

Arcade

1.0

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Chapter 1

How to implement your own game / library

Game

- First, you wanna create a c++ class implementing the `IGameModule` interface.
- Next you wanna compile it into a dynamic library (.so file).
- Put that library file in the `games/` folder located at the root of the arcade repository.
 - Note that it must follow the following naming expression : `lib_arcade_.*.so`, so that means a name like **`lib_arcade_$gamename.so`**.

Every class contained by the libraries located in the `games/` folder are going to be instanciated thanks to the symbol `createLib` that your library **must** contain.

```
extern "C" std::unique_ptr<Arcade::Games::IGameModule> createLib(void)
{
    return std::make_unique<MyGameModule>();
}
```

Library

- First, you wanna create a c++ class implementing the `IDisplayModule` interface.
- Next you wanna compile it into a dynamic library (.so file).
- Put that library file in the `lib/` folder located at the root of the arcade repository.
 - Note that it must follow the following naming expression : `lib_arcade_.*.so`, so that means a name like **`lib_arcade_$libraryname.so`**.

Every class contained by the libraries located in the `lib/` folder are going to be instanciated thanks to the symbol `createLib` that your library **must** contain.

```
extern "C" std::unique_ptr<Arcade::Display::IDisplayModule> createLib(void)
{
    return std::make_unique<MyDisplayModule>();
}
```


Chapter 2

Namespace Index

2.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

Arcade	9
Arcade::Display	9
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Chapter 3

Hierarchical Index

3.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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exception	
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Chapter 4

Class Index

4.1 Class List

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

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Abstract class implementing key methods of the IGameModule interface	11
Arcade::Exceptions::ArcadeException	
Base exception class for this projects' exceptions	16
Arcade::Exceptions::BadFileException	
Thrown when looking up to an external file that is inexistant	17
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Thrown when library objects failed to be instanciaded	18
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Arcade::Core	
Core class that handles all the interactions between the library modules and the game modules	20
Arcade::Display::IDisplayModule	
Interface for the display modules used to display things	22
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Nibbler game	46
Arcade::Games::Pacman	
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Qix game	48
Arcade::Display::SDL	
SDL library	49
Arcade::Display::SFML	
SFML library	58
Arcade::Games::Solarfox	
Solarfox game	67

Chapter 5

Namespace Documentation

5.1 Arcade Namespace Reference

Namespaces

- [Display](#)
- [Exceptions](#)
- [Games](#)

Classes

- class [Core](#)
[Core](#) class that handles all the interactions between the library modules and the game modules.

5.1.1 Detailed Description

Default namespace for the project.

5.2 Arcade::Display Namespace Reference

Classes

- class [IDisplayModule](#)
Interface for the display modules used to display things.
- class [Libcaca](#)
[Libcaca](#) library.
- class [SDL](#)
[SDL](#) library.
- class [SFML](#)
[SFML](#) library.

5.2.1 Detailed Description

Contains elements related to the display libraries of the [Arcade](#) project.

5.3 Arcade::Exceptions Namespace Reference

Classes

- class [ArcadeException](#)
Base exception class for this projects' exceptions.
- class [BadFileException](#)
Thrown when looking up to an external file that is inexistant.
- class [BadInstanciacionException](#)
Thrown when library objects failed to be instanciated.
- class [InvalidLibraryException](#)
Thrown when trying to use an invalid library file.

5.3.1 Detailed Description

Contains a loadout of exceptions that are used in the [Arcade](#) project.

5.4 Arcade::Games Namespace Reference

Classes

- class [AGameModule](#)
Abstract class implementing key methods of the [IGameModule](#) interface.
- class [Centipede](#)
[Centipede](#) game.
- class [IGameModule](#)
Interface for the game modules used to handle games.
- class [Nibbler](#)
[Nibbler](#) game.
- class [Pacman](#)
[Pacman](#) game.
- class [Qix](#)
[Qix](#) game.
- class [Solarfox](#)
[Solarfox](#) game.

5.4.1 Detailed Description

Contains elements related to the game libraries of the [Arcade](#) project.

Chapter 6

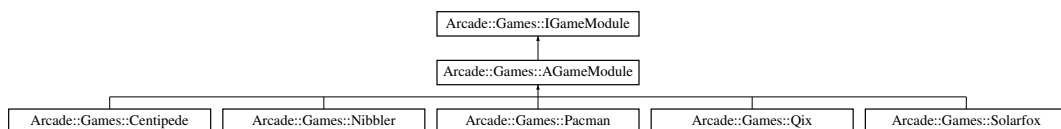
Class Documentation

6.1 Arcade::Games::AGameModule Class Reference

Abstract class implementing key methods of the [IGameModule](#) interface.

```
#include <AGameModule.hpp>
```

Inheritance diagram for Arcade::Games::AGameModule:



Public Member Functions

- [AGameModule](#) (std::string const &libname)
Construct a new [AGameModule](#) object.
- bool [loadFromFile](#) (const std::string &filepath) final
Loads highscores from a file.
- bool [loadFromFile](#) () final
Loads highscores from the default save file.
- bool [saveToFile](#) (const std::string &filepath) const final
Saves highscores to a file.
- bool [saveToFile](#) () const final
Saves highscores from the default save file.
- void [setPlayerName](#) (const std::string &name) final
Sets the player name.
- std::pair< std::string, int > [getScore](#) () const final
Gets the current score.
- std::vector< std::pair< std::string, int > > [getBestScores](#) () const final
Gets the best 16 scores.
- void [render](#) ([Arcade::Display::IDisplayModule](#) &lib) const override
- const std::string & [getLibName](#) () const final
Gets the library name.

Protected Member Functions

- void [addToBestScores](#) (int nb)
Adds a score to the scoreboard.
- void [displayGameOver](#) ([Arcade::Display::IDisplayModule](#) &displayModule) const
Display game over screen.

Protected Attributes

- int [_currentScore](#)
The current score of the active game session.
- bool [_isDead](#)

6.1.1 Detailed Description

Abstract class implementing key methods of the [IGameModule](#) interface.

6.1.2 Constructor & Destructor Documentation

6.1.2.1 AGameModule()

```
Arcade::Games::AGameModule::AGameModule (
    std::string const & libname )
```

Construct a new [AGameModule](#) object.

Parameters

<i>libname</i>	The library's name
----------------	--------------------

6.1.3 Member Function Documentation

6.1.3.1 addToBestScores()

```
void Arcade::Games::AGameModule::addToBestScores (
    int nb ) [protected]
```

Adds a score to the scoreboard.

Parameters

<i>nb</i>	The score value
-----------	-----------------

6.1.3.2 displayGameOver()

```
void Arcade::Games::AGameModule::displayGameOver (
    Arcade::Display::IDisplayModule & displayModule ) const [protected]
```

Display game over screen.

Parameters

<i>displayModule</i>	The display module
----------------------	--------------------

6.1.3.3 getBestScores()

```
std::vector<std::pair<std::string, int> > Arcade::Games::AGameModule::getBestScores ( ) const
[final], [virtual]
```

Gets the best 16 scores.

Returns

std::vector<std::pair<std::string, int>> Vector of [name, score] value pairs

Implements [Arcade::Games::IGameModule](#).

6.1.3.4 getLibName()

```
const std::string& Arcade::Games::AGameModule::getLibName ( ) const [final], [virtual]
```

Gets the library name.

Returns

The library's name

Implements [Arcade::Games::IGameModule](#).

6.1.3.5 `getScore()`

```
std::pair<std::string, int> Arcade::Games::AGameModule::getScore ( ) const [final], [virtual]
```

Gets the current score.

Returns

`std::pair<std::string, int>` [Name, score] value pairs

Implements [Arcade::Games::IGameModule](#).

6.1.3.6 `loadFromFile()` [1/2]

```
bool Arcade::Games::AGameModule::loadFromFile (
    const std::string & filepath ) [final], [virtual]
```

Loads highscores from a file.

Parameters

<i>filepath</i>	The file path
-----------------	---------------

Returns

true Highscores were loaded
false An error occurred

Implements [Arcade::Games::IGameModule](#).

6.1.3.7 `loadFromFile()` [2/2]

```
bool Arcade::Games::AGameModule::loadFromFile ( ) [final], [virtual]
```

Loads highscores from the default save file.

Returns

true Highscores were loaded
false An error occurred

Implements [Arcade::Games::IGameModule](#).

6.1.3.8 render()

```
void Arcade::Games::AGameModule::render (
    Arcade::Display::IDisplayModule & lib ) const [override], [virtual]
```

Default game implementation (out of order)

Implements [Arcade::Games::IGameModule](#).

Reimplemented in [Arcade::Games::Nibbler](#), and [Arcade::Games::Pacman](#).

6.1.3.9 saveToFile() [1/2]

```
bool Arcade::Games::AGameModule::saveToFile (
    const std::string & filepath ) const [final], [virtual]
```

Saves highscores to a file.

Parameters

<i>filepath</i>	The file path
-----------------	---------------

Returns

true Highscores were saved
false An error occurred

Implements [Arcade::Games::IGameModule](#).

6.1.3.10 saveToFile() [2/2]

```
bool Arcade::Games::AGameModule::saveToFile ( ) const [final], [virtual]
```

Saves highscores from the default save file.

Returns

true Highscores were saved
false An error occurred

Implements [Arcade::Games::IGameModule](#).

6.1.3.11 setPlayerName()

```
void Arcade::Games::AGameModule::setPlayerName (
    const std::string & name ) [final], [virtual]
```

Sets the player name.

Parameters

<i>name</i>	The player name
-------------	-----------------

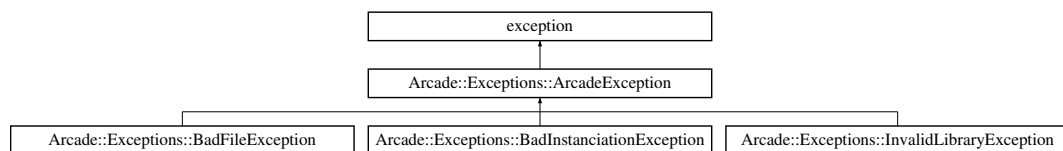
Implements [Arcade::Games::IGameModule](#).

6.2 Arcade::Exceptions::ArcadeException Class Reference

Base exception class for this projects' exceptions.

```
#include <ArcadeException.hpp>
```

Inheritance diagram for Arcade::Exceptions::ArcadeException:



Public Member Functions

- [ArcadeException](#) (std::string const &message, std::string const &component)
Construct a new [Arcade](#) Exception object.
- const char * [what](#) (void) const noexcept override
Gets the error message which describe why the exception occurred.
- std::string const & [getComponent](#) (void) const noexcept
Gets the name of component where the exception occurred.

6.2.1 Detailed Description

Base exception class for this projects' exceptions.

6.2.2 Constructor & Destructor Documentation

6.2.2.1 ArcadeException()

```
Arcade::Exceptions::ArcadeException::ArcadeException (
    std::string const & message,
    std::string const & component )
```

Construct a new [Arcade](#) Exception object.

Parameters

<i>message</i>	Message explaining the problem.
<i>component</i>	Additional information on where the problem occurred.

6.2.3 Member Function Documentation

6.2.3.1 GetComponent()

```
std::string const& Arcade::Exceptions::ArcadeException::GetComponent (
    void ) const [noexcept]
```

Gets the name of component where the exception occurred.

Returns

The component name

6.2.3.2 what()

```
const char* Arcade::Exceptions::ArcadeException::what (
    void ) const [override], [noexcept]
```

Gets the error message which describe why the exception occurred.

Returns

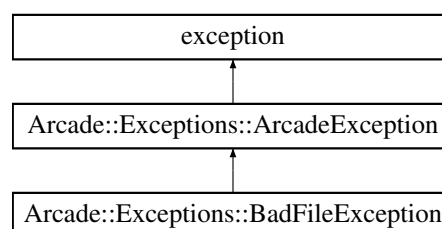
The error message

6.3 Arcade::Exceptions::BadFileException Class Reference

Thrown when looking up to an external file that is inexistant.

```
#include <BadFileException.hpp>
```

Inheritance diagram for Arcade::Exceptions::BadFileException:



Public Member Functions

- [BadFileException](#) (std::string const &message, std::string const &component)
Construct a new Bad File Exception object.

6.3.1 Detailed Description

Thrown when looking up to an external file that is inexistant.

6.3.2 Constructor & Destructor Documentation

6.3.2.1 BadFileException()

```
Arcade::Exceptions::BadFileException::BadFileException (
    std::string const & message,
    std::string const & component )
```

Construct a new Bad File Exception object.

Parameters

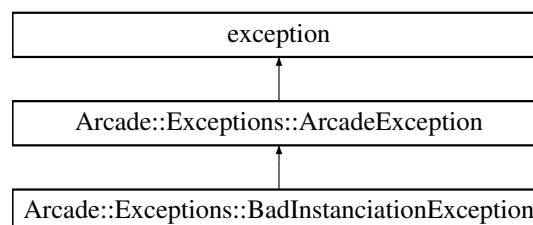
<i>message</i>	Message explaining the problem.
<i>component</i>	Additional information on where the problem occurred.

6.4 Arcade::Exceptions::BadInstanciiationException Class Reference

Thrown when library objects failed to be instanciaded.

```
#include <BadInstanciiationException.hpp>
```

Inheritance diagram for Arcade::Exceptions::BadInstanciiationException:



Public Member Functions

- [BadInstanciiationException](#) (std::string const &message, std::string const &component)
Construct a new Bad InstanciiationException object.

6.4.1 Detailed Description

Thrown when library objects failed to be instantiated.

6.4.2 Constructor & Destructor Documentation

6.4.2.1 BadInstanciationException()

```
Arcade::Exceptions::BadInstanciationException::BadInstanciationException (
    std::string const & message,
    std::string const & component )
```

Construct a new Bad Instanciation Exception object.

Parameters

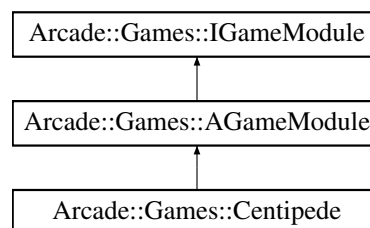
<i>message</i>	Message explaining the problem.
<i>component</i>	Additional information on where the problem occurred.

6.5 Arcade::Games::Centipede Class Reference

[Centipede](#) game.

```
#include <Centipede.hpp>
```

Inheritance diagram for Arcade::Games::Centipede:



Public Member Functions

- void [reset](#) () final
Resets and restarts the game.
- void [update](#) (const [Arcade::Display::IDisplayModule](#) &lib) final
Updates the game.

Additional Inherited Members

6.5.1 Detailed Description

[Centipede](#) game.

6.5.2 Member Function Documentation

6.5.2.1 update()

```
void Arcade::Games::Centipede::update (
    const Arcade::Display::IDisplayModule & lib ) [final], [virtual]
```

Updates the game.

Parameters

<i>lib</i>	The display module that will be used to get events that occurred
------------	--

Implements [Arcade::Games::IGameModule](#).

6.6 Arcade::Core Class Reference

[Core](#) class that handles all the interactions between the library modules and the game modules.

```
#include <Core.hpp>
```

Public Member Functions

- [Core](#) (const std::string &startLibraryPath)
Construct a new [Core](#) object.
- void [play](#) ()
Starts the arcade program.

6.6.1 Detailed Description

[Core](#) class that handles all the interactions between the library modules and the game modules.

6.6.2 Constructor & Destructor Documentation

6.6.2.1 Core()

```
Arcade::Core::Core (
    const std::string & startLibraryPath ) [explicit]
```

Construct a new [Core](#) object.

Parameters

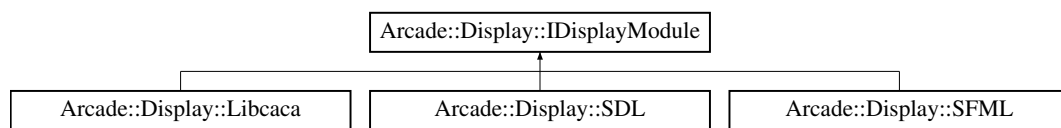
<code>startLibraryPath</code>	The library path that will be first used when the program will be started.
-------------------------------	--

6.7 Arcade::Display::IDisplayModule Class Reference

Interface for the display modules used to display things.

```
#include <IDisplayModule.hpp>
```

Inheritance diagram for Arcade::Display::IDisplayModule:



Public Types

- enum `Colors` {
`DEFAULT`, `BLACK`, `RED`, `GREEN`,
`YELLOW`, `BLUE`, `MAGENTA`, `CYAN`,
`LIGHT_GRAY`, `DARK_GRAY`, `LIGHT_RED`, `LIGHT_GREEN`,
`LIGHT_YELLOW`, `LIGHT_BLUE`, `LIGHT_MAGENTA`, `LIGHT_CYAN`,
`WHITE`, `COLORS_END` }

Available colors.

- enum `Keys` {
`LEFT`, `RIGHT`, `UP`, `DOWN`,
`Z`, `Q`, `S`, `D`,
`A`, `E`, `W`, `X`,
`SPACE`, `ESCAPE`, `J`, `K`,
`U`, `I`, `M`, `R`,
`ENTER`, `KEYS_END` }

Available keys.

Public Member Functions

- virtual void `reset` ()=0
Resets the library.
- virtual void `open` ()=0
Opens / initializes the window.
- virtual bool `isOpen` () const =0
Check window status.
- virtual bool `switchToNextLib` () const =0
Checks whether you need to change the current display library.
- virtual bool `switchToPreviousLib` () const =0
Checks whether you need to change the current display library.
- virtual bool `switchToNextGame` () const =0

- Checks whether you need to change the current game library.*

 - virtual bool `switchToPreviousGame` () const =0
- Checks whether you need to change the current game library.*

 - virtual bool `shouldBeRestarted` () const =0
- Checks whether you need to restart the current game.*

 - virtual bool `shouldGoToMenu` () const =0
- Checks whether you need to go back to the menu.*

 - virtual bool `shouldExit` () const =0
- Checks whether you need to exit the program.*

 - virtual bool `isKeyPressed` (IDisplayModule::Keys) const =0
- Checks whether the current key is being pressed.*

 - virtual bool `isKeyPressedOnce` (IDisplayModule::Keys) const =0
- Checks whether the current key was pressed during the last frame.*

 - virtual float `getDelta` () const =0
- Gets the number of frames since last update.*

 - virtual void `clear` () const =0
- Clears the canvas.*

 - virtual void `update` ()=0
- Runs an update over the events that occurred.*

 - virtual void `render` () const =0
- Renders the canvas.*

 - virtual char `getKeyCode` () const =0
- Gets the last pressed character from the keyboard.*

 - virtual void `setColor` (IDisplayModule::Colors col)=0
- Defines the color of the elements that will be drawn.*

 - virtual void `putPixel` (float x, float y) const =0
- Displays a pixel.*

 - virtual void `putLine` (float x1, float y1, float x2, float y2) const =0
- Displays a line.*

 - virtual void `putRect` (float x, float y, float w, float h) const =0
- Displays a rectangle.*

 - virtual void `putFillRect` (float x, float y, float w, float h) const =0
- Displays a filled rectangle.*

 - virtual void `putCircle` (float x, float y, float rad) const =0
- Displays a circle.*

 - virtual void `putFillCircle` (float x, float y, float rad) const =0
- Displays a filled circle.*

 - virtual void `putText` (const std::string &text, unsigned int size, float x, float y) const =0
- Displays text.*

 - virtual const std::string & `getLibName` () const =0
- Gets the library name.*

6.7.1 Detailed Description

Interface for the display modules used to display things.

6.7.2 Member Enumeration Documentation

6.7.2.1 Colors

```
enum Arcade::Display::IDisplayModule::Colors
```

Available colors.

Enumerator

DEFAULT	The color the window clears to.
BLACK	Black color.
RED	Red color.
GREEN	Green color.
YELLOW	Yellow color.
BLUE	Blue color.
MAGENTA	Magenta color.
CYAN	Cyan color.
LIGHT_GRAY	Light gray color.
DARK_GRAY	Dark gray color.
LIGHT_RED	Light red color.
LIGHT_GREEN	Light green color.
LIGHT_YELLOW	Light yellow color.
LIGHT_BLUE	Light blue color.
LIGHT_MAGENTA	Light magenta color.
LIGHT_CYAN	Light cyan color.
WHITE	White color.
COLORS_END	Color count.

6.7.2.2 Keys

```
enum Arcade::Display::IDisplayModule::Keys
```

Available keys.

Enumerator

LEFT	Left key.
RIGHT	Right key.
UP	Up key.
DOWN	Down key.
Z	Z key.
Q	Q key.
S	S key.
D	D key.
A	A key.
E	E key.
W	W key.
X	X key.

Enumerator

SPACE	Space key.
ESCAPE	Escape key.
J	J key.
K	K key.
U	U key.
I	I key.
M	M key.
R	R key.
ENTER	Return key.
KEYS_END	Key count.

6.7.3 Member Function Documentation

6.7.3.1 getDelta()

```
virtual float Arcade::Display::IDisplayModule::getDelta ( ) const [pure virtual]
```

Gets the number of frames since last update.

Returns

float Frame count

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.2 getKeyCode()

```
virtual char Arcade::Display::IDisplayModule::getKeyCode ( ) const [pure virtual]
```

Gets the last pressed character from the keyboard.

Returns

\0 if nothing was pressed, \b if backspace was pressed, \n if return was pressed, otherwise, a character.

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.3 getLibName()

```
virtual const std::string& Arcade::Display::IDisplayModule::getLibName ( ) const [pure virtual]
```

Gets the library name.

Returns

The library's name

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.4 isKeyPressed()

```
virtual bool Arcade::Display::IDisplayModule::isKeyPressed (
    IDisplayModule::Keys ) const [pure virtual]
```

Checks whether the current key is being pressed.

Returns

true Key is pressed
false Key is not pressed

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.5 isKeyPressedOnce()

```
virtual bool Arcade::Display::IDisplayModule::isKeyPressedOnce (
    IDisplayModule::Keys ) const [pure virtual]
```

Checks whether the current key was pressed during the last frame.

Returns

true Key is pressed
false Key is not pressed

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.6 isOpen()

```
virtual bool Arcade::Display::IDisplayModule::isOpen ( ) const [pure virtual]
```

Check window status.

Returns

true Window is open
false Window is closed

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.7 putCircle()

```
virtual void Arcade::Display::IDisplayModule::putCircle (
    float x,
    float y,
    float rad ) const [pure virtual]
```

Displays a circle.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates
<i>rad</i>	Radius of the circle

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.8 putFillColor()

```
virtual void Arcade::Display::IDisplayModule::putFillColor (
    float x,
    float y,
    float rad ) const [pure virtual]
```

Displays a filled circle.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates
<i>rad</i>	Radius of the circle

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.9 putFillRect()

```
virtual void Arcade::Display::IDisplayModule::putFillRect (
    float x,
    float y,
    float w,
    float h ) const [pure virtual]
```

Displays a filled rectangle.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates
<i>w</i>	Width of the rectangle
<i>h</i>	Height of the rectangle

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.10 putLine()

```
virtual void Arcade::Display::IDisplayModule::putLine (
    float x1,
    float y1,
    float x2,
    float y2 ) const [pure virtual]
```

Displays a line.

Parameters

<i>x1</i>	X coordinates for the first point
<i>y1</i>	Y coordinates for the first point
<i>x2</i>	X coordinates for the second point
<i>y2</i>	Y coordinates for the second point

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.11 putPixel()

```
virtual void Arcade::Display::IDisplayModule::putPixel (
    float x,
    float y ) const [pure virtual]
```

Displays a pixel.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.12 putRect()

```
virtual void Arcade::Display::IDisplayModule::putRect (
    float x,
    float y,
    float w,
    float h ) const [pure virtual]
```

Displays a rectangle.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates
<i>w</i>	Width of the rectangle
<i>h</i>	Height of the rectangle

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.13 putText()

```
virtual void Arcade::Display::IDisplayModule::putText (
    const std::string & text,
    unsigned int size,
    float x,
    float y ) const [pure virtual]
```

Displays text.

Parameters

<i>text</i>	The text content
<i>size</i>	The text size
<i>x</i>	X coordinates
<i>y</i>	Y coordinates

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.14 setColor()

```
virtual void Arcade::Display::IDisplayModule::setColor (
    IDisplayModule::Colors col ) [pure virtual]
```

Defines the color of the elements that will be drawn.

Parameters

<i>col</i>	The color
------------	-----------

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.15 shouldBeRestarted()

```
virtual bool Arcade::Display::IDisplayModule::shouldBeRestarted ( ) const [pure virtual]
```

Checks whether you need to restart the current game.

Returns

true Restart the game
false Do nothing

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.16 shouldExit()

```
virtual bool Arcade::Display::IDisplayModule::shouldExit ( ) const [pure virtual]
```

Checks whether you need to exit the program.

Returns

true Exit the program
false Do nothing

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.17 shouldGoToMenu()

```
virtual bool Arcade::Display::IDisplayModule::shouldGoToMenu ( ) const [pure virtual]
```

Checks whether you need to go back to the menu.

Returns

true Go back to menu
false Do nothing

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.18 switchToNextGame()

```
virtual bool Arcade::Display::IDisplayModule::switchToNextGame ( ) const [pure virtual]
```

Checks whether you need to change the current game library.

Returns

true Switch to next available library
false Do nothing

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.19 switchToNextLib()

```
virtual bool Arcade::Display::IDisplayModule::switchToNextLib ( ) const [pure virtual]
```

Checks whether you need to change the current display library.

Returns

true Switch to next available library
false Do nothing

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.20 switchToPreviousGame()

```
virtual bool Arcade::Display::IDisplayModule::switchToPreviousGame ( ) const [pure virtual]
```

Checks whether you need to change the current game library.

Returns

true Switch to previous available library
false Do nothing

Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.7.3.21 switchToPreviousLib()

```
virtual bool Arcade::Display::IDisplayModule::switchToPreviousLib ( ) const [pure virtual]
```

Checks whether you need to change the current display library.

Returns

true Switch to previous available library
false Do nothing

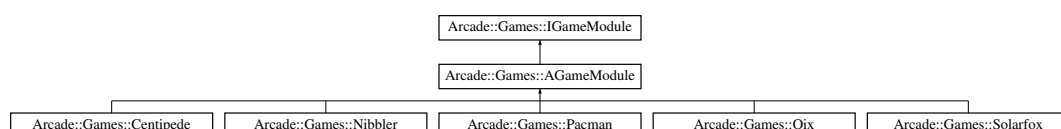
Implemented in [Arcade::Display::SDL](#), [Arcade::Display::Libcaca](#), and [Arcade::Display::SFML](#).

6.8 Arcade::Games::IGameModule Class Reference

Interface for the game modules used to handle games.

```
#include <IGameModule.hpp>
```

Inheritance diagram for Arcade::Games::IGameModule:



Public Member Functions

- virtual void [reset](#) ()=0
Resets and restarts the game.
- virtual bool [loadFromFile](#) (const std::string &filepath)=0
Loads highscores from a file.
- virtual bool [loadFromFile](#) ()=0
Loads highscores from the default save file.
- virtual bool [saveToFile](#) (const std::string &filepath) const =0
Saves highscores to a file.
- virtual bool [saveToFile](#) () const =0
Saves highscores from the default save file.
- virtual void [setPlayerName](#) (const std::string &name)=0
Sets the player name.
- virtual std::pair< std::string, int > [getScore](#) () const =0
Gets the current score.
- virtual std::vector< std::pair< std::string, int > > [getBestScores](#) () const =0
Gets the best 16 scores.
- virtual void [update](#) (const [Arcade::Display::IDisplayModule](#) &lib)=0
Updates the game.
- virtual void [render](#) ([Arcade::Display::IDisplayModule](#) &lib) const =0
Renders the game on the display module.
- virtual const std::string & [getLibName](#) () const =0
Gets the library name.

6.8.1 Detailed Description

Interface for the game modules used to handle games.

6.8.2 Member Function Documentation

6.8.2.1 [getBestScores\(\)](#)

```
virtual std::vector<std::pair<std::string, int> > Arcade::Games::IGameModule::getBestScores (
) const [pure virtual]
```

Gets the best 16 scores.

Returns

std::vector<std::pair<std::string, int>> Vector of [name, score] value pairs

Implemented in [Arcade::Games::AGameModule](#).

6.8.2.2 getLibName()

```
virtual const std::string& Arcade::Games::IGameModule::getLibName ( ) const [pure virtual]
```

Gets the library name.

Returns

The library's name

Implemented in [Arcade::Games::AGameModule](#).

6.8.2.3 getScore()

```
virtual std::pair<std::string, int> Arcade::Games::IGameModule::getScore ( ) const [pure virtual]
```

Gets the current score.

Returns

std::pair<std::string, int> [Name, score] value pairs

Implemented in [Arcade::Games::AGameModule](#).

6.8.2.4 loadFromFile() [1/2]

```
virtual bool Arcade::Games::IGameModule::loadFromFile (
    const std::string & filepath ) [pure virtual]
```

Loads highscores from a file.

Parameters

<i>filepath</i>	The file path
-----------------	---------------

Returns

true Highscores were loaded
false An error occurred

Implemented in [Arcade::Games::AGameModule](#).

6.8.2.5 loadFromFile() [2/2]

```
virtual bool Arcade::Games::IGameModule::loadFromFile ( ) [pure virtual]
```

Loads highscores from the default save file.

Returns

true Highscores were loaded
false An error occurred

Implemented in [Arcade::Games::AGameModule](#).

6.8.2.6 render()

```
virtual void Arcade::Games::IGameModule::render (
    Arcade::Display::IDisplayModule & lib ) const [pure virtual]
```

Renders the game on the display module.

Parameters

<i>lib</i>	The display module that will be used to put things on a canvas.
------------	---

Implemented in [Arcade::Games::AGameModule](#), [Arcade::Games::Nibbler](#), and [Arcade::Games::Pacman](#).

6.8.2.7 saveToFile() [1/2]

```
virtual bool Arcade::Games::IGameModule::saveToFile (
    const std::string & filepath ) const [pure virtual]
```

Saves highscores to a file.

Parameters

<i>filepath</i>	The file path
-----------------	---------------

Returns

true Highscores were saved
false An error occurred

Implemented in [Arcade::Games::AGameModule](#).

6.8.2.8 saveToFile() [2/2]

```
virtual bool Arcade::Games::IGameModule::saveToFile ( ) const [pure virtual]
```

Saves highscores from the default save file.

Returns

true Highscores were saved
false An error occurred

Implemented in [Arcade::Games::AGameModule](#).

6.8.2.9 setPlayerName()

```
virtual void Arcade::Games::IGameModule::setPlayerName (
    const std::string & name ) [pure virtual]
```

Sets the player name.

Parameters

<i>name</i>	The player name
-------------	-----------------

Implemented in [Arcade::Games::AGameModule](#).

6.8.2.10 update()

```
virtual void Arcade::Games::IGameModule::update (
    const Arcade::Display::IDisplayModule & lib ) [pure virtual]
```

Updates the game.

Parameters

<i>lib</i>	The display module that will be used to get events that occurred
------------	--

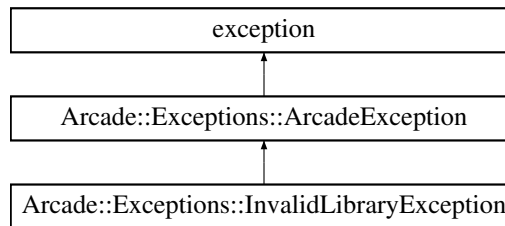
Implemented in [Arcade::Games::Nibbler](#), [Arcade::Games::Pacman](#), [Arcade::Games::Centipede](#), [Arcade::Games::Qix](#), and [Arcade::Games::Solarfox](#).

6.9 Arcade::Exceptions::InvalidLibraryException Class Reference

Thrown when trying to use an invalid library file.

```
#include <InvalidLibraryException.hpp>
```

Inheritance diagram for Arcade::Exceptions::InvalidLibraryException:



Public Member Functions

- [InvalidLibraryException](#) (std::string const &message, std::string const &component)
Construct a new Invalid Library Exception object.

6.9.1 Detailed Description

Thrown when trying to use an invalid library file.

6.9.2 Constructor & Destructor Documentation

6.9.2.1 InvalidLibraryException()

```
Arcade::Exceptions::InvalidLibraryException::InvalidLibraryException (
    std::string const & message,
    std::string const & component )
```

Construct a new Invalid Library Exception object.

Parameters

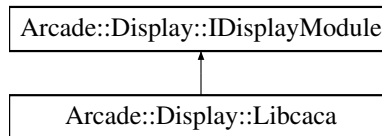
<i>message</i>	Message explaining the problem.
<i>component</i>	Additional information on where the problem occurred.

6.10 Arcade::Display::Libcaca Class Reference

[Libcaca](#) library.

```
#include <Libcaca.hpp>
```

Inheritance diagram for Arcade::Display::Libcaca:



Public Member Functions

- void [reset](#) () final
Resets the library.
- void [open](#) () final
Opens / initializes the window.
- bool [isOpen](#) () const final
Check window status.
- bool [switchToNextLib](#) () const final
Checks whether you need to change the current display library.
- bool [switchToPreviousLib](#) () const final
Checks whether you need to change the current display library.
- bool [switchToNextGame](#) () const final
Checks whether you need to change the current game library.
- bool [switchToPreviousGame](#) () const final
Checks whether you need to change the current game library.
- bool [shouldBeRestarted](#) () const final
Checks whether you need to restart the current game.
- bool [shouldGoToMenu](#) () const final
Checks whether you need to go back to the menu.
- bool [shouldExit](#) () const final
Checks whether you need to exit the program.
- bool [isKeyPressed](#) (IDisplayModule::Keys) const final
Checks whether the current key is being pressed.
- bool [isKeyPressedOnce](#) (IDisplayModule::Keys) const final
Checks whether the current key was pressed during the last frame.
- float [getDelta](#) () const final
Gets the number of frames since last update.
- void [clear](#) () const final
Clears the canvas.
- void [update](#) () final
Runs an update over the events that occurred.
- void [render](#) () const final
Renders the canvas.
- char [getKeyCode](#) () const final
Gets the last pressed character from the keyboard.
- void [setColor](#) (IDisplayModule::Colors col) final
Defines the color of the elements that will be drawn.
- void [putPixel](#) (float x, float y) const final
Displays a pixel.
- void [putLine](#) (float x1, float y1, float x2, float y2) const final
Displays a line.
- void [putRect](#) (float x, float y, float w, float h) const final
Displays a rectangle.

- void [putFillRect](#) (float x, float y, float w, float h) const final
Displays a filled rectangle.
- void [putCircle](#) (float x, float y, float rad) const final
Displays a circle.
- void [putFillCircle](#) (float x, float y, float rad) const final
Displays a filled circle.
- void [putText](#) (const std::string &text, unsigned int size, float x, float y) const final
Displays text.
- const std::string & [getLibName](#) () const final
Gets the library name.

Additional Inherited Members

6.10.1 Detailed Description

[Libcaca](#) library.

6.10.2 Member Function Documentation

6.10.2.1 [getDelta\(\)](#)

```
float Arcade::Display::Libcaca::getDelta ( ) const [final], [virtual]
```

Gets the number of frames since last update.

Returns

float Frame count

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.2 [getKeyCode\(\)](#)

```
char Arcade::Display::Libcaca::getKeyCode ( ) const [final], [virtual]
```

Gets the last pressed character from the keyboard.

Returns

\0 if nothing was pressed, \b if backspace was pressed, \n if return was pressed, otherwise, a character.

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.3 getLibName()

```
const std::string& Arcade::Display::Libcaca::getLibName ( ) const [final], [virtual]
```

Gets the library name.

Returns

The library's name

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.4 isKeyPressed()

```
bool Arcade::Display::Libcaca::isKeyPressed (
    IDisplayModule::Keys ) const [final], [virtual]
```

Checks whether the current key is being pressed.

Returns

true Key is pressed
false Key is not pressed

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.5 isKeyPressedOnce()

```
bool Arcade::Display::Libcaca::isKeyPressedOnce (
    IDisplayModule::Keys ) const [final], [virtual]
```

Checks whether the current key was pressed during the last frame.

Returns

true Key is pressed
false Key is not pressed

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.6 isOpen()

```
bool Arcade::Display::Libcaca::isOpen ( ) const [final], [virtual]
```

Check window status.

Returns

true Window is open
false Window is closed

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.7 putCircle()

```
void Arcade::Display::Libcaca::putCircle (
    float x,
    float y,
    float rad ) const [final], [virtual]
```

Displays a cirle.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates
<i>rad</i>	Radius of the circle

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.8 putFillCircle()

```
void Arcade::Display::Libcaca::putFillCircle (
    float x,
    float y,
    float rad ) const [final], [virtual]
```

Displays a filled cirle.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates
<i>rad</i>	Radius of the circle

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.9 putFillRect()

```
void Arcade::Display::Libcaca::putFillRect (
    float x,
    float y,
    float w,
    float h ) const [final], [virtual]
```

Displays a filled rectangle.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates
<i>w</i>	Width of the rectangle
<i>h</i>	Height of the rectangle

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.10 putLine()

```
void Arcade::Display::Libcaca::putLine (
    float x1,
    float y1,
    float x2,
    float y2 ) const [final], [virtual]
```

Displays a line.

Parameters

<i>x1</i>	X coordinates for the first point
<i>y1</i>	Y coordinates for the first point
<i>x2</i>	X coordinates for the second point
<i>y2</i>	Y coordinates for the second point

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.11 putPixel()

```
void Arcade::Display::Libcaca::putPixel (
    float x,
    float y ) const [final], [virtual]
```

Displays a pixel.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.12 putRect()

```
void Arcade::Display::Libcaca::putRect (
    float x,
    float y,
    float w,
    float h ) const [final], [virtual]
```

Displays a rectangle.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates
<i>w</i>	Width of the rectangle
<i>h</i>	Height of the rectangle

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.13 putText()

```
void Arcade::Display::Libcaca::putText (
    const std::string & text,
    unsigned int size,
    float x,
    float y ) const [final], [virtual]
```

Displays text.

Parameters

<i>text</i>	The text content
<i>size</i>	The text size
<i>x</i>	X coordinates
<i>y</i>	Y coordinates

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.14 setColor()

```
void Arcade::Display::Libcaca::setColor (
    IDisplayModule::Colors col ) [final], [virtual]
```

Defines the color of the elements that will be drawn.

Parameters

<i>col</i>	The color
------------	-----------

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.15 shouldBeRestarted()

```
bool Arcade::Display::Libcaca::shouldBeRestarted ( ) const [final], [virtual]
```

Checks whether you need to restart the current game.

Returns

true Restart the game
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.16 shouldExit()

```
bool Arcade::Display::Libcaca::shouldExit ( ) const [final], [virtual]
```

Checks whether you need to exit the program.

Returns

true Exit the program
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.17 shouldGoToMenu()

```
bool Arcade::Display::Libcaca::shouldGoToMenu ( ) const [final], [virtual]
```

Checks whether you need to go back to the menu.

Returns

true Go back to menu
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.18 switchToNextGame()

```
bool Arcade::Display::Libcaca::switchToNextGame ( ) const [final], [virtual]
```

Checks whether you need to change the current game library.

Returns

true Switch to next available library
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.19 switchToNextLib()

```
bool Arcade::Display::Libcaca::switchToNextLib ( ) const [final], [virtual]
```

Checks whether you need to change the current display library.

Returns

true Switch to next available library
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.20 switchToPreviousGame()

```
bool Arcade::Display::Libcaca::switchToPreviousGame ( ) const [final], [virtual]
```

Checks whether you need to change the current game library.

Returns

true Switch to previous available library
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.10.2.21 switchToPreviousLib()

```
bool Arcade::Display::Libcaca::switchToPreviousLib ( ) const [final], [virtual]
```

Checks whether you need to change the current display library.

Returns

true Switch to previous available library
false Do nothing

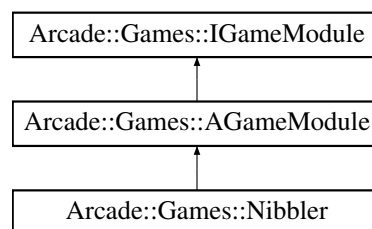
Implements [Arcade::Display::IDisplayModule](#).

6.11 Arcade::Games::Nibbler Class Reference

[Nibbler](#) game.

```
#include <Nibbler.hpp>
```

Inheritance diagram for Arcade::Games::Nibbler:



Public Member Functions

- void [reset](#) () final
Resets and restarts the game.
- void [update](#) (const [Arcade::Display::IDisplayModule](#) &displayModule) final
Updates the game.
- void [render](#) ([Arcade::Display::IDisplayModule](#) &displayModule) const final

Additional Inherited Members

6.11.1 Detailed Description

[Nibbler](#) game.

6.11.2 Member Function Documentation

6.11.2.1 render()

```
void Arcade::Games::Nibbler::render (
    Arcade::Display::IDisplayModule & lib ) const [final], [virtual]
```

Default game implementation (out of order)

Reimplemented from [Arcade::Games::AGameModule](#).

6.11.2.2 update()

```
void Arcade::Games::Nibbler::update (
    const Arcade::Display::IDisplayModule & lib ) [final], [virtual]
```

Updates the game.

Parameters

<i>lib</i>	The display module that will be used to get events that occurred
------------	--

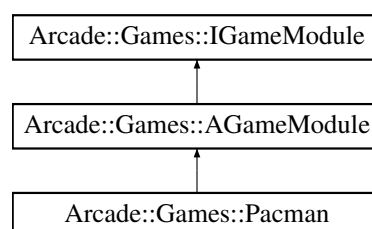
Implements [Arcade::Games::IGameModule](#).

6.12 Arcade::Games::Pacman Class Reference

[Pacman](#) game.

```
#include <Pacman.hpp>
```

Inheritance diagram for Arcade::Games::Pacman:



Public Member Functions

- void [reset](#) () final
Resets and restarts the game.
- void [update](#) (const [Arcade::Display::IDisplayModule](#) &lib) final
Updates the game.
- void [render](#) ([Arcade::Display::IDisplayModule](#) &lib) const final

Additional Inherited Members

6.12.1 Detailed Description

[Pacman](#) game.

6.12.2 Member Function Documentation

6.12.2.1 [render\(\)](#)

```
void Arcade::Games::Pacman::render (
    Arcade::Display::IDisplayModule & lib ) const [final], [virtual]
```

Default game implementation (out of order)

Reimplemented from [Arcade::Games::AGameModule](#).

6.12.2.2 [update\(\)](#)

```
void Arcade::Games::Pacman::update (
    const Arcade::Display::IDisplayModule & lib ) [final], [virtual]
```

Updates the game.

Parameters

<i>lib</i>	The display module that will be used to get events that occurred
------------	--

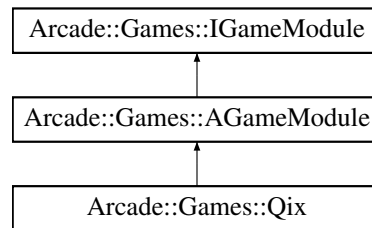
Implements [Arcade::Games::IGameModule](#).

6.13 Arcade::Games::Qix Class Reference

[Qix](#) game.


```
#include <Qix.hpp>
```

Inheritance diagram for Arcade::Games::Qix:



Public Member Functions

- void [reset](#) () final
Resets and restarts the game.
- void [update](#) (const [Arcade::Display::IDisplayModule](#) &lib) final
Updates the game.

Additional Inherited Members

6.13.1 Detailed Description

[Qix](#) game.

6.13.2 Member Function Documentation

6.13.2.1 update()

```
void Arcade::Games::Qix::update (
    const Arcade::Display::IDisplayModule & lib ) [final], [virtual]
```

Updates the game.

Parameters

<i>lib</i>	The display module that will be used to get events that occurred
------------	--

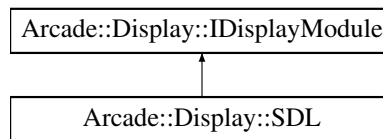
Implements [Arcade::Games::IGameModule](#).

6.14 Arcade::Display::SDL Class Reference

[SDL](#) library.

```
#include <SDL.hpp>
```

Inheritance diagram for Arcade::Display::SDL:



Public Member Functions

- void **reset** () final
Resets the library.
- void **open** () final
Opens / initializes the window.
- bool **isOpen** () const final
Check window status.
- bool **switchToNextLib** () const final
Checks whether you need to change the current display library.
- bool **switchToPreviousLib** () const final
Checks whether you need to change the current display library.
- bool **switchToNextGame** () const final
Checks whether you need to change the current game library.
- bool **switchToPreviousGame** () const final
Checks whether you need to change the current game library.
- bool **shouldBeRestarted** () const final
Checks whether you need to restart the current game.
- bool **shouldGoToMenu** () const final
Checks whether you need to go back to the menu.
- bool **shouldExit** () const final
Checks whether you need to exit the program.
- bool **isKeyPressed** (IDisplayModule::Keys) const final
Checks whether the current key is being pressed.
- bool **isKeyPressedOnce** (IDisplayModule::Keys) const final
Checks whether the current key was pressed during the last frame.
- float **getDelta** () const final
Gets the number of frames since last update.
- void **clear** () const final
Clears the canvas.
- void **update** () final
Runs an update over the events that occurred.
- void **render** () const final
Renders the canvas.
- char **getKeyCode** () const final
Gets the last pressed character from the keyboard.
- void **setColor** (IDisplayModule::Colors col) final
Defines the color of the elements that will be drawn.
- void **putPixel** (float x, float y) const final
Displays a pixel.

- void [putLine](#) (float x1, float y1, float x2, float y2) const final
Displays a line.
- void [putRect](#) (float x, float y, float w, float h) const final
Displays a rectangle.
- void [putFillRect](#) (float x, float y, float w, float h) const final
Displays a filled rectangle.
- void [putCircle](#) (float x, float y, float rad) const final
Displays a circle.
- void [putFillCircle](#) (float x, float y, float rad) const final
Displays a filled circle.
- void [putText](#) (const std::string &text, unsigned int size, float x, float y) const final
Displays text.
- const std::string & [getLibName](#) () const final
Gets the library name.

Additional Inherited Members

6.14.1 Detailed Description

[SDL](#) library.

6.14.2 Member Function Documentation

6.14.2.1 getDelta()

```
float Arcade::Display::SDL::getDelta ( ) const [final], [virtual]
```

Gets the number of frames since last update.

Returns

float Frame count

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.2 getKeyCode()

```
char Arcade::Display::SDL::getKeyCode ( ) const [final], [virtual]
```

Gets the last pressed character from the keyboard.

Returns

\0 if nothing was pressed, \b if backspace was pressed, \n if return was pressed, otherwise, a character.

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.3 getLibName()

```
const std::string& Arcade::Display::SDL::getLibName ( ) const [final], [virtual]
```

Gets the library name.

Returns

The library's name

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.4 isKeyPressed()

```
bool Arcade::Display::SDL::isKeyPressed (
    IDisplayModule::Keys ) const [final], [virtual]
```

Checks whether the current key is being pressed.

Returns

true Key is pressed
false Key is not pressed

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.5 isKeyPressedOnce()

```
bool Arcade::Display::SDL::isKeyPressedOnce (
    IDisplayModule::Keys ) const [final], [virtual]
```

Checks whether the current key was pressed during the last frame.

Returns

true Key is pressed
false Key is not pressed

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.6 isOpen()

```
bool Arcade::Display::SDL::isOpen ( ) const [final], [virtual]
```

Check window status.

Returns

true Window is open
false Window is closed

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.7 putCircle()

```
void Arcade::Display::SDL::putCircle (
    float x,
    float y,
    float rad ) const [final], [virtual]
```

Displays a circle.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates
<i>rad</i>	Radius of the circle

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.8 putFillCircle()

```
void Arcade::Display::SDL::putFillCircle (
    float x,
    float y,
    float rad ) const [final], [virtual]
```

Displays a filled circle.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates
<i>rad</i>	Radius of the circle

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.9 putFillRect()

```
void Arcade::Display::SDL::putFillRect (
    float x,
    float y,
    float w,
    float h ) const [final], [virtual]
```

Displays a filled rectangle.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates
<i>w</i>	Width of the rectangle
<i>h</i>	Height of the rectangle

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.10 putLine()

```
void Arcade::Display::SDL::putLine (
    float x1,
    float y1,
    float x2,
    float y2 ) const [final], [virtual]
```

Displays a line.

Parameters

<i>x1</i>	X coordinates for the first point
<i>y1</i>	Y coordinates for the first point
<i>x2</i>	X coordinates for the second point
<i>y2</i>	Y coordinates for the second point

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.11 putPixel()

```
void Arcade::Display::SDL::putPixel (
    float x,
    float y ) const [final], [virtual]
```

Displays a pixel.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.12 putRect()

```
void Arcade::Display::SDL::putRect (
    float x,
    float y,
    float w,
    float h ) const [final], [virtual]
```

Displays a rectangle.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates
<i>w</i>	Width of the rectangle
<i>h</i>	Height of the rectangle

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.13 putText()

```
void Arcade::Display::SDL::putText (
    const std::string & text,
    unsigned int size,
    float x,
    float y ) const [final], [virtual]
```

Displays text.

Parameters

<i>text</i>	The text content
<i>size</i>	The text size
<i>x</i>	X coordinates
<i>y</i>	Y coordinates

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.14 setColor()

```
void Arcade::Display::SDL::setColor (
    IDisplayModule::Colors col ) [final], [virtual]
```

Defines the color of the elements that will be drawn.

Parameters

<i>col</i>	The color
------------	-----------

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.15 shouldBeRestarted()

```
bool Arcade::Display::SDL::shouldBeRestarted ( ) const [final], [virtual]
```

Checks whether you need to restart the current game.

Returns

true Restart the game
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.16 shouldExit()

```
bool Arcade::Display::SDL::shouldExit ( ) const [final], [virtual]
```

Checks whether you need to exit the program.

Returns

true Exit the program
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.17 shouldGoToMenu()

```
bool Arcade::Display::SDL::shouldGoToMenu ( ) const [final], [virtual]
```

Checks whether you need to go back to the menu.

Returns

true Go back to menu
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.18 switchToNextGame()

```
bool Arcade::Display::SDL::switchToNextGame ( ) const [final], [virtual]
```

Checks whether you need to change the current game library.

Returns

true Switch to next available library
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.19 switchToNextLib()

```
bool Arcade::Display::SDL::switchToNextLib ( ) const [final], [virtual]
```

Checks whether you need to change the current display library.

Returns

true Switch to next available library
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.20 switchToPreviousGame()

```
bool Arcade::Display::SDL::switchToPreviousGame ( ) const [final], [virtual]
```

Checks whether you need to change the current game library.

Returns

true Switch to previous available library
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.14.2.21 switchToPreviousLib()

```
bool Arcade::Display::SDL::switchToPreviousLib ( ) const [final], [virtual]
```

Checks whether you need to change the current display library.

Returns

true Switch to previous available library
false Do nothing

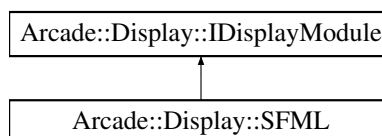
Implements [Arcade::Display::IDisplayModule](#).

6.15 Arcade::Display::SFML Class Reference

[SFML](#) library.

```
#include <SFML.hpp>
```

Inheritance diagram for Arcade::Display::SFML:



Public Member Functions

- void `reset` () final
Resets the library.
- void `open` () final
Opens / initializes the window.
- bool `isOpen` () const final
Check window status.
- bool `switchToNextLib` () const final
Checks whether you need to change the current display library.
- bool `switchToPreviousLib` () const final
Checks whether you need to change the current display library.
- bool `switchToNextGame` () const final
Checks whether you need to change the current game library.
- bool `switchToPreviousGame` () const final
Checks whether you need to change the current game library.
- bool `shouldBeRestarted` () const final
Checks whether you need to restart the current game.
- bool `shouldGoToMenu` () const final
Checks whether you need to go back to the menu.
- bool `shouldExit` () const final
Checks whether you need to exit the program.
- bool `isKeyPressed` (IDisplayModule::Keys) const final
Checks whether the current key is being pressed.
- bool `isKeyPressedOnce` (IDisplayModule::Keys) const final
Checks whether the current key was pressed during the last frame.
- float `getDelta` () const final
Gets the number of frames since last update.
- void `clear` () const final
Clears the canvas.
- void `update` () final
Runs an update over the events that occurred.
- void `render` () const final
Renders the canvas.
- char `getKeyCode` () const final
Gets the last pressed character from the keyboard.
- void `setColor` (IDisplayModule::Colors col) final
Defines the color of the elements that will be drawn.
- void `putPixel` (float x, float y) const final
Displays a pixel.
- void `putLine` (float x1, float y1, float x2, float y2) const final
Displays a line.
- void `putRect` (float x, float y, float w, float h) const final
Displays a rectangle.
- void `putFillRect` (float x, float y, float w, float h) const final
Displays a filled rectangle.
- void `putCircle` (float x, float y, float rad) const final
Displays a circle.
- void `putFillCircle` (float x, float y, float rad) const final
Displays a filled circle.
- void `putText` (const std::string &text, unsigned int size, float x, float y) const final
Displays text.
- const std::string & `getLibName` () const final
Gets the library name.

Additional Inherited Members

6.15.1 Detailed Description

[SFML](#) library.

6.15.2 Member Function Documentation

6.15.2.1 getDelta()

```
float Arcade::Display::SFML::getDelta ( ) const [final], [virtual]
```

Gets the number of frames since last update.

Returns

float Frame count

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.2 getKeyCode()

```
char Arcade::Display::SFML::getKeyCode ( ) const [final], [virtual]
```

Gets the last pressed character from the keyboard.

Returns

\0 if nothing was pressed, \b if backspace was pressed, \n if return was pressed, otherwise, a character.

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.3 getLibName()

```
const std::string& Arcade::Display::SFML::getLibName ( ) const [final], [virtual]
```

Gets the library name.

Returns

The library's name

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.4 isKeyPressed()

```
bool Arcade::Display::SFML::isKeyPressed (
    IDisplayModule::Keys ) const [final], [virtual]
```

Checks whether the current key is being pressed.

Returns

true Key is pressed
false Key is not pressed

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.5 isKeyPressedOnce()

```
bool Arcade::Display::SFML::isKeyPressedOnce (
    IDisplayModule::Keys ) const [final], [virtual]
```

Checks whether the current key was pressed during the last frame.

Returns

true Key is pressed
false Key is not pressed

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.6 isOpen()

```
bool Arcade::Display::SFML::isOpen ( ) const [final], [virtual]
```

Check window status.

Returns

true Window is open
false Window is closed

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.7 putCircle()

```
void Arcade::Display::SFML::putCircle (
    float x,
    float y,
    float rad ) const [final], [virtual]
```

Displays a circle.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates
<i>rad</i>	Radius of the circle

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.8 putFillCircle()

```
void Arcade::Display::SFML::putFillCircle (
    float x,
    float y,
    float rad ) const [final], [virtual]
```

Displays a filled circle.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates
<i>rad</i>	Radius of the circle

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.9 putFillRect()

```
void Arcade::Display::SFML::putFillRect (
    float x,
    float y,
    float w,
    float h ) const [final], [virtual]
```

Displays a filled rectangle.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates
<i>w</i>	Width of the rectangle
<i>h</i>	Height of the rectangle

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.10 putLine()

```
void Arcade::Display::SFML::putLine (
    float x1,
    float y1,
    float x2,
    float y2 ) const [final], [virtual]
```

Displays a line.

Parameters

<i>x1</i>	X coordinates for the first point
<i>y1</i>	Y coordinates for the first point
<i>x2</i>	X coordinates for the second point
<i>y2</i>	Y coordinates for the second point

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.11 putPixel()

```
void Arcade::Display::SFML::putPixel (
    float x,
    float y ) const [final], [virtual]
```

Displays a pixel.

Parameters

<i>x</i>	X coordinates
<i>y</i>	Y coordinates

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.12 putRect()

```
void Arcade::Display::SFML::putRect (
    float x,
    float y,
    float w,
    float h ) const [final], [virtual]
```

Displays a rectangle.

Parameters

<i>x</i>	X coordinates
----------	---------------

Parameters

<i>y</i>	Y coordinates
<i>w</i>	Width of the rectangle
<i>h</i>	Height of the rectangle

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.13 putText()

```
void Arcade::Display::SFML::putText (
    const std::string & text,
    unsigned int size,
    float x,
    float y ) const [final], [virtual]
```

Displays text.

Parameters

<i>text</i>	The text content
<i>size</i>	The text size
<i>x</i>	X coordinates
<i>y</i>	Y coordinates

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.14 setColor()

```
void Arcade::Display::SFML::setColor (
    IDisplayModule::Colors col ) [final], [virtual]
```

Defines the color of the elements that will be drawn.

Parameters

<i>col</i>	The color
------------	-----------

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.15 shouldBeRestarted()

```
bool Arcade::Display::SFML::shouldBeRestarted ( ) const [final], [virtual]
```

Checks whether you need to restart the current game.

Returns

true Restart the game
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.16 shouldExit()

```
bool Arcade::Display::SFML::shouldExit ( ) const [final], [virtual]
```

Checks whether you need to exit the program.

Returns

true Exit the program
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.17 shouldGoToMenu()

```
bool Arcade::Display::SFML::shouldGoToMenu ( ) const [final], [virtual]
```

Checks whether you need to go back to the menu.

Returns

true Go back to menu
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.18 switchToNextGame()

```
bool Arcade::Display::SFML::switchToNextGame ( ) const [final], [virtual]
```

Checks whether you need to change the current game library.

Returns

true Switch to next available library
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.19 switchToNextLib()

```
bool Arcade::Display::SFML::switchToNextLib ( ) const [final], [virtual]
```

Checks whether you need to change the current display library.

Returns

true Switch to next available library
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.20 switchToPreviousGame()

```
bool Arcade::Display::SFML::switchToPreviousGame ( ) const [final], [virtual]
```

Checks whether you need to change the current game library.

Returns

true Switch to previous available library
false Do nothing

Implements [Arcade::Display::IDisplayModule](#).

6.15.2.21 switchToPreviousLib()

```
bool Arcade::Display::SFML::switchToPreviousLib ( ) const [final], [virtual]
```

Checks whether you need to change the current display library.

Returns

true Switch to previous available library
false Do nothing

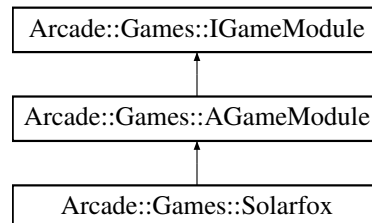
Implements [Arcade::Display::IDisplayModule](#).

6.16 Arcade::Games::Solarfox Class Reference

[Solarfox](#) game.

```
#include <Solarfox.hpp>
```

Inheritance diagram for Arcade::Games::Solarfox:



Public Member Functions

- void [reset](#) () final
Resets and restarts the game.
- void [update](#) (const [Arcade::Display::IDisplayModule](#) &lib) final
Updates the game.

Additional Inherited Members

6.16.1 Detailed Description

[Solarfox](#) game.

6.16.2 Member Function Documentation

6.16.2.1 update()

```
void Arcade::Games::Solarfox::update (
    const Arcade::Display::IDisplayModule & lib ) [final], [virtual]
```

Updates the game.

Parameters

<i>lib</i>	The display module that will be used to get events that occurred
------------	--

Implements [Arcade::Games::IGameModule](#).

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