DOCUMENTATION OF ARCADE

- ## Core

  The core of the program is initialized in main. It allows the loading of the graphic library indicated by the user and the loading of all the other graphic libraries if necessary.

  o *Core(const std::string &)* : Constructor taking in parameter the path to a graphic library
  o *void init(void)* : Initialize the library to use
  o *void run(void)* : Starts the game selected by the player

- ## DLLoader

  Encapsulation of C functions (dlopen, dlclose, dlerror, dlsym)

  o *DLLoader(const std::string &) noexcept(false)* **:** Constructor taking a path to a graphics library
  o *DLLoader &operator=(DLLoader const &)* **:** Overload of equality operator
  o *T *getInstance(std::string)* **:** Returns an instance of a dynamic library (Game or Graphic library)

- ## ILib (LibSfml, LibSdl2, LibNcurses)
  o *Virtual void run()* **:** Launches the bookstore selected by the player
  o *~ILib() = default* **:** Default destructor

- ## IGame (Pacman, Nibbler)
  o *virtual void play()* **:** Starts the game selected by the player

- *virtual void eventManager()* **:** Manages the different events of the game
- *virtual void display()* **:** Displays the different scenes of the games

- **LibNcurses**

Class for ncurse functions

- *Void getPlayerName()***:** Get the player Name
- *Void Init()* **:** Init Ncurse new window
- *void colored* **:** Displays color on window
- Void showMenu(): show menu for game available