CE103 Algorithms and Programming I HW5

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Namespace Index

1.1 Namespace List

Here is a list of all namespaces with brief descriptions:

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ce103_hw5_snake_dll 7
ce103_hw5_snake_test 7

Chapter 2

Data Structure Index

2.1 Data Structures

Here are the data structures with brief descriptions:

ce103_hw5_snake_dll.Class1 9
ce103_hw5_snake_app.Program 10
ce103_hw5_snake_test.UnitTest1 11

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

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Chapter 4

Namespace Documentation

4.1 ce103_hw5_snake_app Namespace Reference

Data Structures

- class Program

4.2 ce103_hw5_snake_dll Namespace Reference

Data Structures

- class Class1

4.3 ce103_hw5_snake_test Namespace Reference

Data Structures

- class UnitTest1

Chapter 5

Data Structure Documentation

5.1 ce103_hw5_snake_dll.Class1 Class Reference

Public Member Functions

- ConsoleKey waitForAnyKey ()
- int getGameSpeed ()
- void pauseMenu ()
- ConsoleKey checkKeysPressed (ConsoleKey direction)
- bool collisionSnake (int x, int y, int[,] snakeXY, int snakeLength, int detect)
- void generateFood (int[ ] foodXY, int width, int height, int[,] snakeXY, int snakeLength)
- void moveSnakeArray (int[,] snakeXY, int snakeLength, ConsoleKey direction)

Move Snake Body (move)

Move snake body

Moving snake body

Parameters

in	snakeXY	***[int[,]]** snake coordinates*
in	snakeLength	***[int]** index of fibonacci number in the serie*
in	direction	***[ConsoleKey]** index of fibonacci number in the serie*

- void move (int[,] snakeXY, int snakeLength, ConsoleKey direction)
- bool eatFood (int[,] snakeXY, int[ ] foodXY)
- bool collisionDetection (int[,] snakeXY, int consoleWidth, int consoleHeight, int snakeLength)
- void refreshInfoBar (int score, int speed)
- void youWinScreen ()
- void gameOverScreen ()
- void startGame (int[,] snakeXY, int[ ] foodXY, int consoleWidth, int consoleHeight, int snakeLength, ConsoleKey direction, int score, int speed)
- void loadEnviroment (int consoleWidth, int consoleHeight)
- void loadSnake (int[,] snakeXY, int snakeLength)
- void prepairSnakeArray (int[,] snakeXY, int snakeLength)
- void loadGame ()
- int menuSelector (int x, int y, int yStart)
- void welcomeArt ()

- void controls ()
- void exitYN ()
- int mainMenu ()
- int main ()

Static Public Attributes

- const int SNAKE_ARRAY_SIZE = 310
- const ConsoleKey UP_ARROW = ConsoleKey.UpArrow
- const ConsoleKey LEFT_ARROW = ConsoleKey.LeftArrow
- const ConsoleKey RIGHT_ARROW = ConsoleKey.RightArrow
- const ConsoleKey DOWN_ARROW = ConsoleKey.DownArrow
- const ConsoleKey ENTER_KEY = ConsoleKey.Enter
- const ConsoleKey EXIT_BUTTON = ConsoleKey.Escape
- const ConsoleKey PAUSE_BUTTON = ConsoleKey.P

Static Private Attributes

- const char SNAKE_HEAD = (char)177
- const char SNAKE_BODY = (char)178
- const char WALL = (char)219
- const char FOOD = (char)254
- const char BLANK = ' '

5.1.1 Member Function Documentation

5.1.1.1 checkKeysPressed()

```
ConsoleKey ce103_hw5_snake_dll.Class1.checkKeysPressed (
            ConsoleKey direction )  [inline]
```

References ce103_hw5_snake_dll.Class1.DOWN_ARROW, ce103_hw5_snake_dll.Class1.EXIT_BUTTON, ce103_hw5_snake_dll.Class1.LEFT_ARROW, ce103_hw5_snake_dll.Class1.PAUSE_BUTTON, ce103_hw5_snake_dll.Class1.pause ce103_hw5_snake_dll.Class1.RIGHT_ARROW, and ce103_hw5_snake_dll.Class1.UP_ARROW.

Referenced by ce103_hw5_snake_dll.Class1.startGame().

Here is the call graph for this function:

5.2 ce103_hw5_snake_app.Program Class Reference

Static Private Member Functions

- static void Main (string[] args)

5.2.1 Member Function Documentation

5.2.1.1 Main()

```
static void ce103_hw5_snake_app.Program.Main (
            string[] args )  [inline], [static], [private]
```

References ce103_hw5_snake_dll.Class1.controls(), ce103_hw5_snake_dll.Class1.exitYN(), ce103_hw5_snake_dll.Class1.loadGam
ce103_hw5_snake_dll.Class1.mainMenu(), and ce103_hw5_snake_dll.Class1.welcomeArt().

Here is the call graph for this function:

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

- C:/Software/b/ce103-hw5-Fahrettin-solak/ce103-hw5-snake-app/Program.cs

5.3 ce103_hw5_snake_test.UnitTest1 Class Reference

Public Member Functions

- void collisionDetection_test_1 ()
- void collisionDetection_test_2 ()
- void collisionDetection_test_3 ()
- void Eatfood_test_1 ()
- void Eatfood_test_2 ()
- void Eatfood_test_3 ()
- void collisionSnake_test_1 ()
- void collisionSnake_test_2 ()
- void collisionSnake_test_3 ()

5.3.1 Member Function Documentation

5.3.1.1 collisionDetection_test_1()

```
void ce103_hw5_snake_test.UnitTest1.collisionDetection_test_1 ( )  [inline]
```

References ce103_hw5_snake_dll.Class1.collisionDetection().

Here is the call graph for this function:

5.3.1.2 collisionDetection_test_2()

```
void ce103_hw5_snake_test.UnitTest1.collisionDetection_test_2 ( )  [inline]
```

References ce103_hw5_snake_dll.Class1.collisionDetection().

Here is the call graph for this function:

5.3.1.3 collisionDetection_test_3()

```
void ce103_hw5_snake_test.UnitTest1.collisionDetection_test_3 ( )  [inline]
```

References ce103_hw5_snake_dll.Class1.collisionDetection().

Here is the call graph for this function:

5.3.1.4 collisionSnake_test_1()

```
void ce103_hw5_snake_test.UnitTest1.collisionSnake_test_1 ( )  [inline]
```

References ce103_hw5_snake_dll.Class1.collisionDetection().

Here is the call graph for this function:

5.3.1.5 collisionSnake_test_2()

```
void ce103_hw5_snake_test.UnitTest1.collisionSnake_test_2 ( )  [inline]
```

References ce103_hw5_snake_dll.Class1.collisionDetection().

Here is the call graph for this function:

5.3.1.6 collisionSnake_test_3()

```
void ce103_hw5_snake_test.UnitTest1.collisionSnake_test_3 ( )  [inline]
```

References ce103_hw5_snake_dll.Class1.collisionDetection().

Here is the call graph for this function:

5.3.1.7 Eatfood_test_1()

```
void ce103_hw5_snake_test.UnitTest1.Eatfood_test_1 ( )  [inline]
```

References ce103_hw5_snake_dll.Class1.eatFood().

Here is the call graph for this function:

5.3.1.8 Eatfood_test_2()

```
void ce103_hw5_snake_test.UnitTest1.Eatfood_test_2 ( )  [inline]
```

References ce103_hw5_snake_dll.Class1.eatFood().

Here is the call graph for this function:

5.3.1.9 Eatfood_test_3()

```
void ce103_hw5_snake_test.UnitTest1.Eatfood_test_3 ( )  [inline]
```

References ce103_hw5_snake_dll.Class1.eatFood().

Here is the call graph for this function:

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

- C:/Software/b/ce103-hw5-Fahrettin-solak/ce103-hw5-snake-test/UnitTest1.cs

Chapter 6

File Documentation

6.1 C:/Software/b/ce103-hw5-Fahrettin-solak/ce103-hw5-snake-app/obj/↩ Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs File Reference

6.2 C:/Software/b/ce103-hw5-Fahrettin-solak/ce103-hw5-snake-dll/obj/↩ Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs File Reference

6.3 C:/Software/b/ce103-hw5-Fahrettin-solak/ce103-hw5-snake-test/obj/↩ Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs File Reference

6.4 C:/Software/b/ce103-hw5-Fahrettin-solak/ce103-hw5-snake-app/↩ Program.cs File Reference

Data Structures

- class ce103_hw5_snake_app.Program

Namespaces

- namespace ce103_hw5_snake_app

6.5 C:/Software/b/ce103-hw5-Fahrettin-solak/ce103-hw5-snake-app/↩ Properties/AssemblyInfo.cs File Reference

6.6 C:/Software/b/ce103-hw5-Fahrettin-solak/ce103-hw5-snake-dll/↩ Properties/AssemblyInfo.cs File Reference

6.7 C:/Software/b/ce103-hw5-Fahrettin-solak/ce103-hw5-snake-test/↩ Properties/AssemblyInfo.cs File Reference

6.8 C:/Software/b/ce103-hw5-Fahrettin-solak/ce103-hw5-snake-dll/↩ Class1.cs File Reference

Data Structures

- class ce103_hw5_snake_dll.Class1

Namespaces

- namespace ce103_hw5_snake_dll

6.9 C:/Software/b/ce103-hw5-Fahrettin-solak/ce103-hw5-snake-test/↩ UnitTest1.cs File Reference

Data Structures

- class ce103_hw5_snake_test.UnitTest1

Namespaces

- namespace ce103_hw5_snake_test

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