Bowling-->GUI

Generated by Doxygen 1.8.10

Sat Sep 5 2015 13:38:02

Contents

Chapter 1

File Index

1.1 File List

Here is a list of all files with brief descriptions:

Chapter 2

File Documentation

2.1 src/bowling_gui.h File Reference

Function prototypes for the bowling GUI.

Macros

- #define ROW 34
- #define COLUMN 155
- #define NUM_OF_PINS 10
- #define BALL_POS_ROW 33
- #define FIRST_BALL_POS_COL 8
- #define START_LANE_ROW 0
- #define START_LANE_COLON 0
- #define START_PINS 5
- #define DIFF 45
- #define DIFF_TABLES 45
- #define min(a, b) (((a)<=(b))?(a):(b))
- #define START_OF_FIRST_TRACK_ROW 5
- #define END_OF_PINS_ROW 9

Functions

- void initialisationTable (int TrackNumber)

  This is a method that graphically initialises the table of results for each track.
- void initialisationTrack (int TrackNumber)

  This is a method that graphically initialises the track, by graphically representing the pins and the lane.
- void print (void)

  This is a method that prints out the current state of the game on all tracks.
- void move (int TrackNumber)

  This is a method that simulates the movement of the ball on the track.
- unsigned int random (void)

  This is a method that generates a random number.

2.1.1 Detailed Description

Function prototypes for the bowling GUI.

This file contains the prototypes for the bowling GUI and eventually any macros, constants,or global variables you will need.

Author

RT-RK Bowling Team

Date

September, 2015

2.1.2 Macro Definition Documentation

2.1.2.1 #define BALL_POS_ROW 33

Number of row in which the ball is positioned at the very beginning of the game

2.1.2.2 #define COLUMN 155

Number of columns

2.1.2.3 #define DIFF 45

Number of characters in between equal positions of two lanes

2.1.2.4 #define DIFF_TABLES 45

Number of characters in between equal positions of two tables

2.1.2.5 #define END_OF_PINS_ROW 9

The row in which the ball stops moving, and depending on it's position it randomly knocks down a number of pins

2.1.2.6 #define FIRST_BALL_POS_COL 8

Number of column in a lane in which the ball is positioned at the very beginning of the game

2.1.2.7 #define min(*a, b*) (((a)<=(b))?(a):(b))

Macro function for comparing two elements

2.1.2.8 #define NUM_OF_PINS 10

Number of pins

2.1.2.9 #define ROW 34

Number of rows

2.1.2.10 #define START_LANE_COLON 0

Number of the first column of a lane

2.1.2.11 #define START_LANE_ROW 0

Number of the first row of a lane

2.1.2.12 #define START_OF_FIRST_TRACK_ROW 5

The row in which four pins are placed

2.1.2.13 #define START_PINS 5

Start position of the pin

2.1.3 Function Documentation

2.1.3.1 void initialisationTable (int *TrackNumber*)

This is a method that graphically initialises the table of results for each track.

Parameters

int	TrackNumber–>number of track for which the table of results is being initialised

Return values

void	

2.1.3.2 void initialisationTrack (int *TrackNumber*)

This is a method that graphically initialises the track, by graphically representing the pins and the lane.

Parameters

int	TrackNumber–>number of track for which the track is being initialised

Return values

void	

2.1.3.3 void move (int *TrackNumber*)

This is a method that simulates the movement of the ball on the track.

Parameters

int	TrackNumber–>number of track on which the position of the ball is changed

Return values

void	

2.1.3.4 void print (void)

This is a method that prints out the current state of the game on all tracks.

Parameters

void	

Return values

void	

2.1.3.5 unsigned int random (void)

This is a method that generates a random number.

Parameters

void	No input parameters

Return values

unsigned_int	Function returns a randomly generated unsigned int type of number

Index