Arcade

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		5.7.3.4 getString()
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		5.7.3.6 setColor()
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		5.8.4.2 y
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		5.9.2.2 ~Vector2i()
	5.9.3	Member Function Documentation
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Chapter 1

Namespace Index

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Here is a list of all namespaces with brief descriptions:	
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2 Namespace Index

Chapter 2

Class Index

2.1 Class List

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

Arcade::Circle									 					 								9
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IDisplayModule .									 											 		13
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4 Class Index

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

Arcade.hpp		 																		31
IDisplayModule.hpp				 																32
IGameModule.hpp																				32

6 File Index

Chapter 4

Namespace Documentation

4.1 Arcade Namespace Reference

Classes

- · class Circle
- · class Color
- class Rectangle
- · class Sprite
- · class Text
- · class Vector2f
- · class Vector2i

Enumerations

```
enum Input {
None, Backspace, Escape, Return,
Space, A, B, C,
D, E, F, G,
H, I, J, K,
L, M, N, O,
P, Q, R, S,
T, U, V, W,
X, Y, Z, Num0,
Num1, Num2, Num3, Num4,
LEFT, RIGHT, UP, DOWN,
LeftClick, RightClick, BackSpace }
```

4.1.1 Detailed Description

Contient tous les types d'objets utiles au bon fonctionnement des jeux réalisés

4.1.2 Enumeration Type Documentation

4.1.2.1 Input

```
enum Arcade::Input
```

Contient toutes les entrées (inputs) possibles de l'utilisateur

Enumerator

None	
Backspace	
Escape	
Return	
Space	
Α	
В	
С	
D	
E	
F	
G	
Н	
1	
J	
K	
L	
М	
N	
0	
Р	
Q	
R	
S	
Т	
U	
V	
W X Y	
X	
Z	
Num0	
Num1	
Num2	
Num3	
Num4	
LEFT	
RIGHT	
UP	
DOWN	
LeftClick	
RightClick	
BackSpace	

Chapter 5

Class Documentation

5.1 Arcade::Circle Class Reference

```
#include <Arcade.hpp>
```

Public Member Functions

- Circle (float r, Arcade::Vector2f position= Arcade::Vector2f(), Arcade::Color color= Arcade::Color())
- ∼Circle ()
- void move (Arcade::Vector2f move)
- void setPosition (Arcade::Vector2f position)
- void setRadius (float r)
- void setColor (Arcade::Color color)
- const Arcade::Vector2f & getPosition () const
- const float & getRadius () const
- const Arcade::Color & getColor () const

Protected Attributes

- · Arcade::Vector2f position
- float _r
- Arcade::Color _color

5.1.1 Detailed Description

Cercle contenant un rayon, une position et une couleur

5.1.2 Constructor & Destructor Documentation

```
5.1.2.1 Circle()
Arcade::Circle::Circle (
             float r,
              Arcade::Vector2f position = Arcade::Vector2f(),
              Arcade::Color color = Arcade::Color() )
Constructeur
5.1.2.2 ∼Circle()
Arcade::Circle::~Circle ()
Destructeur
5.1.3 Member Function Documentation
5.1.3.1 getColor()
const Arcade::Color& Arcade::Circle::getColor ( ) const
Récupère la couleur du cercle
5.1.3.2 getPosition()
const Arcade::Vector2f& Arcade::Circle::getPosition ( ) const
Récupère la position du cercle
5.1.3.3 getRadius()
const float& Arcade::Circle::getRadius ( ) const
Récupère le rayon du cercle
5.1.3.4 move()
void Arcade::Circle::move (
              Arcade::Vector2f move )
```

Déplace le cercle d'une distance égale au vecteur (x, y) envoyé en argument

```
5.1.3.5 setColor()
void Arcade::Circle::setColor (
              Arcade::Color color )
Change la couleur du cercle
5.1.3.6 setPosition()
void Arcade::Circle::setPosition (
             Arcade::Vector2f position )
Change la position du cercle
5.1.3.7 setRadius()
void Arcade::Circle::setRadius (
             float r )
Change le rayon du cercle
5.1.4 Member Data Documentation
5.1.4.1 _color
 Arcade::Color Arcade::Circle::_color [protected]
5.1.4.2 _position
 Arcade::Vector2f Arcade::Circle::_position [protected]
5.1.4.3 _r
```

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

Arcade.hpp

float Arcade::Circle::_r [protected]

5.2 Arcade::Color Class Reference

```
#include <Arcade.hpp>
```

Public Member Functions

- Color (int r=0, int g=0, int b=0, int a=0, std::string color=std::string("Black"))
- \sim Color ()
- Color & operator= (const Arcade::Color &other)

Public Attributes

- \cdot int r
- int **g**
- int **b**
- int **a**
- std::string color

5.2.1 Detailed Description

Couleur(r, g, b, a)

5.2.2 Constructor & Destructor Documentation

5.2.2.1 Color()

```
Arcade::Color:Color (
int r = 0,
int g = 0,
int b = 0,
int a = 0,
std::string color = std::string("Black"))
```

Constructeur

```
5.2.2.2 \simColor()
```

```
Arcade::Color::~Color ( )
```

Destructeur

5.2.3 Member Function Documentation

5.2.4 Member Data Documentation

```
5.2.4.1 a
int Arcade::Color::a
5.2.4.2 b
```

5.2.4.3 color

int Arcade::Color::b

std::string Arcade::Color::color

5.2.4.4 g

int Arcade::Color::g

5.2.4.5 r

int Arcade::Color::r

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

Arcade.hpp

5.3 IDisplayModule Class Reference

#include <IDisplayModule.hpp>

Public Member Functions

- virtual ~IDisplayModule ()=default
- virtual void init ()=0
- virtual void stop ()=0
- virtual void * getHandle () const =0
- virtual void setHandle (void *handle)=0
- virtual void setName (std::string handle)=0
- virtual const std::string & getName () const =0
- virtual void clearWindow ()=0
- virtual void displayWindow ()=0
- virtual void drawRectangle (Arcade::Rectangle &rectangle)=0
- virtual void drawCircle (Arcade::Circle &circle)=0
- virtual void drawText (Arcade::Text &text)=0
- virtual Arcade::Input coreInputs ()=0
- virtual void startClock ()=0
- virtual void setDeltaTime ()=0
- virtual const long double & getDeltaTime () const =0
- virtual std::string getPseudo () const =0
- virtual void **setPseudo** (const std::string)=0
- virtual int drawSprite (Arcade::Sprite)=0
- virtual int whatLib ()=0

5.3.1 Detailed Description

Interface de la librairie graphique

5.3.2 Constructor & Destructor Documentation

5.3.2.1 \sim IDisplayModule()

```
virtual IDisplayModule::~IDisplayModule ( ) [virtual], [default]
```

5.3.3 Member Function Documentation

5.3.3.1 clearWindow()

```
virtual void IDisplayModule::clearWindow ( ) [pure virtual]
```

Rafraichit la fenêtre graphique

```
5.3.3.2 coreInputs()
virtual Arcade::Input IDisplayModule::coreInputs ( ) [pure virtual]
Retourne les différentes entrées (inputs) qui ont été faites par l'utilisateur
5.3.3.3 displayWindow()
virtual void IDisplayModule::displayWindow ( ) [pure virtual]
Affiche tous les éléments qui ont été dessiné depuis le dernier appel à cette fonction
5.3.3.4 drawCircle()
virtual void IDisplayModule::drawCircle (
               Arcade::Circle & circle ) [pure virtual]
Affiche un cercle de la classe Arcade::Circle (p. 9)
5.3.3.5 drawRectangle()
virtual void IDisplayModule::drawRectangle (
               Arcade::Rectangle & rectangle ) [pure virtual]
Affiche un rectangle de la classe Arcade::Rectangle (p. 20)
5.3.3.6 drawSprite()
virtual int IDisplayModule::drawSprite (
               Arcade::Sprite ) [pure virtual]
Affiche un sprite de la classe Arcade::Sprite (p. 22) Cette fonction retourne 0 si la librairie graphique n'est pas
capable de gérer les sprites
5.3.3.7 drawText()
virtual void IDisplayModule::drawText (
               Arcade::Text & text ) [pure virtual]
Affiche un text de la classe Arcade::Text (p. 24)
5.3.3.8 getDeltaTime()
virtual const long double& IDisplayModule::getDeltaTime ( ) const [pure virtual]
```

Generated by Doxygen

Retourne la valeur deltaTime de la classe

```
5.3.3.9 getHandle()
virtual void* IDisplayModule::getHandle ( ) const [pure virtual]
Récupère la valeur retour de dlopen() correspondant à la librairie chargée
5.3.3.10 getName()
virtual const std::string& IDisplayModule::getName ( ) const [pure virtual]
Récupère le nom de la librairie
5.3.3.11 getPseudo()
virtual std::string IDisplayModule::getPseudo ( ) const [pure virtual]
Retourne le pseudonyme entré par l'utilisateur
5.3.3.12 init()
virtual void IDisplayModule::init ( ) [pure virtual]
Initialise la librairie graphique
5.3.3.13 setDeltaTime()
virtual void IDisplayModule::setDeltaTime ( ) [pure virtual]
Met à jour la valeur delaTime de la classe qui correspond au temps écoulé depuis le dernier appel à cette fonction
5.3.3.14 setHandle()
virtual void IDisplayModule::setHandle (
              void * handle ) [pure virtual]
Attribue la valeur retour de dlopen() correspondant à la librairie chargée
```

Attribue un nom à la librairie

virtual void IDisplayModule::setName (

std::string handle) [pure virtual]

5.3.3.15 setName()

5.3.3.16 setPseudo()

Attribue le pseudonyme renseigné par l'utilisateur dans la librairie graphique

5.3.3.17 startClock()

```
virtual void IDisplayModule::startClock ( ) [pure virtual]
```

Démarre le compteur de temps du programme

5.3.3.18 stop()

```
virtual void IDisplayModule::stop ( ) [pure virtual]
```

Détruit la librairie graphique

5.3.3.19 whatLib()

```
virtual int IDisplayModule::whatLib ( ) [pure virtual]
```

Retourne le type de librairie : ici 0

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

IDisplayModule.hpp

5.4 IGameModule Class Reference

```
#include <IGameModule.hpp>
```

Public Member Functions

- virtual \sim IGameModule ()=default
- virtual void init ()=0
- virtual void stop ()=0
- virtual void * getHandle () const =0
- virtual void setHandle (void *handle)=0
- virtual void **setName** (std::string handle)=0
- virtual const std::string & getName () const =0
- virtual void updateInput (Arcade::Input &input)=0
- virtual int **updateGame** (**IDisplayModule** *_Dinstance)=0
- virtual void drawGame (IDisplayModule *_Dinstance)=0
- virtual int whatLib ()=0

5.4.1 Detailed Description

Interface de la librairie de jeu

5.4.2 Constructor & Destructor Documentation

```
5.4.2.1 \simIGameModule()
```

```
virtual IGameModule::~IGameModule ( ) [virtual], [default]
```

5.4.3 Member Function Documentation

5.4.3.1 drawGame()

Contient les différents appels d'affichage à la librairie graphique permettant alors d'afficher les éléments voulus dans la fenêtre de jeu

5.4.3.2 getHandle()

```
virtual void* IGameModule::getHandle ( ) const [pure virtual]
```

Récupère la valeur retour de dlopen() correspondant à la librairie chargée

5.4.3.3 getName()

```
virtual const std::string& IGameModule::getName ( ) const [pure virtual]
```

Récupère le nom de la librairie

5.4.3.4 init()

```
virtual void IGameModule::init ( ) [pure virtual]
```

Initialise la librairie de jeu

5.4.3.5 setHandle()

Attribue la valeur retour de dlopen() correspondant à la librairie chargée

5.4.3.6 setName()

Attribue un nom à la librairie

5.4.3.7 stop()

```
virtual void IGameModule::stop ( ) [pure virtual]
```

Détruit la librairie de jeu

5.4.3.8 updateGame()

Cette fonction est appelée à chaque tour de la boucle de jeu afin de faire évoluer l'état du jeu Cette fonction retourne -1 si le jeu est encore en cours et le score de l'utilisateur une fois le jeu terminé

5.4.3.9 updateInput()

Contient toutes les actions réalisées par les entrées (inputs) de l'utilisateur

5.4.3.10 whatLib()

```
virtual int IGameModule::whatLib ( ) [pure virtual]
```

Retourne le type de librairie : ici 1

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

· IGameModule.hpp

5.5 Arcade::Rectangle Class Reference

```
#include <Arcade.hpp>
```

Public Member Functions

- Rectangle (Arcade::Vector2f size= Arcade::Vector2f(), Arcade::Vector2f position= Arcade::Vector2f(), Arcade::Color color= Arcade::Color())
- ∼Rectangle ()
- void move (Arcade::Vector2f move)
- void setPosition (Arcade::Vector2f position)
- void setSize (Arcade::Vector2f position)
- void setColor (Arcade::Color color)
- const Arcade::Vector2f & getPosition () const
- const Arcade::Vector2f & getSize () const
- const Arcade::Color & getColor () const

Protected Attributes

- Arcade::Vector2f _size
- Arcade::Vector2f _position
- Arcade::Color _color

5.5.1 Detailed Description

Rectangle (p. 20) contenant une taille, une position et une couleur

5.5.2 Constructor & Destructor Documentation

5.5.2.1 Rectangle()

5.5.2.2 \sim Rectangle()

```
Arcade::Rectangle::~Rectangle ()
```

Destructeur

5.5.3 Member Function Documentation

```
5.5.3.1 getColor()
const Arcade::Color@ Arcade::Rectangle::getColor ( ) const
Récupère la couleur du rectangle
5.5.3.2 getPosition()
const Arcade::Vector2f& Arcade::Rectangle::getPosition ( ) const
Récupère la position du rectangle
5.5.3.3 getSize()
const Arcade::Vector2f& Arcade::Rectangle::getSize ( ) const
Récupère la taille du rectangle
5.5.3.4 move()
void Arcade::Rectangle::move (
               Arcade::Vector2f move )
Déplace le rectangle d'une distance égale au vecteur (x, y) envoyé en argument
5.5.3.5 setColor()
void Arcade::Rectangle::setColor (
              Arcade::Color color )
Change la couleur du rectangle
5.5.3.6 setPosition()
void Arcade::Rectangle::setPosition (
              Arcade::Vector2f position )
Change la position du rectangle
```

5.5.3.7 setSize()

Change la taille du rectangle

5.5.4 Member Data Documentation

```
5.5.4.1 _color
```

```
Arcade::Color Arcade::Rectangle::_color [protected]
```

5.5.4.2 _position

```
Arcade::Vector2f Arcade::Rectangle::_position [protected]
```

5.5.4.3 _size

```
Arcade::Vector2f Arcade::Rectangle::_size [protected]
```

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

· Arcade.hpp

5.6 Arcade::Sprite Class Reference

```
#include <Arcade.hpp>
```

Public Member Functions

- Sprite (const std::string &string="tmp", Arcade::Vector2f position= Arcade::Vector2f())
- \sim Sprite ()
- Sprite & operator= (const Arcade::Sprite &other)
- void setPosition (Arcade::Vector2f)
- void **setName** (const std::string &string)
- const Arcade::Vector2f & getPosition () const
- const std::string & getName () const

Protected Attributes

```
    Arcade::Vector2f _position
```

```
• std::string _name
```

5.6.1 Detailed Description

Sprite (p. 22) contenant une image que l'on peut dessiner

5.6.2 Constructor & Destructor Documentation

```
5.6.2.1 Sprite()
```

Constructeur

```
5.6.2.2 ∼Sprite()
```

```
Arcade::Sprite::\simSprite ( )
```

Destructeur

5.6.3 Member Function Documentation

```
5.6.3.1 getName()
```

```
const std::string& Arcade::Sprite::getName ( ) const
```

Récupère le nom du sprite

5.6.3.2 getPosition()

```
const Arcade::Vector2f& Arcade::Sprite::getPosition ( ) const
```

Récupère la position du sprite

```
5.6.3.3 operator=()
 Sprite& Arcade::Sprite::operator= (
             const Arcade::Sprite & other )
5.6.3.4 setName()
void Arcade::Sprite::setName (
            const std::string & string )
Change le nom du sprite
5.6.3.5 setPosition()
void Arcade::Sprite::setPosition (
              Arcade::Vector2f )
Change la position du sprite
5.6.4 Member Data Documentation
5.6.4.1 _name
std::string Arcade::Sprite::_name [protected]
5.6.4.2 _position
 Arcade::Vector2f Arcade::Sprite::_position [protected]
The documentation for this class was generated from the following file:
```

Arcade.hpp

5.7 Arcade::Text Class Reference

#include <Arcade.hpp>

Public Member Functions

- Text (const std::string &string, Arcade::Color color= Arcade::Color(), Arcade::Vector2f position= Arcade::Vector2f(), size_t size=30)
- \sim Text ()
- void move (Arcade::Vector2f move)
- void setPosition (Arcade::Vector2f)
- void **setString** (const std::string &string)
- void setColor (Arcade::Color color)
- const Arcade::Vector2f & getPosition () const
- const std::string & getString () const
- const Arcade::Color & getColor () const
- size t getSize () const
- void setSize (size t size)

Private Attributes

- Arcade::Vector2f _position
- · Arcade::Color _color
- std::string _string
- size_t _size

5.7.1 Detailed Description

Texte contenant une chaine de caractère, une couleur, une position et une taille

5.7.2 Constructor & Destructor Documentation

```
5.7.2.1 Text()
```

Constructeur

```
5.7.2.2 \simText()
```

```
Arcade::Text::\simText ( )
```

Destructeur

5.7.3 Member Function Documentation

```
5.7.3.1 getColor()
const Arcade::Color& Arcade::Text::getColor ( ) const
Récupère la couleur du texte
5.7.3.2 getPosition()
const Arcade::Vector2f& Arcade::Text::getPosition ( ) const
Récupère la position du texte
5.7.3.3 getSize()
size_t Arcade::Text::getSize ( ) const
Récupère la taille du texte
5.7.3.4 getString()
const std::string& Arcade::Text::getString ( ) const
Récupère la chaine de caractère du texte
5.7.3.5 move()
void Arcade::Text::move (
               Arcade::Vector2f move )
Déplace le texte d'une distance égale au vecteur (x, y) envoyé en argument
5.7.3.6 setColor()
void Arcade::Text::setColor (
               Arcade::Color color )
Change la couleur du texte
5.7.3.7 setPosition()
void Arcade::Text::setPosition (
               Arcade::Vector2f )
```

Change la position du texte

```
5.7.3.8 setSize()
void Arcade::Text::setSize (
             size_t size )
Change la taille du texte
5.7.3.9 setString()
void Arcade::Text::setString (
             const std::string & string )
Change la chaîne de caractère correspondant au texte
5.7.4 Member Data Documentation
5.7.4.1 _color
 Arcade::Color Arcade::Text::_color [private]
5.7.4.2 _position
 Arcade::Vector2f Arcade::Text::_position [private]
5.7.4.3 _size
size_t Arcade::Text::_size [private]
```

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

std::string Arcade::Text::_string [private]

· Arcade.hpp

5.7.4.4 _string

5.8 Arcade::Vector2f Class Reference

```
#include <Arcade.hpp>
```

Public Member Functions

- Vector2f (float x=0, float y=0)
- \sim Vector2f ()
- Vector2f & operator= (const Arcade::Vector2f &other)

Public Attributes

- float x
- float y

5.8.1 Detailed Description

Vector(x, y) de nombres décimaux

5.8.2 Constructor & Destructor Documentation

5.8.2.1 Vector2f()

```
Arcade::Vector2f::Vector2f ( float x = 0, float y = 0)
```

Constructeur

```
5.8.2.2 \sim Vector2f()
```

```
{\tt Arcade::Vector2f::}{\sim} {\tt Vector2f} \ \ (\ \ )
```

Destructeur

5.8.3 Member Function Documentation

5.8.3.1 operator=()

5.8.4 Member Data Documentation

5.8.4.1 x float Arcade::Vector2f::x 5.8.4.2 y

float Arcade::Vector2f::y

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

· Arcade.hpp

5.9 Arcade::Vector2i Class Reference

```
#include <Arcade.hpp>
```

Public Member Functions

- **Vector2i** (int **x**=0, int **y**=0)
- \sim Vector2i ()
- Vector2i & operator= (const Arcade::Vector2i &other)

Public Attributes

- int **x**
- int y

5.9.1 Detailed Description

Vector(x, y) de nombres entiers

5.9.2 Constructor & Destructor Documentation

```
5.9.2.1 Vector2i()
```

Constructeur

```
5.9.2.2 \sim Vector2i()
```

```
Arcade::Vector2i::~Vector2i ( )
```

Destructeur

5.9.3 Member Function Documentation

```
5.9.3.1 operator=()
```

5.9.4 Member Data Documentation

```
5.9.4.1 x
```

```
int Arcade::Vector2i::x
```

5.9.4.2 y

```
int Arcade::Vector2i::y
```

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

Arcade.hpp

Chapter 6

File Documentation

6.1 Arcade.hpp File Reference

```
#include <string>
```

Classes

- · class Arcade::Vector2i
- · class Arcade::Vector2f
- · class Arcade::Sprite
- · class Arcade::Color
- · class Arcade::Text
- class Arcade::Rectangle
- · class Arcade::Circle

Namespaces

Arcade

Enumerations

```
• enum Arcade::Input {
```

Arcade::None, Arcade::Backspace, Arcade::Escape, Arcade::Return,

Arcade::Space, Arcade::A, Arcade::B, Arcade::C,

Arcade::D, Arcade::E, Arcade::F, Arcade::G,

Arcade::H, Arcade::I, Arcade::J, Arcade::K,

Arcade::L, Arcade::M, Arcade::N, Arcade::O,

Arcade::P, Arcade::Q, Arcade::R, Arcade::S, Arcade::T, Arcade::U, Arcade::V, Arcade::W,

Arcade::X, Arcade::Y, Arcade::Z, Arcade::Num0,

Arcade::Num1, Arcade::Num2, Arcade::Num3, Arcade::Num4,

Arcade::LEFT, Arcade::RIGHT, Arcade::UP, Arcade::DOWN,

Arcade::LeftClick, Arcade::RightClick, Arcade::BackSpace }

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6.2 IDisplayModule.hpp File Reference

```
#include <dlfcn.h>
#include <stdio.h>
#include <string>
#include <iostream>
#include "Arcade.hpp"
```

Classes

• class IDisplayModule

6.3 IGameModule.hpp File Reference

```
#include <dlfcn.h>
#include <stdio.h>
#include <string>
#include <iostream>
#include "IDisplayModule.hpp"
```

Classes

• class IGameModule

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