

Bowling-->GUI

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# Chapter 1

## File Index

### 1.1 File List

Here is a list of all files with brief descriptions:

src/ <a href="#">bowling_gui.h</a>	
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## 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

<i>int</i>	TrackNumber-->number of track for which the table of results is being initialised
------------	---

Return values

<i>void</i>	
-------------	--

#### 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

<i>int</i>	TrackNumber-->number of track for which the track is being initialised
------------	--

Return values

<i>void</i>	
-------------	--

#### 2.1.3.3 void move ( int *TrackNumber* )

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

Parameters

<i>int</i>	TrackNumber-->number of track on which the position of the ball is changed
------------	--

Return values

<i>void</i>	
-------------	--

#### 2.1.3.4 void print ( void )

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

##### Parameters

<i>void</i>	
-------------	--

##### Return values

<i>void</i>	
-------------	--

#### 2.1.3.5 unsigned int random ( void )

This is a method that generates a random number.

##### Parameters

<i>void</i>	No input parameters
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##### Return values

<i>unsigned_int</i>	Function returns a randomly generated unsigned int type of number
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