

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

File Index

2.1 File List

Here is a list of all documented files with brief descriptions:

<code>/home/maxence/robair/src/follow_me/src/decision_node.cpp</code>	
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Chapter 3

Class Documentation

3.1 decision Class Reference

Public Member Functions

- [decision](#) ()
- void [update](#) ()
Met à jour le noeud.
- void **send_finish_move** (bool b)
- void [goal_to_reachCallback](#) (const geometry_msgs::Point::ConstPtr &g)
Callback pour l'inscription au topic goal_to_reach.
- void [rotation_doneCallback](#) (const std_msgs::Float32::ConstPtr &a)
Callback pour l'inscription au rotation_done.
- void **token_Callback** (const std_msgs::Bool::ConstPtr &a)
- void [translation_doneCallback](#) (const std_msgs::Float32::ConstPtr &r)
Callback pour l'inscription au translation_done.
- float [distancePoints](#) (geometry_msgs::Point pa, geometry_msgs::Point pb)
Revoie la distance entre deux points.

3.1.1 Constructor & Destructor Documentation

3.1.1.1 `decision::decision ()` `[inline]`

Constructeur de la classe Decision

3.1.2 Member Function Documentation

3.1.2.1 `decision::distancePoints (geometry_msgs::Point pa, geometry_msgs::Point pb)` `[inline]`

Revoie la distance entre deux points.

Parameters

<i>pa</i>	le premier point
<i>pb</i>	le second point

Returns

la distance entre le point pa et le point pb

3.1.2.2 `decision::goal_to_reachCallback (const geometry_msgs::Point::ConstPtr & g)` `[inline]`

Callback pour l'inscription au topic goal_to_reach.

Parameters

<i>g</i>	le point reçu
----------	---------------

3.1.2.3 `decision::rotation_doneCallback (const std_msgs::Float32::ConstPtr & a)` `[inline]`

Callback pour l'inscription au rotation_done.

Parameters

<i>a</i>	l'angle parcouru
----------	------------------

3.1.2.4 `decision::translation_doneCallback (const std_msgs::Float32::ConstPtr & r)` `[inline]`

Callback pour l'inscription au translation_done.

Parameters

<i>r</i>	distance effectuée
----------	--------------------

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

- [/home/maxence/robair/src/follow_me/src/decision_node.cpp](#)

3.2 moving_persons_detector Class Reference

Public Member Functions

- void **finish_move_Callback** (const std_msgs::Bool::ConstPtr &a)

- void **update** ()
- void **send_goal_to_reach** ()
- void **store_background** ()
- void **detect_motion** ()
- void **perform_clustering** ()
- void **detect_moving_legs** ()
- void **detect_moving_persons** ()
- geometry_msgs::Point **closest_group** ()
renvoie le groupe le plus proche du robot
- void **scanCallback** (const sensor_msgs::LaserScan::ConstPtr &scan)
- void **robot_movingCallback** (const std_msgs::Bool::ConstPtr &state)
- float **distancePoints** (geometry_msgs::Point pa, geometry_msgs::Point pb)
- void **populateMarkerReference** ()
- void **populateMarkerTopic** ()
- void **send_token** (bool b)
- void **print_sorce** ()
- void **reset_score** ()
- void **detect_group** ()

Recherche les différents groupes.

3.2.1 Member Function Documentation

3.2.1.1 geometry_msgs::Point moving_persons_detector::closest_group () [inline]

renvoie le groupe le plus proche du robot

Returns

le groupe le plus proche

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

- /home/maxence/robair/src/follow_me/src/moving_persons_detector_node.cpp

3.3 obstacle_detection Class Reference

Public Member Functions

- void **update** ()
- void **scanCallback** (const sensor_msgs::LaserScan::ConstPtr &scan)
- float **distancePoints** (geometry_msgs::Point pa, geometry_msgs::Point pb)
- void **populateMarkerReference** ()
- void **populateMarkerTopic** ()

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

- /home/maxence/robair/src/follow_me/src/obstacle_detection_node.cpp

3.4 robot_moving_lectures Class Reference

Public Member Functions

- void **odomCallback** (const nav_msgs::Odometry::ConstPtr &o)
- void **update** ()

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

- /home/maxence/robair/src/follow_me/src/robot_moving_node.cpp

3.5 rotation_action Class Reference

Public Member Functions

- void **update** ()
- void **odomCallback** (const nav_msgs::Odometry::ConstPtr &o)
- void **rotation_to_doCallback** (const std_msgs::Float32::ConstPtr &a)

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

- /home/maxence/robair/src/follow_me/src/rotation_action_node.cpp

3.6 translation_action Class Reference

Public Member Functions

- void **update** ()
- void **odomCallback** (const nav_msgs::Odometry::ConstPtr &o)
- void **translation_to_doCallback** (const std_msgs::Float32::ConstPtr &r)
- void **closest_obstacleCallback** (const geometry_msgs::Point::ConstPtr &obs)
- float **distancePoints** (geometry_msgs::Point pa, geometry_msgs::Point pb)

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

- /home/maxence/robair/src/follow_me/src/translation_action_node.cpp

Chapter 4

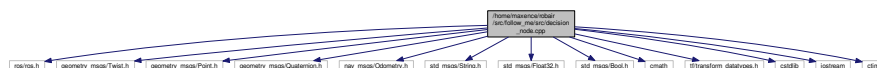
File Documentation

4.1 /home/maxence/robair/src/follow_me/src/decision_node.cpp File Reference

Noeud de décision.

```
#include "ros/ros.h"
#include <geometry_msgs/Twist.h>
#include "geometry_msgs/Point.h"
#include "geometry_msgs/Quaternion.h"
#include "nav_msgs/Odometry.h"
#include "std_msgs/String.h"
#include "std_msgs/Float32.h"
#include "std_msgs/Bool.h"
#include <cmath>
#include <tf/transform_datatypes.h>
#include <cstdlib>
#include <iostream>
#include <ctime>
```

Include dependency graph for decision_node.cpp:



Classes

- class `decision`

Macros

- `#define duration_sleep 2`

Functions

- `int main (int argc, char **argv)`

4.1.1 Detailed Description

Noeud de décision.

Author

Groupe 7

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