

# ARCADE

## **SUMMARY**

- 1 – HOW TO IMPLEMENT A LIBRARY
- 2 – HOW TO IMPLEMENT A GAME
- 3 – TECHNICAL DOCUMENTATION

## 1- HOW TO IMPLEMENT A LIBRARY

Implementation:

To implement a new library to the arcade program you need to follow these steps:

- 1 Create your library folder in our "lib" directory
- 2 Include in your header file ILib.hpp defined in the "lib" folder (more information in X)
- 3 Your library header must inherit from ILib.hpp
- 4 To be able to load your library you must override all function available in the ILib header

Makefile rule:

Your Makefile must produce a shared object file

The CPPFLAGS must contains -shared and -fPIC

## 2- HOW TO IMPLEMENT A GAME

Implementation:

To implement a new game to the arcade program you need to follow these steps:

- 1 Create your game class our "game" directory
- 2 Include in your header file IGame.hpp defined in the "lib" folder (more information in X)
- 3 Your game class must inherit from IGame.hpp defined in the "game" folder
- 4 Your game class must loop on the loop function defined in the IGame header (we will call it in a loop)

## ILib definition

```
#include <string>

class ILib {
public:
    virtual ~ILib() = 0;
    virtual void erasew() = 0;
    virtual void refreshw() = 0;
    virtual void print(int y, int x, const std::string &s) = 0;
    virtual int getchw() = 0;
    virtual void setSpeed(int speed) = 0;
protected:
private:
};
```

## IGame definition

```
#define IGAME_HPP_
#include "ILib.hpp"
#include "dlHandler.hpp"

class IGame {
public:
    virtual void loop(dlHandler &hdl) = 0;
protected:
private:
};
```