

# My Project

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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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DataBaseManager . . . . .	10
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DeviceN4 . . . . .	12
Hub . . . . .	14
Switch . . . . .	27
DeviceFactory . . . . .	12
Frame . . . . .	13
Header . . . . .	14
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LoadManager . . . . .	17
NumberOfInterfaceSetter . . . . .	22
PropertiesOfInterfaceSetter . . . . .	24
RelevantActions . . . . .	25
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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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ARPTable	5
BackupManager	6
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Ui::Confirmation	7
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NumberOfInterfaceSetter	22
ObjectToCommunicate	23
PropertiesOfInterfaceSetter	24
Ui::PropertiesOfInterfaceSetter	24
RelevantActions	25
Ui::RelevantActions	25
RoutingTable	26

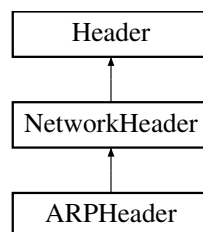
Ui::Sauvegarder	26
SendPing	26
Ui::SendPing	27
Switch	27
TCPHeader	28
Ui::ToolBox	28
ToolBox	29
TransportHeader	29
UDPHeader	30
Ui_Changelp	30
Ui_Confirmation	31
Ui_ConnectorChoice	31
Ui_Game	32
Ui_LoadManager	33
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Ui_RelevantActions	35
Ui_Sauvegarder	36
Ui_SendPing	36
Ui_ToolBox	37
Ui_WireShark	38
Wire	38
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Ui::WireShark	41

## Chapter 3

# Class Documentation

### 3.1 ARPHeader Class Reference

Inheritance diagram for ARPHeader:



#### Public Member Functions

- **ARPHeader** ([Ip](#), [Ip](#), int, [Protocole](#), [Mac](#), [Mac](#), bool)
- [Mac](#) **getSourceMac** ()
- void **setSourceMac** ([Mac](#))
- [Mac](#) **getDestinationMac** ()
- void **setDestinationMac** ([Mac](#))
- virtual std::vector< std::string > **toString** ()

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

- modele/ARPHeader.h
- modele/ARPHeader.cpp

### 3.2 ARPTable Class Reference

#### Public Member Functions

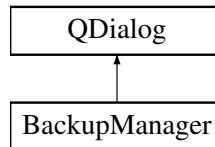
- std::map< [Ip](#), [Mac](#) > **getAllLines** ()
- void **resetARPTTable** ()
- [Mac](#) **getMacByIp** ([Ip](#) ip)
- void **addLine** ([Ip](#), [Mac](#))
- void **checkForDeletion** ()

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

- modele/ARPTTable.h
- modele/ARPTTable.cpp

### 3.3 BackupManager Class Reference

Inheritance diagram for BackupManager:



#### Public Slots

- void **slotGetLineString** ()

#### Public Member Functions

- [BackupManager](#) ()
- void **setResultLineString** ()
- QString **getResultLineString** ()

#### Public Attributes

- [Ui::Sauvegarder](#) **widget**

#### 3.3.1 Constructor & Destructor Documentation

##### 3.3.1.1 BackupManager::BackupManager ( )

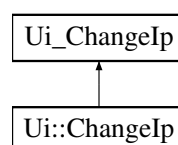
Contructor create a window for the user to set the name of the backup

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

- BackupManager.h
- BackupManager.cpp

### 3.4 Ui::Changelp Class Reference

Inheritance diagram for Ui::Changelp:



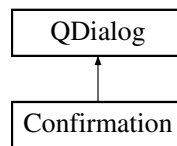
### Additional Inherited Members

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

- `ui_IpManager.h`

## 3.5 Confirmation Class Reference

Inheritance diagram for Confirmation:



### Public Slots

- void **slotReplyOK** ()

### Public Member Functions

- [Confirmation](#) ()
- void [setReplyOK](#) ()
- bool **getReplyOK** ()

### 3.5.1 Constructor & Destructor Documentation

#### 3.5.1.1 Confirmation::Confirmation ( )

Constructor create a window that asks if you are sure you want to overwrite the existing backup

### 3.5.2 Member Function Documentation

#### 3.5.2.1 void Confirmation::setReplyOK ( )

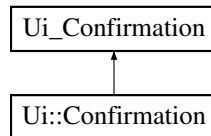
set replyOK to overwrite the existing backup

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

- `Confirmation.h`
- `Confirmation.cpp`

## 3.6 Ui::Confirmation Class Reference

Inheritance diagram for Ui::Confirmation:



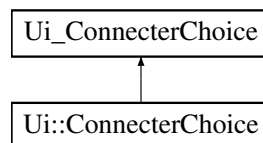
### Additional Inherited Members

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

- `ui_Confirmation.h`

## 3.7 Ui::ConnectorChoice Class Reference

Inheritance diagram for `Ui::ConnectorChoice`:



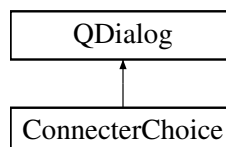
### Additional Inherited Members

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

- `ui_ConnectorChoice.h`

## 3.8 ConnectorChoice Class Reference

Inheritance diagram for `ConnectorChoice`:



### Public Slots

- void `setInterface()`

### Signals

- void `signalPortChanged()`

## Public Member Functions

- [ConnectorChoice](#) ()
- void [setPortSelected](#) (int portSelectedDevice1, int portSelectedDevice2)
- void [setText](#) (QString Device1Name, QString Device2Name)
- int [getPortDevice1](#) ()
- int [getPortDevice2](#) ()
- std::string [getInterfaceName1](#) ()
- std::string [getInterfaceName2](#) ()

## Public Attributes

- [Ui::ConnectorChoice](#) **widget**

### 3.8.1 Constructor & Destructor Documentation

#### 3.8.1.1 ConnectorChoice::ConnectorChoice ( )

constructor create the window [ConnectorChoice](#) The user have to choose the interface and have to set the ports of each devices

### 3.8.2 Member Function Documentation

#### 3.8.2.1 void ConnectorChoice::setInterface ( ) [slot]

set the Interface choose in the spinbox

#### 3.8.2.2 void ConnectorChoice::setPortSelected ( int *portSelectedDevice1*, int *portSelectedDevice2* )

record the port selected in the two parameter

##### Parameters

<i>portSelected-Device1</i>	
<i>portSelected-Device2</i>	

#### 3.8.2.3 void ConnectorChoice::setText ( QString *Device1Name*, QString *Device2Name* )

set text through devices

##### Parameters

<i>Device1Name</i>	
<i>Device2Name</i>	adapt the text according to item selected
<i>Device1Name</i>	
<i>Device2Name</i>	

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

- ConnectorChoice.h
- ConnectorChoice.cpp

- moc\_ConnectorChoice.cpp

## 3.9 DataBaseManager Class Reference

### Public Member Functions

- [DataBaseManager](#) ()
- **DataBaseManager** (const [DataBaseManager](#) &orig)
- void [create](#) (QLabel \*item)
- void **closeDb** ()
- QList< QLabel \* > [load](#) ()
- void [showTable](#) ()
- void [launchSave](#) ()
- void **setResetGame** (bool choice)
- bool **getResetGame** ()

### 3.9.1 Constructor & Destructor Documentation

#### 3.9.1.1 DataBaseManager::DataBaseManager ( )

default constructor Do nothing

### 3.9.2 Member Function Documentation

#### 3.9.2.1 void DataBaseManager::create ( QLabel \* *item* )

Create a line in the database manager to save the item

#### 3.9.2.2 void DataBaseManager::launchSave ( )

make a new table in the database to records the backups

#### 3.9.2.3 QList< QLabel \* > DataBaseManager::load ( )

load the label that are in the database

#### Returns

a list of the labels

#### 3.9.2.4 void DataBaseManager::showTable ( )

show the table (just for debug)

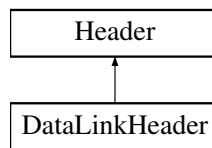
The documentation for this class was generated from the following files:

- DataBaseManager.h
- DataBaseManager.cpp



## 3.10 DataLinkHeader Class Reference

Inheritance diagram for DataLinkHeader:



### Public Member Functions

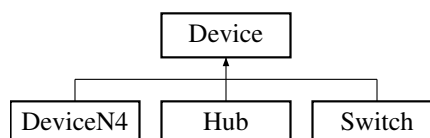
- **DataLinkHeader** ([Mac](#), [Mac](#), Type, bool)
- [Mac](#) **getSource** ()
- void **setSource** ([Mac](#))
- [Mac](#) **getDestination** ()
- void **setDestination** ([Mac](#))
- Type **getType** ()
- void **setType** (Type)
- virtual std::vector< std::string > **toString** ()

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

- modele/DataLinkHeader.h
- modele/DataLinkHeader.cpp

## 3.11 Device Class Reference

Inheritance diagram for Device:



### Public Member Functions

- **Device** (int, std::vector< std::string >, std::vector< std::string >)
- std::list< std::shared\_ptr< [Frame](#) > > **getAllFrameHistory** () const
- std::vector< [NetworkInterface](#) > **getNetworkInterfaces** () const
- int **getNetworkInterfaceIdByName** (std::string) const
- void **sendFrameBroadcast** (std::shared\_ptr< [Frame](#) >)
- void **sendFrameUnicast** (std::shared\_ptr< [Frame](#) >, int, int)
- virtual void **receiveFrame** (std::shared\_ptr< [Frame](#) >, int, int)
- std::shared\_ptr< [Frame](#) > **giveFrameToInterface** (std::shared\_ptr< [Frame](#) >, int)
- virtual void **sendFrame** (std::shared\_ptr< [Frame](#) >)=0
- void **addNetworkInterface** (std::string, [Mac](#), [Ip](#), bool)
- virtual void **connectNeighbour** (std::shared\_ptr< [Device](#) >, int, int, int, int, bool=true)
- void **disconnectNeighbour** (int)

- void **activateNetworkInterface** (int)
- void **deactivateNetworkInterface** (int)
- bool **isConnectedTo** (std::shared\_ptr< [Device](#) >) const

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

- modele/Device.h
- modele/Device.cpp

## 3.12 DeviceFactory Class Reference

### Public Member Functions

- **DeviceFactory** (const [DeviceFactory](#) &orig)

### Static Public Member Functions

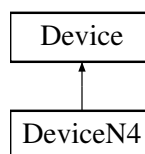
- static std::shared\_ptr< [Device](#) > **createDevice** (std::string, int, std::vector< std::string >, std::vector< std::string >)

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

- modele/DeviceFactory.h
- modele/DeviceFactory.cpp

## 3.13 DeviceN4 Class Reference

Inheritance diagram for DeviceN4:



### Public Member Functions

- **DeviceN4** (int, std::vector< std::string >, std::vector< std::string >)
- [RoutingTable](#) **getRoutingTable** () const
- void **setRoutingTable** ([RoutingTable](#))
- [ARPTable](#) **getARPTable** () const
- void **setARPTable** ([ARPTable](#))
- virtual void **receiveFrame** (std::shared\_ptr< [Frame](#) >, int, int)
- virtual void **sendFrame** (std::shared\_ptr< [Frame](#) >)
- void **createFrame** (Ip, std::string, bool=false)
- virtual void **connectNeighbour** (std::shared\_ptr< [Device](#) >, int, int, int, int, bool=true)

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

- modele/DeviceN4.h
- modele/DeviceN4.cpp

## 3.14 Frame Class Reference

### Public Member Functions

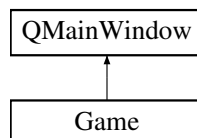
- **Frame** (std::shared\_ptr< [Frame](#) >, std::shared\_ptr< [Header](#) >, int, int)
- std::shared\_ptr< [Header](#) > **getHeader** () const
- void **setHeader** (std::shared\_ptr< [Header](#) >)
- std::shared\_ptr< [Frame](#) > **getData** () const
- void **setData** (std::shared\_ptr< [Frame](#) >)
- int **getInterfaceld** () const
- void **setInterfaceld** (int)
- int **getPortId** () const
- void **setPortId** (int)
- std::string **toString** ()
- std::vector< std::string > **toListString** ()

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

- modele/Frame.h
- modele/Frame.cpp

## 3.15 Game Class Reference

Inheritance diagram for Game:



### Public Member Functions

- [Game](#) ()

### 3.15.1 Constructor & Destructor Documentation

#### 3.15.1.1 Game::Game ( )

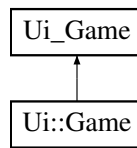
Default constructor create the main windows of the game Contains a menu, the toolBox, and the area network the window [Game](#) and connect the toolbox and the area of the game

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

- Game.h
- Game.cpp

### 3.16 Ui::Game Class Reference

Inheritance diagram for Ui::Game:



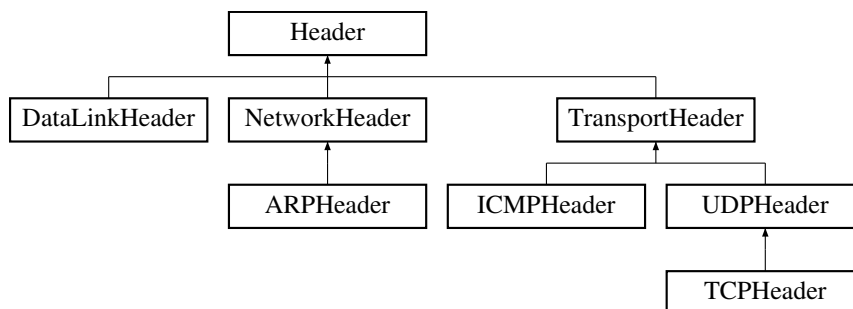
#### Additional Inherited Members

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

- ui\_Game.h

### 3.17 Header Class Reference

Inheritance diagram for Header:



#### Public Member Functions

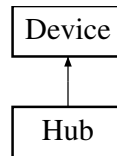
- **Header** (HeaderType, bool)
- HeaderType **getType** ()
- void **setType** (HeaderType)
- bool **getIsAnswer** ()
- void **setIsAnswer** (bool)
- virtual std::vector< std::string > **toString** ()

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

- modele/Header.h
- modele/Header.cpp

### 3.18 Hub Class Reference

Inheritance diagram for Hub:



### Public Member Functions

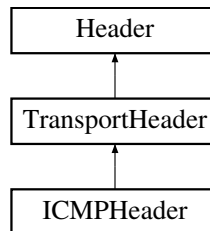
- **Hub** (int, std::vector< std::string >, std::vector< std::string >)
- void **receiveFrame** (std::shared\_ptr< [Frame](#) >, int, int)
- void **sendFrame** (std::shared\_ptr< [Frame](#) >)

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

- modele/Hub.h
- modele/Hub.cpp

## 3.19 ICMPHeader Class Reference

Inheritance diagram for ICMPHeader:



### Public Member Functions

- **ICMPHeader** ([lp](#), bool=false)
- [lp](#) **getSourceIp** ()
- void **setSourceIp** ([lp](#))
- virtual std::vector< std::string > **toString** ()

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

- modele/ICMPHeader.h
- modele/ICMPHeader.cpp

## 3.20 Ip Class Reference

### Public Member Functions

- **Ip** (std::string, int)
- std::list< unsigned char > **getAddress** () const
- void **addCharToAddress** (unsigned char)
- [Mask](#) **getMask** () const
- void **setMask** ([Mask](#))

- `std::string toString () const`
- `std::string toStringFull () const`
- `std::list< unsigned char > getNetwork () const`
- `bool operator== (const Ip &) const`
- `bool operator< (const Ip &) const`

### Protected Member Functions

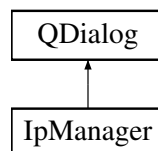
- `std::string getSubstring (std::string, int)`

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

- `modele/lp.h`
- `modele/lp.cpp`

## 3.21 IpManager Class Reference

Inheritance diagram for IpManager:



### Public Member Functions

- `IpManager ()`

#### 3.21.1 Constructor & Destructor Documentation

##### 3.21.1.1 IpManager::IpManager ( )

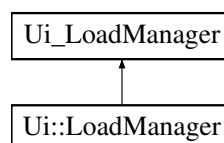
create the window to reset IP

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

- `IpManager.h`
- `IpManager.cpp`

## 3.22 Ui::LoadManager Class Reference

Inheritance diagram for Ui::LoadManager:



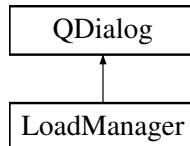
### Additional Inherited Members

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

- `ui_LoadManager.h`

## 3.23 LoadManager Class Reference

Inheritance diagram for LoadManager:



### Public Slots

- void **slotGetLineString** ()

### Public Member Functions

- [LoadManager](#) ()
- void [setResultLineString](#) ()
- QString [getResultLineString](#) ()
- void **setResetGame** (bool choice)
- bool **getResetGame** ()

### Public Attributes

- [Ui::LoadManager](#) **widget**

### 3.23.1 Constructor & Destructor Documentation

#### 3.23.1.1 LoadManager::LoadManager ( )

lauch the window to choose the backup available in the database

### 3.23.2 Member Function Documentation

#### 3.23.2.1 QString LoadManager::getResultLineString ( )

get what the user had choosen

#### Returns

### 3.23.2.2 void LoadManager::setResultLineString ( )

set the result choosen in the comboBox

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

- LoadManager.h
- LoadManager.cpp

## 3.24 Mac Class Reference

### Public Member Functions

- **Mac** (std::string)
- std::list< unsigned char > **getAddress** ()
- std::string **toString** ()

### Friends

- bool **operator==** (Mac, Mac)

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

- modele/Mac.h
- modele/Mac.cpp

## 3.25 MacTable Class Reference

### Public Member Functions

- **MacTable** (int)
- std::map< int, std::list< Mac > > **getAllLines** ()
- void **resetMacTable** ()
- int **containsMac** (Mac)
- void **saveMac** (Mac, int)
- void **checkForDeletion** ()

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

- modele/MacTable.h
- modele/MacTable.cpp

## 3.26 Mask Class Reference

### Public Member Functions

- **Mask** (int)
- std::string **toString** ()
- unsigned char **getCharInPosition** (int)

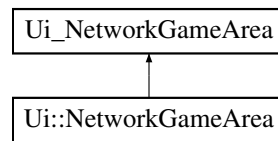
The documentation for this class was generated from the following files:

- modele/Mask.h
- modele/Mask.cpp



## 3.27 Ui::NetworkGameArea Class Reference

Inheritance diagram for Ui::NetworkGameArea:



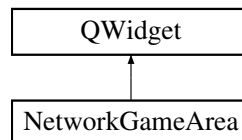
### Additional Inherited Members

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

- `ui_NetworkGameArea.h`

## 3.28 NetworkGameArea Class Reference

Inheritance diagram for NetworkGameArea:



### Public Slots

- void [deleteItem](#) ()
- void **disconnectStocker** ()
- void [resetItem](#) ()
- void **launchWireshark** ()
- void **pushButtonPressed** ()
- void **launchSentPing** ()

### Public Member Functions

- [NetworkGameArea](#) ()
- void [dragEnterEvent](#) (QDragEnterEvent \*event)
- void [dragMoveEvent](#) (QDragMoveEvent \*)
- void [dropEvent](#) (QDropEvent \*event)
- void [mousePressEvent](#) (QMouseEvent \*event)
- void [contextMenuEvent](#) (QContextMenuEvent \*event)
- void [closeEvent](#) (QCloseEvent \*event)
- void [descriptor](#) ()

### Static Public Member Functions

- static int **signalFromPushButtonPressed** ()

## Public Attributes

- [Ui::NetworkGameArea](#) **widget**
- `QMenuBar *` **menubar**

## 3.28.1 Constructor & Destructor Documentation

### 3.28.1.1 `NetworkGameArea::NetworkGameArea ( )`

Default constructor Create the window where the user can play and make his network configuration

## 3.28.2 Member Function Documentation

### 3.28.2.1 `void NetworkGameArea::closeEvent ( QCloseEvent * event )`

ajout des données du Qlabel dans la BDD (sauvegarde.db)

### 3.28.2.2 `void NetworkGameArea::contextMenuEvent ( QContextMenuEvent * event )`

create the context menu and its associated action appears when the user right-click

#### Parameters

<i>event</i>	
--------------	--

### 3.28.2.3 `void NetworkGameArea::deleteItem ( ) [slot]`

Close the item when the user click on delete in the context menu

### 3.28.2.4 `void NetworkGameArea::descriptor ( )`

Show information about devices when the user connect devices (just for debug)

### 3.28.2.5 `void NetworkGameArea::dragEnterEvent ( QDragEnterEvent * event )`

The `dragEnterEvent()` event handler is called when a drag is in progress and the mouse enters the [NetworkGameArea](#) object.

#### Parameters

<i>event</i>	
--------------	--

### 3.28.2.6 `void NetworkGameArea::dragMoveEvent ( QDragMoveEvent * event )`

set the two pointDrawLine to make a line when the user try to connect two devices

#### Parameters

<i>event</i>	
--------------	--

## 3.28.2.7 void NetworkGameArea::dropEvent ( QDropEvent \* event )

extracts the event's mime data and displays it accordingly. if a new device is added from the toolBox, it calls a [NumberOfInterfaceSetter](#) object and a [PropertiesOfInterfaceSetter](#) object to set the new Item added

Can calls the [ConnectorChoice](#) object if the user want to connect devices

## 3.28.2.8 void NetworkGameArea::mousePressEvent ( QMouseEvent \* event )

To enable dragging from the icon, we need to act on a mouse press event. We do this by reimplementing QWidget::mousePressEvent() and setting up a QDrag object.

## Parameters

<i>event</i>	
--------------	--

## 3.28.2.9 void NetworkGameArea::resetIpItem ( ) [slot]

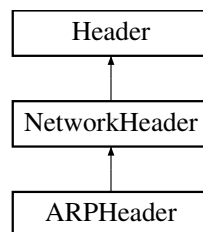
Reset [ip](#) of the device selected Calls an [IpManager](#) object to reset IP

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

- NetworkGameArea.h
- NetworkGameArea.cpp

## 3.29 NetworkHeader Class Reference

Inheritance diagram for NetworkHeader:



## Public Member Functions

- **NetworkHeader** ([Ip](#), [Ip](#), int, Protocole, bool)
- [Ip](#) **getSource** ()
- void **setSource** ([Ip](#))
- [Ip](#) **getDestination** ()
- void **setDestination** ([Ip](#))
- int **getTimeToLive** ()
- void **decreaseTimeToLive** ()
- void **setTimeToLive** (int)
- Protocole **getProtocole** ()
- void **setProtocole** (Protocole)
- virtual std::vector< std::string > **toString** ()

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

- modele/NetworkHeader.h
- modele/NetworkHeader.cpp

### 3.30 NetworkInterface Class Reference

#### Public Member Functions

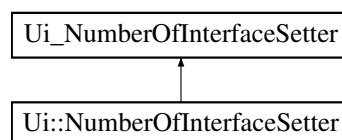
- **NetworkInterface** (std::string, **Mac**=**Mac**("00:00:00:00:00:00"), **Ip**=**Ip**("0.0.0.0", 0), bool=true)
- **Mac** **getMac** () const
- void **setMac** (**Mac**)
- **Ip** **getIp** () const
- void **setIp** (**Ip**)
- bool **getIsUp** () const
- void **setIsUp** (bool)
- std::string **getName** () const
- void **setName** (std::string)
- std::vector< **Wire** > **getWire** () const
- void **connectWire** (**Wire**)
- void **disconnectWire** (int)
- std::shared\_ptr< **Frame** > **receiveFrame** (std::shared\_ptr< **Frame** >)
- void **sendFrame** (std::shared\_ptr< **Frame** >, int)
- void **createFrame** (std::shared\_ptr< **Frame** >, **Mac**, int, Type)
- int **getNumberOfWires** () const

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

- modele/NetworkInterface.h
- modele/NetworkInterface.cpp

### 3.31 Ui::NumberOfInterfaceSetter Class Reference

Inheritance diagram for Ui::NumberOfInterfaceSetter:



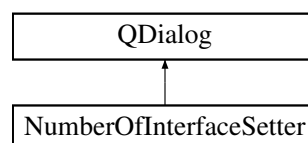
#### Additional Inherited Members

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

- ui\_NumberOfInterfaceSetter.h

### 3.32 NumberOfInterfaceSetter Class Reference

Inheritance diagram for NumberOfInterfaceSetter:



## Public Slots

- void **slotSetNbInterfaces** ()

## Public Member Functions

- [NumberOfInterfaceSetter](#) ()
- void [setNbInterfaces](#) ()
- int **getNbInterfaces** ()

### 3.32.1 Constructor & Destructor Documentation

#### 3.32.1.1 NumberOfInterfaceSetter::NumberOfInterfaceSetter ( )

Default constructor Create a window to set the interfaces number of the selected device

### 3.32.2 Member Function Documentation

#### 3.32.2.1 void NumberOfInterfaceSetter::setNbInterfaces ( )

Set the number of interface set in the spinbox

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

- NumberOfInterfaceSetter.h
- NumberOfInterfaceSetter.cpp

## 3.33 ObjectToCommunicate Class Reference

### Public Member Functions

- [ObjectToCommunicate](#) (QLabel \*, int interfaceNumber, std::vector< std::string > interfaceName, std::vector< std::string > IP)
- **ObjectToCommunicate** (const [ObjectToCommunicate](#) &orig)
- int **getInterfaceNumber** ()
- std::vector< std::string > **getInterfaceIP** ()
- std::vector< std::string > **getInterfaceName** ()
- void **setSizeOfInterfaceNameArray** (int size)
- int **getSizeOfInterfaceNameArray** ()
- QLabel \* **getLabel** ()
- void **setLabel** (QLabel \*label)
- std::shared\_ptr< [Device](#) > **getDevice** ()
- void **connectDevice** (std::shared\_ptr< [Device](#) >, std::shared\_ptr< [Device](#) >, int, int, int, int)
- bool **isConnectedTo** (std::shared\_ptr< [Device](#) >) const

### 3.33.1 Constructor & Destructor Documentation

#### 3.33.1.1 ObjectToCommunicate::ObjectToCommunicate ( QLabel \* label\_, int interfaceNumber, std::vector< std::string > interfaceName, std::vector< std::string > IP )

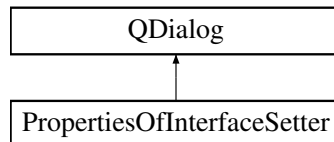
Default constructor create an object to speak between graphical interface and model set what a [Device](#) has to get through a QLabel

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

- ObjectToCommunicate.h
- ObjectToCommunicate.cpp

### 3.34 PropertiesOfInterfaceSetter Class Reference

Inheritance diagram for PropertiesOfInterfaceSetter:



#### Public Slots

- void **slotSetProperties** ()

#### Public Member Functions

- [PropertiesOfInterfaceSetter](#) ()
- void **setText** (QString textName)
- void **setName** (QString name)
- void **setIP** (QString IP)

#### Public Attributes

- [Ui::PropertiesOfInterfaceSetter](#) **widget**

#### 3.34.1 Constructor & Destructor Documentation

##### 3.34.1.1 PropertiesOfInterfaceSetter::PropertiesOfInterfaceSetter ( )

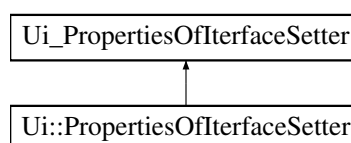
Default Constructor create a window to set a name for each interface (ex : eth0) and set ip by interface (no ip for a HUB)

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

- PropertiesOfInterfaceSetter.h
- PropertiesOfInterfaceSetter.cpp

### 3.35 Ui::PropertiesOfInterfaceSetter Class Reference

Inheritance diagram for Ui::PropertiesOfInterfaceSetter:



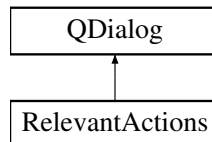
### Additional Inherited Members

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

- `ui_PropertiesOfInterfaceSetter.h`

## 3.36 RelevantActions Class Reference

Inheritance diagram for RelevantActions:



### Public Slots

- `void slotCheckCheckBox ()`

### Public Member Functions

- [RelevantActions \(\)](#)

#### 3.36.1 Constructor & Destructor Documentation

##### 3.36.1.1 RelevantActions::RelevantActions ( )

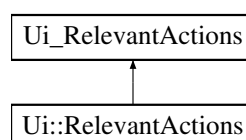
default constructor, create a window to set what action is relevant and set the scoring through the context

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

- `RelevantActions.h`
- `RelevantActions.cpp`

## 3.37 Ui::RelevantActions Class Reference

Inheritance diagram for Ui::RelevantActions:



### Additional Inherited Members

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

- `ui_RelevantActions.h`

### 3.38 RoutingTable Class Reference

#### Public Member Functions

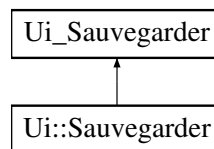
- `std::map< Ip, std::pair< Ip, int > > getAllLines ()`
- `void resetRoutingTable ()`
- `std::pair< Ip, int > getLineByIp (Ip)`
- `void addLine (Ip, Ip, int)`
- `void removeLine (Ip)`

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

- `modele/RoutingTable.h`
- `modele/RoutingTable.cpp`

### 3.39 Ui::Sauvegarder Class Reference

Inheritance diagram for Ui::Sauvegarder:



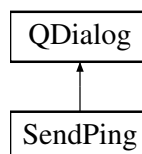
#### Additional Inherited Members

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

- `ui_BackupManager.h`

### 3.40 SendPing Class Reference

Inheritance diagram for SendPing:



#### Public Slots

- `void slotSetDestinationIp ()`

#### Public Member Functions

- `SendPing ()`
- `QString getDestinationIP ()`



### 3.40.1 Constructor & Destructor Documentation

#### 3.40.1.1 SendPing::SendPing ( )

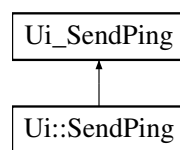
Default constructor create a window to set target's ip address to launch ping

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

- SendPing.h
- SendPing.cpp

## 3.41 Ui::SendPing Class Reference

Inheritance diagram for Ui::SendPing:



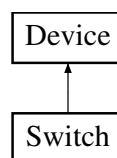
### Additional Inherited Members

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

- ui\_SendPing.h

## 3.42 Switch Class Reference

Inheritance diagram for Switch:



### Public Member Functions

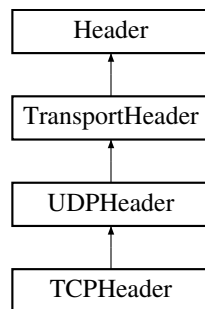
- **Switch** (int, std::vector< std::string >, std::vector< std::string >)
- **MacTable** **getMacTable** () const
- void **setMacTable** (**MacTable**)
- void **receiveFrame** (std::shared\_ptr< **Frame** >, int, int)
- void **sendFrame** (std::shared\_ptr< **Frame** >)

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

- modele/Switch.h
- modele/Switch.cpp

### 3.43 TCPHeader Class Reference

Inheritance diagram for TCPHeader:



#### Public Member Functions

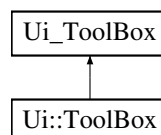
- **TCPHeader** (int, int, int, int, unsigned char, bool)
- int **getFrameNumber** ()
- void **setFrameNumber** (int)
- int **getLastFrameNumber** ()
- void **setLastFrameNumber** (int)
- unsigned char **getFlags** ()
- void **setFlags** (unsigned char)
- void **changeFlag** (std::string, bool)
- virtual std::vector< std::string > **toString** ()

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

- modele/TCPHeader.h
- modele/TCPHeader.cpp

### 3.44 Ui::ToolBox Class Reference

Inheritance diagram for Ui::ToolBox:



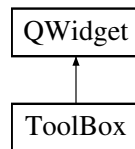
#### Additional Inherited Members

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

- ui\_ToolBox.h

## 3.45 ToolBox Class Reference

Inheritance diagram for ToolBox:



### Public Member Functions

- [ToolBox](#) ()

### Public Attributes

- [Ui::ToolBox](#) widget

### 3.45.1 Constructor & Destructor Documentation

#### 3.45.1.1 ToolBox::ToolBox ( )

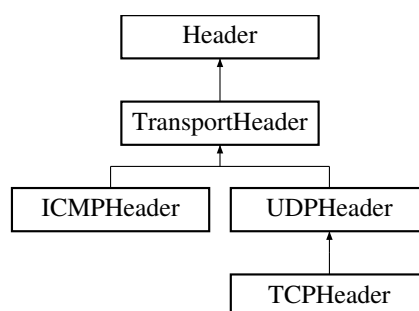
Default constructor create the toolbox. It contains all devices to drag and drop in the [NetworkGameArea](#) object

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

- ToolBox.h
- ToolBox.cpp

## 3.46 TransportHeader Class Reference

Inheritance diagram for TransportHeader:



### Public Member Functions

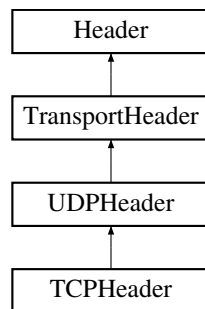
- **TransportHeader** (bool)
- virtual std::vector< std::string > **toString** ()

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

- modele/TransportHeader.h
- modele/TransportHeader.cpp

### 3.47 UDPHeader Class Reference

Inheritance diagram for UDPHeader:



#### Public Member Functions

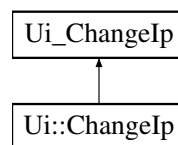
- **UDPHeader** (int, int, bool)
- int **getSourcePort** ()
- void **setSourcePort** (int)
- int **getDestinationPort** ()
- void **setDestinationPort** (int)
- virtual std::vector< std::string > **toString** ()

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

- modele/UDPHeader.h
- modele/UDPHeader.cpp

### 3.48 Ui\_ChangeIp Class Reference

Inheritance diagram for Ui\_ChangeIp:



#### Public Member Functions

- void **setupUi** (QDialog \*Changelp)
- void **retranslateUi** (QDialog \*Changelp)

#### Public Attributes

- QVBoxLayout \* **verticalLayout**
- QComboBox \* **comboBoxInterfaceChoice**
- QTextBrowser \* **textBrowserShowCurrentIP**
- QTextBrowser \* **textBrowser**
- QLineEdit \* **lineEdit**

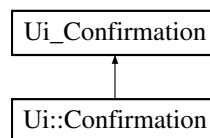
- QPushButton \* **pushButton**

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

- ui\_lpManager.h

## 3.49 Ui\_Confirmation Class Reference

Inheritance diagram for Ui\_Confirmation:



### Public Member Functions

- void **setupUi** (QDialog \*[Confirmation](#))
- void **retranslateUi** (QDialog \*[Confirmation](#))

### Public Attributes

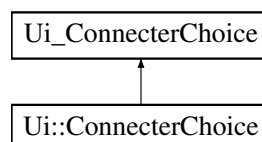
- QVBoxLayout \* **verticalLayout**
- QTextBrowser \* **textBrowser**
- QHBoxLayout \* **horizontalLayout**
- QPushButton \* **pushButtonAnnuler**
- QPushButton \* **pushButtonOK**

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

- ui\_Confirmation.h

## 3.50 Ui\_ConnectorChoice Class Reference

Inheritance diagram for Ui\_ConnectorChoice:



### Public Member Functions

- void **setupUi** (QDialog \*[ConnectorChoice](#))
- void **retranslateUi** (QDialog \*[ConnectorChoice](#))

## Public Attributes

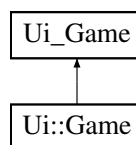
- QVBoxLayout \* **verticalLayout**
- QTextBrowser \* **textBrowserDevice1Interface**
- QComboBox \* **comboBoxChoiceInterfaceDevice1**
- QTextBrowser \* **textBrowserDevice1Port**
- QSpinBox \* **spinBoxDevide1Port**
- QTextBrowser \* **textBrowserDevice2Interface**
- QComboBox \* **comboBoxChoiceInterfaceDevice2**
- QTextBrowser \* **textBrowserDevice2Port**
- QSpinBox \* **spinBoxDevice2Port**
- QPushButton \* **pushButton**

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

- ui\_ConnecterChoice.h

## 3.51 Ui\_Game Class Reference

Inheritance diagram for Ui\_Game:



## Public Member Functions

- void **setupUi** (QMainWindow \*[Game](#))
- void **retranslateUi** (QMainWindow \*[Game](#))

## Public Attributes

- QAction \* **actionNouvelle**
- QAction \* **actionRecommencer**
- QAction \* **actionCharger**
- QAction \* **actionQuitter**
- QAction \* **actionPause**
- QAction \* **actionDifficult**
- QAction \* **actionObtenir\_un\_indice**
- QAction \* **actionCr\_dit**
- QAction \* **actionAide**
- QAction \* **actionTool\_Box**
- QAction \* **actionSauvegarder**
- QWidget \* **centralwidget**
- QVBoxLayout \* **verticalLayout**
- QGridLayout \* **scoreGridLayout**
- QLabel \* **timeLabel**
- QLabel \* **lapsCounterLabel**
- QLCDNumber \* **lapsCounterLcdNumber**
- QLabel \* **globalPercentLabel**

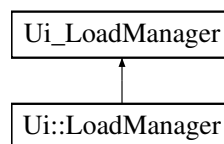
- QProgressBar \* **globalProgressBar**
- QLabel \* **scoreLabel**
- QLCDNumber \* **scoreLcdNumber**
- QLCDNumber \* **lcdNumber**
- QGridLayout \* **networkViewGridLayout**
- QMdiArea \* **mdiArea**
- QMenuBar \* **menubar**
- QMenu \* **menuPartie**
- QMenu \* **menuJeu**
- QMenu \* **menuOption**
- QStatusBar \* **statusbar**

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

- ui\_Game.h

## 3.52 Ui\_LoadManager Class Reference

Inheritance diagram for Ui\_LoadManager:



### Public Member Functions

- void **setupUi** (QDialog \*[LoadManager](#))
- void **retranslateUi** (QDialog \*[LoadManager](#))

### Public Attributes

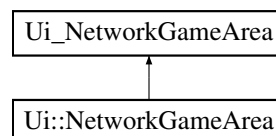
- QVBoxLayout \* **verticalLayout\_2**
- QComboBox \* **comboBox**
- QHBoxLayout \* **horizontalLayout**
- QPushButton \* **pushButtonAnnuler**
- QPushButton \* **pushButtonOK**

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

- ui\_LoadManager.h

## 3.53 Ui\_NetworkGameArea Class Reference

Inheritance diagram for Ui\_NetworkGameArea:



### Public Member Functions

- void **setupUi** (QWidget \*[NetworkGameArea](#))
- void **retranslateUi** (QWidget \*[NetworkGameArea](#))

### Public Attributes

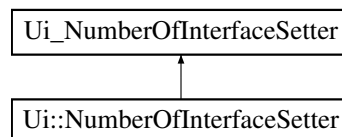
- QHBoxLayout \* **horizontalLayout**

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

- ui\_NetworkGameArea.h

## 3.54 Ui\_NumberOfInterfaceSetter Class Reference

Inheritance diagram for Ui\_NumberOfInterfaceSetter:



### Public Member Functions

- void **setupUi** (QDialog \*[NumberOfInterfaceSetter](#))
- void **retranslateUi** (QDialog \*[NumberOfInterfaceSetter](#))

### Public Attributes

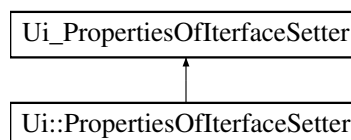
- QVBoxLayout \* **verticalLayout**
- QTextBrowser \* **textBrowser**
- QSpinBox \* **spinBox**
- QPushButton \* **pushButton**

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

- ui\_NumberOfInterfaceSetter.h

## 3.55 Ui\_PropertiesOfInterfaceSetter Class Reference

Inheritance diagram for Ui\_PropertiesOfInterfaceSetter:





## Public Member Functions

- void **setupUi** (QDialog \*PropertiesOfInterfaceSetter)
- void **retranslateUi** (QDialog \*PropertiesOfInterfaceSetter)

## Public Attributes

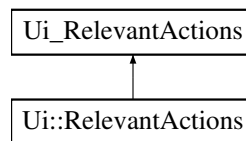
- QVBoxLayout \* **verticalLayout**
- QTextBrowser \* **textBrowserName**
- QLineEdit \* **lineEditSetName**
- QTextBrowser \* **textBrowserIP**
- QLineEdit \* **lineEditSetIP**
- QPushButton \* **pushButton**

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

- ui\_PropertiesOfInterfaceSetter.h

## 3.56 Ui\_RelevantActions Class Reference

Inheritance diagram for Ui\_RelevantActions:



## Public Member Functions

- void **setupUi** (QDialog \*[RelevantActions](#))
- void **retranslateUi** (QDialog \*[RelevantActions](#))

## Public Attributes

- QHBoxLayout \* **horizontalLayout**
- QVBoxLayout \* **verticalLayout\_2**
- QCheckBox \* **ajouterRouteur**
- QCheckBox \* **checkBox\_2**
- QCheckBox \* **checkBox\_3**
- QCheckBox \* **checkBox\_4**
- QCheckBox \* **checkBox\_5**
- QCheckBox \* **checkBox\_6**
- QCheckBox \* **checkBox\_7**
- QSpacerItem \* **horizontalSpacer**
- QVBoxLayout \* **verticalLayout**
- QLabel \* **labelContexte**
- QTextBrowser \* **textBrowserContext**
- QLabel \* **labelObjectif**
- QTextBrowser \* **textBrowserObjectif**
- QLabel \* **labelListeActions**

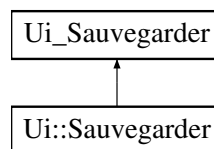
- QTextBrowser \* **textBrowserListeActions**
- QLabel \* **labelActionsPertinantes**
- QTextBrowser \* **textBrowserActionsPertinantes**
- QLabel \* **labelActionsNonPertinantes**
- QTextBrowser \* **textBrowserActionsNonPertinantes**

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

- ui\_RelevantActions.h

### 3.57 Ui\_Sauvegarder Class Reference

Inheritance diagram for Ui\_Sauvegarder:



#### Public Member Functions

- void **setupUi** (QDialog \*Sauvegarder)
- void **retranslateUi** (QDialog \*Sauvegarder)

#### Public Attributes

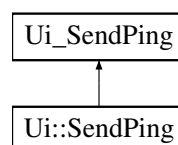
- QVBoxLayout \* **verticalLayout**
- QTextBrowser \* **textBrowser**
- QLineEdit \* **lineEdit**
- QHBoxLayout \* **horizontalLayout**
- QPushButton \* **pushButtonAnnuler**
- QPushButton \* **pushButtonOK**

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

- ui\_BackupManager.h

### 3.58 Ui\_SendPing Class Reference

Inheritance diagram for Ui\_SendPing:



## Public Member Functions

- void **setupUi** (QDialog \*[SendPing](#))
- void **retranslateUi** (QDialog \*[SendPing](#))

## Public Attributes

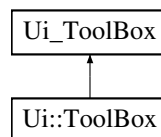
- QTextBrowser \* **textBrowser**
- QLineEdit \* **lineEdit**
- QPushButton \* **pushButton**

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

- [ui\\_SendPing.h](#)

## 3.59 Ui\_ToolBox Class Reference

Inheritance diagram for Ui\_ToolBox:



## Public Member Functions

- void **setupUi** (QWidget \*[ToolBox](#))
- void **retranslateUi** (QWidget \*[ToolBox](#))

## Public Attributes

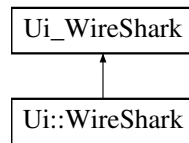
- QGridLayout \* **gridLayout**
- QLabel \* **switche**
- QLabel \* **labelRouterToolBox**
- QLabel \* **labelRouterNatToolBox**
- QLabel \* **labelSwitchToolBox**
- QLabel \* **labelHUBToolBox**
- QLabel \* **router**
- QLabel \* **routerNat**
- QLabel \* **hub**
- QLabel \* **labelPCToolBox**
- QLabel \* **pc**
- QLabel \* **labelWire**
- QPushButton \* **pushButtonFil**

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

- [ui\\_ToolBox.h](#)

### 3.60 Ui\_WireShark Class Reference

Inheritance diagram for Ui\_WireShark:



#### Public Member Functions

- void **setupUi** (QDialog \*[WireShark](#))
- void **retranslateUi** (QDialog \*[WireShark](#))

#### Public Attributes

- QVBoxLayout \* **verticalLayout\_2**

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

- ui\_WireShark.h

### 3.61 Wire Class Reference

#### Public Member Functions

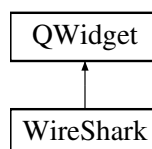
- **Wire** (std::shared\_ptr< [Device](#) >, int, int)
- std::shared\_ptr< [Device](#) > **getHead** () const
- void **setHead** (std::shared\_ptr< [Device](#) >)
- int **getHeadInterface** () const
- void **setHeadInterface** (int)
- int **getHeadPort** () const
- void **setHeadPort** (int)
- void **sendFrame** (std::shared\_ptr< [Frame](#) >)

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

- modele/Wire.h
- modele/Wire.cpp

### 3.62 WireShark Class Reference

Inheritance diagram for WireShark:



## Public Slots

- void **btnFiltre\_clicked** ()

## Public Member Functions

- [WireShark](#) ([ObjectToCommunicate](#) \*, [QWidget](#) \**parent* = 0)
- void [addFrames](#) ([ObjectToCommunicate](#) \*)
- void [createHeaderTable](#) ()
- void [createTable](#) ()
- void [createTableComplete](#) ()
- void [createLine](#) (int)
- void [filterLine](#) (int)
- void [filtreLineIp](#) (int)
- void [filtreLineMac](#) (int)
- void [filtreLinePort](#) (int)
- void [filtreLineProtocol](#) (int)

### 3.62.1 Constructor & Destructor Documentation

#### 3.62.1.1 [WireShark::WireShark](#) ( [ObjectToCommunicate](#) \* *obj*, [QWidget](#) \* *parent* = 0 )

Default constructor create a window to see what frame was gone by the device selected

##### Parameters

<i>parent</i>	
---------------	--

### 3.62.2 Member Function Documentation

#### 3.62.2.1 void [WireShark::addFrames](#) ( [ObjectToCommunicate](#) \* *obj* )

Add frame from the model

##### Parameters

<a href="#">ObjectToCommunicate</a>	device who want to show his frames
-------------------------------------	------------------------------------

#### 3.62.2.2 void [WireShark::createHeaderTable](#) ( )

create only the head of the table

#### 3.62.2.3 void [WireShark::createLine](#) ( int *row* )

create a table line

##### Parameters

<i>int</i>	the line number
------------	-----------------

#### 3.62.2.4 void WireShark::createTable ( )

create the table

#### 3.62.2.5 void WireShark::createTableComplete ( )

create the head of the table and the table

#### 3.62.2.6 void WireShark::filterLine ( int row )

filtre the texte filtre

##### Parameters

<i>int</i>	the line number
------------	-----------------

#### 3.62.2.7 void WireShark::filtreLineIp ( int row )

filtre the wireshark table by IP

##### Parameters

<i>int</i>	the line of the row
------------	---------------------

#### 3.62.2.8 void WireShark::filtreLineMac ( int row )

filtre the wireshark table by [Mac](#)

##### Parameters

<i>int</i>	the line of the row
------------	---------------------

#### 3.62.2.9 void WireShark::filtreLinePort ( int row )

filtre the wireshark table by Port

##### Parameters

<i>int</i>	the line of the row
------------	---------------------

#### 3.62.2.10 void WireShark::filtreLineProtocol ( int row )

filtre the wireshark table by Protocol

##### Parameters

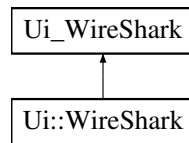
<i>int</i>	the line of the row
------------	---------------------

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

- WireShark.h
- WireShark.cpp

### 3.63 Ui::WireShark Class Reference

Inheritance diagram for Ui::WireShark:



#### Additional Inherited Members

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

- ui\_WireShark.h

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