

CS12 MP2 Simon Says

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

Move	4
Window	
Simon	5

Chapter 2

Class Index

2.1 Class List

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

Move	4
Simon	5

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

main.cpp	9
move.cpp	9
move.h	9
simon.cpp	10
simon.h	10

Chapter 4

Class Documentation

4.1 Move Class Reference

```
#include <move.h>
```

Public Member Functions

- **Move** ()
- void **setValue** (int)
- void **setNext** (**Move** *)
- int **getValue** ()
- **Move** * **getNext** ()

Private Attributes

- int **value**
- **Move** * **next**

4.1.1 Constructor & Destructor Documentation

4.1.1.1 **Move::Move** ()

This constructs a move object.

4.1.2 Member Function Documentation

4.1.2.1 **Move** * **Move::getNext** ()

This returns the next move.

4.1.2.2 int **Move::getValue** ()

This returns the value of the move.

4.1.2.3 void Move::setNext (Move * n_move)

This sets the next move.

4.1.2.4 void Move::setValue (int x)

This sets the value for a move. The value indicates the button the moves corresponds to. 1 is for the green button, 2 is for the red button, 3 is for the yellow button and 4 is for the blue button.

4.1.3 Member Data Documentation

4.1.3.1 Move* Move::next [private]

4.1.3.2 int Move::value [private]

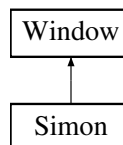
The documentation for this class was generated from the following files:

- **move.h**
- **move.cpp**

4.2 Simon Class Reference

```
#include <simon.h>
```

Inheritance diagram for Simon:



Public Member Functions

- **Simon ()**

Private Member Functions

- void **addMove** ()
- void **showMove** ()
- void **deleteMoves** ()
- void **onClick** (int)
- void **on_play** ()
- void **round** ()
- void **switchC** (int)

Private Attributes

- Gtk::Image * **greenW**
- Gtk::Image * **redW**
- Gtk::Image * **yellowW**
- Gtk::Image * **blueW**
- Gtk::Image * **whiteW**
- Gtk::Grid **game**
- Gtk::Button **green_b**
- Gtk::Button **blue_b**
- Gtk::Button **red_b**
- Gtk::Button **yellow_b**
- Gtk::Button **game_b**
- Gtk::Button **colorSeq**
- Gtk::Label **gameScore**
- Gtk::Label **colorWatch**
- Gtk::Label **instruct**
- std::string **scoreStr**
- **Move** * **moves**
- **Move** * **curr**
- **Move** * **temp**
- **Move** * **end**
- bool **start**
- bool **play**
- int **score**

4.2.1 Constructor & Destructor Documentation

4.2.1.1 Simon::Simon ()

This constructs the game.

4.2.2 Member Function Documentation

4.2.2.1 void Simon::addMove () [private]

This adds a move to the sequence of buttons.

4.2.2.2 void Simon::deleteMoves () [private]

This empties the list of moves, deleting the sequence.

4.2.2.3 void Simon::on_play () [private]

This starts and stops the game.

4.2.2.4 void Simon::onClick (int x) [private]

This checks if you clicked the right button. Points are added to the score equal to the length of the current sequence. If the wrong button is clicked, you lose the game. The score is set back to zero.

4.2.2.5 void Simon::round () [private]

This creates a new round after a new or a successful one in the game.

4.2.2.6 void Simon::showMove () [private]

This shows the next move by switching the color on the colorSeq button.

4.2.2.7 void Simon::switchC (int x) [private]

This shows the next color in the colorSeq button.

4.2.3 Member Data Documentation**4.2.3.1 Gtk::Button Simon::blue_b [private]****4.2.3.2 Gtk::Image* Simon::blueW [private]****4.2.3.3 Gtk::Button Simon::colorSeq [private]****4.2.3.4 Gtk::Label Simon::colorWatch [private]****4.2.3.5 Move* Simon::curr [private]****4.2.3.6 Move* Simon::end [private]****4.2.3.7 Gtk::Grid Simon::game [private]****4.2.3.8 Gtk::Button Simon::game_b [private]****4.2.3.9 Gtk::Label Simon::gameScore [private]****4.2.3.10 Gtk::Button Simon::green_b [private]****4.2.3.11 Gtk::Image* Simon::greenW [private]****4.2.3.12 Gtk::Label Simon::instruct [private]****4.2.3.13 Move* Simon::moves [private]****4.2.3.14 bool Simon::play [private]****4.2.3.15 Gtk::Button Simon::red_b [private]**

4.2.3.16 `Gtk::Image* Simon::redW` [private]

4.2.3.17 `int Simon::score` [private]

4.2.3.18 `std::string Simon::scoreStr` [private]

4.2.3.19 `bool Simon::start` [private]

4.2.3.20 `Move* Simon::temp` [private]

4.2.3.21 `Gtk::Image* Simon::whiteW` [private]

4.2.3.22 `Gtk::Button Simon::yellow_b` [private]

4.2.3.23 `Gtk::Image* Simon::yellowW` [private]

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

- `simon.h`
- `simon.cpp`

Chapter 5

File Documentation

5.1 main.cpp File Reference

```
#include <iostream>
#include <gtkmm.h>
#include "simon.h"
```

Functions

- int **main** (int argc, char **argv)

5.1.1 Function Documentation

5.1.1.1 int main (int *argc*, char ** *argv*)

5.2 move.cpp File Reference

```
#include "move.h"
#include <iostream>
```

5.3 move.h File Reference

Classes

- class **Move**

5.4 `simon.cpp` File Reference

```
#include <iostream>
#include <gtkmm.h>
#include <time.h>
#include <sstream>
#include "simon.h"
#include "move.h"
```

5.5 `simon.h` File Reference

```
#include <string.h>
#include <gtkmm.h>
#include "move.h"
```

Classes

- class **Simon**