

Annexe 3 : Package Rules

<<Abstract>> Rule
#m_currentCellPossibleValues: QVector<unsigned int> #m_cellOutputState: unsigned int +Rule(currentCellValues:QVector<unsigned int>, outputState:unsigned int) + toJson(): virtual QObject const = 0 +matchCell(c:const Cell *): virtual bool const = 0 +getCellOutputState(): unsigned int const



NeighbourRule
-m_neighbourInterval: QPair<unsigned int , unsigned int> -m_neighbourPossibleValues: QSet<unsigned int> -inInterval(matchingNeighbours:unsigned int ): bool const +NeighbourRule(outputState:unsigned int , currentCellValues:QVector<unsigned int>, intervalNbrNeighbour:QPair<unsigned int , unsigned int> ,neighbourValues:QSet<unsigned int>=>QSet<unsigned int>()) +~NeighbourRule() +matchCell(c:const Cell *): bool const +toJson(): virtual QObject const

MatrixRule
-m_matrix: QMap<QVector<short>, QVector<unsigned int>> +MatrixRule(finalState:unsigned int,currentStates :QVector<unsigned int>=>QVector<unsigned int>()) +matchCell(cell:const Cell*): virtual bool const +addNeighbourState(relativePosition:QVector<short> , matchState:unsigned int ): void +void addNeighbourState( )(relativePosition:QVector<short> , matchStates:QVector<unsigned int>) +toJson(): QObject const