

Model Report

Display

Version 1.0 • Proposé



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Display

Package in package 'Domain Model'

Display

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Display diagram

Class diagram in package 'Display'

Display

Version 1.0

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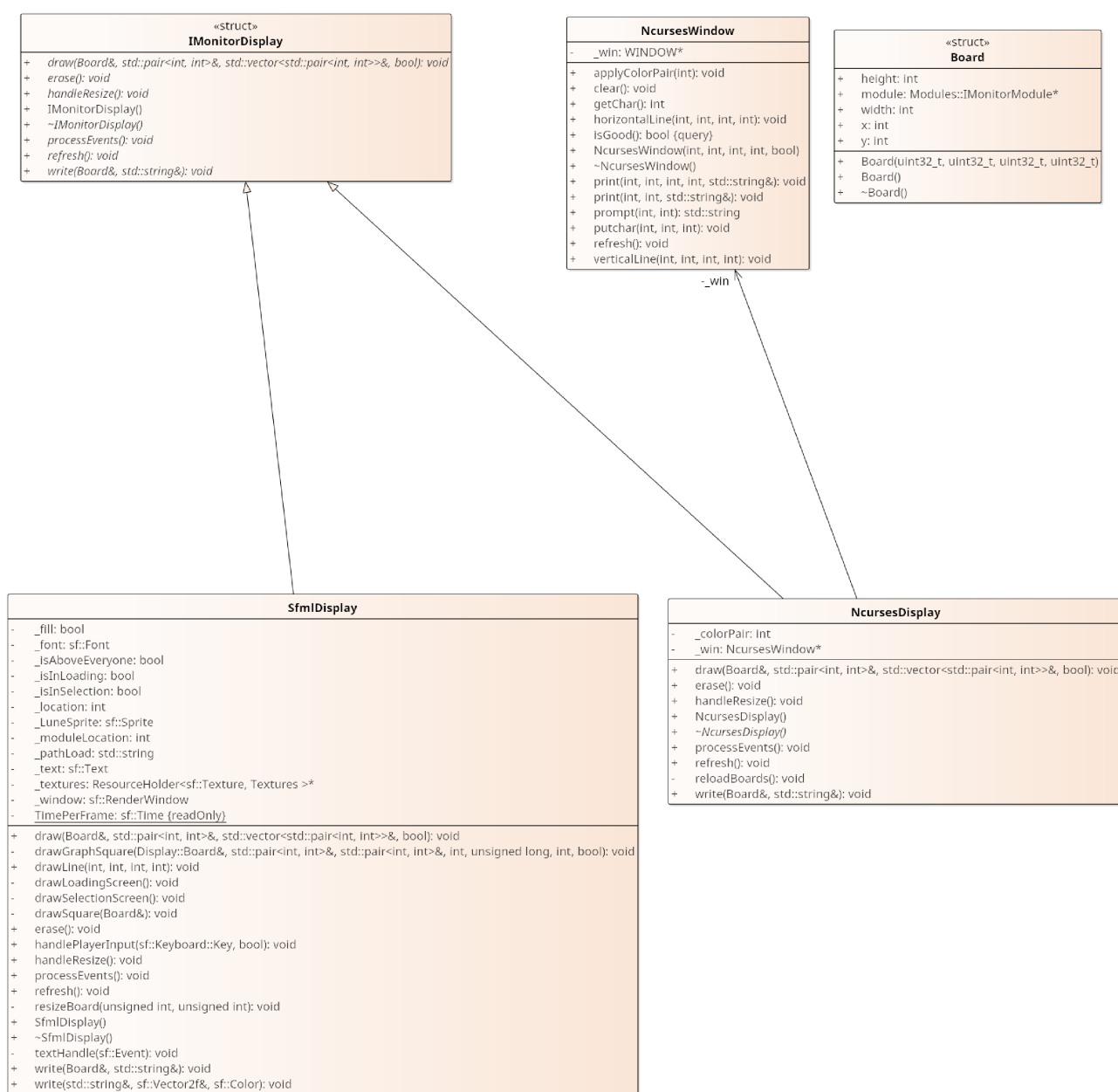


Figure 1: Display

Board

Classe «struct» in package 'Display'

Board
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ATTRIBUTES

 height : int Public	[Is static Faux. Containment is Non spécifié.]
 module : Modules::IMonitorModule* Public	[Is static Faux. Containment is Non spécifié.]
 width : int Public	[Is static Faux. Containment is Non spécifié.]
 x : int Public	[Is static Faux. Containment is Non spécifié.]
 y : int Public	[Is static Faux. Containment is Non spécifié.]




ASSOCIATIONS

 Association (direction: Source -> Destination)

Source: Public (Classe) Board «struct»

Target: Public module (Classe) IMonitorModule «struct»

OPERATIONS

 Board (x : uint32_t , y : uint32_t , width : uint32_t , height : uint32_t) : Public Properties: initializer = x(x),y(y),width(width),height(height),module(NULL) bodyLocation = classDec [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 Board () : Public Properties: overrides = default [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 ~Board () : Public Properties: overrides = default [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]

IMonitorDisplay

Classe «struct» in package 'Display'

IMonitorDisplay
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INCOMING STRUCTURAL RELATIONSHIPS

- ⇒ Généralisation from SfmIDisplay to «struct» IMonitorDisplay [Direction is 'Source -> Destination'.]
- ⇒ Généralisation from NcursesDisplay to «struct» IMonitorDisplay [Direction is 'Source -> Destination'.]

OPERATIONS

- ◆ draw (prm1 : Board& , prm2 : std::pair<int, int>& , prm3 : std::vector<std::pair<int, int>>& , fill : bool) : void Public
[Is static Faux. Is abstract Vrai. Is return array Faux. Is query Faux. Is synchronized Faux.]
- ◆ erase () : void Public
[Is static Faux. Is abstract Vrai. Is return array Faux. Is query Faux. Is synchronized Faux.]
- ◆ handleResize () : void Public
[Is static Faux. Is abstract Vrai. Is return array Faux. Is query Faux. Is synchronized Faux.]
- ◆ IMonitorDisplay () : Public
Properties:
overrides = default
[Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
- ◆ ~IMonitorDisplay () : Public
Properties:
overrides = default
[Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
- ◆ processEvents () : void Public
[Is static Faux. Is abstract Vrai. Is return array Faux. Is query Faux. Is synchronized Faux.]
- ◆ refresh () : void Public
[Is static Faux. Is abstract Vrai. Is return array Faux. Is query Faux. Is synchronized Faux.]
- ◆ write (prm1 : Board& , prm2 : std::string&) : void Public
[Is static Faux. Is abstract Vrai. Is return array Faux. Is query Faux. Is synchronized Faux.]

NcursesDisplay

Classe in package 'Display'

NcursesDisplay
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Extends IMonitorDisplay

OUTGOING STRUCTURAL RELATIONSHIPS

← Généralisation from NcursesDisplay to «struct» IMonitorDisplay

[Direction is 'Source -> Destination'.]

ATTRIBUTES

◆ _colorPair : int Private

[Is static Faux. Containment is Non spécifié.]

◆ _win : NcursesWindow* Private

[Is static Faux. Containment is Non spécifié.]

ASSOCIATIONS

✎ Association (direction: Source -> Destination)

Source: Public (Classe) NcursesDisplay

Target: Private _win (Classe) NcursesWindow

OPERATIONS

◆ draw (board : Board& , pair : std::pair<int, int>& , vector : std::vector<std::pair<int, int>>& , fill : bool) : void Public

Properties:

override = true

[Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]

◆ erase () : void Public

Properties:

override = true

[Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]

◆ handleResize () : void Public

Properties:

override = true

[Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]

◆ NcursesDisplay () : Public

[Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]

◆ ~NcursesDisplay () : Public

[Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]

◆ processEvents () : void Public

Properties:

override = true


OPERATIONS
[Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 refresh () : void Public Properties: override = true [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 reloadBoards () : void Private [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 write (board : Board& , string : std::string&) : void Public Properties: override = true [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]






NcursesWindow

Classe in package 'Display'

NcursesWindow
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ATTRIBUTES
 _win : WINDOW* Private [Is static Faux. Containment is Non spécifié.]

ASSOCIATIONS
 Association (direction: Source -> Destination) Source: Public (Classe) NcursesDisplay Target: Private _win (Classe) NcursesWindow


OPERATIONS
 applyColorPair (pair : int) : void Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 clear () : void Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 getChar () : int Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 horizontalLine (c : int , x : int , y : int , len : int) : void Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 isGood () : bool Public

OPERATIONS
[Is static Faux. Is abstract Faux. Is return array Faux. Is query Vrai . Is synchronized Faux.]
 NcursesWindow (x : int , y : int , width : int , height : int , noDelay : bool) : Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 ~NcursesWindow () : Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 print (x : int , y : int , maxX : int , maxY : int , txt : std::string&) : void Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 print (x : int , y : int , txt : std::string&) : void Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 prompt (i : int , i1 : int) : std::string Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 putchar (x : int , y : int , c : int) : void Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 refresh () : void Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]
 verticalLine (c : int , x : int , y : int , len : int) : void Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]










SfmlDisplay


Classe in package 'Display'

SfmlDisplay
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 Extends IMonitorDisplay














OUTGOING STRUCTURAL RELATIONSHIPS
 Généralisation from SfmlDisplay to «struct» IMonitorDisplay [Direction is 'Source -> Destination'.]

ATTRIBUTES
 _fill : bool Private [Is static Faux. Containment is Non spécifié.]
 _font : sf::Font Private [Is static Faux. Containment is Non spécifié.]
 _isAboveEveryone : bool Private

ATTRIBUTES	
	[Is static Faux. Containment is Non spécifié.]
 _isLoading : bool Private	[Is static Faux. Containment is Non spécifié.]
 _isSelected : bool Private	[Is static Faux. Containment is Non spécifié.]
 _location : int Private	[Is static Faux. Containment is Non spécifié.]
 _LuneSprite : sf::Sprite Private	[Is static Faux. Containment is Non spécifié.]
 _moduleLocation : int Private	[Is static Faux. Containment is Non spécifié.]
 _pathLoad : std::string Private	[Is static Faux. Containment is Non spécifié.]
 _text : sf::Text Private	[Is static Faux. Containment is Non spécifié.]
 _textures : ResourceHolder<sf::Texture, Textures >* Private	[Is static Faux. Containment is Non spécifié.]
 _window : sf::RenderWindow Private	[Is static Faux. Containment is Non spécifié.]
 TimePerFrame : sf::Time Private Const	[Is static Vrai. Containment is Non spécifié.]

ASSOCIATIONS	
 Association (direction: Source -> Destination)	
Source: Public (Classe) SfmlDisplay	Target: Private _textures (Classe) ResourceHolder

OPERATIONS	
 draw (board : Board& , pair : std::pair<int, int>& , vector : std::vector<std::pair<int, int>>& , fill : bool) : void Public Properties: override = true [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]	
 drawGraphSquare (board : Display::Board& , pair : std::pair<int, int>& , pair1 : std::pair<int, int>& , idx : int , size : unsigned long , minimum : int , fill : bool) : void Private [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]	

OPERATIONS	
 drawLine (x1 : int , x2 : int , x3 : int , x4 : int) : void Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]	
 drawLoadingScreen () : void Private [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]	
 drawSelectionScreen () : void Private [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]	
 drawSquare (board : Board&) : void Private [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]	
 erase () : void Public Properties: override = true [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]	
 handlePlayerInput (key : sf::Keyboard::Key , down : bool) : void Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]	
 handleResize () : void Public Properties: override = true [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]	
 processEvents () : void Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]	
 refresh () : void Public Properties: override = true [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]	
 resizeBoard (height : unsigned int , width : unsigned int) : void Private [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]	
 SfmlDisplay () : Public Properties: initializer = _window(sf::VideoMode(_width, _height), _title, sf::Style::Close sf::Style::Resize), _font(), _text(), _location(0), _isInSelection(false), _isInLoading(0), _fill(true), _pathLoad(), _isAb oveEveryone(false), _LuneSprite(), _textures(new ResourceHolder<sf::Texture, Textures>()) [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]	
 ~SfmlDisplay () : Public [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]	
 textHandle (event : sf::Event) : void Private [Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]	

OPERATIONS

✦ write (board : Board& , string : std::string&) : void Public

Properties:

override = true

[Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]

✦ write (string : std::string& , vec : sf::Vector2f& , color : sf::Color) : void Public

[Is static Faux. Is abstract Faux. Is return array Faux. Is query Faux. Is synchronized Faux.]