model

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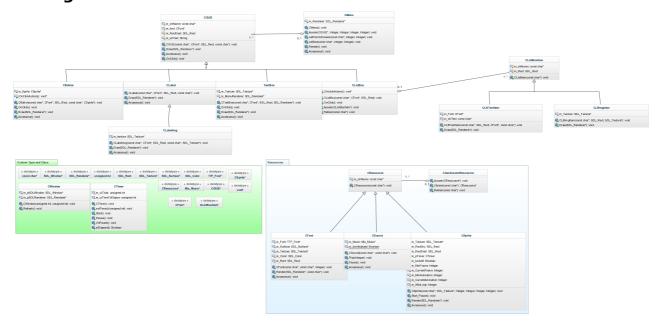
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1.1 Model Description

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2 Classifiers

2.1 Class CGUIE

2.1.1 Attributes

- **m_strName** : const char* [1]

- **m_font** : CFont* [1]

- **m_RectDest** : SDL_Rect [1]

- **m_strText** : String [1]

2.1.2 Generalizations
None

2.1.3 Operations

- Void **CGUIE** (_Name : const char*, _Font : CFont*, _Rect : SDL_Rect, _Text : const char*)

- Void **Draw** (_MenuRenderer : SDL_Renderer*)

- Void **Accesseur** ()

- Void **OnClick** ()

2.1.4 Associations

- **cMenu** : CMenu [0..1]

2.2 Class CMenu

2.2.1 Attributes

- **m_Renderer** : SDL_Renderer* [1]

2.2.2 Generalizations
None

2.2.3 Operations

- Void **CMenu** ()

- Void **Ajouter** (__Element : CGUIE*, _ix : Integer, _iy : Integer, _iw : Integer, _ih : Integer)

- Void **setPosOnScreen** (_Name : const char*, _ix : Integer, _iy : Integer)

- Void **setSize** (_Name : const char*, _iw : Integer, _ih : Integer)

- Void **Render** ()

- Void **Accesseur** ()

2.2.4 Associations
- **cGUIE** : CGUIE [1..*]

2.3 Class CButton

2.3.1 Attributes
- **m_Sprite** : CSprite* [1]

- **(OnClickAction)()** : void* [1]

2.3.2 Generalizations

- **CGUIE**

2.3.3 Operations

- Void **CButton** (_Name : const char*, _Font : CFont*, _Rect : SDL_Rect, _Text : const char*, _Sprite : CSprite*)

- Void **OnClick** ()

- Void **Draw** (_Renderer : SDL_Renderer*)

- Void **Accesseur** ()

2.4 Class CLabel

2.4.1 Attributes
No additional attributes

2.4.2 Generalizations

- **CGUIE**

2.4.3 Operations

- Void **CLabel** (_Name : const char*, _Font : CFont*, _Rect : SDL_Rect, _Text : const char*)

- Void **Draw** (_Renderer : SDL_Renderer*)

- Void **Accesseur** ()

2.5 Class CLabelImg

2.5.1 Attributes

- **m_texture** : SDL_Texture* [1]

2.5.2 Generalizations

- **CLabel**

2.5.3 Operations

- Void **CLabelImg** (_Name : const char*, _Font : CFont*, _Rect : SDL_Rect, _text : const char*, _texture : SDL_Texture*)

- Void **Draw** (_Renderer : SDL_Renderer*)

- Void **Accesseur** ()

2.6 Class CListBox

2.6.1 Attributes

- **(OnclickAction)()** : void* [1]

2.6.2 Generalizations

- **CGUIE**

2.6.3 Operations

- Void **CListBox** (_Name : const char*, _Font : CFont*, _Rect : SDL_Rect)

- Void **OnClick** ()

- Void **Ajouter** (_Item : CListBoxItem*)

- Void **Retirer** (_Name : const char*)

2.6.4 Associations

- **cListBoxItem** : CListBoxItem [1..*]

2.7 Class TextBox

2.7.1 Attributes

- **m_Texture** : SDL_Texture* [1]

- **m_MenuRenderer** : SDL_Renderer* [1]

2.7.2 Generalizations

- **CGUIE**

2.7.3 Operations

- Void **CTextBox** (_Name : const char*, _Font : CFont*, _Rect : SDL_Rect, _MenuRenderer : SDL_Renderer*)

- Void **OnClick** ()

- Void **Draw** (_Renderer : SDL_Renderer*)

- Void **Accesseur** ()

2.8 Class CListBoxItem

2.8.1 Attributes

- **m_strName** : const char* [1]

- **m_Rect** : SDL_Rect [1]

2.8.2 Generalizations
None

2.8.3 Operations

- Void **CListItem** (_Name : const char*)

2.8.4 Associations

- **cListBox** : CListBox [0..1]

2.9 Class CLBTextItem

2.9.1 Attributes
- **m_Font** : CFont* [1]

- **m_strText** : const char* [1]

2.9.2 Generalizations

- **CListBoxItem**

2.9.3 Operations

- Void **CLBTextItem** (_Name : const char*, _Rect : SDL_Rect, _Font : CFont*, _Text : const char*)

- Void **Draw** (_Renderer : SDL_Renderer*)

2.10 Class CLBImgItem

2.10.1 Attributes

- **m_Texture** : SDL_Texture* [1]

2.10.2 Generalizations

- **CListBoxItem**

2.10.3 Operations

- Void **CLBImgItem** (_Name : const char*, _Rect : SDL_Rect, _Texture : SDL_Texture*)

- Void **Draw** (_Renderer : SDL_Renderer*)

3 Packages

3.1 Package Custom Type and Class

3.1.1 Class CWindow

3.1.1.1 Attributes

- **m_pSDLWindow** : SDL_Window* [1]

- **m_pSDLRenderer** : SDL_Renderer* [1]

3.1.1.2 Generalizations
None

3.1.1.3 Operations

- Void **CWindow** (_w : unsigned int, _h : unsigned int)

- Void **Refresh** ()

3.1.2 Class CTimer

3.1.2.1 Attributes

- **m_uiTicks** : unsigned int [1]

- **m_uiTimeToElapse** : unsigned int [1]

3.1.2.2 Generalizations
None

3.1.2.3 Operations

- Void **CTimer** ()

- Void **setTimer()** (_uiTimeToElapse : unsigned int)

- Void **Start** ()

- Void **Pause** ()

- Void **UnPause** ()

- Boolean **isElapsed** ()

3.2 Package Ressources

3.2.1 Class CRessource

3.2.1.1 Attributes
- **m_strName** : const char* [1]

3.2.1.2 Generalizations
None

3.2.1.3 Operations

- Void **CRessource** (_Name : const char*)

3.2.1.4 Associations

- **cGestionaireRessource** : CGestionaireRessource [0..1]

3.2.2 Class CFont

3.2.2.1 Attributes

- **m_Font** : TTF_Font* [1]

- **m_Surface** : SDL_Surface* [1]

- **m_Texture** : SDL_Texture* [1]

- **m_Color** : SDL_Color [1]

- **m_Rect** : SDL_Rect [1]

3.2.2.2 Generalizations
- **CRessource**

3.2.2.3 Operations

- Void **CFont** (_Name : const char*, _FontPath : const char*, _iSize : Integer)

- Void **Render** (_Renderer : SDL_Renderer*, _Text : const char*)

- Void **Accesseur** ()

3.2.3 Class CSprite

3.2.3.1 Attributes
- **m_Texture** : SDL_Texture* [1]

- **m_RectSrc** : SDL_Rect [1]

- **m_RectDest** : SDL_Rect [1]

- **m_pTimer** : CTimer [1]

- **m_boActif** : Boolean [1]

- **m_NbrFrame** : Integer [1]

- **m_CurrentFrame** : Integer [1]

- **m_NbrAnimation** : Integer [1]

- **m_CurrentAnimation** : Integer [1]

- **m_iNbrLoop** : Integer [1]

3.2.3.2 Generalizations

- **CRessource**

3.2.3.3 Operations

- Void **CSprite** (_Name : const char*, _Texture : SDL_Texture*, _NbFrame : Integer, _NbAnimation : Integer, _Delay : Integer, _NbLoop : Integer)

- Void **Start_Pause** ()

- Void **Render** (_Renderer : SDL_Renderer*)

- Void **Accesseur** ()

3.2.4 Class CSound

3.2.4.1 Attributes

- **m_Music** : Mix_Music* [1]

- **m_boInitialized** : Boolean [1]

3.2.4.2 Generalizations

- **CRessource**

3.2.4.3 Operations

- Void **CSound** (_Name : const char*, _MusicPath : const char*)

- Void **Play** (_iNbrOfLoop : Integer)

- Void **Pause** ()

- Void **Accesseur** ()

3.2.5 Class CGestionaireRessource

3.2.5.1 Attributes
No additional attributes

3.2.5.2 Generalizations
None

3.2.5.3 Operations

- Void **Ajouter** (_Ressource : CRessource*)

- CRessource* **Obtenir** (_Name : const char*)

- Void **Retirer** (_Name : const char*)

3.2.5.4 Associations

- **cRessource** : CRessource [1..*]