Automate-AutomateHandler

Automate

-m_cellHandler: CellHandler* = nullptr
-m_rules: QList<const Rule*>

-loadRules(json:const QJsonArray) : bool
+Automate(filename:QString)
+<<virtual>> ~Automate()
+Automate(dimensions:const QVector<unsigned int>,
    type:CellHandler::generationTypes=CellHandler::empty,
    stateMax:unsigned int=1,density:unsigned int=20)
+Automate(cellHandlerFilename:QString,ruleFilename:QString)
+saveRules(filename:QString): bool const
+saveCells(filename:QString): bool const
+saveAll(cellHandlerFilename:QString,rulesFilename:QString): bool const
+addRuleFile(filename:QString): void
+addRule(newRule:const Rule*): void
+setRulePriority(rule:const Rule*,newPlace:unsigned int): void
+getRules(): const QList<const Rule *>& const
+run(nbSteps:unsigned int=1): bool
+getCellHandler(): const CellHandler& const

*

<<singleton>>
AutomateHandler

-m_ActiveAutomates: QList<Automate*>
-m_activeAutomateHandler: static AutomateHandler *

-AutomateHandler()
-()
-AutomateHandler(a:const AutomateHandler &)
-operator=(a:const AutomateHandler &): AutomateHandler &
-~AutomateHandler()
+getAutomateHandler(): static AutomateHandler &
+deleteAutomateHandler(): static void
+getAutomate(indexAutomate:unsigned int): Automate *
+getNumberAutomates(): unsigned int const
+addAutomate(automate:Automate *): void
+deleteAutomate(automate:Automate *): void