

Reference Manual

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1 Class Index

1.1 Class List

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

[Bug](#)

[4](#)

2 File Index

2.1 File List

Here is a list of all files with brief descriptions:

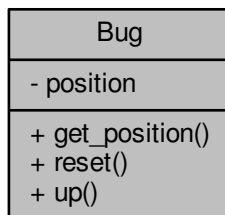
[bug.cpp](#)

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3 Class Documentation

3.1 Bug Class Reference

Collaboration diagram for Bug:



Public Member Functions

- int [get_position](#) () const
- void [reset](#) ()
- void [up](#) ()

Private Attributes

- int [position](#)

3.1.1 Detailed Description

Definition at line 5 of file bug.cpp.

3.1.2 Member Function Documentation

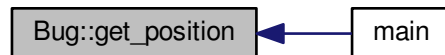
3.1.2.1 get_position()

```
int Bug::get_position ( ) const
```

Definition at line 27 of file bug.cpp.

```
28 {  
29     return position;  
30 }
```

Here is the caller graph for this function:



3.1.2.2 reset()

```
void Bug::reset ( )
```

Definition at line 22 of file bug.cpp.

```
23 {  
24     position = 0;  
25 }
```

Here is the caller graph for this function:



3.1.2.3 up()

```
void Bug::up ( )
```

Definition at line 15 of file bug.cpp.

```
16 {  
17     position += 10;  
18     if (position == 100)  
19         position = 0;  
20 }
```

Here is the caller graph for this function:



3.1.3 Member Data Documentation

3.1.3.1 position

```
int Bug::position [private]
```

Definition at line 12 of file bug.cpp.

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

- [bug.cpp](#)

4 File Documentation

4.1 bug.cpp File Reference

```
#include "../bigc3code/bigc3code/media/animation/animation.h"
```

```
#include <iostream>
```

Include dependency graph for bug.cpp:



Classes

- class [Bug](#)

Functions

- int [main](#) ()

Variables

- const int [HEIGHT](#) = 100

4.1.1 Function Documentation

4.1.1.1 main()

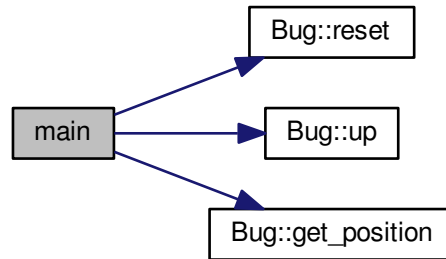
```
int main ( )
```

Definition at line 32 of file bug.cpp.

```
33 {  
34     Bug bugsy;  
35     Bug itsy_bitsy;  
36     bugsy.reset();  
37     itsy_bitsy.reset();  
38  
39     Picture pic1("bugsy2.png");  
40     Picture pic2("itsy2.png");  
41     int bugsyWidth = pic1.width();  
42     int itsyWidth = pic2.width();  
43     int bugsyHeight = pic1.height();  
44     int itsyHeight = pic2.height();  
45     Animation anim("bugsy2.gif", bugsyWidth + itsyWidth, HEIGHT + bugsyHeight);  
46  
47     anim.add(pic1, 0, bugsyHeight);  
48     anim.frame();  
49     anim.add(pic2, bugsyWidth, itsyHeight);  
50     anim.frame();  
51     for (int i = 0; i < 2; i++)  
52     {  
53         bugsy.up();  
54         anim.add(pic1, 0, bugsyHeight - bugsy.get_position() );  
55         anim.frame();  
56     }  
57     for (int i = 0; i < 3; i++)
```

```
58     {
59         itsy_bitsy.up();
60         anim.add(pic2, bugsyWidth, itsyHeight - itsy_bitsy.get_position() );
61         anim.frame();
62     }
63     for (int i = 1; i <= 8; i++)
64     {
65         bugsy.up();
66         anim.add(pic1, 0, bugsyHeight - bugsy.get_position() );
67         anim.frame();
68     }
69     bugsy.up();
70     anim.add(pic1, 0, bugsyHeight - bugsy.get_position() );
71     anim.frame();
72
73     anim.close();
74     return 0;
75 }
```

Here is the call graph for this function:



4.1.2 Variable Documentation

4.1.2.1 HEIGHT

```
const int HEIGHT = 100
```

Definition at line 31 of file bug.cpp.

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