Die Class Reference

Public Member Functions

Die (int x)

Dice Constructor. More...

void roll ()

Rolls the dice. More...

int getSides ()

Returns the sides of a dice. More...

int getValue ()

Get value function. More...

Private Attributes

int sides

int value

Constructor & Destructor Documentation

• Die()

Die::Die (int x)

Dice Constructor.

Dice Constructor (sides)

Parameters

x The number of sides on the dice

Member Function Documentation

• getSides()

int Die::getSides ()

Returns the sides of a dice.

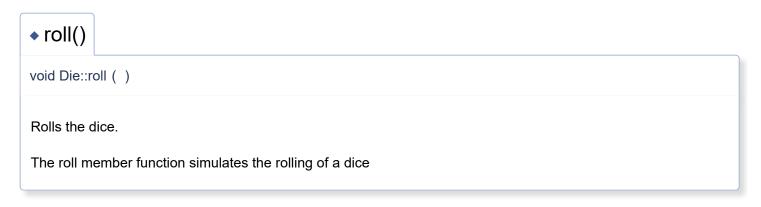
The getSides member function returns the number of for this dice

Returns

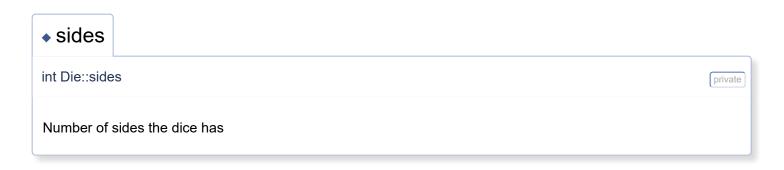
The total sides

◆ getValue()
 int Die::getValue ()
 Get value function.
 The getValue member function returns the die's value
 Returns

 dice value



Member Data Documentation





int Die::value

Value the dice was rolled

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

- C:/Users/ebald/source/repos/Project3/Project3/Dice.h
- C:/Users/ebald/source/repos/Project3/Project3/Dice.cpp

Generated by 1.8.15

ParkedCar Class Reference

#include <ParkedCar.h>

Public Member Functions

```
ParkedCar (string ma, string c, string lic, int m)

ParkedCar ()

string getMake ()

string getColor ()

string getLicense ()

int getMinutes ()

void setMake (string ma)

void setColor (string c)

void setLicense (string li)

void setMinutes (int m)
```

Private Attributes

```
string make
string model
string color
string license
int minutes
```

Detailed Description

Represents a parked car

Constructor & Destructor Documentation

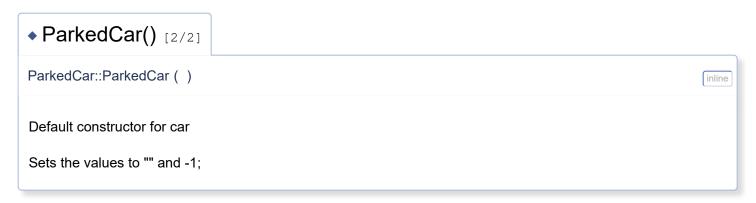
ParkedCar() [1/2]

```
ParkedCar::ParkedCar ( string ma, string mo, string c, string lic, int m )

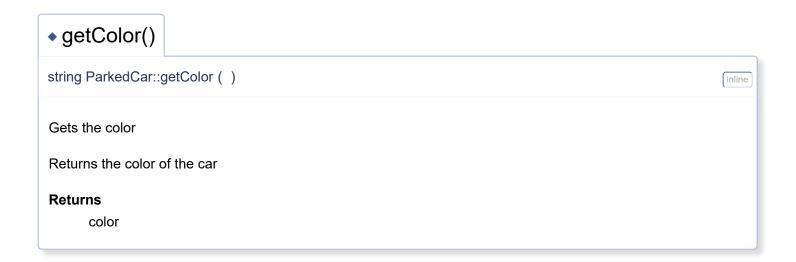
A constructor for the car, the car is defined by the parameters below

Parameters

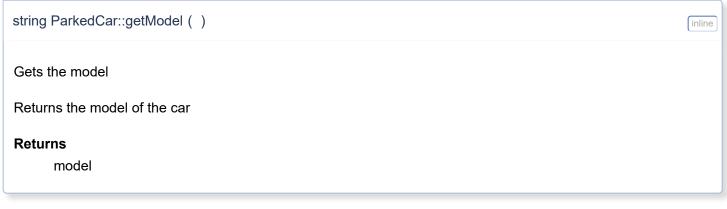
ma The make of the car
mo The model of the car
c The color of the car
lic The license of the car
m The minutes the car has been parked
```

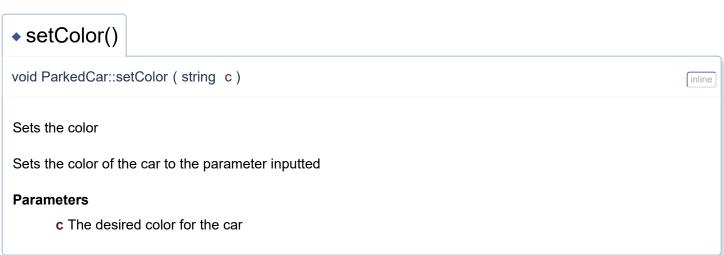


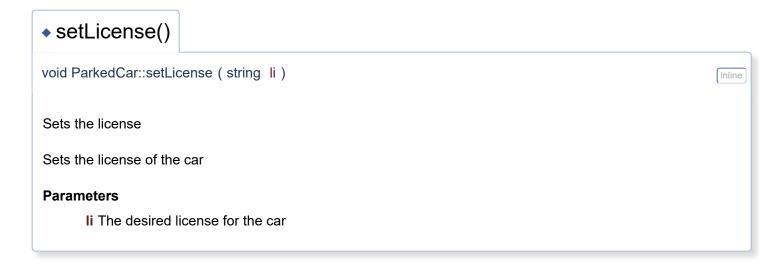
Member Function Documentation





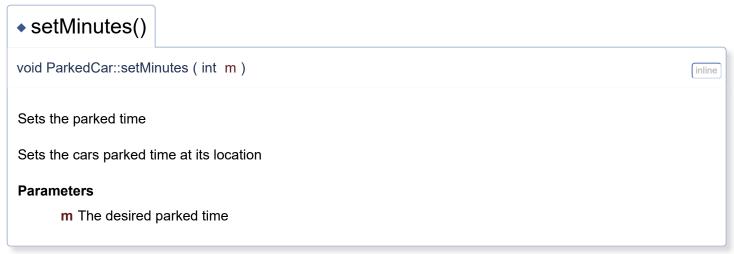


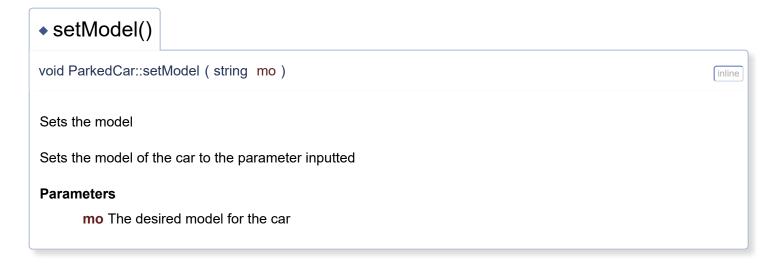




setMake()

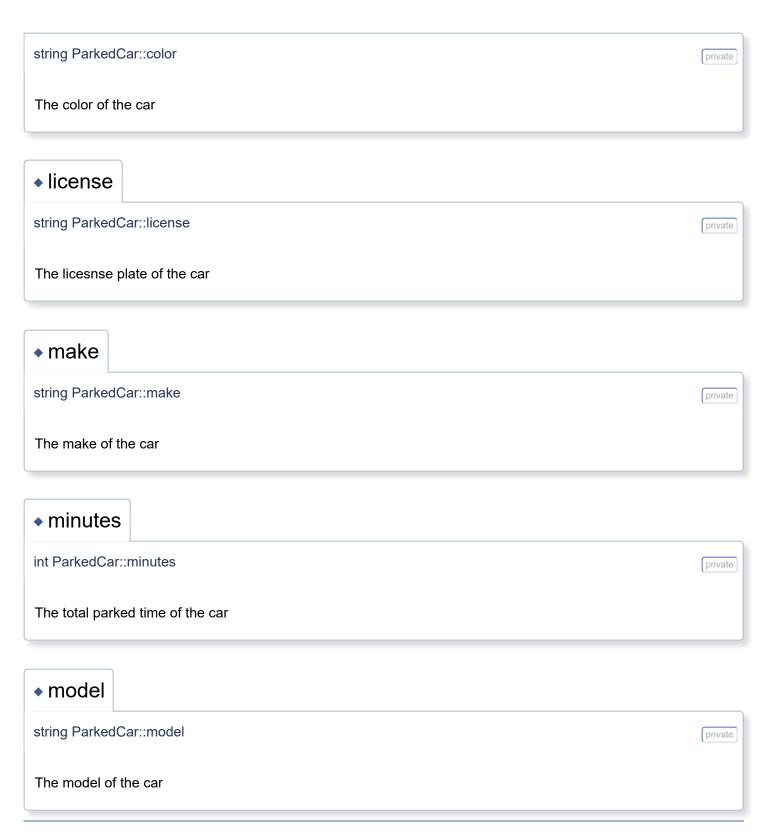






Member Data Documentation

• color



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

- C:/Users/ebald/source/repos/Project3/Project3/ParkedCar.h
- C:/Users/ebald/source/repos/Project3/Project3/ParkedCar.cpp

ParkingMeter Class Reference

#include <ParkingMeter.h>

Public Member Functions

ParkingMeter (int pTime)

ParkingMeter ()

int getPurchasedTime ()

void setpurchasedTime (int pTime)

Private Attributes

int purchasedTime

Detailed Description

The Parking Meter class

Represents a parking meter

Constructor & Destructor Documentation

ParkingMeter() [1/2]

ParkingMeter::ParkingMeter (int pTime)

Constructor

Creates a parking meter with a specified purchased time

inline

Parameters

pTime The purchased time

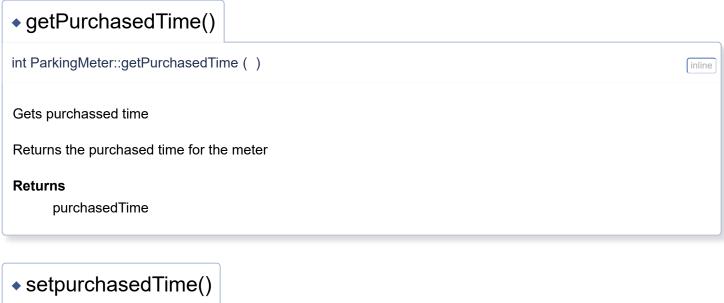
ParkingMeter() [2/2]

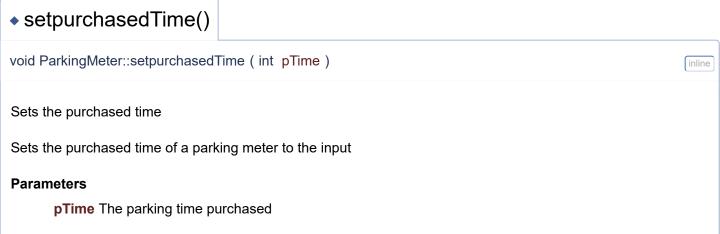
ParkingMeter::ParkingMeter ()

Default constructor

Sets the time purchased to zero

Member Function Documentation





Member Data Documentation

purchasedTime

int ParkingMeter::purchasedTime

Purchased ammount of time on the meter

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

- C:/Users/ebald/source/repos/Project3/Project3/ParkingMeter.h
- C:/Users/ebald/source/repos/Project3/Project3/ParkingMeter.cpp

Generated by 1.8.15

ParkingTicket Class Reference

#include <ParkingTicket.h>

Public Member Functions

```
ParkingTicket (int bn, string n, ParkedCar &c, ParkingMeter &m)

int getFine ()

int getBadgeNumber ()

string getOfficerName ()

void setFine (ParkedCar &car, ParkingMeter &meter)

void printTicket ()
```

Private Attributes

```
int fine
int badgeNumber

string officerName

ParkedCar car

ParkingMeter meter
```

Detailed Description

The Parking Ticket Class

Represents a parking ticket

Constructor & Destructor Documentation

ParkingTicket()

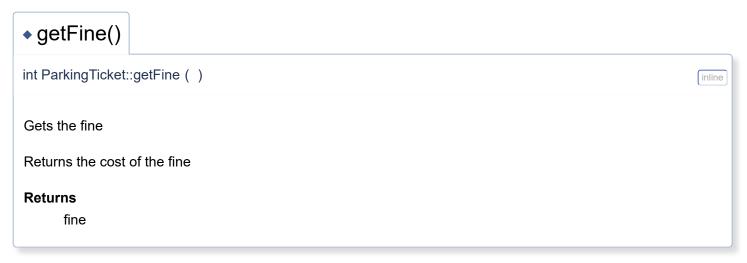
```
ParkingTicket::ParkingTicket ( int bn, string n, ParkedCar & c, ParkingMeter & m )

Costructor for a parking meter

Parameters
bn The officer's badge number
n The officer's name
c The reference of the violating car
m The reference to the ParkingMeter
```

Member Function Documentation

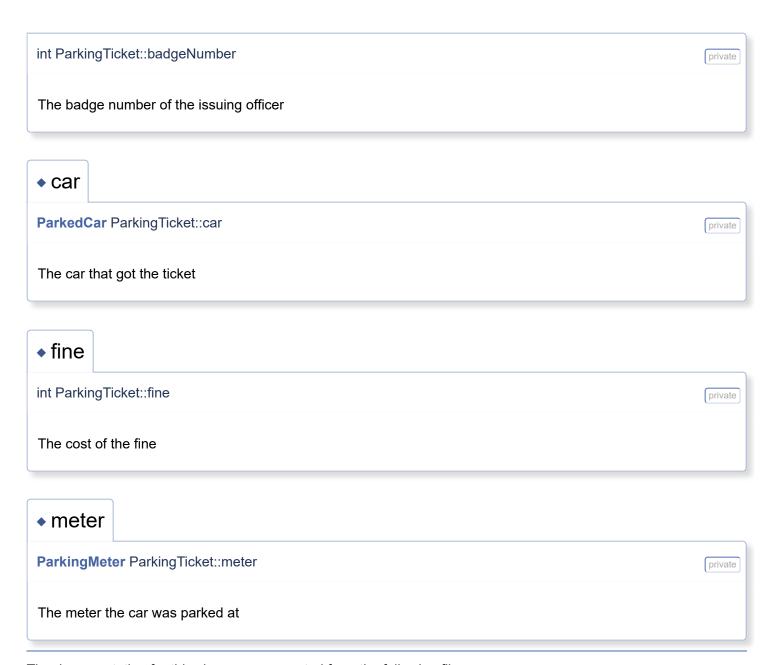






Member Data Documentation

badgeNumber



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

- C:/Users/ebald/source/repos/Project3/Project3/ParkingTicket.h
- C:/Users/ebald/source/repos/Project3/Project3/ParkingTicket.cpp

PoliceOfficer Class Reference

#include <PoliceOfficer.h>

Public Member Functions

	PoliceOfficer (string n, int badge)
string	getName ()
int	getBadgeNumber ()
void	setName (string s)
void	setBadgeNumber (int x)
int	checkParkedCar (ParkedCar &car, ParkingMeter &meter)
ParkingTicket	issueTicket (ParkedCar &car, ParkingMeter &meter)

Private Attributes

string name
int badgeNumber

Detailed Description

The Police Officer class

Represents a police officer

Constructor & Destructor Documentation

PoliceOfficer()

```
PoliceOfficer::PoliceOfficer ( string n, int badge )

The constructor for a Police Officer

Creates a police officer object

Parameters

n The name of the officer badge The badge number of the officer
```

Member Function Documentation

getBadgeNumber()

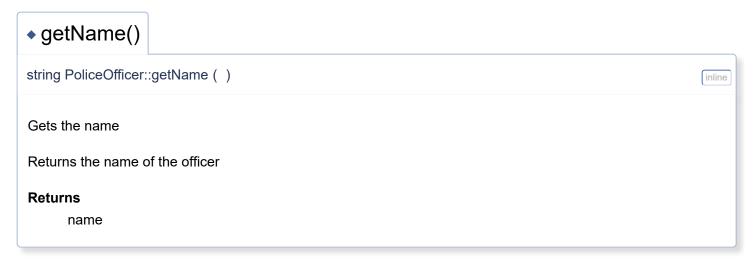
```
int PoliceOfficer::getBadgeNumber()

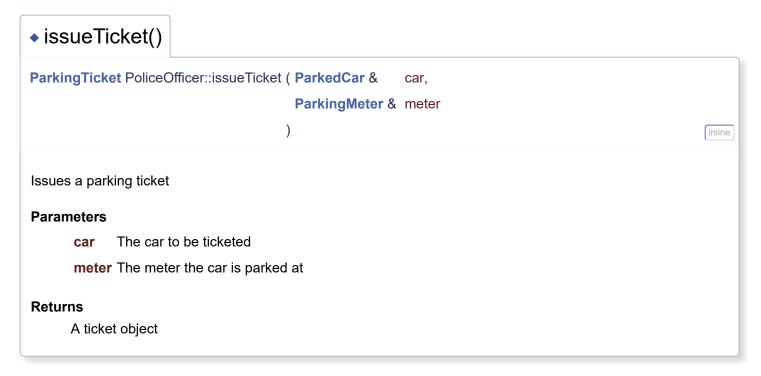
Gets badge number

Returns the badge number of the officer

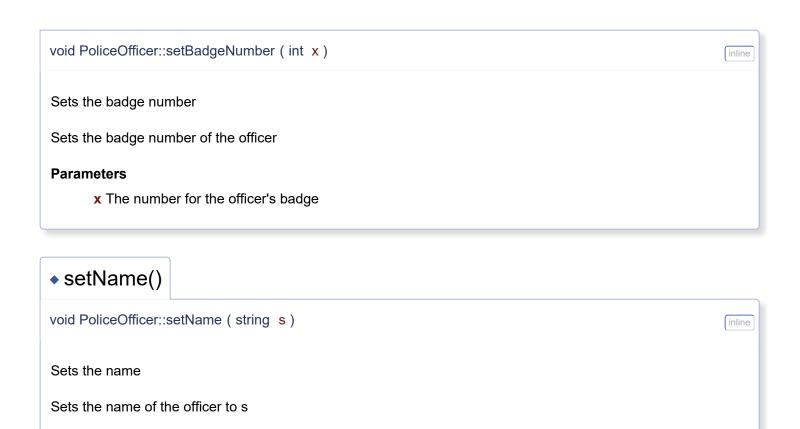
Returns

badge number
```





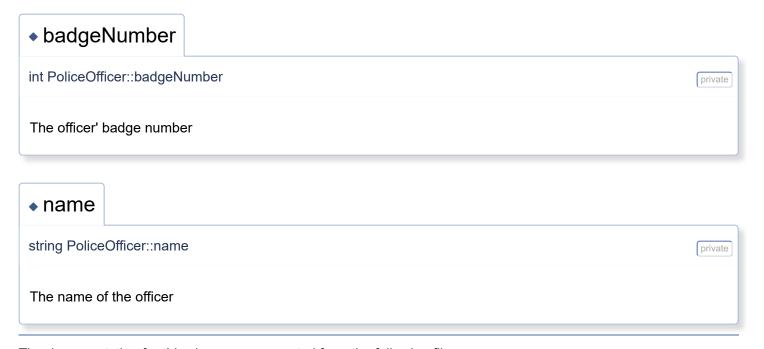
setBadgeNumber()



Member Data Documentation

s The desired name to be set

Parameters



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

• C:/Users/ebald/source/repos/Project3/Project3/PoliceOfficer.h

• C:/Users/ebald/source/repos/Project3/Project3/PoliceOfficer.cpp

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