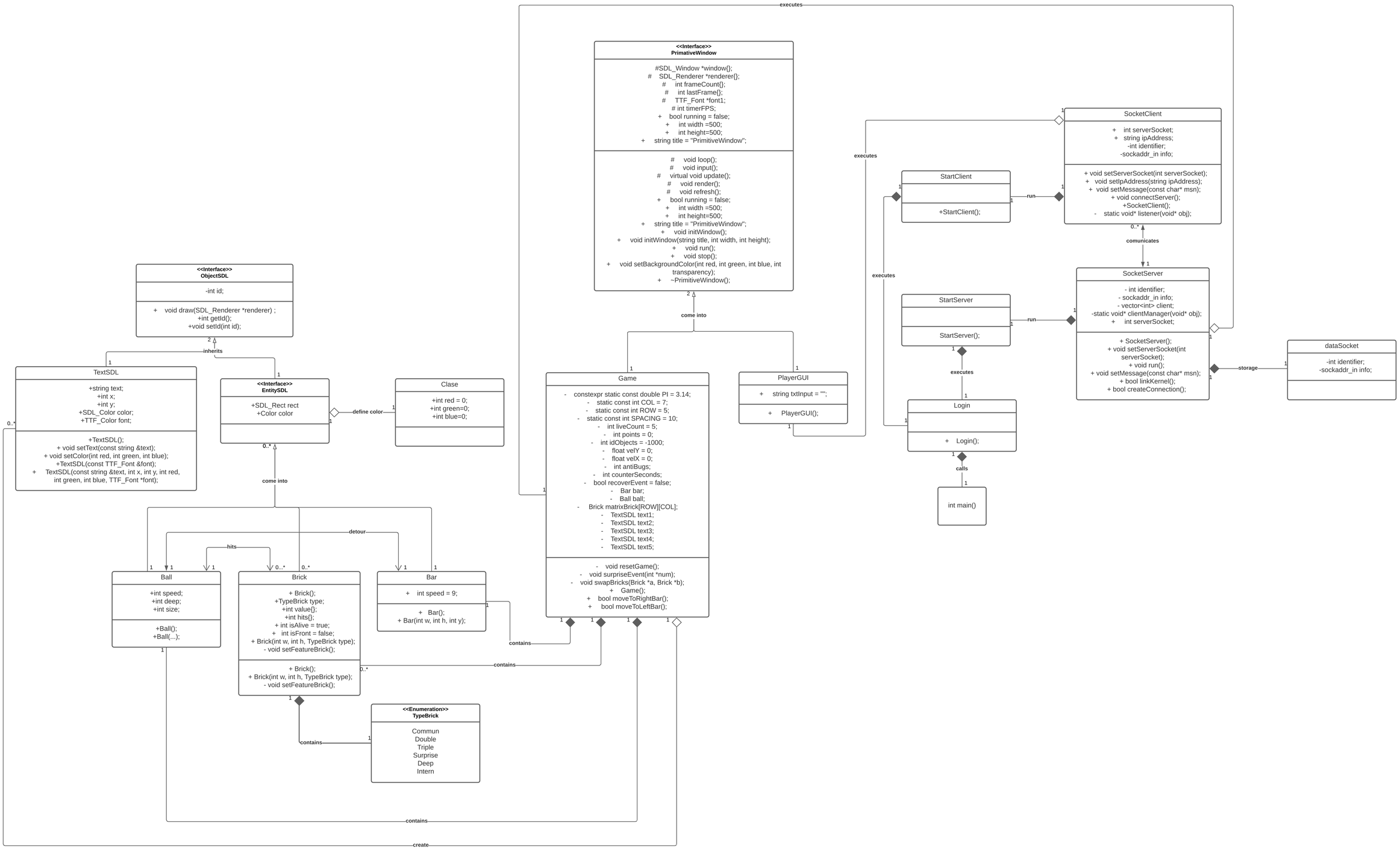
executes
<<Interface>>
PrimativeWindow
#SDL_Window *window();
SDL_Renderer *renderer{};
int frameCount{};
int lastFrame{};
TTF_Font *font1;
int timerFPS;
+ bool running = false;
+ int width =500;
+ int height=500;
+ string title = "PrimitiveWindow";
# void loop();
# void input();
# virtual void update();
# void render();
# void refresh();
+ bool running = false;
+ int width =500;
+ int height=500;
+ string title = "PrimitiveWindow";
+ void initWindow();
+ void initWindow(string title, int width, int height);
+ void run();
+ void stop();
+ void setBackgroundColor(int red, int green, int blue, int transparency);
+ ~PrimitiveWindow();
SocketClient
+ int serverSocket;
+ string ipAddress;
-int identifier;
-sockaddr_in info;
+ void setServerSocket(int serverSocket);
+ void setIpAddress(string ipAddress);
+ void setMessage(const char* msn);
+ void connectServer();
+SocketClient();
- static void* listener(void* obj);
StartClient
+StartClient();
run
comunicates
SocketServer
- int identifier;
- sockaddr_in info;
- vector<int> client;
-static void* clientManager(void* obj);
+ int serverSocket;
+ SocketServer();
+ void setServerSocket(int serverSocket);
+ void run();
+ void setMessage(const char* msn);
+ bool linkKernel();
+ bool createConnection();
storage
dataSocket
-int identifier;
-sockaddr_in info;
StartServer
StartServer();
executes
Login
+ Login();
calls
int main()
come into
Game
- constexpr static const double PI = 3.14;
- static const int COL = 7;
- static const int ROW = 5;
- static const int SPACING = 10;
- int liveCount = 5;
- int points = 0;
- int idObjects = -1000;
- float velY = 0;
- float velX = 0;
- int antiBugs;
- int counterSeconds;
- bool recoverEvent = false;
- Bar bar;
- Ball ball;
- Brick matrixBrick[ROW][COL];
- TextSDL text1;
- TextSDL text2;
- TextSDL text3;
- TextSDL text4;
- TextSDL text5;
- void resetGame();
- void surpriseEvent(int *num);
- void swapBricks(Brick *a, Brick *b);
+ Game();
+ bool moveToRightBar();
+ bool moveToLeftBar();
PlayerGUI
+ string txtInput = "";
+ PlayerGUI();
<<Interface>>
ObjectSDL
-int id;
+ void draw(SDL_Renderer *renderer) ;
+int getId();
+void setId(int id);
inherits
TextSDL
+string text;
+int x;
+int y;
+SDL_Color color;
+TTF_Color font;
+TextSDL();
+ void setText(const string &text);
+ void setColor(int red, int green, int blue);
+TextSDL(const TTF_Font &font);
+ TextSDL(const string &text, int x, int y, int red, int green, int blue, TTF_Font *font);
<<Interface>>
EntitySDL
+SDL_Rect rect
+Color color
define color
Clase
+int red = 0;
+int green=0;
+int blue=0;
detour
hits
Ball
+int speed;
+int deep;
+int size;
+Ball();
+Ball(...);
Brick
+ Brick();
+TypeBrick type;
+int value{};
+int hits{};
+ int isAlive = true;
+ int isFront = false;
+ Brick(int w, int h, TypeBrick type);
- void setFeatureBrick();
+ Brick();
+ Brick(int w, int h, TypeBrick type);
- void setFeatureBrick();
Bar
+ int speed = 9;
+ Bar();
+ Bar(int w, int h, int y);
contains
<<Enumeration>>
TypeBrick
Commun
Double
Triple
Surprise
Deep
Intern
create