Guess Who Documentation

Database connectivity - in highscorewindow constructor (reads score table from class database)

QProcess - in mainwindow createText function. Can read in PersonData.txt if stored to the root of the C:\ drive or can create a text file similar to the format used for that text file. Uses the CreateText.exe generated from the CreateText folder.

Read/Write to File - in TextFile.h’s getDataFromFile function. Reads in the character attributes and some stylesheet settings used for the character buttons.

QMutex- in GameManager.h. Used for threading.

Various Qt classes used:

* QMenu & QAction are used by the mainwindow class for the status bar and the options available in that status bar. Located in mainwindow’s createMenu and createActions functions.
* QStackedWidget for the main menu screen of the game. mainMenuWidget is stacked on top of the gameWidget to switch between the menu page and game page. Located in mainwindow’s constructor.
* QDialog for all the dialog boxes brought up by the Question Selection buttons along with a couple others (aboutwindow, highscoreswindow).
* QRadioButton available answers for each question dialog box. Located in the constructors of the question dialog boxes (hairwindow, headwearwindow, genderwindow, eyecolorwindow, facialhairwindow).
* QPixmap for the slightly transparent character images on the main menu screen as well as the Guess Who title. Located in mainwindow’s createMainMenuWidget.
* QMainWindow represented by the mainwindow class. It’s the mainwindow of the program

Other than that all that’s left is the basic classes used for the GUI (QPushButton, QVBoxLayout or QHBoxLayout, QMessageBox, QDialogButtonBox, etc..)