Hex Project

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# **Chapter 1**

# **Class Index**

### 1.1 Class List

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

dynamic_array	. 3
$graph\_t  \dots  \dots  \dots  \dots  \dots  \dots  \dots  \dots  \dots  $	. 3
$move\_t  \dots $	. 3
pile	. 4

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## **Chapter 2**

## **Class Documentation**

### 2.1 dynamic\_array Struct Reference

#### **Public Attributes**

- size\_t \* array
- size\_t size
- · size t capacity

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

• /home/hzghari/projet-s6/projetss6-hex-9145/src/dynamic\_array.h

### 2.2 graph\_t Struct Reference

#### **Public Attributes**

- size\_t num\_vertices
- gsl\_spmatrix \* t
- gsl\_spmatrix \* o

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

• /home/hzghari/projet-s6/projetss6-hex-9145/src/graph.h

#### 2.3 move\_t Struct Reference

#### **Public Attributes**

- size\_t m
- enum color\_t c

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

• /home/hzghari/projet-s6/projetss6-hex-9145/src/move.h

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### 2.4 pile Struct Reference

#### **Public Attributes**

- int size
- int \* **t**
- int capacity

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

• /home/hzghari/projet-s6/projetss6-hex-9145/src/pile.h

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