

zappy\_gui

0.1.0

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# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

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

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std::exception	
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## Chapter 2

# Class Index

### 2.1 Class List

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

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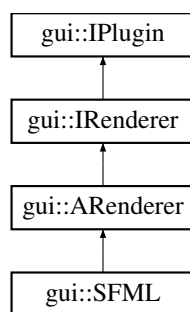


## Chapter 3

# Class Documentation

### 3.1 gui::ARenderer Class Reference

Inheritance diagram for gui::ARenderer:



#### Public Member Functions

- void **setName** (const std::string &name) override
- void **setResolution** (const std::pair< unsigned int, unsigned int > &resolution) override
- void **setFPS** (const unsigned int FPS) override
- const std::string & **getName** () const override
- const std::pair< unsigned int, unsigned int > **getResolution** () const override
- const unsigned int & **getFPS** () const override

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

- include/GUI/Abstraction/ARenderer.hpp

### 3.2 gui::Arguments Struct Reference

#### Public Member Functions

- **Arguments** (uint16\_t port, std::string machineName)

## Public Attributes

- `const uint16_t m_port`
- `const std::string m_machineName`

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

- `include/GUI/Parser.hpp`

## 3.3 myLib::Clock Class Reference

### Public Member Functions

- `void restart ()`
- `void pause ()`
- `void resume ()`
- `Time getElapsedTime () const`

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

- `lib/static/myLib/include/myLib/Clock/Clock.hpp`

## 3.4 gui::Gui Class Reference

### Public Member Functions

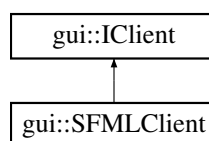
- `Gui (const Arguments &args)`
- `void Run ()`

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

- `include/GUI/Gui.hpp`

## 3.5 gui::IClient Class Reference

Inheritance diagram for `gui::IClient`:



## Public Member Functions

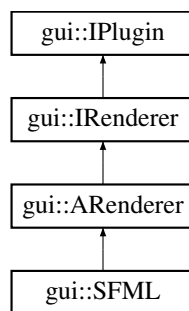
- virtual void **connect** (uint16\_t port, const std::string &machineName)=0
- virtual void **disconnect** ()=0
- virtual bool **sendCommand** (const std::string &cmd)=0
- virtual bool **getResponse** (const std::string &cmd)=0
- virtual std::string **getResponse** ()=0
- virtual bool **isConnected** ()=0

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

- include/GUI/Abstraction/IClient.hpp

## 3.6 gui::IPlugin Class Reference

Inheritance diagram for gui::IPlugin:



## Public Member Functions

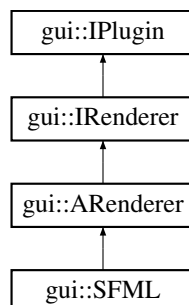
- virtual std::string **getPluginName** () const =0

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

- include/GUI/Abstraction/IPlugin.hpp

## 3.7 gui::IRenderer Class Reference

Inheritance diagram for gui::IRenderer:



## Public Member Functions

- virtual void **setName** (const std::string &name)=0
- virtual void **setResolution** (const std::pair< unsigned int, unsigned int > &resolution)=0
- virtual void **setFPS** (unsigned int FPS)=0
- virtual const std::string & **getName** () const =0
- virtual const std::pair< unsigned int, unsigned int > **getResolution** () const =0
- virtual const unsigned int & **getFPS** () const =0
- virtual [IClient](#) & **getClient** ()=0
- virtual void **render** ()=0
- virtual void **handleEvents** ()=0

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

- include/GUI/Abstraction/IRenderer.hpp

## 3.8 gui::Parser Class Reference

### Classes

- class [ParserException](#)

### Static Public Member Functions

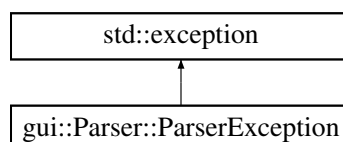
- static [Arguments](#) **ParseArgs** (int argc, char \*const argv[])
- static uint16\_t **ParsePort** (const char \*port)
- static std::string **ParseMachineName** (const char \*machineName)

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

- include/GUI/Parser.hpp

## 3.9 gui::Parser::ParserException Class Reference

Inheritance diagram for gui::Parser::ParserException:



## Public Member Functions

- **ParserException** (std::string msg)
- **ParserException** (const [ParserException](#) &)=delete
- **ParserException** & **operator=** (const [ParserException](#) &)=delete
- **ParserException** (const [ParserException](#) &&)=delete
- **ParserException** & **operator=** (const [ParserException](#) &&)=delete
- const char \* **what** () const noexcept override

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

- include/GUI/Parser.hpp

## 3.10 gui::PluginLoader Class Reference

### Classes

- class [PluginLoaderException](#)

### Public Types

- using **PluginCreator** = std::unique\_ptr< [IPlugin](#) >(\*)()

### Public Member Functions

- template<typename T >  
std::unique\_ptr< T > **getPlugin** (const std::string &pluginName)
- void **closePlugins** ()

### Static Public Member Functions

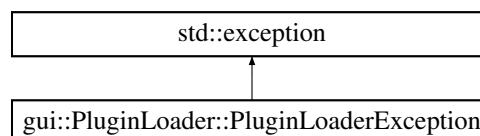
- static [PluginLoader](#) & **getInstance** ()

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

- include/GUI/PluginLoader.hpp

## 3.11 gui::PluginLoader::PluginLoaderException Class Reference

Inheritance diagram for gui::PluginLoader::PluginLoaderException:



## Public Member Functions

- **PluginLoaderException** (std::string msg)
- const char \* **what** () const noexcept override

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

- include/GUI/PluginLoader.hpp

## 3.12 myLib::Random Class Reference

### Static Public Member Functions

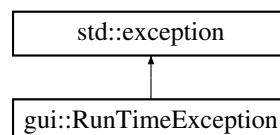
- static int **randomInt** (int min, int max)
- static int **randomInt** ()
- static float **randomFloat** (float min, float max)
- static float **randomFloat** ()

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

- lib/static/myLib/include/myLib/Random.hpp

## 3.13 gui::RunTimeException Class Reference

Inheritance diagram for gui::RunTimeException:



### Public Member Functions

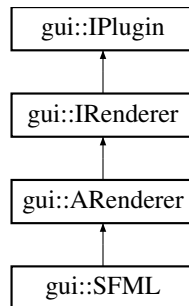
- **RunTimeException** (std::string msg)
- **RunTimeException** (const [RunTimeException](#) &)=delete
- [RunTimeException](#) & **operator=** (const [RunTimeException](#) &)=delete
- **RunTimeException** (const [RunTimeException](#) &&)=delete
- [RunTimeException](#) & **operator=** (const [RunTimeException](#) &&)=delete
- const char \* **what** () const noexcept override

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

- include/GUI/RunTimeException.hpp

## 3.14 gui::SFML Class Reference

Inheritance diagram for gui::SFML:



### Public Member Functions

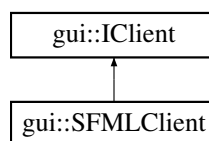
- `std::string getPluginName ()` const override
- `IClient & getClient ()` override
- `void render ()` override
- `void handleEvents ()` override
- `bool checkConnection (sf::Clock clock, bool &connexionReceived)`

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

- `lib/shared/Renderer/SFML/include/GUI/SFML.hpp`

## 3.15 gui::SFMLClient Class Reference

Inheritance diagram for gui::SFMLClient:



### Public Member Functions

- `void connect (uint16_t port, const std::string &machineName)` override
- `void disconnect ()` override
- `bool sendCommand (const std::string &cmd)` override
- `bool getResponse (const std::string &cmd)` override
- `std::string getResponse ()` override
- `bool isConnected ()` override

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

- `lib/shared/Renderer/SFML/include/GUI/SFMLClient.hpp`

## 3.16 myLib::Time Class Reference

### Public Member Functions

- **Time** (const double seconds)
- int **asSeconds** () const
- int **asMilliseconds** () const
- int **asMicroseconds** () const

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

- lib/static/myLib/include/myLib/Clock/Time.hpp



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