arcade

1.0.0

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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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std::exception
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Chapter 2

Class Index

2.1 Class List

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

Arcade::AGame 5
Arcade::AGraphic 5
Arcade::Core
Core class 6
Arcade::Core::CoreException 6
Arcade::IGame 7
Arcade::IGraphic 7
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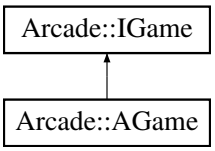
Chapter 3

Class Documentation

3.1 Arcade::AGame Class Reference

Inheritance diagram for Arcade::AGame:



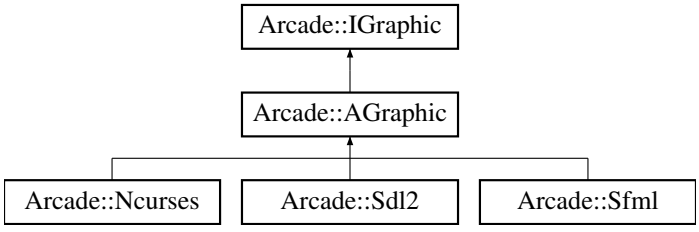
Additional Inherited Members

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

- Core/include/abstractions/AGame.hpp

3.2 Arcade::AGraphic Class Reference

Inheritance diagram for Arcade::AGraphic:



Public Member Functions

- **AGraphic** (const AGraphic &)=delete
- AGraphic & **operator=** (const AGraphic &)=delete

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

- Core/include/abstractions/AGraphic.hpp

3.3 Arcade::Core Class Reference

Core class.

`#include <Core.hpp>`

Classes

- class CoreException

Public Member Functions

- **Core** (const Core &)=delete
- Core & **operator=** (const Core &)=delete
- void **parser** (const std::string &path)
- int **runArcade** (const std::string &path)
- void **gameLoop** ()
- void **handleEvents** (const GameEvent &event)
- void **setMode** (const CoreMode &gameMode)
- void **closeWindow** ()

3.3.1 Detailed Description

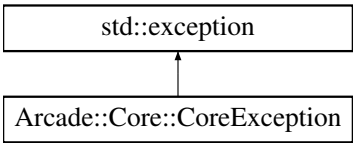
Core class.

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

- Core/include/Core.hpp

3.4 Arcade::Core::CoreException Class Reference

Inheritance diagram for Arcade::Core::CoreException:



Public Member Functions

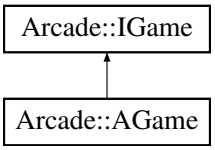
- **CoreException** (std::string msg)
- **CoreException** (CoreException const &)=delete
- const char * **what** () const noexcept override

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

- Core/include/Core.hpp

3.5 Arcade::IGame Class Reference

Inheritance diagram for Arcade::IGame:



Public Member Functions

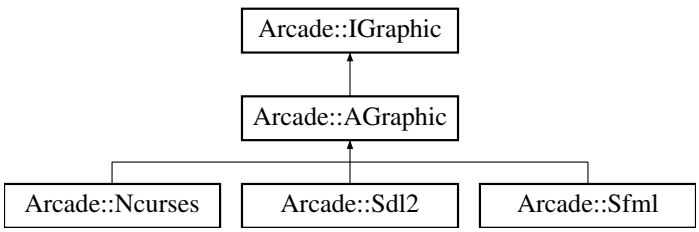
- **IGame** (const IGame &)=delete
- IGame & **operator=** (const IGame &)=delete

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

- Core/include/abstractions/IGame.hpp

3.6 Arcade::IGraphic Class Reference

Inheritance diagram for Arcade::IGraphic:



Public Member Functions

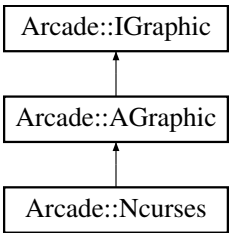
- **IGraphic** (const IGraphic &)=delete
- IGraphic & **operator=** (const IGraphic &)=delete
- virtual GameEvent **getEvent** ()=0
- virtual void **displayWindow** ()=0
- virtual void **clearWindow** ()=0
- virtual void **closeWindow** ()=0

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

- Core/include/abstractions/IGraphic.hpp

3.7 Arcade::Ncurses Class Reference

Inheritance diagram for Arcade::Ncurses:



Public Member Functions

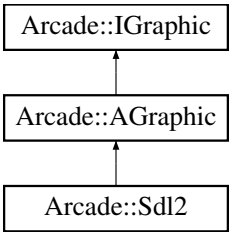
- **Ncurses** (const Ncurses &)=delete
- Ncurses & **operator=** (const Ncurses &)=delete
- GameEvent **getEvent** () override
- void **displayWindow** () override
- void **clearWindow** () override
- void **closeWindow** () override

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

- Graphics/NCurses/include/Ncurses.hpp

3.8 Arcade::Sdl2 Class Reference

Inheritance diagram for Arcade::Sdl2:



Public Member Functions

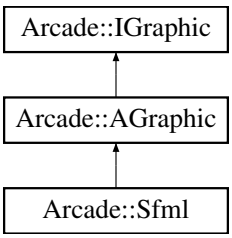
- **Sdl2** (const Sdl2 &)=delete
- Sdl2 & **operator=** (const Sdl2 &)=delete
- GameEvent **getEvent** () override
- void **displayWindow** () override
- void **clearWindow** () override
- void **closeWindow** () override

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

- Graphics/SDL2/include/Sdl2.hpp

3.9 Arcade::Sfml Class Reference

Inheritance diagram for Arcade::Sfml:



Public Member Functions

- **Sfml** (const Sfml &)=delete
- Sfml & **operator=** (const Sfml &)=delete
- GameEvent **getEvent** () override
- void **displayWindow** () override
- void **clearWindow** () override
- void **closeWindow** () override

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

- Graphics/SFML/include/Sfml.hpp

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