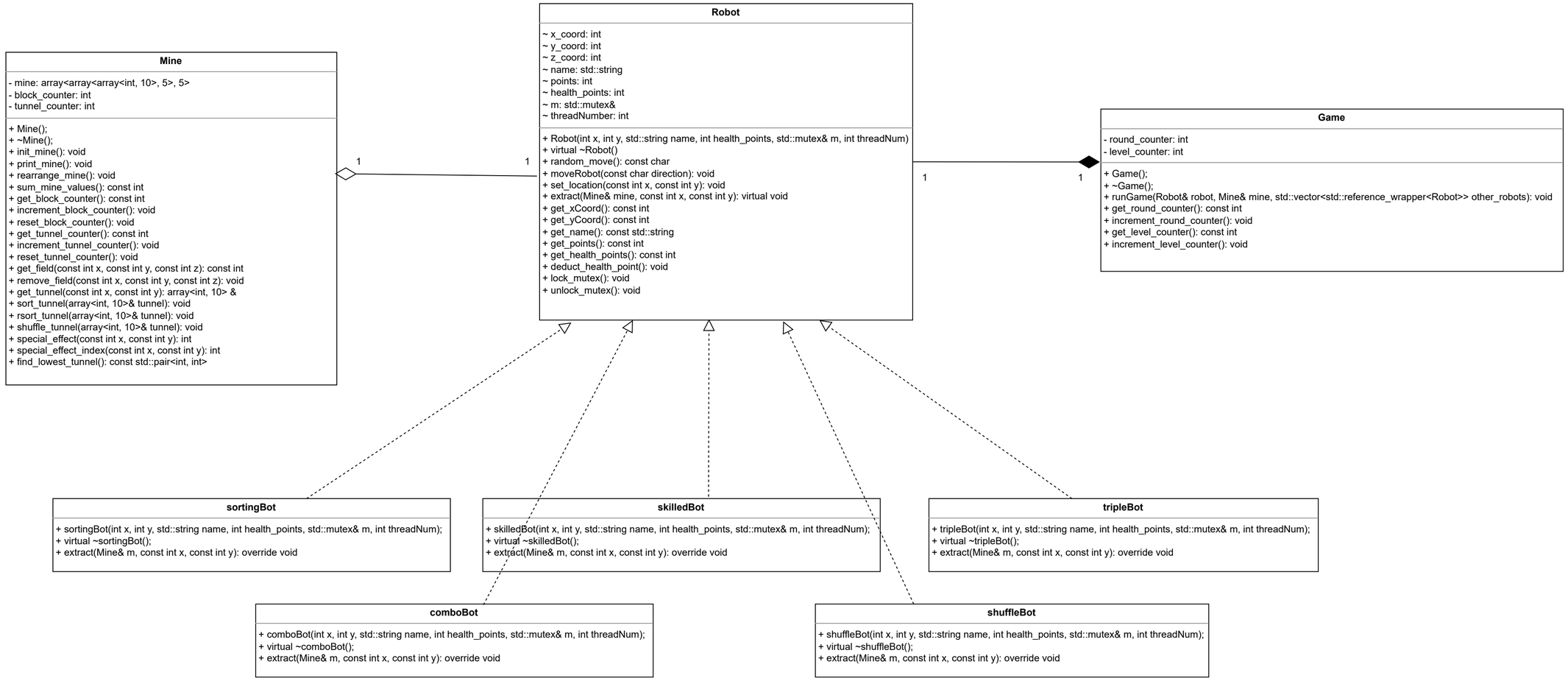
Mine
- mine: array<array<array<int, 10>, 5>, 5>
- block_counter: int
- tunnel_counter: int
+ Mine();
+ ~Mine();
+ init_mine(): void
+ print_mine(): void
+ rearrange_mine(): void
+ sum_mine_values(): const int
+ get_block_counter(): const int
+ increment_block_counter(): void
+ reset_block_counter(): void
+ get_tunnel_counter(): const int
+ increment_tunnel_counter(): void
+ reset_tunnel_counter(): void
+ get_field(const int x, const int y, const int z): const int
+ remove_field(const int x, const int y, const int z): void
+ get_tunnel(const int x, const int y): array<int, 10> &
+ sort_tunnel(array<int, 10>& tunnel): void
+ rsort_tunnel(array<int, 10>& tunnel): void
+ shuffle_tunnel(array<int, 10>& tunnel): void
+ special_effect(const int x, const int y): int
+ special_effect_index(const int x, const int y): int
+ find_lowest_tunnel(): const std::pair<int, int>
1
1
Robot
~ x_coord: int
~ y_coord: int
~ z_coord: int
~ name: std::string
~ points: int
~ health_points: int
~ m: std::mutex&
~ threadNumber: int
+ Robot(int x, int y, std::string name, int health_points, std::mutex& m, int threadNum)
+ virtual ~Robot()
+ random_move(): const char
+ moveRobot(const char direction): void
+ set_location(const int x, const int y): void
+ extract(Mine& mine, const int x, const int y): virtual void
+ get_xCoord(): const int
+ get_yCoord(): const int
+ get_name(): const std::string
+ get_points(): const int
+ get_health_points(): const int
+ deduct_health_point(): void
+ lock_mutex(): void
+ unlock_mutex(): void
1
1
Game
- round_counter: int
- level_counter: int
+ Game();
+ ~Game();
+ runGame(Robot& robot, Mine& mine, std::vector<std::reference_wrapper<Robot>> other_robots): void
+ get_round_counter(): const int
+ increment_round_counter(): void
+ get_level_counter(): const int
+ increment_level_counter(): void
sortingBot
+ sortingBot(int x, int y, std::string name, int health_points, std::mutex& m, int threadNum);
+ virtual ~sortingBot();
+ extract(Mine& m, const int x, const int y): override void
skilledBot
+ skilledBot(int x, int y, std::string name, int health_points, std::mutex& m, int threadNum);
+ virtual ~skilledBot();
+ extract(Mine& m, const int x, const int y): override void
tripleBot
+ tripleBot(int x, int y, std::string name, int health_points, std::mutex& m, int threadNum);
+ virtual ~tripleBot();
+ extract(Mine& m, const int x, const int y): override void
comboBot
+ comboBot(int x, int y, std::string name, int health_points, std::mutex& m, int threadNum);
+ virtual ~comboBot();
+ extract(Mine& m, const int x, const int y): override void
shuffleBot
+ shuffleBot(int x, int y, std::string name, int health_points, std::mutex& m, int threadNum);
+ virtual ~shuffleBot();
+ extract(Mine& m, const int x, const int y): override void