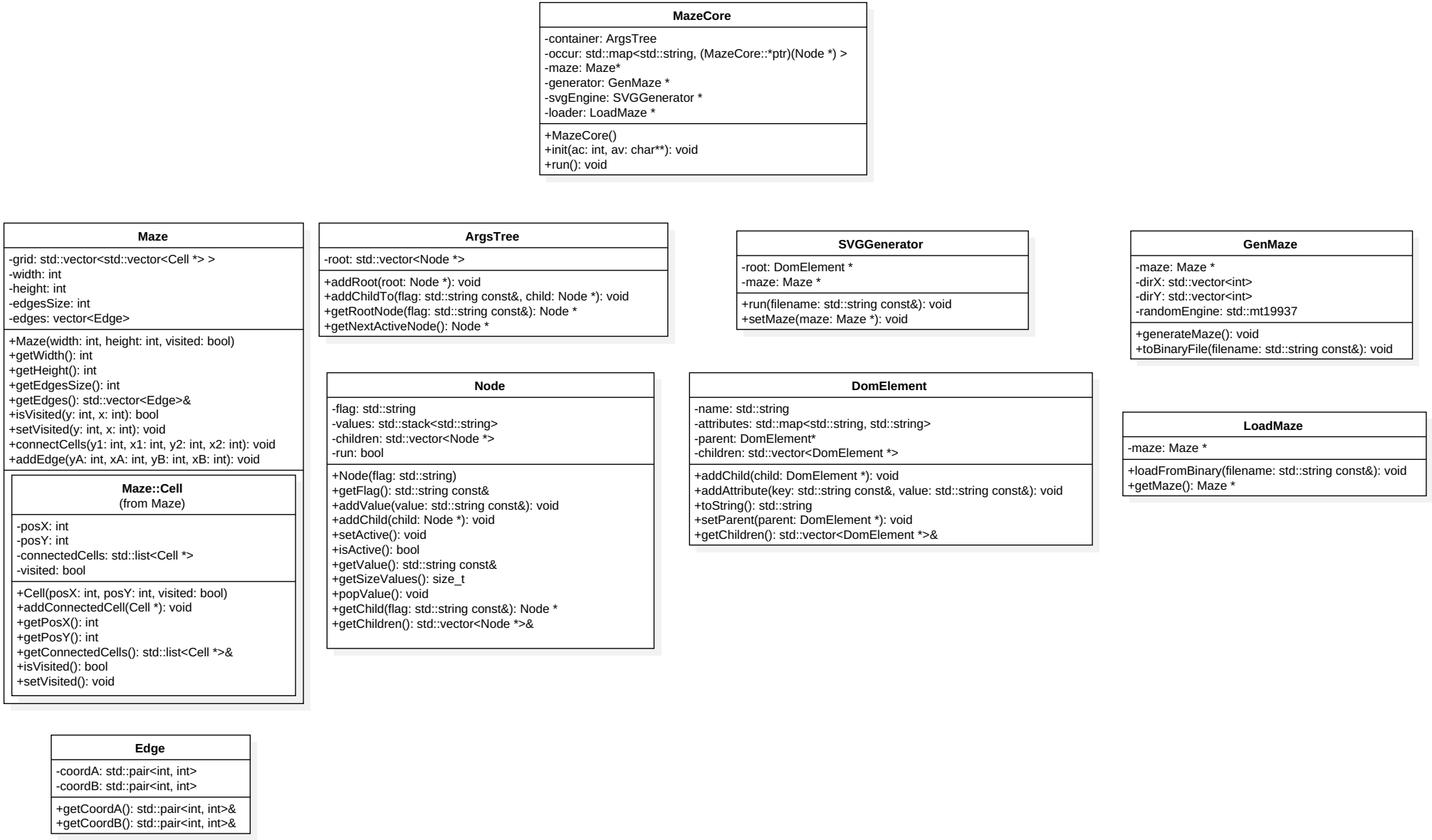
MazeCore
-container: ArgsTree
-occur: std::map<std::string, (MazeCore::*ptr)(Node *) >
-maze: Maze*
-generator: GenMaze *
-svgEngine: SVGGenerator *
-loader: LoadMaze *
+MazeCore()
+init(ac: int, av: char**): void
+run(): void
Maze
-grid: std::vector<std::vector<Cell *> >
-width: int
-height: int
-edgesSize: int
-edges: vector<Edge>
+Maze(width: int, height: int, visited: bool)
+getWidth(): int
+getHeight(): int
+getEdgesSize(): int
+getEdges(): std::vector<Edge>&
+isVisited(y: int, x: int): bool
+setVisited(y: int, x: int): void
+connectCells(y1: int, x1: int, y2: int, x2: int): void
+addEdge(yA: int, xA: int, yB: int, xB: int): void
Maze::Cell
(from Maze)
-posX: int
-posY: int
-connectedCells: std::list<Cell *>
-visited: bool
+Cell(posX: int, posY: int, visited: bool)
+addConnectedCell(Cell *): void
+getPosX(): int
+getPosY(): int
+getConnectedCells(): std::list<Cell *>&
+isVisited(): bool
+setVisited(): void
ArgsTree
-root: std::vector<Node *>
+addRoot(root: Node *): void
+addChildTo(flag: std::string const&, child: Node *): void
+getRootNode(flag: std::string const&): Node *
+getNextActiveNode(): Node *
SVGGenerator
-root: DomElement *
-maze: Maze *
+run(filename: std::string const&): void
+setMaze(maze: Maze *): void
GenMaze
-maze: Maze *
-dirX: std::vector<int>
-dirY: std::vector<int>
-randomEngine: std::mt19937
+generateMaze(): void
+toBinaryFile(filename: std::string const&): void
Node
-flag: std::string
-values: std::stack<std::string>
-children: std::vector<Node *>
-run: bool
+Node(flag: std::string)
+getFlag(): std::string const&
+addValue(value: std::string const&): void
+addChild(child: Node *): void
+setActive(): void
+isActive(): bool
+getValue(): std::string const&
+getSizeValues(): size_t
+popValue(): void
+getChild(flag: std::string const&): Node *
+getChildren(): std::vector<Node *>&
DomElement
-name: std::string
-attributes: std::map<std::string, std::string>
-parent: DomElement*
-children: std::vector<DomElement *>
+addChild(child: DomElement *): void
+addAttribute(key: std::string const&, value: std::string const&): void
+toString(): std::string
+setParent(parent: DomElement *): void
+getChildren(): std::vector<DomElement *>&
LoadMaze
-maze: Maze *
+loadFromBinary(filename: std::string const&): void
+getMaze(): Maze *
Edge
-coordA: std::pair<int, int>
-coordB: std::pair<int, int>
+getCoordA(): std::pair<int, int>&
+getCoordB(): std::pair<int, int>&