Zappy

1.0

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1 Zappy 1

2 File Index 3

2.1 File List . . . 3

3 File Documentation 5

3.1 /home/stesson/Epitech/B-YEP-400/Zappy/README.md File Reference . . . 5

3.2 /home/stesson/Epitech/B-YEP-400/Zappy/src/GUI/help.cpp File Reference . . . 5

3.2.1 Function Documentation . . . 6

3.2.1.1 display_help() . . . 6

3.3 help.cpp . . . 6

3.4 /home/stesson/Epitech/B-YEP-400/Zappy/src/GUI/main.cpp File Reference . . . 6

3.4.1 Function Documentation . . . 7

3.4.1.1 display_help() . . . 7

3.4.1.2 main() . . . 7

3.5 main.cpp . . . 7

3.6 /home/stesson/Epitech/B-YEP-400/Zappy/src/Server/help.c File Reference . . . 8

3.6.1 Function Documentation . . . 8

3.6.1.1 display_help() . . . 8

3.7 help.c . . . 9

3.8 /home/stesson/Epitech/B-YEP-400/Zappy/src/Server/include/server.h File Reference . . . 10

3.8.1 Function Documentation . . . 10

3.8.1.1 display_help() . . . 10

3.9 server.h . . . 10

3.10 /home/stesson/Epitech/B-YEP-400/Zappy/src/Server/main.c File Reference . . . 11

3.10.1 Function Documentation . . . 11

3.10.1.1 main() . . . 11

3.11 main.c . . . 12

Index 13

Chapter 1

Zappy

Zappy — Multiplayer AI-based network game in C. Control autonomous agents, gather resources, evolve, and conquer in a world governed by TCP and time units.

Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

/home/stesson/Epitech/B-YEP-400/Zappy/src/GUI/help.cpp 5
/home/stesson/Epitech/B-YEP-400/Zappy/src/GUI/main.cpp 6
/home/stesson/Epitech/B-YEP-400/Zappy/src/Server/help.c 8
/home/stesson/Epitech/B-YEP-400/Zappy/src/Server/main.c 11
/home/stesson/Epitech/B-YEP-400/Zappy/src/Server/include/server.h 10

Chapter 3

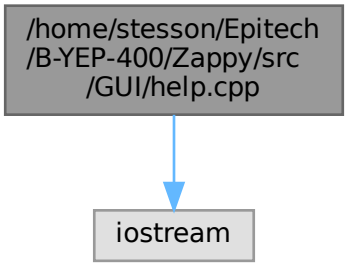
File Documentation

3.1 /home/stesson/Epitech/B-YEP-400/Zappy/README.md File Reference

3.2 /home/stesson/Epitech/B-YEP-400/Zappy/src/GUI/help.cpp File Reference

```
#include <iostream>
```

Include dependency graph for help.cpp:



Functions

- void display_help ()

  Display the help message for the GUI client.

3.2.1 Function Documentation

3.2.1.1 display_help()

```
void display_help (
            void  )
```

Display the help message for the GUI client.

Definition at line 13 of file help.cpp.

```
00013                   {
00014     std::cout « "USAGE: ./zappy_gui -p port -h machine" « std::endl;
00015     std::cout « "\t-p port      port number" « std::endl;
00016     std::cout « "\t-h machine   hostname of the server" « std::endl;
00017 }
```

3.3 help.cpp

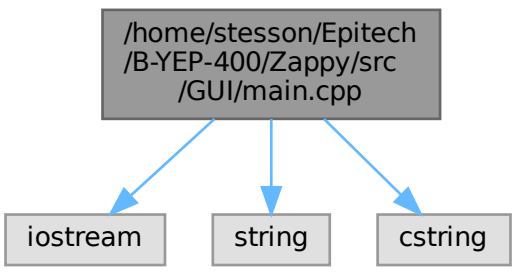
Go to the documentation of this file.

```
00001 /*
00002 ** EPITECH PROJECT, 2025
00003 ** B-YEP-400
00004 ** File description:
00005 ** Help message
00006 */
00007
00008 #include <iostream>
00009
00013 void display_help() {
00014     std::cout « "USAGE: ./zappy_gui -p port -h machine" « std::endl;
00015     std::cout « "\t-p port      port number" « std::endl;
00016     std::cout « "\t-h machine   hostname of the server" « std::endl;
00017 }
00018
```

3.4 /home/stesson/Epitech/B-YEP-400/Zappy/src/GUI/main.cpp File Reference

```
#include <iostream>
#include <string>
#include <cstring>
```

Include dependency graph for main.cpp:



Functions

- void display_help ()

  Display the help message for the GUI client.
- int main (int argc, char **argv)

  Main function for the zappy GUI client.

3.4.1 Function Documentation

3.4.1.1 display_help()

```
void display_help (
            void  )
```

Display the help message for the GUI client.

Display the help message for the GUI client.

Definition at line 13 of file help.cpp.

```
00013                       {
00014     std::cout « "USAGE: ./zappy_gui -p port -h machine" « std::endl;
00015     std::cout « "\t-p port      port number" « std::endl;
00016     std::cout « "\t-h machine   hostname of the server" « std::endl;
00017 }
```

3.4.1.2 main()

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

Main function for the zappy GUI client.

Parameters

argc	Number of arguments
argv	Array of arguments

Returns

0 on success, 84 on error

Definition at line 20 of file main.cpp.

```
00020                                   {
00021     if (argc == 2 && (strcmp(argv[1], "-help") == 0 || strcmp(argv[1], "help") == 0)) {
00022         display_help();
00023         return 0;
00024     }
00025     return 0;
00026 }
```

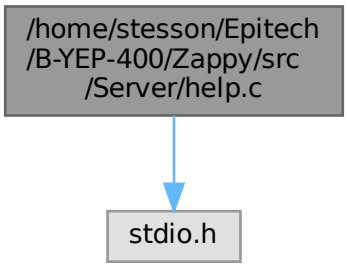
3.5 main.cpp

Go to the documentation of this file.

```
00001 /*
00002 ** EPITECH PROJECT, 2025
00003 ** B-YEP-400
00004 ** File description:
00005 ** Main
00006 */
00007
00008 #include <iostream>
00009 #include <string>
00010 #include <cstring>
00011
00012 void display_help();
00013
00020 int main(int argc, char **argv) {
00021     if (argc == 2 && (strcmp(argv[1], "-help") == 0 || strcmp(argv[1], "help") == 0)) {
00022         display_help();
00023         return 0;
00024     }
00025     return 0;
00026 }
```

3.6 /home/stesson/Epitech/B-YEP-400/Zappy/src/Server/help.c File Reference

`#include <stdio.h>`
Include dependency graph for help.c:



Functions

- void display_help (void)

  Display the help message for the server.

3.6.1 Function Documentation

3.6.1.1 display_help()

```
void display_help (
            void  )
```

Display the help message for the server.

Display the help message for the GUI client.

Definition at line 13 of file help.c.

```
00014 {
00015     printf("USAGE: ./zappy_server -p port -x width -y height -n name1 "
00016         "name2 ... -c clientsNb -f freq --auto-start on|off --display-eggs "
00017         "true|false\n");
00018     printf("[-v | --verbose]--game_duration time\n");
00019     printf("\tport\t\tis the port number\n");
00020     printf("\twidth\t\tis the width of the world\n");
00021     printf("\theight\t\tis the height of the world\n");
00022     printf("\tnameX\t\tis the name of the team X\n");
00023     printf("\tclientsNb\tis the number of authorized clients per team\n");
00024     printf("\tfreq\t\tis the reciprocal of time unit for execution of "
00025         "actions\n");
00026     printf("\tauto-start\tdoes the greeting is send automaticly\n");
00027     printf("\tdisplay-eggs\teggs are visible and destructible\n");
00028     printf("\tmatch_duration\tis the duration of the match in seconds\n");
00029 }
```

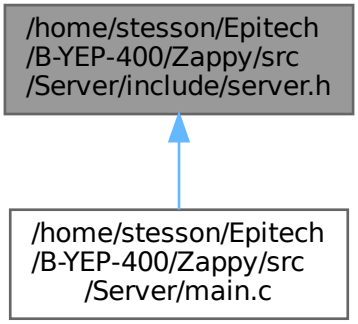
3.7 help.c

Go to the documentation of this file.

```
00001 /*
00002 ** EPITECH PROJECT, 2025
00003 ** B-YEP-400
00004 ** File description:
00005 ** Server help messages
00006 */
00007
00008 #include <stdio.h>
00009
00013 void display_help(void)
00014 {
00015     printf("USAGE: ./zappy_server -p port -x width -y height -n name1 "
00016         "name2 ... -c clientsNb -f freq --auto-start on|off --display-eggs "
00017         "true|false\n");
00018     printf("[-v | --verbose]--game_duration time\n");
00019     printf("\tport\t\tis the port number\n");
00020     printf("\twidth\t\tis the width of the world\n");
00021     printf("\theight\t\tis the height of the world\n");
00022     printf("\tnameX\t\tis the name of the team X\n");
00023     printf("\tclientsNb\tis the number of authorized clients per team\n");
00024     printf("\tfreq\t\tis the reciprocal of time unit for execution of "
00025         "actions\n");
00026     printf("\tauto-start\tdoes the greeting is send automaticly\n");
00027     printf("\tdisplay-eggs\teggs are visible and destructible\n");
00028     printf("\tmatch_duration\tis the duration of the match in seconds\n");
00029 }
```

3.8 /home/stesson/Epitech/B-YEP-400/Zappy/src/Server/include/server.h File Reference

This graph shows which files directly or indirectly include this file:



Functions

- void display_help (void)

  Display the help message for the GUI client.

3.8.1 Function Documentation

3.8.1.1 display_help()

```
void display_help (
            void  )
```

Display the help message for the GUI client.

Display the help message for the GUI client.

Definition at line 13 of file help.cpp.

```
00013                     {
00014     std::cout « "USAGE: ./zappy_gui -p port -h machine" « std::endl;
00015     std::cout « "\t-p port      port number" « std::endl;
00016     std::cout « "\t-h machine   hostname of the server" « std::endl;
00017 }
```

3.9 server.h

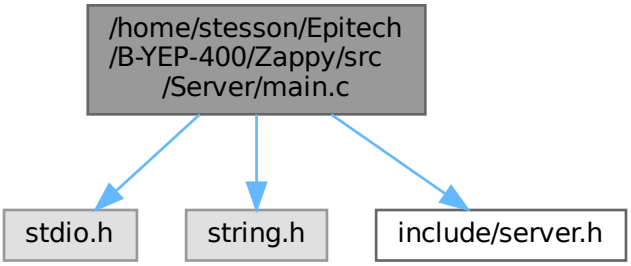
Go to the documentation of this file.

```
00001 /*
00002 ** EPITECH PROJECT, 2025
00003 ** B-YEP-400
00004 ** File description:
00005 ** Server include
00006 */
00007
00008 #ifndef SERVER_H_
00009     #define SERVER_H_
00010
00011 void display_help(void);
00012
00013 #endif /* !SERVER_H_ */
```

3.10 /home/stesson/Epitech/B-YEP-400/Zappy/src/Server/main.c File Reference

```
#include <stdio.h>
#include <string.h>
#include "include/server.h"
```

Include dependency graph for main.c:



Functions

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

  Main function for the zappy server.

3.10.1 Function Documentation

3.10.1.1 main()

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

Main function for the zappy server.

Parameters

argc	Number of arguments
argv	Array of arguments

Returns

0 on success, 84 on error

Definition at line 18 of file main.c.

```
00019 {
```

```
00020     if (argc == 2 && (strcmp(argv[1], "-help") == 0
00021     || strcmp(argv[1], "help") == 0)) {
00022         display_help();
00023         return 0;
00024     }
00025     return 0;
00026 }
```

3.11 main.c

Go to the documentation of this file.

```
00001 /*
00002 ** EPITECH PROJECT, 2025
00003 ** B-YEP-400
00004 ** File description:
00005 ** Server main file
00006 */
00007
00008 #include <stdio.h>
00009 #include <string.h>
00010 #include "include/server.h"
00011
00018 int main(int argc, char **argv)
00019 {
00020     if (argc == 2 && (strcmp(argv[1], "-help") == 0
00021     || strcmp(argv[1], "help") == 0)) {
00022         display_help();
00023         return 0;
00024     }
00025     return 0;
00026 }
```

Index

/home/stesson/Epitech/B-YEP-400/Zappy/README.md,
5
/home/stesson/Epitech/B-YEP-400/Zappy/src/GUI/help.cpp,
5, 6
/home/stesson/Epitech/B-YEP-400/Zappy/src/GUI/main.cpp,
6, 7
/home/stesson/Epitech/B-YEP-400/Zappy/src/Server/help.c,
8, 9
/home/stesson/Epitech/B-YEP-400/Zappy/src/Server/include/server.h,
10
/home/stesson/Epitech/B-YEP-400/Zappy/src/Server/main.c,
11, 12

display_help
help.c, 8
help.cpp, 6
main.cpp, 7
server.h, 10

help.c
display_help, 8
help.cpp
display_help, 6

main
main.c, 11
main.cpp, 7
main.c
main, 11
main.cpp
display_help, 7
main, 7

server.h
display_help, 10

Zappy, 1