Arcade

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1 Class Index **1**

1.1 Class List 1

2 File Index **3**

2.1 File List 3

3 Class Documentation **5**

3.1 Add Class Reference 5

3.1.1 Detailed Description 5

4 File Documentation **7**

4.1 main.hpp 7

4.2 add.hpp 7

Index **9**

Chapter 1

Class Index

1.1 Class List

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

Add
Add class 5

Chapter 2

File Index

2.1 File List

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

/home/stesson/Epitech/B-OOP-300/Arcade/src/main.hpp 7
/home/stesson/Epitech/B-OOP-300/Arcade/src/temp/add.hpp 7

Chapter 3

Class Documentation

3.1 Add Class Reference

Add class.

`#include <add.hpp>`

Public Member Functions

- int **add** (int a, int b)

3.1.1 Detailed Description

Add class.

This class is used to add two integers.

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

- /home/stesson/Epitech/B-OOP-300/Arcade/src/temp/add.hpp
- /home/stesson/Epitech/B-OOP-300/Arcade/src/temp/add.cpp

Chapter 4

File Documentation

4.1 main.hpp

4.2 add.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2025
00003 ** B-OOP-400 Arcade
00004 ** File description:
00005 ** main header
00006 */
00007
00008 #ifndef _ADD_HPP
00009     #define _ADD_HPP
00010
00016 class Add {
00017     public:
00018         Add() {};
00019         ~Add() {};
00020         int add(int a, int b);
00021 };
00022
00023 #endif /* !_ADD_HPP */
```

Index

/home/stesson/Epitech/B-OOP-300/Arcade/src/main.hpp,
7
/home/stesson/Epitech/B-OOP-300/Arcade/src/temp/add.hpp,
7

Add, 5