

ADS Projekt "2048"

Version 0.1

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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CParser	12
Game	14
QDialog	
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QSolver	22
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QThread	
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QWidget	
QBoard	20
Solver	24
Tile	27
CParser::tyylval	28

Chapter 2

Class Index

2.1 Class List

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

about		
	About window	7
Board		
	Board (p. 7) Class, manages all tiles	7
CParser		
	Mapping token to the corresponding index	12
Game		
	Game (p. 14) class, manages the board, points, game state and loads savegames	14
MainWindow		
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newgame		
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QBoard		
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QSolver		
	QSolver (p. 22) class, Qt Dialog for solver.h (p. 35)	22
QTile		
	Tile (p. 27) class, Graphical proxy class for core/tile.h (p. 32)	23
Solver		
	Solver (p. 24) Class, contains optimized methods for solving the game	24
Tile		
	Tile (p. 27) Class, represents one tile of the game	27
CParser::tyylval		28
Worker		
	Worker (p. 28) class, contains algorithms for solving the game	28

Chapter 3

File Index

3.1 File List

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

C:/dev/git/2048/src/ about.h	??
C:/dev/git/2048/src/ definitions.h	
Global definitions used in most classes	32
C:/dev/git/2048/src/ mainwindow.h	
Main Window	34
C:/dev/git/2048/src/ newgame.h	??
C:/dev/git/2048/src/ qsolver.h	
Qt proxy class for solver	34
C:/dev/git/2048/src/ solver.h	
Class with optimized methods for solving the game. Algorithms are implemented in worker.h (p. 35)	35
C:/dev/git/2048/src/ worker.h	
Class which contains algorithms for solving the game. Is run in QThread	35
C:/dev/git/2048/src/core/ board.h	
Class represents the board of the game. Uses tiles (core/tile.h (p. 32))	31
C:/dev/git/2048/src/core/ cparser.h	??
C:/dev/git/2048/src/core/ game.h	
Main game class for the game 2048. Contains one board (core/board.h (p. 31))	31
C:/dev/git/2048/src/core/ tile.h	
Class represents one tile of the game	32
C:/dev/git/2048/src/gui/ qboard.h	
Graphical proxy class for core/board.h (p. 31)	33
C:/dev/git/2048/src/gui/ qtile.h	
Graphical proxy class for core/qtile.h	33

Chapter 4

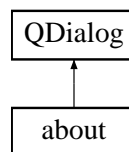
Class Documentation

4.1 about Class Reference

About window.

```
#include <about.h>
```

Inheritance diagram for about:



Public Member Functions

- **about** (QWidget *parent=0)

4.1.1 Detailed Description

About window.

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

- C:/dev/git/2048/src/about.h
- C:/dev/git/2048/src/about.cpp

4.2 Board Class Reference

Board (p. 7) Class, manages all tiles.

```
#include <board.h>
```

Public Types

- enum **Direction** { **LEFT**, **RIGHT**, **UP**, **DOWN** }

Public Member Functions

- **Board** (int dimension)
*Constructor for **Board** (p. 7).*
- **Board** (const **Board** &ref)
Copy constructor for board that copies the m_board member.
- void **updateDimension** (const unsigned int dimension)
Update dimension of the board.
- unsigned int **getDimension** (void)
- void **clear** (void)
Clear the board of all tiles.
- **Tile** * **getTile** (const unsigned int i, const unsigned int j)
- void **setTile** (unsigned int i, unsigned int j, int value)
Set value of a tile.
- T_CORD **findFreePosition** (void)
Find a coordinate in the board without any tile.
- void **addRandomTile** (void)
Add a new random tile to the board.
- bool **move** (Direction dir)
Apply a move direction to the board.
- bool **moveTile** (unsigned int i, unsigned int j)
Main method for calculation moves and collisions with other tiles.
- void **rotate** ()
Rotate the whole board 90° clockwise.
- bool **isAnotherMovePossible** (void)
Test if any tile can be moved in the board.
- std::vector< std::vector< **Tile** * > > **getBoard** (void)
- std::vector< std::vector< int > > **getBoardAsInt** (void)
Returns the board as int vector.

4.2.1 Detailed Description

Board (p. 7) Class, manages all tiles.

4.2.2 Constructor & Destructor Documentation

4.2.2.1 **Board**() [1/2]

```
Board::Board (
    int dimension )
```

Constructor for **Board** (p. 7).

Parameters

<i>dimension</i>	Size of board (e.g. 4 for 4x4)
------------------	--------------------------------

4.2.2.2 Board() [2/2]

```
Board::Board (  
    const Board & ref )
```

Copy constructor for board that copies the m_board member.

Parameters

<i>ref</i>	
------------	--

4.2.3 Member Function Documentation

4.2.3.1 addRandomTile()

```
void Board::addRandomTile (  
    void )
```

Add a new random tile to the board.

Probability for 2: 90% Probability for 4: 10%

4.2.3.2 findFreePosition()

```
T_CORD Board::findFreePosition (  
    void )
```

Find a coordinate in the board without any tile.

Returns

coordinates (i,j)

4.2.3.3 getBoardAsInt()

```
std::vector< std::vector< int > > Board::getBoardAsInt (
    void )
```

Returns the board as int vector.

Returns

int vector

4.2.3.4 isAnotherMovePossible()

```
bool Board::isAnotherMovePossible (
    void )
```

Test if any tile can be moved in the board.

Returns

True when a tile can be moved, otherwise False

4.2.3.5 move()

```
bool Board::move (
    Direction dir )
```

Apply a move direction to the board.

Parameters

<i>dir</i>	Direction for the tiles to move
------------	---------------------------------

Returns

True when any tiles has been moved, otherwise False

4.2.3.6 moveTile()

```
bool Board::moveTile (
    unsigned int pos_i,
    unsigned int pos_j )
```

Main method for calculation moves and collisions with other tiles.

Parameters

<i>pos</i> ↔ <i>_i</i>	coordinate i
<i>pos</i> ↔ <i>_j</i>	coordinate j

Returns

True, when a move was done, otherwise False

In this method a tile with given coordinates (i,j) starts to "fall" to the ground. Any collisions (and merges) are handled here.

4.2.3.7 setTile()

```
void Board::setTile (
    unsigned int i,
    unsigned int j,
    int value )
```

Set value of a tile.

Parameters

<i>i</i>	coordinate i
<i>j</i>	coordinate j
<i>value</i>	Tile (p. 27) value

4.2.3.8 updateDimension()

```
void Board::updateDimension (
    const unsigned int dimension )
```

Update dimension of the board.

Parameters

<i>dimension</i>	Dimension of board (e.g. 4 for 4x4)
------------------	-------------------------------------

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

- C:/dev/git/2048/src/core/ **board.h**
- C:/dev/git/2048/src/core/board.cpp

4.3 CParser Class Reference

Mapping token to the corresponding index.

```
#include <cparser.h>
```

Classes

- struct **tyylval**

Public Member Functions

- int **yylex** ()
Copy from script.
- void **yyerror** (char *ers)
- int **IP_MatchToken** (string &tok)
Return the corresponding index for the token.
- void **InitParse** (FILE *inp, FILE *err, FILE *lst)
Init parser.
- int **yyparse** ()
CParser::pr_tokentable.
- void **IP_init_token_table** ()
Init token table.
- void **Load_tokenentry** (string str, int index)
- void **PushString** (char c)
Adds a character to the string value.

Public Attributes

- string **yytext**
- struct **CParser::tyylval** **yyval**
- FILE * **IP_Input**
- FILE * **IP_Error**
- FILE * **IP_List**
- int **IP_LineNumber**
- int **ugetflag**
- int **prflag**
- map< string, int > **IP_Token_table**
- map< int, string > **IP_revToken_table**

4.3.1 Detailed Description

Mapping token to the corresponding index.

Parameters

<i>str</i>	
<i>index</i>	

4.3.2 Member Function Documentation

4.3.2.1 InitParse()

```
void CParser::InitParse (
    FILE * inp,
    FILE * err,
    FILE * lst )
```

Init parser.

Parameters

<i>inp</i>	File input
<i>err</i>	Error output
<i>lst</i>	output

4.3.2.2 IP_MatchToken()

```
int CParser::IP_MatchToken (
    string & tok )
```

Return the corresponding index for the token.

Parameters

<i>tok</i>	
------------	--

Returns

4.3.2.3 PushString()

```
void CParser::PushString (
    char c )
```

Adds a character to the string value.

Parameters

<i>c</i>	
----------	--

4.3.2.4 yylex()

```
int CParser::yylex ( )
```

Copy from script.

Returns

4.3.2.5 yyparse()

```
int CParser::yyparse ( )
```

CParser::pr_tokentable.

Return the class of word and print the result

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

- C:/dev/git/2048/src/core/cparser.h
- C:/dev/git/2048/src/core/cparser.cpp

4.4 Game Class Reference

Game (p. 14) class, manages the board, points, game state and loads savegames.

```
#include <game.h>
```

Public Types

- enum **State** { **GAME_RUNNING**, **GAME_WON**, **GAME_LOST** }
- enum **lexstate** {
 L_START, **L_INT**, **L_IDENT**, **L_OPERATOR**,
 L_VARIABLE, **L_ADRESS**, **L_FILEEND** }

Public Member Functions

- **Game** (int dimension)
Chhbonstructor for the game class.
- bool **handleMove** (Board::Direction direction)
Checks if a move is possible and applys the direction. Also adds a new random tile.
- unsigned int **getPoints** (void)
Calculates the points for the game.
- void **resetGame** (void)
Clears the board, reset the game state and adds random tiles.
- void **resetGame** (int dimension)
*Resets the game like **resetGame(void)** (p. 15), but with dimension update.*
- **Board** * **getBoard** (void)
- State **getState** (void)
- bool **isGameWon** (void)
Checks if the game is won (one 2048 tile exists)
- void **debugPrint** (void)
Debug output of board. Not used in production.
- bool **load** (string filename, string &loadmsg)
Load gamedata from file.

4.4.1 Detailed Description

Game (p. 14) class, manages the board, points, game state and loads savegames.

4.4.2 Constructor & Destructor Documentation

4.4.2.1 Game()

```
Game::Game (
    int dimension )
```

Chhbonstructor for the game class.

Parameters

<i>dimension</i>	Dimension of the board (e.g. 4, 4x4).
------------------	---------------------------------------

4.4.3 Member Function Documentation

4.4.3.1 getPoints()

```
unsigned int Game::getPoints (
    void )
```

Calculates the points for the game.

Returns

Points

Sums the value of all tiles in the board.

4.4.3.2 handleMove()

```
bool Game::handleMove (
    Board::Direction direction )
```

Checks if a move is possible and applies the direction. Also adds a new random tile.

Parameters

<i>direction</i>	Direction to apply.
------------------	---------------------

Returns

True, when a move was done, otherwise False.

4.4.3.3 isGameWon()

```
bool Game::isGameWon (
    void )
```

Checks if the game is won (one 2048 tile exists)

Returns

True / False

4.4.3.4 load()

```
bool Game::load (
    string filename,
    string & loadmsg )
```

Load gamedata from file.

Parameters

<i>filename</i>	
<i>loadmsg</i>	Give the result of the load process (not) successful

Returns

4.4.3.5 resetGame()

```
void Game::resetGame (
    int dimension )
```

Resets the game like **resetGame(void)** (p. 15), but with dimension update.

Parameters

<i>dimension</i>	Dimension of the board (e.g. 4, 4x4)
------------------	--------------------------------------

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

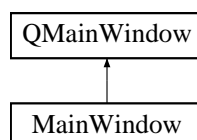
- C:/dev/git/2048/src/core/ **game.h**
- C:/dev/git/2048/src/core/game.cpp

4.5 MainWindow Class Reference

MainWindows class.

```
#include <mainwindow.h>
```

Inheritance diagram for MainWindow:



Public Slots

- void **recvKeyEvent** (QKeyEvent *event)
Receives QKeyEvent from external window (e.g. solver window)

Public Member Functions

- **MainWindow** (QWidget *parent=0)
Main Window of GUI.
- **~MainWindow** ()
*Destructor of **MainWindow** (p. 17) (gets called when windows is closed)*
- void **handleKeyPress** (QKeyEvent *event)
Maps keypress events to game directions, updates gui output, points and displays a win/lost dialog.
- void **updateGame** ()
*Update **Board** (p. 7), calculate points and check if game is won or lost.*

Protected Member Functions

- void **keyPressEvent** (QKeyEvent *event)
Receives QKeyEvent from keypress on keyboard.

4.5.1 Detailed Description

MainWindows class.

4.5.2 Constructor & Destructor Documentation

4.5.2.1 MainWindow()

```
MainWindow::MainWindow (
    QWidget * parent = 0 ) [explicit]
```

Main Window of GUI.

Parameters

<i>parent</i>	Parent Widget
---------------	---------------

4.5.3 Member Function Documentation

4.5.3.1 handleKeyPress()

```
void MainWindow::handleKeyPress (
    QKeyEvent * k )
```

Maps keypress events to game directions, updates gui output, points and displays a win/lost dialog.

Parameters

<i>k</i>	
----------	--

4.5.3.2 keyPressEvent()

```
void MainWindow::keyPressEvent (
    QKeyEvent * event ) [protected]
```

Receives QKeyEvent from keypress on keyboard.

Parameters

<i>event</i>	
--------------	--

4.5.3.3 recvKeyEvent

```
void MainWindow::recvKeyEvent (
    QKeyEvent * event ) [slot]
```

Receives QKeyEvent from external window (e.g. solver window)

Parameters

<i>event</i>	
--------------	--

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

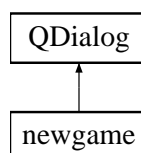
- C:/dev/git/2048/src/ **mainwindow.h**
- C:/dev/git/2048/src/mainwindow.cpp

4.6 newgame Class Reference

Window to start a new game.

```
#include <newgame.h>
```

Inheritance diagram for newgame:



Public Member Functions

- **newgame** (QWidget *parent=0)
Constructor for newgame window.
- **~newgame** ()
Destructor from the window newgame.
- void **setGame** (**Game** *game)
- void **setqboard** (**QBoard** *qboard)
- void **setLabel** (QLabel *labelpoints)
- void **start_newgame** ()
Depending on the value from the spinbox, a new game with the dimension starts or a when the value is wrong a error message appears.

4.6.1 Detailed Description

Window to start a new game.

4.6.2 Constructor & Destructor Documentation

4.6.2.1 newgame()

```
newgame::newgame (
    QWidget * parent = 0 )
```

Constructor for newgame window.

Parameters

<i>parent</i>	
---------------	--

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

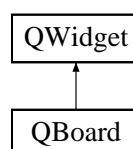
- C:/dev/git/2048/src/newgame.h
- C:/dev/git/2048/src/newgame.cpp

4.7 QBoard Class Reference

QBoard (p. 20) class, Graphical proxy class for **core/board.h** (p. 31).

```
#include <qboard.h>
```

Inheritance diagram for QBoard:



Public Member Functions

- **QBoard** (**Board** *board)
*Constructor for class **QBoard** (p. 20).*
- void **init** (void)
Update dimension and initialize `m_layout_tiles` from `m_board`.
- void **update** (void)
*Update **QBoard** (p. 20) with new QTiles from `m_board`.*

4.7.1 Detailed Description

QBoard (p. 20) class, Graphical proxy class for **core/board.h** (p. 31).

4.7.2 Constructor & Destructor Documentation

4.7.2.1 QBoard()

```
QBoard::QBoard (
    Board * board )
```

Constructor for class **QBoard** (p. 20).

Parameters

<code>board</code>	
--------------------	--

4.7.3 Member Function Documentation

4.7.3.1 update()

```
void QBoard::update (
    void )
```

Update **QBoard** (p. 20) with new QTiles from `m_board`.

Method is run everytime a move is applied.

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

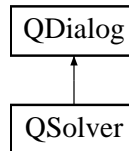
- C:/dev/git/2048/src/gui/ **qboard.h**
- C:/dev/git/2048/src/gui/qboard.cpp

4.8 QSolver Class Reference

QSolver (p. 22) class, Qt Dialog for **solver.h** (p. 35).

```
#include <qsolver.h>
```

Inheritance diagram for QSolver:



Public Slots

- void **recvKeyEvent** (QKeyEvent *event)

Public Member Functions

- **QSolver** (QWidget *parent=0)
*Constructor of **QSolver** (p. 22).*
- void **setGame** (**Game** *game)
- void **start** (void)
- void **stop** (void)

4.8.1 Detailed Description

QSolver (p. 22) class, Qt Dialog for **solver.h** (p. 35).

4.8.2 Constructor & Destructor Documentation

4.8.2.1 QSolver()

```
QSolver::QSolver (
    QWidget * parent = 0 )
```

Constructor of **QSolver** (p. 22).

Parameters

<i>parent</i>	
---------------	--

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

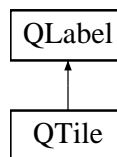
- C:/dev/git/2048/src/ **qsolver.h**
- C:/dev/git/2048/src/qsolver.cpp

4.9 QTile Class Reference

Tile (p. 27) class, Graphical proxy class for **core/tile.h** (p. 32).

```
#include <qtile.h>
```

Inheritance diagram for QTile:



Public Member Functions

- **QTile** (**Tile** *tile)
*Constructor for **QTile** (p. 23).*
- void **update** ()
Update the color and styling when the value of a tile changes.
- void **mouseDoubleClickEvent** (QMouseEvent *event)

4.9.1 Detailed Description

Tile (p. 27) class, Graphical proxy class for **core/tile.h** (p. 32).

4.9.2 Constructor & Destructor Documentation

4.9.2.1 QTile()

```
QTile::QTile (
    Tile * tile )
```

Constructor for **QTile** (p. 23).

Parameters

<i>tile</i>	Input is a Tile (p. 27) (core/tile.h (p. 32))
-------------	--------------------------------------------------------------

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

- C:/dev/git/2048/src/gui/ **qtile.h**
- C:/dev/git/2048/src/gui/qtile.cpp

4.10 Solver Class Reference

Solver (p. 24) Class, contains optimized methods for solving the game.

```
#include <solver.h>
```

Public Types

- enum **Direction** { **LEFT**, **RIGHT**, **UP**, **DOWN** }

Public Member Functions

- **Solver** (int lastDirection)
- Direction **getDirection** (int direction)
return depending on the last direction, the new direction
- int **getLastDirection** ()
getter function for lastDirection
- void **setlastDirection** (int a)
setter function for lastDirection
- Direction **getBestDirection** (const T_BOARD &board, unsigned int runs)
- void **addRandomTile** (T_BOARD &board)
- unsigned int **randomRun** (const T_BOARD &board, Direction direction)
- unsigned int **randomRun** (const T_BOARD &board, Direction direction, unsigned int runs)
- std::vector< T_CORD > **getFreePositions** (const T_BOARD &board)
- bool **mergevertical** (const T_BOARD &board)
checks if a vertical merge is possible
- bool **checkRowMerge** (const T_BOARD &board)
Checks if Tiles in a Row are mergeable.
- bool **isMovePossible** (const T_BOARD &board)
- bool **isMovePossible** (const T_BOARD &board, Direction direction)
- bool **isRightDownPossible** (const T_BOARD &board)
- bool **compareNumberTiles** (const T_BOARD &board, int mode)
Count the number of tiles in a row.
- bool **compareDiagonalTiles** (const T_BOARD &board)
Checks the diagonal Tiles from left to right.
- unsigned int **evaluateMove** (const T_BOARD &board, Direction direction)
- unsigned int **getPoints** (T_BOARD &board)
- unsigned int **moveBoard** (T_BOARD &board, Direction direction)
- void **printBoard** (const T_BOARD &board)

4.10.1 Detailed Description

Solver (p. 24) Class, contains optimized methods for solving the game.

4.10.2 Member Function Documentation

4.10.2.1 checkRowMerge()

```
bool Solver::checkRowMerge (
    const T_BOARD & board )
```

Checks if Tiles in a Row are mergeable.

Parameters

Board (p. 7)	from the running Game (p. 14)
---------------------	--------------------------------------

Returns

If Tiles are mergable return false, else true

4.10.2.2 compareDiagonalTiles()

```
bool Solver::compareDiagonalTiles (
    const T_BOARD & board )
```

Checks the diagonal Tiles from left to right.

Parameters

Board (p. 7)	from the running game
---------------------	-----------------------

Returns

If the diagonal Tiles have the same value return true, else return false

4.10.2.3 compareNumberTiles()

```
bool Solver::compareNumberTiles (
    const T_BOARD & board,
    int mode )
```

Count the number of tiles in a row.

Parameters

<i>board</i>	
<i>mode</i>	

Returns**4.10.2.4 getDirection()**

```
Solver::Direction Solver::getDirection (
    int lastDirection )
```

return depending on the last direction, the new direction

Parameters

<i>the</i>	last direction move
------------	---------------------

Returns

the next direction move

4.10.2.5 getlastDirection()

```
int Solver::getlastDirection ( )
```

getter function for lastDircetion

Returns

the last direction move

4.10.2.6 mergevertical()

```
bool Solver::mergevertical (
    const T_BOARD & board )
```

checks if a vertical merge is possible

Parameters

Board (p. 7)	from the running game
---------------------	-----------------------

Returns

if a merge is possible return true else false

4.10.2.7 setlastDirection()

```
void Solver::setlastDirection (
    int lastDirection )
```

setter function for lastDirection

Parameters

<i>the</i>	last Direction move
------------	---------------------

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

- C:/dev/git/2048/src/ **solver.h**
- C:/dev/git/2048/src/solver.cpp

4.11 Tile Class Reference

Tile (p. 27) Class, represents one tile of the game.

```
#include <tile.h>
```

Public Member Functions

- **Tile** (int value)
Constructor of tile class.
- void **updateValue** (const int value)
- int **getValue** (void)
- void **upgrade** (void)
- bool **getFlagUpgraded** (void)
- void **resetFlagUpgraded** (void)

4.11.1 Detailed Description

Tile (p. 27) Class, represents one tile of the game.

4.11.2 Constructor & Destructor Documentation

4.11.2.1 Tile()

```
Tile::Tile (
    int value )
```

Constructor of tile class.

Parameters

<i>value</i>	Initial value of the tile
--------------	---------------------------

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

- C:/dev/git/2048/src/core/ **tile.h**
- C:/dev/git/2048/src/core/tile.cpp

4.12 CParser::tyylval Struct Reference

Public Attributes

- string **s**
- int **i**

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

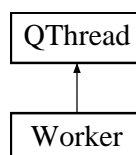
- C:/dev/git/2048/src/core/cparser.h

4.13 Worker Class Reference

Worker (p. 28) class, contains algorithms for solving the game.

```
#include <worker.h>
```

Inheritance diagram for Worker:



Signals

- void **sendKeyEvent** (QKeyEvent *event)

Public Member Functions

- void **setInterval** (unsigned int interval)
- unsigned int **getInterval** (void)
- void **setAlgorithm** (Algorithm algorithm)
- void **setGame** (**Game** *game)

Public Attributes

- bool **m_enabled**
- bool **m_single**

4.13.1 Detailed Description

Worker (p. 28) class, contains algorithms for solving the game.

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

- C:/dev/git/2048/src/ **worker.h**
- C:/dev/git/2048/src/worker.cpp

Chapter 5

File Documentation

5.1 C:/dev/git/2048/src/core/board.h File Reference

Class represents the board of the game. Uses tiles (**core/tile.h** (p. 32)).

```
#include "definitions.h"
#include "core/tile.h"
#include <vector>
#include <algorithm>
#include <iterator>
```

Classes

- class **Board**

***Board** (p. 7) Class, manages all tiles.*

5.1.1 Detailed Description

Class represents the board of the game. Uses tiles (**core/tile.h** (p. 32)).

5.2 C:/dev/git/2048/src/core/game.h File Reference

Main game class for the game 2048. Contains one board (**core/board.h** (p. 31)).

```
#include "core/board.h"
#include "core/cparser.h"
#include <iostream>
#include <string>
#include <stdio.h>
#include <stdlib.h>
#include <fstream>
```

Classes

- class **Game**
Game (p. 14) class, manages the board, points, game state and loads savegames.

Macros

- #define **C_STRING1** 3
- #define **C_IDENTIFIER** 4
- #define **C_INTEGER1** 5

5.2.1 Detailed Description

Main game class for the game 2048. Contains one board (**core/board.h** (p. 31)).

5.3 C:/dev/git/2048/src/core/tile.h File Reference

Class represents one tile of the game.

Classes

- class **Tile**
Tile (p. 27) Class, represents one tile of the game.

5.3.1 Detailed Description

Class represents one tile of the game.

5.4 C:/dev/git/2048/src/definitions.h File Reference

Global definitions used in most classes.

```
#include <vector>
```

Typedefs

- typedef std::pair< unsigned int, unsigned int > **T_CORD**

Enumerations

- enum **Algorithm** { **ALGO_RANDOM**, **ALGO_RIGHT_DOWN**, **ALGO_PURE_MONTE_CARLO** }
- enum **Command** { **MOVE_UP**, **MOVE_DOWN**, **MOVE_LEFT**, **MOVE_RIGHT**, **IDLE** }

5.4.1 Detailed Description

Global definitions used in most classes.

5.5 C:/dev/git/2048/src/gui/qboard.h File Reference

Graphical proxy class for **core/board.h** (p. 31).

```
#include <QObject>
#include <QWidget>
#include <QLayout>
#include <QLabel>
#include <vector>
#include "core/board.h"
#include "gui/qtile.h"
```

Classes

- class **QBoard**

QBoard (p. 20) class, Graphical proxy class for **core/board.h** (p. 31).

5.5.1 Detailed Description

Graphical proxy class for **core/board.h** (p. 31).

5.6 C:/dev/git/2048/src/gui/qtile.h File Reference

Graphical proxy class for **core/qtile.h**.

```
#include <QObject>
#include <QLabel>
#include <QGraphicsDropShadowEffect>
#include "core/tile.h"
#include <iostream>
#include <QDialog>
#include <QVBoxLayout>
```

Classes

- class **QTile**

Tile (p. 27) class, Graphical proxy class for **core/tile.h** (p. 32).

5.6.1 Detailed Description

Graphical proxy class for **core/qtile.h**.

5.7 C:/dev/git/2048/src/mainwindow.h File Reference

Main Window.

```
#include <QtWidgets/QMainWindow>
#include <QKeyEvent>
#include <QMessageBox>
#include "gui/qboard.h"
#include "core/game.h"
#include "qsolver.h"
#include "newgame.h"
#include "about.h"
```

Classes

- class **MainWindow**
MainWindows class.

5.7.1 Detailed Description

Main Window.

5.8 C:/dev/git/2048/src/qsolver.h File Reference

Qt proxy class for solver.

```
#include <QDialog>
#include <QTimer>
#include <QTime>
#include <QKeyEvent>
#include <algorithm>
#include "core/game.h"
#include "solver.h"
#include "worker.h"
#include "definitions.h"
```

Classes

- class **QSolver**
***QSolver** (p. 22) class, Qt Dialog for **solver.h** (p. 35).*

5.8.1 Detailed Description

Qt proxy class for solver.

5.9 C:/dev/git/2048/src/solver.h File Reference

Class with optimized methods for solving the game. Algorithms are implemented in **worker.h** (p. 35).

```
#include <iostream>
#include <vector>
#include <map>
#include <algorithm>
#include <random>
```

Classes

- class **Solver**
***Solver** (p. 24) Class, contains optimized methods for solving the game.*

Typedefs

- typedef std::vector< std::vector< int > > **T_BOARD**
- typedef std::pair< unsigned int, unsigned int > **T_CORD**

5.9.1 Detailed Description

Class with optimized methods for solving the game. Algorithms are implemented in **worker.h** (p. 35).

5.10 C:/dev/git/2048/src/worker.h File Reference

Class which contains algorithms for solving the game. Is run in QThread.

```
#include <QThread>
#include <QKeyEvent>
#include <QTime>
#include <iostream>
#include <ctime>
#include "core/game.h"
#include "solver.h"
#include "definitions.h"
#include <intrin.h>
```

Classes

- class **Worker**
***Worker** (p. 28) class, contains algorithms for solving the game.*

5.10.1 Detailed Description

Class which contains algorithms for solving the game. Is run in QThread.

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