**
- int **type**

- Node * parent

  0 para nodo normal,1 para start, 2 para goal, 3 para obstaculo y 4 para path
- int **pos_x**
- int **pos_y**

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

- Node.h
- Node.cpp

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