

w62868

YERSAYAT SADYK

Generated by Doxygen 1.8.16

1 Class Index	1
1.1 Class List	1
2 File Index	3
2.1 File List	3
3 Class Documentation	5
3.1 board Class Reference	5
3.1.1 Member Function Documentation	5
3.1.1.1 board_is_full()	5
3.1.1.2 init()	5
3.1.1.3 input()	6
3.1.1.4 is_empty_position()	6
3.1.1.5 resetXY()	6
3.1.1.6 setChar()	6
3.1.1.7 ShowBoard()	6
3.1.1.8 ShowValues()	6
3.1.1.9 win()	6
4 File Documentation	7
4.1 C:/Users/Admin/Downloads/xzGame/board.h File Reference	7
4.1.1 Enumeration Type Documentation	7
4.1.1.1 ConsoleColor	7
4.1.1.2 KeyValue	8
4.1.2 Function Documentation	8
4.1.2.1 gotoXY()	8
4.1.2.2 SetColor()	9
4.2 C:/Users/Admin/Downloads/xzGame/main.cpp File Reference	9
4.2.1 Function Documentation	9
4.2.1.1 draw_pointer()	9
4.2.1.2 end_game()	9
4.2.1.3 game_with_ai()	9
4.2.1.4 game_with_second_player()	10
4.2.1.5 main()	10
4.2.1.6 ShowMenu()	10

Chapter 1

Class Index

1.1 Class List

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

board	5
---------------------------------	---

Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

C:/Users/Admin/Downloads/xzGame/ board.h	7
C:/Users/Admin/Downloads/xzGame/ main.cpp	9

Chapter 3

Class Documentation

3.1 board Class Reference

```
#include <board.h>
```

Public Member Functions

- bool [board_is_full](#) ()
- bool [is_empty_position](#) (int a, int b)
- void [resetXY](#) ()
- void [setChar](#) (int a, int b, char s)
- void [init](#) ()
- void [ShowBoard](#) (int position)
- void [ShowValues](#) (int a, int b, int c)
- int [win](#) ()
- void [input](#) (char in)

3.1.1 Member Function Documentation

3.1.1.1 board_is_full()

```
bool board::board_is_full ( ) [inline]
```

3.1.1.2 init()

```
void board::init ( ) [inline]
```

3.1.1.3 input()

```
void board::input (
    char in ) [inline]
```

3.1.1.4 is_empty_position()

```
bool board::is_empty_position (
    int a,
    int b ) [inline]
```

3.1.1.5 resetXY()

```
void board::resetXY ( ) [inline]
```

3.1.1.6 setChar()

```
void board::setChar (
    int a,
    int b,
    char s ) [inline]
```

3.1.1.7 ShowBoard()

```
void board::ShowBoard (
    int position ) [inline]
```

3.1.1.8 ShowValues()

```
void board::ShowValues (
    int a,
    int b,
    int c ) [inline]
```

3.1.1.9 win()

```
int board::win ( ) [inline]
```

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

- C:/Users/Admin/Downloads/xzGame/[board.h](#)

Chapter 4

File Documentation

4.1 C:/Users/Admin/Downloads/xzGame/board.h File Reference

Classes

- class `board`

Enumerations

- enum `KeyValue` {
 `ENTER` = 13, `UP` = 72, `DOWN` = 80, `LEFT` = 75,
 `RIGHT` = 77 }
- enum `ConsoleColor` {
 `Black` = 0, `Blue` = 1, `Green` = 2, `Cyan` = 3,
 `Red` = 4, `Magenta` = 5, `Brown` = 6, `LightGray` = 7,
 `DarkGray` = 8, `LightBlue` = 9, `LightGreen` = 10, `LightCyan` = 11,
 `LightRed` = 12, `LightMagenta` = 13, `Yellow` = 14, `White` = 15 }

Functions

- void `SetColor` (`ConsoleColor` text, `ConsoleColor` background)
- void `gotoXY` (int x, int y)

4.1.1 Enumeration Type Documentation

4.1.1.1 ConsoleColor

enum `ConsoleColor`

Enumerator

Black	
Blue	
Green	
Cyan	
Red	
Magenta	
Brown	
LightGray	
DarkGray	
LightBlue	
LightGreen	
LightCyan	
LightRed	
LightMagenta	
Yellow	
White	

4.1.1.2 KeyValue

```
enum KeyValue
```

Enumerator

ENTER	
UP	
DOWN	
LEFT	
RIGHT	

4.1.2 Function Documentation**4.1.2.1 gotoXY()**

```
void gotoXY (
    int x,
    int y )
```

4.1.2.2 SetColor()

```
void SetColor (
    ConsoleColor text,
    ConsoleColor background )
```

4.2 C:/Users/Admin/Downloads/xzGame/main.cpp File Reference

```
#include <iostream>
#include <windows.h>
#include <conio.h>
#include <stdlib.h>
#include <cstdlib>
#include "board.h"
```

Functions

- void `draw_pointer` (int coord)
- void `end_game` (board b)
- void `game_with_ai` ()
- void `game_with_second_player` ()
- void `ShowMenu` ()
- int `main` ()

4.2.1 Function Documentation

4.2.1.1 draw_pointer()

```
void draw_pointer (
    int coord )
```

4.2.1.2 end_game()

```
void end_game (
    board b )
```

4.2.1.3 game_with_ai()

```
void game_with_ai ( )
```

4.2.1.4 game_with_second_player()

```
void game_with_second_player ( )
```

4.2.1.5 main()

```
int main ( )
```

4.2.1.6 ShowMenu()

```
void ShowMenu ( )
```