

labo_08_gachet_jean_gallay_david

Generated by Doxygen 1.8.13

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Chapter 1

File Index

1.1 File List

Here is a list of all files with brief descriptions:

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Chapter 2

File Documentation

2.1 game_of_life.h File Reference

Macros

- `#define HEIGHT 9`
- `#define WIDTH 9`
- `#define ALIVE true`
- `#define DEAD false`
- `#define ALIVE_CHAR 'X'`
- `#define DEAD_CHAR 'O'`

Functions

- `bool computeNextGen (bool currentGen[HEIGHT][WIDTH])`
- `void computeMultipleGens (bool currentGen[HEIGHT][WIDTH], unsigned n, bool autoStop=true)`
- `void displayGame (const bool game[HEIGHT][WIDTH])`
- `void preFillGame (bool game[HEIGHT][WIDTH])`

2.1.1 Macro Definition Documentation

2.1.1.1 ALIVE

```
#define ALIVE true
```

2.1.1.2 ALIVE_CHAR

```
#define ALIVE_CHAR 'X'
```

2.1.1.3 DEAD

```
#define DEAD false
```

2.1.1.4 DEAD_CHAR

```
#define DEAD_CHAR 'O'
```

2.1.1.5 HEIGHT

```
#define HEIGHT 9
```

2.1.1.6 WIDTH

```
#define WIDTH 9
```

2.1.2 Function Documentation

2.1.2.1 computeMultipleGens()

```
void computeMultipleGens (
    bool currentGen[HEIGHT][WIDTH],
    unsigned n,
    bool autoStop = true )
```

Take a game and computes the *n* next generations (stops if a stable state is reached). Displays the game after each generation.

Parameters

<i>currentGen</i>	[IN] current state of the game [OUT] new state of the game
<i>n</i>	number of generations to compute
<i>autoStop</i>	stops if no more changes are detected between generations

2.1.2.2 computeNextGen()

```
bool computeNextGen (
    bool currentGen[HEIGHT][WIDTH] )
```

Take a game and computes the next generation.

Parameters

<i>currentGen</i>	[IN] current state of the game [OUT] new state of the game
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Returns

if a change occurred

2.1.2.3 displayGame()

```
void displayGame (
    const bool game[HEIGHT][WIDTH] )
```

Display the game.

Parameters

<i>game</i>	
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2.1.2.4 preFillGame()

```
void preFillGame (
    bool game[HEIGHT][WIDTH] )
```

Prefill game with DEAD macro value

Parameters

<i>game</i>	Bi-dimensional bool array
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