

## Zappy SERVER

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# Chapter 1

## Class Index

### 1.1 Class List

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

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## Chapter 2

# Class Documentation

### 2.1 s\_app Struct Reference

Collaboration diagram for s\_app:

### 2.2 s\_client Struct Reference

#### Public Attributes

- size\_t **fd**

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/server/include/server/client.h

### 2.3 s\_game Struct Reference

Collaboration diagram for s\_game:

#### Public Attributes

- int **height**
- int **width**
- [tile\\_t](#) \*\* **map**

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/server/include/game/game.h

## 2.4 s\_gui Struct Reference

Collaboration diagram for s\_gui:

### Public Attributes

- `size_t fd`
- `list_t * list_messages`

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

- `/home/tjerome-rocher/Desktop/Tek2/Zappy/server/include/gui/gui.h`

## 2.5 s\_ia Struct Reference

Collaboration diagram for s\_ia:

### Public Attributes

- `size_t fd`
- `list_t * list_messages`
- `size_t level`

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

- `/home/tjerome-rocher/Desktop/Tek2/Zappy/server/include/ai/ai.h`

## 2.6 s\_list Struct Reference

Collaboration diagram for s\_list:

### Public Attributes

- `list_node_t * first`
- `list_node_t * last`
- `size_t len`

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

- `/home/tjerome-rocher/Desktop/Tek2/Zappy/server/include/list/type.h`



## 2.7 s\_list\_node Struct Reference

Collaboration diagram for s\_list\_node:

### Public Attributes

- [node\\_data\\_t](#) **data**
- struct [s\\_list\\_node](#) \* **next**
- struct [s\\_list\\_node](#) \* **prev**

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/server/include/list/type.h

## 2.8 s\_node\_data Union Reference

Collaboration diagram for s\_node\_data:

### Public Attributes

- [ia\\_t](#) \* **ai**
- [gui\\_t](#) \* **gui**
- [client\\_t](#) \* **client**
- [team\\_t](#) \* **team**
- char \* **message**

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/server/include/list/type.h

## 2.9 s\_parsing Struct Reference

Struct for parsing the arguments.

```
#include <types.h>
```

### Public Attributes

- int **port**
- int **width**
- int **height**
- int **clientsNb**
- int **freq**
- char \*\* **names**

### 2.9.1 Detailed Description

Struct for parsing the arguments.

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/server/include/types.h

## 2.10 s\_server Struct Reference

### Public Attributes

- fd\_set **read\_fds**
- fd\_set **write\_fds**
- int **fd**
- socklen\_t **addrlen**
- struct sockaddr\_in **addr**

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/server/include/server/server.h

## 2.11 s\_team Struct Reference

Collaboration diagram for s\_team:

### Public Attributes

- list\_t \* **list\_ai**
- char \* **name**
- size\_t **max\_place**

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/server/include/ai/team.h

## 2.12 tile\_s Struct Reference

Struct for a map's tile.

```
#include <map.h>
```

## Public Attributes

- size\_t **food**
- size\_t **linemate**
- size\_t **deraumere**
- size\_t **sibur**
- size\_t **mendiane**
- size\_t **phiras**
- size\_t **thystame**

### 2.12.1 Detailed Description

Struct for a map's tile.

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/server/include/map/map.h



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