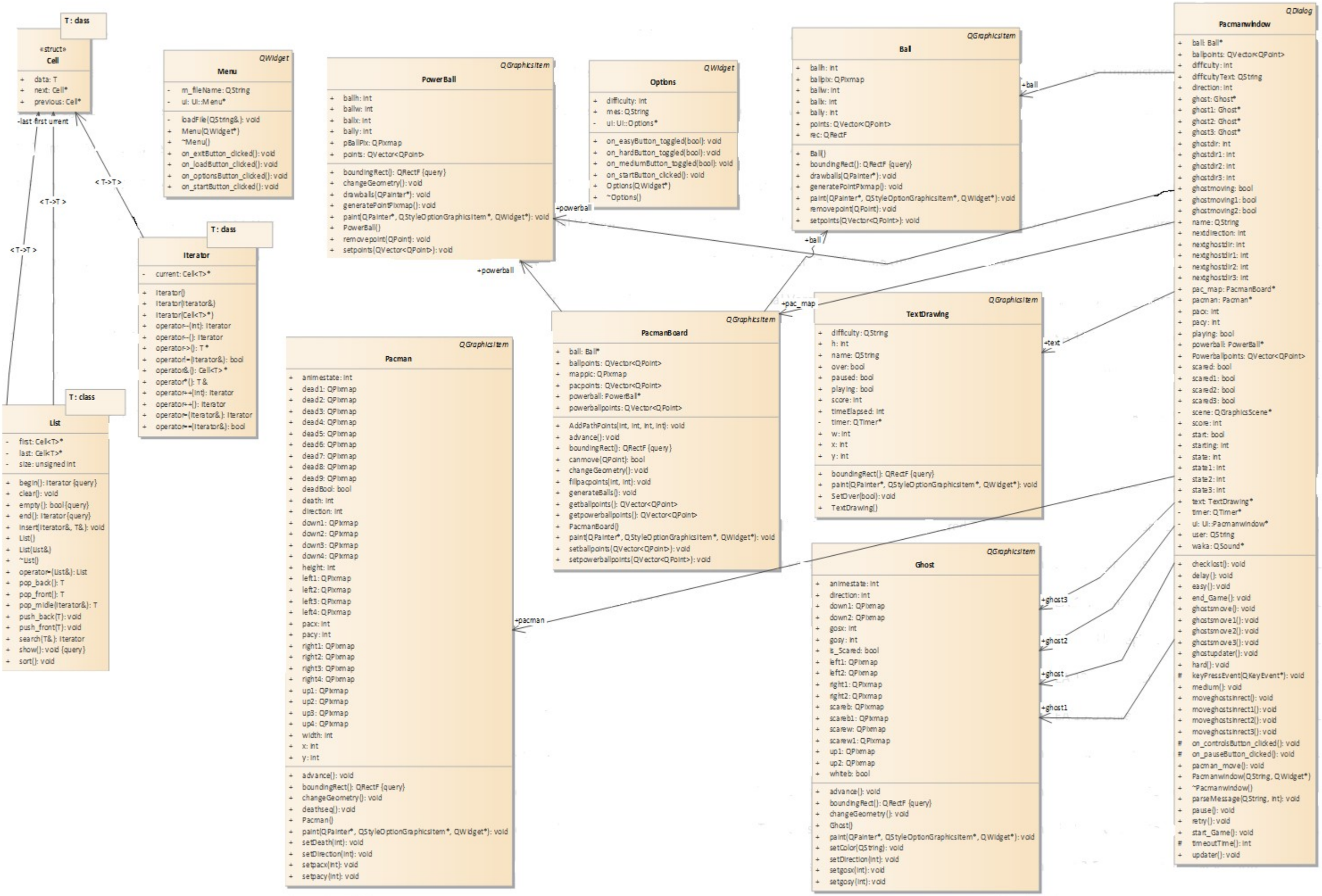
T : class
«struct»
Cell
+ data: T
+ next: Cell*
+ previous: Cell*
-last -first -current
< T->T >
< T->T >
< T->T >
QWidget
Menu
- m_fileName: QString
- ui: Ui::Menu*
- loadFile(QString&): void
+ Menu(QWidget*)
+ ~Menu()
+ on_exitButton_clicked(): void
+ on_loadButton_clicked(): void
+ on_optionsButton_clicked(): void
+ on_startButton_clicked(): void
QGraphicsItem
PowerBall
+ ballh: int
+ ballw: int
+ ballx: int
+ bally: int
+ pBallPix: QPixmap
+ points: QVector<QPoint>
+ boundingRect(): QRectF {query}
+ changeGeometry(): void
+ drawballs(QPainter*): void
+ generatePointPixmap(): void
+ paint(QPainter*, QStyleOptionGraphicsItem*, QWidget*): void
+ PowerBall()
+ removepoint(QPoint): void
+ setpoints(QVector<QPoint>): void
QWidget
Options
+ difficulty: int
+ mes: QString
- ui: Ui::Options*
+ on_easyButton_toggled(bool): void
+ on_hardButton_toggled(bool): void
+ on_mediumButton_toggled(bool): void
+ on_startButton_clicked(): void
+ Options(QWidget*)
+ ~Options()
QGraphicsItem
Ball
+ ballh: int
+ ballpix: QPixmap
+ ballw: int
+ ballx: int
+ bally: int
+ points: QVector<QPoint>
+ rec: QRectF
+ Ball()
+ boundingRect(): QRectF {query}
+ drawballs(QPainter*): void
+ generatePointPixmap(): void
+ paint(QPainter*, QStyleOptionGraphicsItem*, QWidget*): void
+ removepoint(QPoint): void
+ setpoints(QVector<QPoint>): void
QDialog
Pacmanwindow
+ ball: Ball*
+ ballpoints: QVector<QPoint>
+ difficulty: int
+ difficultyText: QString
+ direction: int
+ ghost: Ghost*
+ ghost1: Ghost*
+ ghost2: Ghost*
+ ghost3: Ghost*
+ ghostdir: int
+ ghostdir1: int
+ ghostdir2: int
+ ghostdir3: int
+ ghostmoving: bool
+ ghostmoving1: bool
+ ghostmoving2: bool
+ name: QString
+ nextdirection: int
+ nextghostdir: int
+ nextghostdir1: int
+ nextghostdir2: int
+ nextghostdir3: int
+ pac_map: PacmanBoard*
+ pacman: Pacman*
+ pacx: int
+ pacy: int
+ playing: bool
+ powerball: PowerBall*
+ Powerballpoints: QVector<QPoint>
+ scared: bool
+ scared1: bool
+ scared2: bool
+ scared3: bool
- scene: QGraphicsScene*
+ score: int
+ start: bool
+ starting: int
+ state: int
+ state1: int
+ state2: int
+ state3: int
+ text: TextDrawing*
- timer: QTimer*
- ui: Ui::Pacmanwindow*
+ user: QSound
+ waka: QSound*
+ checklost(): void
+ delay(): void
+ easy(): void
+ end_Game(): void
+ ghostsmove(): void
+ ghostsmove1(): void
+ ghostsmove2(): void
+ ghostsmove3(): void
+ ghostupdater(): void
+ hard(): void
# keyPressEvent(QKeyEvent*): void
+ medium(): void
+ moveghostsinrect(): void
+ moveghostsinrect1(): void
+ moveghostsinrect2(): void
+ moveghostsinrect3(): void
# on_controlsButton_clicked(): void
# on_pauseButton_clicked(): void
+ pacman_move(): void
+ Pacmanwindow(QString, QWidget*)
+ ~Pacmanwindow()
+ parseMessage(QString, int): void
+ pause(): void
+ retry(): void
+ start_Game(): void
# timeoutTime(): int
+ updater(): void
+ ball
+ powerball
+ ball
+ powerball
+ pac_map
+ text
+ ghost3
+ ghost2
+ ghost
+ ghost1
+ pacman
T : class
Iterator
- current: Cell<T>*
+ Iterator()
+ Iterator(Iterator&)
+ Iterator(Cell<T>*)
+ operator--(int): Iterator
+ operator--(): Iterator
+ operator->(): T*
+ operator!=(Iterator&): bool
+ operator&(): Cell<T>*
+ operator*(): T&
+ operator++(int): Iterator
+ operator++(): Iterator
+ operator=(Iterator&): Iterator
+ operator==(Iterator&): bool
T : class
List
- first: Cell<T>*
- last: Cell<T>*
- size: unsigned int
+ begin(): Iterator {query}
+ clear(): void
+ empty(): bool {query}
+ end(): Iterator {query}
+ insert(Iterator&, T&): void
+ List()
+ List(List&)
+ ~List()
+ operator=(List&): List
+ pop_back(): T
+ pop_front(): T
+ pop_middle(Iterator&): T
+ push_back(T): void
+ push_front(T): void
+ search(T&): Iterator
+ show(): void {query}
+ sort(): void
QGraphicsItem
Pacman
+ animestate: int
+ dead1: QPixmap
+ dead2: QPixmap
+ dead3: QPixmap
+ dead4: QPixmap
+ dead5: QPixmap
+ dead6: QPixmap
+ dead7: QPixmap
+ dead8: QPixmap
+ dead9: QPixmap
+ deadBool: bool
+ death: int
+ direction: int
+ down1: QPixmap
+ down2: QPixmap
+ down3: QPixmap
+ down4: QPixmap
+ height: int
+ left1: QPixmap
+ left2: QPixmap
+ left3: QPixmap
+ left4: QPixmap
+ pacx: int
+ pacy: int
+ right1: QPixmap
+ right2: QPixmap
+ right3: QPixmap
+ right4: QPixmap
+ up1: QPixmap
+ up2: QPixmap
+ up3: QPixmap
+ up4: QPixmap
+ width: int
+ x: int
+ y: int
+ advance(): void
+ boundingRect(): QRectF {query}
+ changeGeometry(): void
+ deathseq(): void
+ Pacman()
+ paint(QPainter*, QStyleOptionGraphicsItem*, QWidget*): void
+ setDeath(int): void
+ setDirection(int): void
+ setpacx(int): void
+ setpacy(int): void
QGraphicsItem
PacmanBoard
+ ball: Ball*
+ ballpoints: QVector<QPoint>
+ mappic: QPixmap
+ pacpoints: QVector<QPoint>
+ powerball: PowerBall*
+ powerballpoints: QVector<QPoint>
+ AddPathPoints(int, int, int, int): void
+ advance(): void
+ boundingRect(): QRectF {query}
+ canmove(QPoint): bool
+ changeGeometry(): void
+ fillpacpoints(int, int): void
+ generateBalls(): void
+ getballpoints(): QVector<QPoint>
+ getpowerballpoints(): QVector<QPoint>
+ PacmanBoard()
+ paint(QPainter*, QStyleOptionGraphicsItem*, QWidget*): void
+ setballpoints(QVector<QPoint>): void
+ setpowerballpoints(QVector<QPoint>): void
QGraphicsItem
TextDrawing
+ difficulty: QString
+ h: int
+ name: QString
+ over: bool
+ paused: bool
+ playing: bool
+ score: int
+ timeElapsed: int
- timer: QTimer*
+ w: int
+ x: int
+ y: int
+ boundingRect(): QRectF {query}
+ paint(QPainter*, QStyleOptionGraphicsItem*, QWidget*): void
+ SetOver(bool): void
+ TextDrawing()
QGraphicsItem
Ghost
+ animestate: int
+ direction: int
+ down1: QPixmap
+ down2: QPixmap
+ gosx: int
+ gosy: int
+ is_Scared: bool
+ left1: QPixmap
+ left2: QPixmap
+ right1: QPixmap
+ right2: QPixmap
+ scareb: QPixmap
+ scareb1: QPixmap
+ scarew: QPixmap
+ scarew1: QPixmap
+ up1: QPixmap
+ up2: QPixmap
+ whiteb: bool
+ advance(): void
+ boundingRect(): QRectF {query}
+ changeGeometry(): void
+ Ghost()
+ paint(QPainter*, QStyleOptionGraphicsItem*, QWidget*): void
+ setColor(QString): void
+ setDirection(int): void
+ setgosx(int): void
+ setgosy(int): void