

My Project

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 2

Class Documentation

2.1 Ball Class Reference

Public Member Functions

- **Ball** (double, double, double)
- **Ball** (double, double, double, double)
- double **GetX** ()
- double **GetY** ()
- double **GetZ** ()
- double **GetVelocityX** ()
- double **GetVelocityY** ()
- double **GetVelocityZ** ()
- double **GetRadius** ()
- **Color** **GetColor** ()
- string **GetBallInformation** ()
- void **SetRadius** (double)
- void **SetPosition** (double, double, double)
- void **SetVelocity** (double, double, double)
- void **SetColor** (**Color**)
- void **SetX** (double)
- void **SetY** (double)
- void **SetZ** (double)
- void **SetVelocityX** (double)
- void **SetVelocityY** (double)
- void **SetVelocityZ** (double)
- void **UpdateBall** (double)

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

- Ball.h
- Ball.cpp

2.2 Board Class Reference

Public Member Functions

- **Board** (double, double, double, int)

- double **GetDimensionX** ()
- double **GetDimensionY** ()
- double **GetDimensionZ** ()
- int **GetNumberBalls** ()
- vector< [Ball](#) > **GetVectorBalls** ()
- [Ball](#) **GetBallFromId** (int)
- string **GetBoardInformation** ()
- void **SetDimensionX** (double)
- void **SetDimensionY** (double)
- void **SetDimensionZ** (double)
- void **SetNumberOfBalls** (int)
- void **SetVectorBalls** (vector< [Ball](#) >)
- void **SetBallFromId** (int, [Ball](#))
- void **AddBallToBoard** ([Ball](#))
- void **RemoveBallFromBoard** ()
- void **UpdateBoard** (double)

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

- Board.h
- Board.cpp

2.3 Color Class Reference

Public Member Functions

- **Color** (int, int, int)
- int **GetR** ()
- int **GetG** ()
- int **GetB** ()
- void **SetR** (int)
- void **SetG** (int)
- void **SetB** (int)
- void **SetRGB** (int, int, int)

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

- Color.h
- Color.cpp

2.4 Graph Struct Reference

Public Attributes

- int **x1**
- char ** **s1**

The documentation for this struct was generated from the following file:

- Threads.cpp

2.5 Image Class Reference

Public Member Functions

- **Image** (char *ps, int w, int h)

Public Attributes

- char * **pixels**
- int **width**
- int **height**

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

- Image.h
- Image.cpp

2.6 Test Class Reference

Public Member Functions

- **Test** (std::string description)
- void **VerifyTrue** (bool, std::string)
- void **VerifyFalse** (bool, std::string)
- bool **isPassed** ()

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

- Test.h
- Test.cpp

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