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| --- | --- |
| Ennemi.h | Arme.h |
| *class* Ennemi  {  *//Attributs*  Vector m\_pos;  int m\_hp;  double m\_speed;  double m\_size;  bool m\_reach\_end;  bool m\_dead ;  Imagine::NativeBitmap m\_skin;  *//Méthodes*  void **recevoir\_degat**(int nb\_degat);  void **avancer**();  void **death**();  };  *class* Punaise : *public* Ennemi  {    };  *class* Gaspard : *public* Ennemi  {    };  *class* Ibrahim : *public* Ennemi  {    }; | *class* Arme  {  *private*:  double m\_portee;  double m\_freq;  double m\_degats;  double m\_prix;  Vector m\_vitesse;  Vector m\_centre;  Imagine::NativeBitmap m\_skin;  *public*:  void **attaquer**(Ennemi &cible);  }; |
| Vector.h |  |
| *class* Vector {  double coord[DIM];  *public*:    void **Set**(double \_x, double \_y);  void **Get**(double &\_x, double &\_y);  Vector **operator**+(Vector b);  Vector **operator**-(Vector b);  Vector **operator**\*(double lambda);  Vector **operator**/(double lambda);  double **operator**\*(Vector b);  double **Norm**();  Vector **Rotate**(double angle);  Void de**ssine\_image**(  Imagine::NativeBitmap nb) *const*;  void **efface\_image**(int nb\_w, int nb\_h) *const*;  }; |  |