

Naruto Hijrah Engi's Kitchen Shippuden

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Chapter 1

Tubes-OOP Milestone 1

Header utama : [Farm.h](#)

Generate Doxygen Diagram

Install Doxygen + Graphviz

```
sudo apt-get install doxygen
sudo apt-get install graphviz
```

Configure Doxyfile (Doxygen configuration file)

Run this command to auto-generate Doxyfile file:

```
doxygen -g
```

Change the following option in Doxyfile:

```
EXTRACT_ALL           = YES
EXTRACT_PRIVATE        = YES
EXTRACT_STATIC         = YES
UML_LOOK               = YES
```

Create Diagram

Execute:

```
doxygen
```

Open the HTML generated files in browser

Open index.html in html folder

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Hierarchical Index

2.1 Class Hierarchy

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

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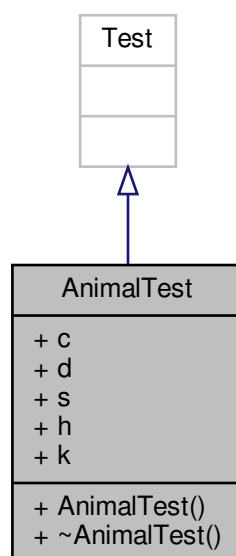
products/ProductsTests.cc	321
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Chapter 5

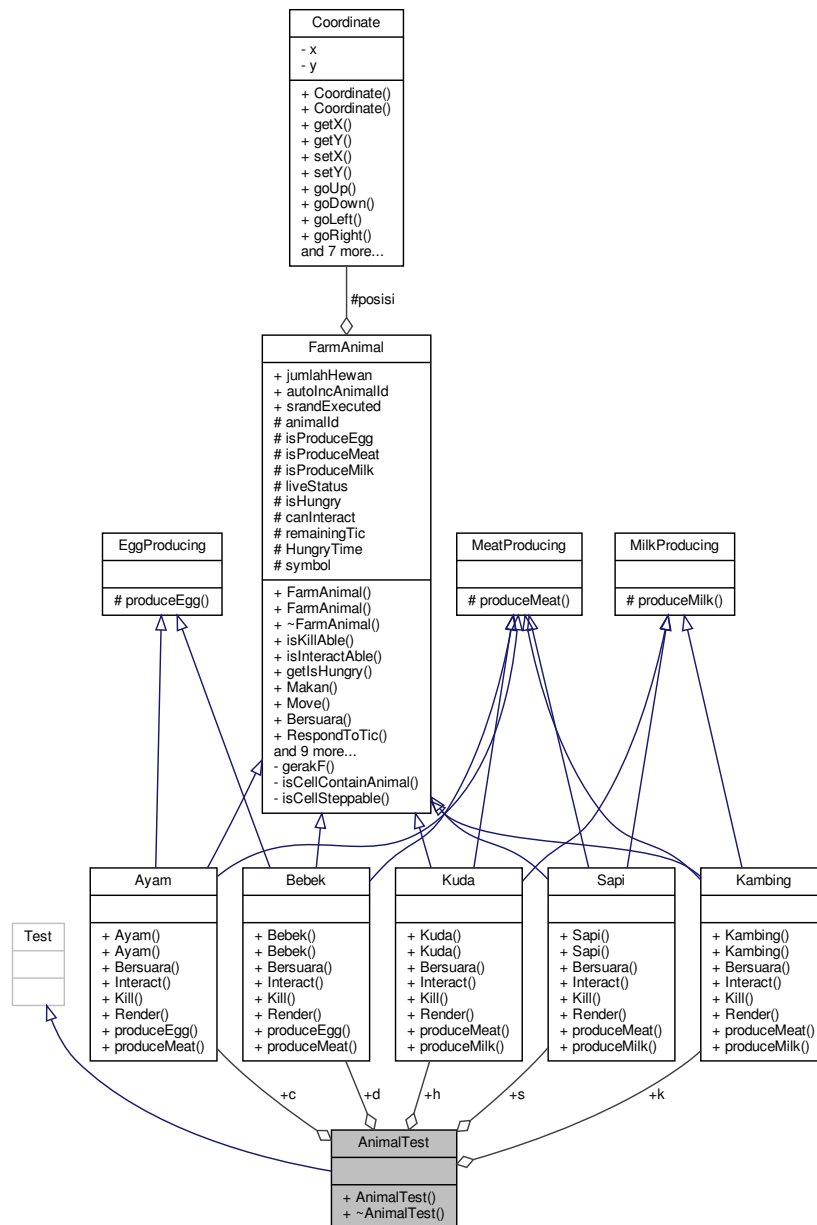
Class Documentation

5.1 AnimalTest Struct Reference

Inheritance diagram for AnimalTest:



Collaboration diagram for AnimalTest:



Public Member Functions

- [AnimalTest](#) ()
- [~AnimalTest](#) ()

Public Attributes

- `Ayam` * `c` = new `Ayam`()
- `Bebek` * `d` = new `Bebek`()
- `Sapi` * `s` = new `Sapi`()
- `Kuda` * `h` = new `Kuda`()
- `Kambing` * `k` = new `Kambing`()

5.1.1 Constructor & Destructor Documentation

5.1.1.1 AnimalTest()

```
AnimalTest::AnimalTest ( ) [inline]
```

5.1.1.2 ~AnimalTest()

```
AnimalTest::~~AnimalTest ( ) [inline]
```

5.1.2 Member Data Documentation

5.1.2.1 c

```
Ayam* AnimalTest::c = new Ayam()
```

5.1.2.2 d

```
Bebek* AnimalTest::d = new Bebek()
```

5.1.2.3 h

```
Kuda* AnimalTest::h = new Kuda()
```

5.1.2.4 k

```
Kambing* AnimalTest::k = new Kambing()
```

5.1.2.5 s

```
Sapi* AnimalTest::s = new Sapi()
```

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

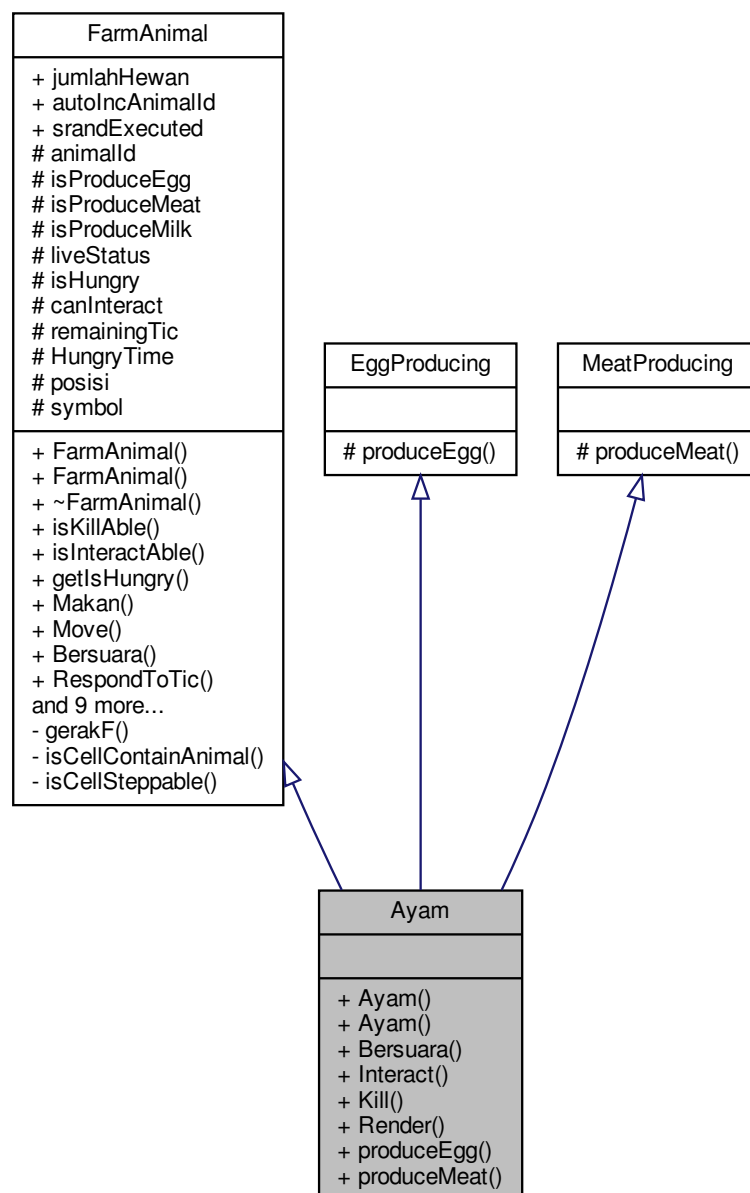
- [animals/AnimalsTests.cc](#)

5.2 Ayam Class Reference

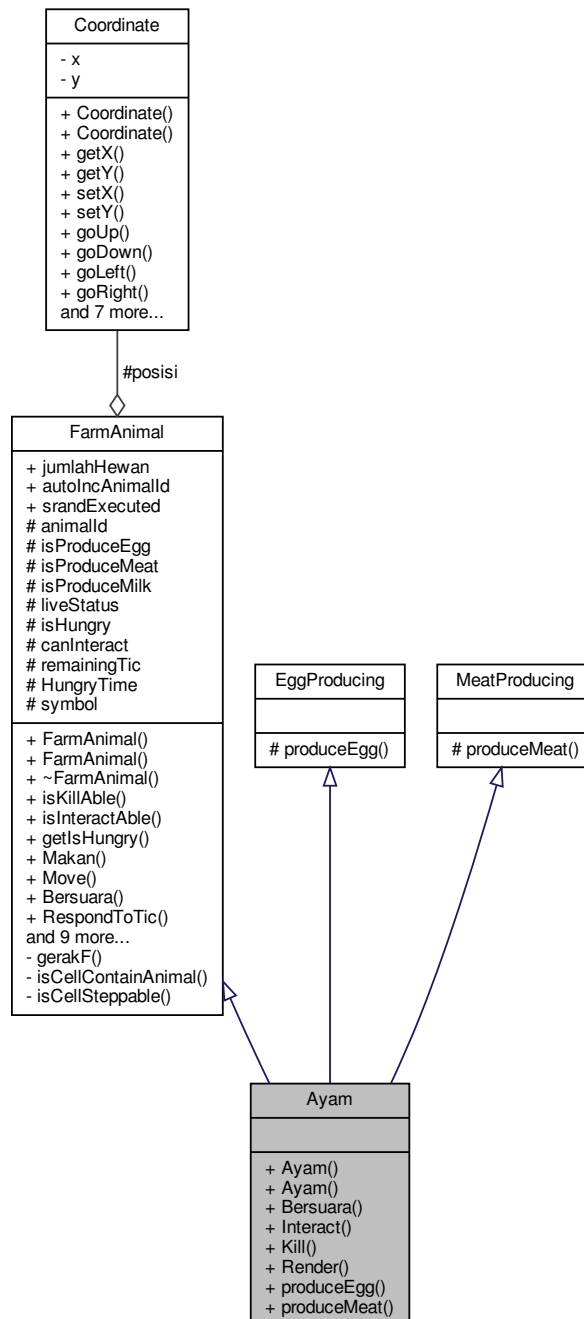
Kelas [Ayam](#) diturunkan dari [FarmAnimal](#).

```
#include <Ayam.h>
```


Inheritance diagram for Ayam:



Collaboration diagram for Ayam:



Public Member Functions

- [Ayam](#) ()
default ctor
- [Ayam](#) ([Coordinate](#) _posisi, int _HungryTime)
ctor dengan parameter
- void [Bersuara](#) () const

- *Ayam* bersuara.
- [FarmProducts](#) & [Interact](#) ()
- *Ayam* menghasilkan telur.
- [FarmProducts](#) & [Kill](#) ()
- *Ayam* menghasilkan daging dan mati.
- char [Render](#) () const
- [FarmProducts](#) & [produceEgg](#) ()
- [FarmProducts](#) & [produceMeat](#) ()

Additional Inherited Members

5.2.1 Detailed Description

Kelas [Ayam](#) diturunkan dari [FarmAnimal](#).

5.2.2 Constructor & Destructor Documentation

5.2.2.1 [Ayam\(\)](#) [1/2]

```
Ayam::Ayam ( )
```

default ctor

5.2.2.2 [Ayam\(\)](#) [2/2]

```
Ayam::Ayam (
    Coordinate _posisi,
    int _HungryTime )
```

ctor dengan parameter

Parameters

<code>_posisi</code>	posisi hewan
<code>_HungryTime</code>	Waktu lapar hewan

5.2.3 Member Function Documentation

5.2.3.1 Bersuara()

```
void Ayam::Bersuara ( ) const [virtual]
```

[Ayam](#) bersuara.

Reimplemented from [FarmAnimal](#).

5.2.3.2 Interact()

```
FarmProducts & Ayam::Interact ( ) [virtual]
```

[Ayam](#) menghasilkan telur.

Returns

[FarmProducts](#) berupa telur ayam

Reimplemented from [FarmAnimal](#).

5.2.3.3 Kill()

```
FarmProducts & Ayam::Kill ( ) [virtual]
```

[Ayam](#) menghasilkan daging dan mati.

Returns

[FarmProducts](#) berupa daging ayam

Reimplemented from [FarmAnimal](#).

5.2.3.4 produceEgg()

```
FarmProducts & Ayam::produceEgg ( ) [virtual]
```

Menghasilkan telur ayam

Implements [EggProducing](#).

5.2.3.5 produceMeat()

```
FarmProducts & Ayam::produceMeat ( ) [virtual]
```

Menghasilkan daging ayam

Implements [MeatProducing](#).

5.2.3.6 Render()

```
char Ayam::Render ( ) const
```

Menggambar [Ayam](#) dengan A

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

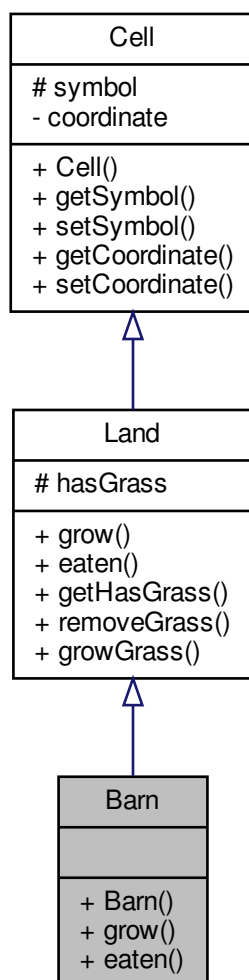
- [animals/Ayam.h](#)
- [animals/Ayam.cpp](#)

5.3 Barn Class Reference

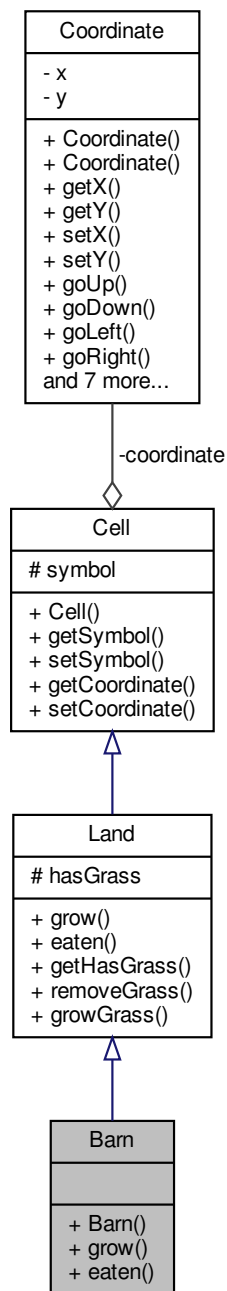
Kelas [Barn](#) digunakan untuk beternak hewan penghasil daging.

```
#include <Barn.h>
```

Inheritance diagram for Barn:



Collaboration diagram for Barn:



Public Member Functions

- **Barn** (**Coordinate** coordinateCell, bool **hasGrass**)
ctor parameter, inisialisasi simbol 'x'
- void **grow** ()
memanggil fungsi growGrass, mengubah char symbol menjadi '@'
- void **eaten** ()
memanggil fungsi remove Grass, mengubah char symbol menjadi 'x'

Additional Inherited Members

5.3.1 Detailed Description

Kelas [Barn](#) digunakan untuk beternak hewan penghasil daging.

5.3.2 Constructor & Destructor Documentation

5.3.2.1 Barn()

```
Barn::Barn (
    Coordinate coordinateCell,
    bool hasGrass )
```

ctor parameter, inialisasi simbol 'x'

Parameters

Coordinate	coordinateCell berisi absis dan ordinat cell
----------------------------	--

5.3.3 Member Function Documentation

5.3.3.1 eaten()

```
void Barn::eaten ( ) [virtual]
```

memanggil fungsi remove Grass, mengubah char symbol menjadi 'x'

Implements [Land](#).

5.3.3.2 grow()

```
void Barn::grow ( ) [virtual]
```

memanggil fungsi growGrass, mengubah char symbol menjadi '@'

Implements [Land](#).

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

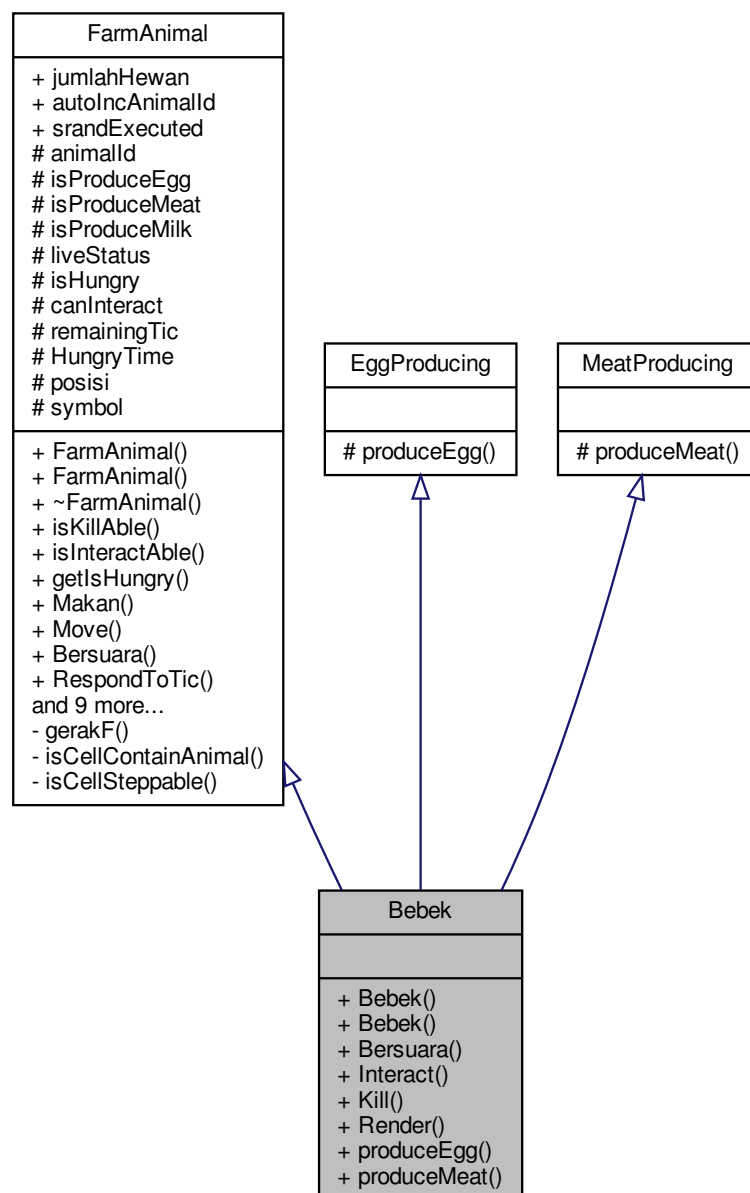
- cell/[Barn.h](#)
- cell/[Barn.cpp](#)

5.4 Bebek Class Reference

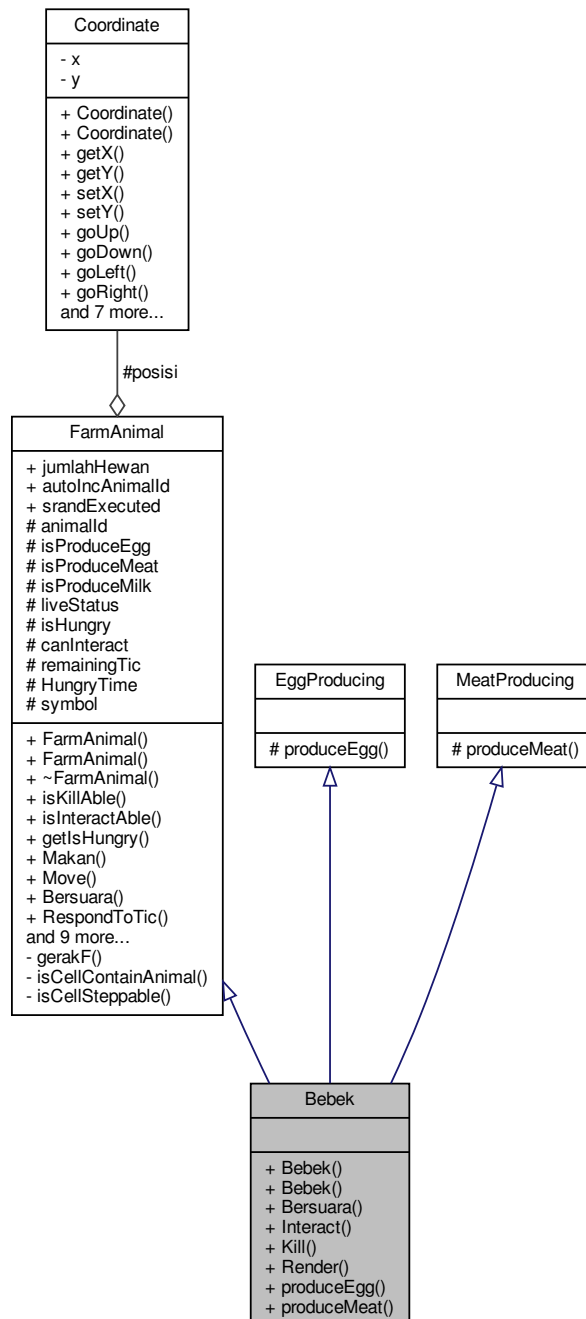
Kelas [Bebek](#) diturunkan dari [FarmAnimal](#).

```
#include <Bebek.h>
```

Inheritance diagram for Bebek:



Collaboration diagram for Bebek:



Public Member Functions

- [Bebek](#) ()
default ctor
- [Bebek](#) ([Coordinate](#) _posisi, int _HungryTime)
ctor dengan parameter
- void [Bersuara](#) () const

- [FarmProducts](#) & [Interact](#) ()
Bebek menghasilkan telur.
- [FarmProducts](#) & [Kill](#) ()
Bebek menghasilkan daging dan mati.
- char [Render](#) () const
- [FarmProducts](#) & [produceEgg](#) ()
- [FarmProducts](#) & [produceMeat](#) ()

Additional Inherited Members

5.4.1 Detailed Description

Kelas [Bebek](#) diturunkan dari [FarmAnimal](#).

5.4.2 Constructor & Destructor Documentation

5.4.2.1 [Bebek](#)() [1/2]

```
Bebek::Bebek ( )
```

default ctor

5.4.2.2 [Bebek](#)() [2/2]

```
Bebek::Bebek (
    Coordinate _posisi,
    int _HungryTime )
```

ctor dengan parameter

Parameters

<code>_posisi</code>	posisi hewan
<code>_HungryTime</code>	

5.4.3 Member Function Documentation

5.4.3.1 Bersuara()

```
void Bebek::Bersuara ( ) const [virtual]
```

[Bebek](#) bersuara

Reimplemented from [FarmAnimal](#).

5.4.3.2 Interact()

```
FarmProducts & Bebek::Interact ( ) [virtual]
```

[Bebek](#) menghasilkan telur.

Returns

[FarmProducts](#) berupa telur bebek

Reimplemented from [FarmAnimal](#).

5.4.3.3 Kill()

```
FarmProducts & Bebek::Kill ( ) [virtual]
```

[Bebek](#) menghasilkan daging dan mati.

Returns

[FarmProducts](#) berupa daging bebek

Reimplemented from [FarmAnimal](#).

5.4.3.4 produceEgg()

```
FarmProducts & Bebek::produceEgg ( ) [virtual]
```

Menghasilkan telur bebek

Implements [EggProducing](#).

5.4.3.5 produceMeat()

```
FarmProducts & Bebek::produceMeat ( ) [virtual]
```

Menghasilkan daging bebek

Implements [MeatProducing](#).

5.4.3.6 Render()

```
char Bebek::Render ( ) const
```

Menggambar [Bebek](#) dengan B

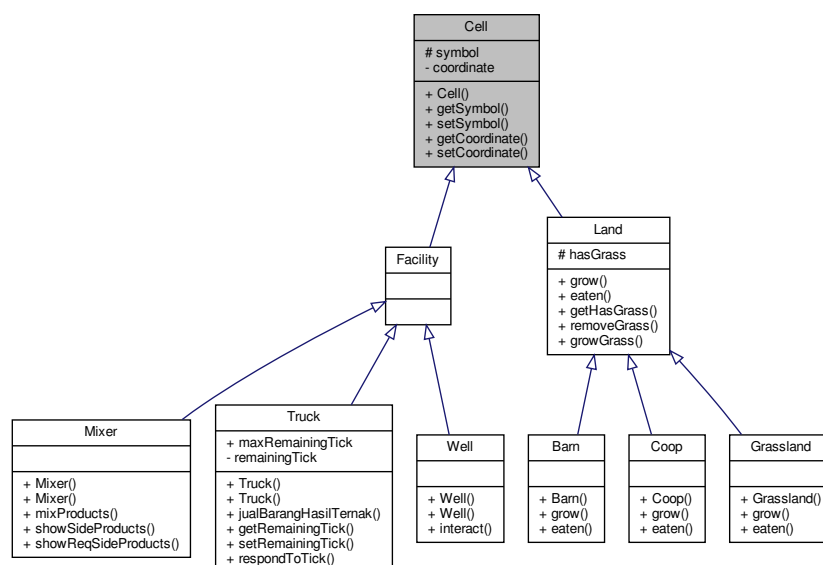
The documentation for this class was generated from the following files:

- [animals/Bebek.h](#)
- [animals/Bebek.cpp](#)

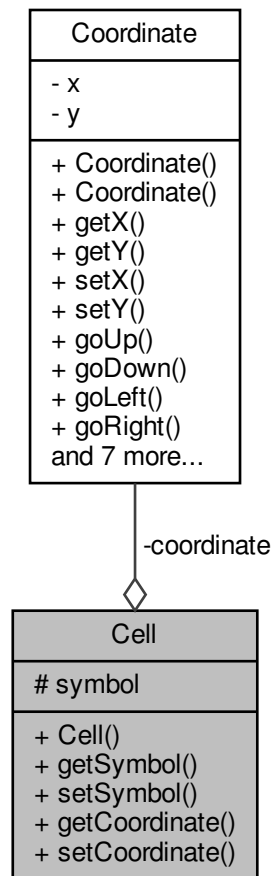
5.5 Cell Class Reference

```
#include <Cell.h>
```

Inheritance diagram for Cell:



Collaboration diagram for Cell:



Public Member Functions

- [Cell](#) ()
ctor default
- char [getSymbol](#) () const
Getter symbol.
- void [setSymbol](#) (char [symbol](#))
Setter symbol.
- [Coordinate](#) [getCoordinate](#) () const
Getter coordinate.
- void [setCoordinate](#) ([Coordinate](#) [coordinate](#))
Setter coordinate.

Protected Attributes

- char [symbol](#)

Private Attributes

- [Coordinate](#) `coordinate`

5.5.1 Detailed Description

Kelas [Cell](#) yang merupakan petak tanah, akan diturunkan menjadi [Land](#) atau [Facility](#)

5.5.2 Constructor & Destructor Documentation

5.5.2.1 `Cell()`

```
Cell::Cell ( )
```

ctor default

symbol = '?'

5.5.3 Member Function Documentation

5.5.3.1 `getCoordinate()`

```
Coordinate Cell::getCoordinate ( ) const
```

Getter coordinate.

Returns

coordinate

5.5.3.2 `getSymbol()`

```
char Cell::getSymbol ( ) const
```

Getter symbol.

Returns

char symbol

5.5.3.3 setCoordinate()

```
void Cell::setCoordinate (
    Coordinate coordinate )
```

Setter coordinate.

5.5.3.4 setSymbol()

```
void Cell::setSymbol (
    char symbol )
```

Setter symbol.

5.5.4 Member Data Documentation

5.5.4.1 coordinate

```
Coordinate Cell::coordinate [private]
```

Koordinat setiap petak

5.5.4.2 symbol

```
char Cell::symbol [protected]
```

Karakter simbol disetiap petak

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

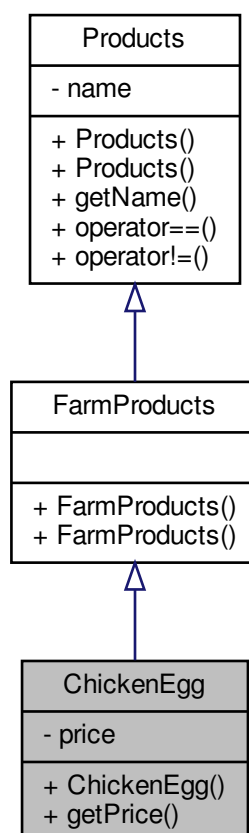
- [cell/Cell.h](#)
- [cell/Cell.cpp](#)

5.6 ChickenEgg Class Reference

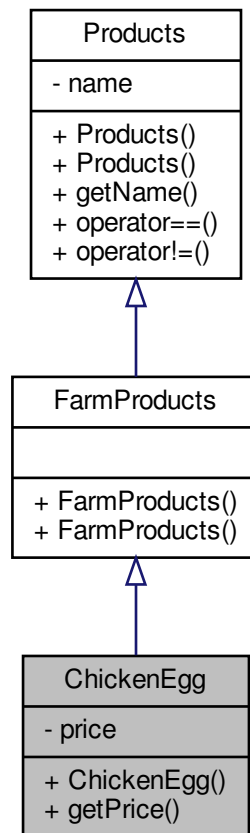
Kelas [ChickenEgg](#) yang diturunkan dari [FarmProducts](#).

```
#include <ChickenEgg.h>
```

Inheritance diagram for ChickenEgg:



Collaboration diagram for ChickenEgg:



Public Member Functions

- [ChickenEgg](#) ()
ctor default

Static Public Member Functions

- static long [getPrice](#) ()
getter price

Static Private Attributes

- static const long [price](#) = 20000

5.6.1 Detailed Description

Kelas [ChickenEgg](#) yang diturunkan dari [FarmProducts](#).

5.6.2 Constructor & Destructor Documentation

5.6.2.1 ChickenEgg()

```
ChickenEgg::ChickenEgg ( )
```

ctor default

Kelas [ChickenEgg](#) yang diturunkan dari [FarmProducts](#).

ctor default

5.6.3 Member Function Documentation

5.6.3.1 getPrice()

```
long ChickenEgg::getPrice ( ) [static]
```

getter price

Returns

long price dari produk farm tersebut

5.6.4 Member Data Documentation

5.6.4.1 price

```
const long ChickenEgg::price = 20000 [static], [private]
```

Harga dari produk

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

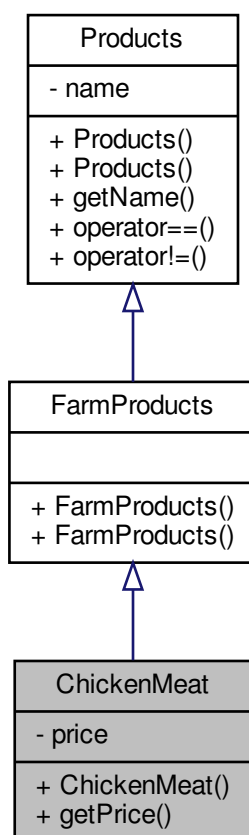
- [products/ChickenEgg.h](#)
- [products/ChickenEgg.cpp](#)

5.7 ChickenMeat Class Reference

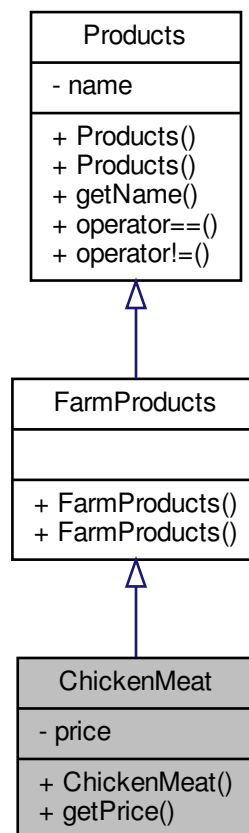
Kelas [ChickenMeat](#) yang diturunkan dari [FarmProducts](#).

```
#include <ChickenMeat.h>
```

Inheritance diagram for ChickenMeat:



Collaboration diagram for ChickenMeat:



Public Member Functions

- [ChickenMeat](#) ()
ctor default

Static Public Member Functions

- static long [getPrice](#) ()
getter price

Static Private Attributes

- static const long [price](#) = 8000

5.7.1 Detailed Description

Kelas [ChickenMeat](#) yang diturunkan dari [FarmProducts](#).

5.7.2 Constructor & Destructor Documentation

5.7.2.1 ChickenMeat()

```
ChickenMeat::ChickenMeat ( )
```

ctor default

Kelas [ChickenMeat](#) yang diturunkan dari [FarmProducts](#).

ctor default

5.7.3 Member Function Documentation

5.7.3.1 getPrice()

```
long ChickenMeat::getPrice ( ) [static]
```

getter price

Returns

long price dari produk farm tersebut

5.7.4 Member Data Documentation

5.7.4.1 price

```
const long ChickenMeat::price = 8000 [static], [private]
```

Harga dari produk

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

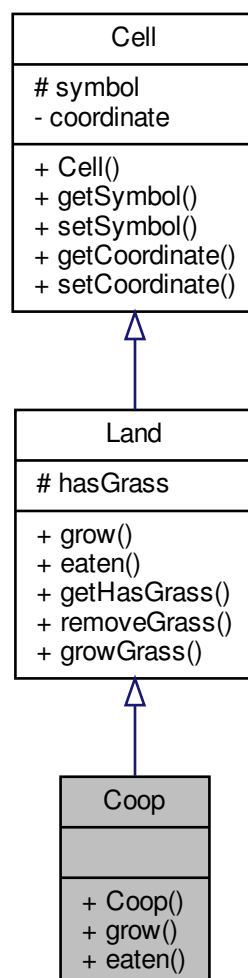
- [products/ChickenMeat.h](#)
- [products/ChickenMeat.cpp](#)

5.8 Coop Class Reference

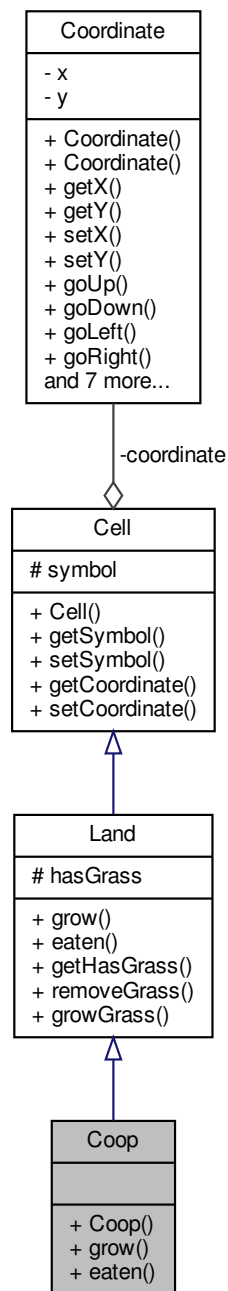
Kelas [Coop](#) digunakan untuk beternak hewan penghasil telur.

```
#include <Coop.h>
```

Inheritance diagram for Coop:



Collaboration diagram for Coop:



Public Member Functions

- **Coop** (**Coordinate** coordinateCell, bool hasGrass)
ctor parameter, inisialisasi simbol 'o'
- void **grow** ()
memanggil fungsi growGrass, mengubah char symbol menjadi ''*
- void **eaten** ()
memanggil fungsi removeGrass, mengubah char symbol menjadi 'o'

Additional Inherited Members

5.8.1 Detailed Description

Kelas [Coop](#) digunakan untuk beternak hewan penghasil telur.

5.8.2 Constructor & Destructor Documentation

5.8.2.1 Coop()

```
Coop::Coop (
    Coordinate coordinateCell,
    bool hasGrass )
```

ctor parameter, inialisasi simbol 'o'

Parameters

Coordinate	coordinateCell berisi absis dan ordinat cell
----------------------------	--

5.8.3 Member Function Documentation

5.8.3.1 eaten()

```
void Coop::eaten ( ) [virtual]
```

memanggil fungsi removeGrass, mengubah char symbol menjadi 'o'

memanggil fungsi remove Grass, mengubah char symbol menjadi 'o'

Implements [Land](#).

5.8.3.2 grow()

```
void Coop::grow ( ) [virtual]
```

memanggil fungsi growGrass, mengubah char symbol menjadi '*'

Implements [Land](#).

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

- cell/[Coop.h](#)
- cell/[Coop.cpp](#)

5.9 Coordinate Class Reference

Kelas [Coordinate](#) berisi atribut integer x dan y.

```
#include <Coordinate.h>
```

Collaboration diagram for Coordinate:

Coordinate
- x - y
+ Coordinate() + Coordinate() + getX() + getY() + setX() + setY() + goUp() + goDown() + goLeft() + goRight() and 7 more...

Public Member Functions

- [Coordinate](#) ()
ctor default
- [Coordinate](#) (int x, int y)
ctor parameter
- int [getX](#) () const
getter X
- int [getY](#) () const
getter Y
- void [setX](#) (int x)
setter X
- void [setY](#) (int y)
setter Y
- void [goUp](#) ()
pindah ke atas
- void [goDown](#) ()
pindah ke bawah
- void [goLeft](#) ()
pindah ke kiri
- void [goRight](#) ()
pindah ke kanan

- [Coordinate goUpRet \(\)](#)
return koordinat ke atas
- [Coordinate goDownRet \(\)](#)
return koordinat ke bawah
- [Coordinate goLeftRet \(\)](#)
return koordinat ke kiri
- [Coordinate goRightRet \(\)](#)
return koordinat ke kanan
- [Coordinate operator+ \(const \[Coordinate\]\(#\) &c\)](#)
operator overloading +
- [bool operator== \(const \[Coordinate\]\(#\) &c\)](#)
operator overloading ==
- [bool operator!= \(const \[Coordinate\]\(#\) &c\)](#)
operator overloading !=

Private Attributes

- [int x](#)
- [int y](#)

5.9.1 Detailed Description

Kelas [Coordinate](#) berisi atribut integer x dan y.

5.9.2 Constructor & Destructor Documentation

5.9.2.1 [Coordinate\(\)](#) [1/2]

```
Coordinate::Coordinate ( )
```

ctor default

5.9.2.2 [Coordinate\(\)](#) [2/2]

```
Coordinate::Coordinate (
    int x,
    int y )
```

ctor parameter

Parameters

x	absis
y	ordinat

5.9.3 Member Function Documentation

5.9.3.1 getX()

```
int Coordinate::getX ( ) const
```

getter X

Returns

int x

5.9.3.2 getY()

```
int Coordinate::getY ( ) const
```

getter Y

Returns

int y

5.9.3.3 goDown()

```
void Coordinate::goDown ( )
```

pindah ke bawah

5.9.3.4 goDownRet()

```
Coordinate Coordinate::goDownRet ( )
```

return koordinat ke bawah

Returns

Coordinate

5.9.3.5 goLeft()

```
void Coordinate::goLeft ( )
```

pindah ke kiri

5.9.3.6 goLeftRet()

```
Coordinate Coordinate::goLeftRet ( )
```

return koordinat ke kiri

Returns

[Coordinate](#)

5.9.3.7 goRight()

```
void Coordinate::goRight ( )
```

pindah ke kanan

5.9.3.8 goRightRet()

```
Coordinate Coordinate::goRightRet ( )
```

return koordinat ke kanan

Returns

[Coordinate](#)

5.9.3.9 goUp()

```
void Coordinate::goUp ( )
```

pindah ke atas

5.9.3.10 goUpRet()

```
Coordinate Coordinate::goUpRet ( )
```

return koordinat ke atas

Returns

[Coordinate](#)

5.9.3.11 operator"!=()

```
bool Coordinate::operator!= (
    const Coordinate & c )
```

operator overloading !=

Parameters

<i>c</i>	koordinat objek lain
----------	----------------------

Returns

true koordinat beda
false koordinat sama

5.9.3.12 operator+()

```
Coordinate Coordinate::operator+ (  
    const Coordinate & c )
```

operator overloading +

5.9.3.13 operator==()

```
bool Coordinate::operator== (  
    const Coordinate & c )
```

operator overloading ==

Parameters

<i>c</i>	koordinat objek lain
----------	----------------------

Returns

true koordinat sama
false koordinat beda

5.9.3.14 setX()

```
void Coordinate::setX (  
    int x )
```

setter X

5.9.3.15 setY()

```
void Coordinate::setY (
    int y )
```

setter Y

5.9.4 Member Data Documentation

5.9.4.1 x

```
int Coordinate::x [private]
```

5.9.4.2 y

```
int Coordinate::y [private]
```

x: absis, y: ordinat

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

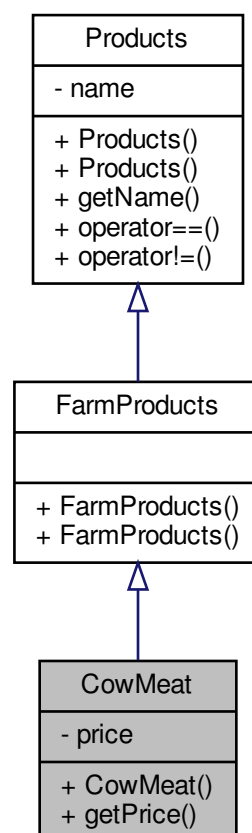
- [common/Coordinate.h](#)
- [common/Coordinate.cpp](#)

5.10 CowMeat Class Reference

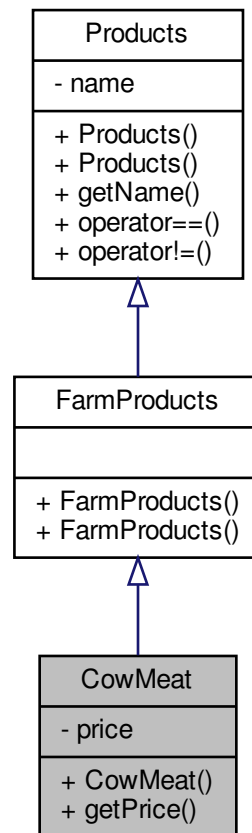
Kelas [CowMeat](#) yang diturunkan dari [FarmProducts](#).

```
#include <CowMeat.h>
```


Inheritance diagram for CowMeat:



Collaboration diagram for CowMeat:



Public Member Functions

- [CowMeat](#) ()
ctor default

Static Public Member Functions

- static long [getPrice](#) ()
getter price

Static Private Attributes

- static const long [price](#) = 50000

5.10.1 Detailed Description

Kelas [CowMeat](#) yang diturunkan dari [FarmProducts](#).

5.10.2 Constructor & Destructor Documentation

5.10.2.1 CowMeat()

```
CowMeat::CowMeat ( )
```

ctor default

Kelas [CowMeat](#) yang diturunkan dari [FarmProducts](#).

ctor default

5.10.3 Member Function Documentation

5.10.3.1 getPrice()

```
long CowMeat::getPrice ( ) [static]
```

getter price

Returns

long price dari produk farm tersebut

5.10.4 Member Data Documentation

5.10.4.1 price

```
const long CowMeat::price = 50000 [static], [private]
```

Harga dari produk

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

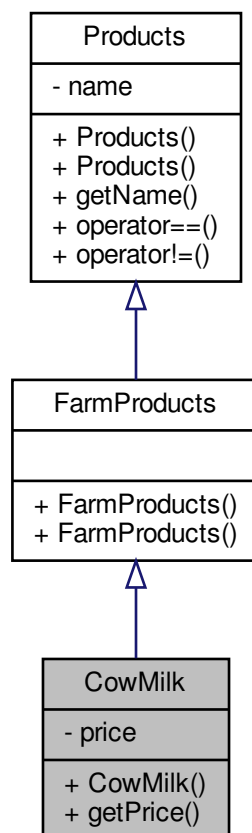
- [products/CowMeat.h](#)
- [products/CowMeat.cpp](#)

5.11 CowMilk Class Reference

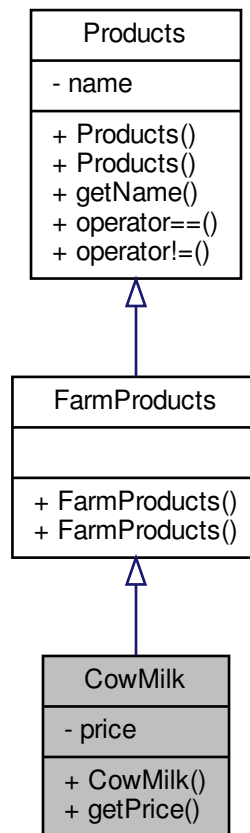
Kelas [CowMilk](#) yang diturunkan dari [FarmProducts](#).

```
#include <CowMilk.h>
```

Inheritance diagram for CowMilk:



Collaboration diagram for CowMilk:



Public Member Functions

- [CowMilk](#) ()
ctor default

Static Public Member Functions

- static long [getPrice](#) ()
getter price

Static Private Attributes

- static const long [price](#) = 5000

5.11.1 Detailed Description

Kelas [CowMilk](#) yang diturunkan dari [FarmProducts](#).

5.11.2 Constructor & Destructor Documentation

5.11.2.1 CowMilk()

```
CowMilk::CowMilk ( )
```

ctor default

Kelas [CowMilk](#) yang diturunkan dari [FarmProducts](#).

ctor default

5.11.3 Member Function Documentation

5.11.3.1 getPrice()

```
long CowMilk::getPrice ( ) [static]
```

getter price

Returns

long price dari produk farm tersebut

5.11.4 Member Data Documentation

5.11.4.1 price

```
const long CowMilk::price = 5000 [static], [private]
```

Harga dari produk

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

- [products/CowMilk.h](#)
- [products/CowMilk.cpp](#)

- Construct a new *Display* object.
- `~Display ()`
Destroy the *Display* object.
- `void updateDisplay ()`
update tampilan
- `void renderAll ()`
merender tampilan ke layar
- `void updateAndRender ()`
Update dan render tampilan.

Private Member Functions

- `FRIEND_TEST (DispTest, TestDisp)`
- `void setStrToArrChr (char *arrChr, std::string str, int strLen)`
Set the string To array of char object.
- `char arahToChar (ArahEnum arah)`
Mengubah arah ke char.
- `std::string convertArrCharToStr (char arr[])`
Mengubah array of char ke strings.
- `std::string makeHorizontalLine (int n)`
Menghasilkan horizontal line '- '.
- `std::string makeHorizontalSpace (int n)`
Menghasilkan horizontal space ' '.

Private Attributes

- `const std::string legend_hard [LEGEND_Y_SIZE]`
Hardcoded legend.
- `char ** map`
- `char * title`
- `char ** inventory`
- `char * money`
- `char * water`
- `char ** legend`
- `char * timeTick`
- `char face`
- `Inventory * inventoryPtr`
- `Cell *** mapPtr`
- `int * uangPtr`
- `int * airPtr`
- `ArahEnum * arahPtr`
- `int * tickPtr`
- `Coordinate * posisiPlayer`
- `LinkedList< FarmAnimal * > * farmAnimals`

5.12.1 Constructor & Destructor Documentation

5.12.1.1 Display()

```

Display::Display (
    Cell *** _map,
    Inventory * _inventory,
    int * _uang,
    int * _air,
    ArahEnum * _arah,
    Coordinate * _posisiPlayer,
    LinkedList< FarmAnimal *> * _farmAnimals,
    int * _tick )

```

Construct a new [Display](#) object.

Parameters

<code>_inventory</code>	alamat inventory pemain
-------------------------	-------------------------

5.12.1.2 ~Display()

```

Display::~Display ( )

```

Destroy the [Display](#) object.

5.12.2 Member Function Documentation

5.12.2.1 arahToChar()

```

char Display::arahToChar (
    ArahEnum arah ) [private]

```

Mengubah arah ke char.

Parameters

<code>arah</code>	arah
-------------------	------

Returns

char char arah

5.12.2.2 convertArrCharToStr()

```
std::string Display::convertArrCharToStr (
    char arr[] ) [private]
```

Mengubah array of char ke strings.

Parameters

<i>arr</i>	array of char
------------	---------------

Returns

std::string string keluaran

5.12.2.3 FRIEND_TEST()

```
Display::FRIEND_TEST (
    DispTest ,
    TestDisp ) [private]
```

5.12.2.4 makeHorizontalLine()

```
std::string Display::makeHorizontalLine (
    int n ) [private]
```

Menghasilkan horizontal line '-'.

Parameters

<i>n</i>	jumlah karakter '-'
----------	---------------------

Returns

std::string horizontal line dalam bentuk string

5.12.2.5 makeHorizontalSpace()

```
std::string Display::makeHorizontalSpace (
    int n ) [private]
```

Menghasilkan horizontal space ' '.

Parameters

<i>n</i>	jumlah karakter ''
----------	--------------------

Returns

std::string horizontal space dalam bentuk string

5.12.2.6 renderAll()

```
void Display::renderAll ( )
```

merender tampilan ke layar

5.12.2.7 setStrToArrChr()

```
void Display::setStrToArrChr (
    char * arrChr,
    std::string str,
    int strLen ) [private]
```

Set the string To array of char object.

Parameters

<i>arrChr</i>	array of char (output)
<i>str</i>	string (input)
<i>strLen</i>	panjang array of char maksimal

5.12.2.8 updateAndRender()

```
void Display::updateAndRender ( )
```

Update dan render tampilan.

5.12.2.9 updateDisplay()

```
void Display::updateDisplay ( )
```

update tampilan

5.12.3 Member Data Documentation

5.12.3.1 airPtr

```
int* Display::airPtr [private]
```

5.12.3.2 arahPtr

```
ArahEnum* Display::arahPtr [private]
```

5.12.3.3 face

```
char Display::face [private]
```

Tampilan arah hadap pemain

5.12.3.4 farmAnimals

```
LinkedList<FarmAnimal*>* Display::farmAnimals [private]
```

5.12.3.5 inventory

```
char** Display::inventory [private]
```

Tampilan product list (inventory)

5.12.3.6 inventoryPtr

```
Inventory* Display::inventoryPtr [private]
```

Product list pointer

5.12.3.7 legend

```
char** Display::legend [private]
```

Tampilan legend

5.12.3.8 legend_hard

```
const std::string Display::legend_hard[LEGEND_Y_SIZE] [private]
```

Initial value:

```
= {  
    "Keterangan",  
    "C : Ayam",  
    "G : Kambing",  
    "H : Kuda",  
    "T : Truck",  
    "M : Mixer",  
    "W : Well",  
    "P : Player",  
    "- : Grassland",  
    "x : Barn",  
    "o : Coop",  
    "*", @, # : Rumput "  
}
```

Hardcoded legend.

5.12.3.9 map

```
char** Display::map [private]
```

Tampilan map

5.12.3.10 mapPtr

```
Cell*** Display::mapPtr [private]
```

5.12.3.11 money

```
char* Display::money [private]
```

Tampilan money

5.12.3.12 posisiPlayer

```
Coordinate* Display::posisiPlayer [private]
```

5.12.3.13 tickPtr

```
int* Display::tickPtr [private]
```

5.12.3.14 timeTick

```
char* Display::timeTick [private]
```

Tampilan time tick

5.12.3.15 title

```
char* Display::title [private]
```

Tampilan title game

5.12.3.16 uangPtr

```
int* Display::uangPtr [private]
```

5.12.3.17 water

```
char* Display::water [private]
```

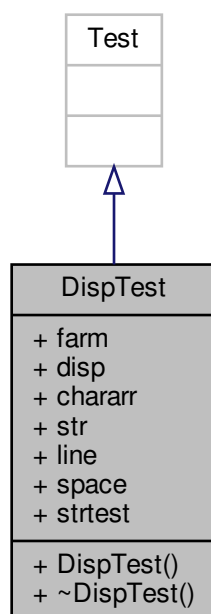
Tampilan water

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

- [Display.h](#)
- [Display.cpp](#)

5.13 DispTest Struct Reference

Inheritance diagram for DispTest:



- [Display](#) * [disp](#)
- char [chararr](#) [6] = "tests"
- std::string [str](#)
- std::string [line](#)
- std::string [space](#)
- std::string [strtest](#)

5.13.1 Constructor & Destructor Documentation

5.13.1.1 DispTest()

```
DispTest::DispTest ( ) [inline]
```

5.13.1.2 ~DispTest()

```
DispTest::~~DispTest ( ) [inline]
```

5.13.2 Member Data Documentation

5.13.2.1 chararr

```
char DispTest::chararr[6] = "tests"
```

5.13.2.2 disp

```
Display* DispTest::disp
```

Initial value:

```
= new Display(farm->map.getMapPtr(),  
    farm->player.getInventoriPtr(),  
    farm->player.getUangPtr(),  
    farm->player.getAirPtr(),  
    farm->player.getArahPtr(),  
    farm->player.getCoordinatePtr(),  
    farm->getFarmAnimalsPtr(),  
    farm->getGlobalTickPtr())
```

5.13.2.3 farm

```
Farm* DispTest::farm = new Farm("Map.txt", "Animals.txt")
```

5.13.2.4 line

```
std::string DispTest::line
```

5.13.2.5 space

```
std::string DispTest::space
```

5.13.2.6 str

```
std::string DispTest::str
```

5.13.2.7 strtest

```
std::string DispTest::strtest
```

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

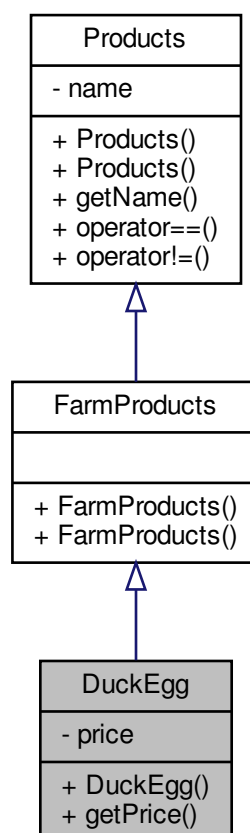
- [DisplayTests.cc](#)

5.14 DuckEgg Class Reference

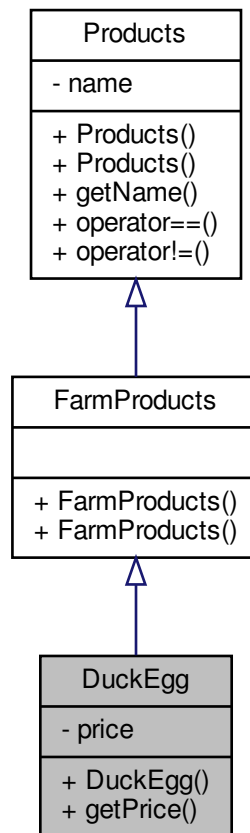
Kelas [DuckEgg](#) yang diturunkan dari [FarmProducts](#).

```
#include <DuckEgg.h>
```

Inheritance diagram for DuckEgg:



Collaboration diagram for DuckEgg:



Public Member Functions

- [DuckEgg](#) ()
ctor default

Static Public Member Functions

- static long [getPrice](#) ()
getter price

Static Private Attributes

- static const long [price](#) = 25000

5.14.1 Detailed Description

Kelas [DuckEgg](#) yang diturunkan dari [FarmProducts](#).

5.14.2 Constructor & Destructor Documentation

5.14.2.1 DuckEgg()

```
DuckEgg::DuckEgg ( )
```

ctor default

Kelas [DuckEgg](#) yang diturunkan dari [FarmProducts](#).

ctor default

5.14.3 Member Function Documentation

5.14.3.1 getPrice()

```
long DuckEgg::getPrice ( ) [static]
```

getter price

Returns

long price dari produk farm tersebut

5.14.4 Member Data Documentation

5.14.4.1 price

```
const long DuckEgg::price = 25000 [static], [private]
```

Harga dari produk

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

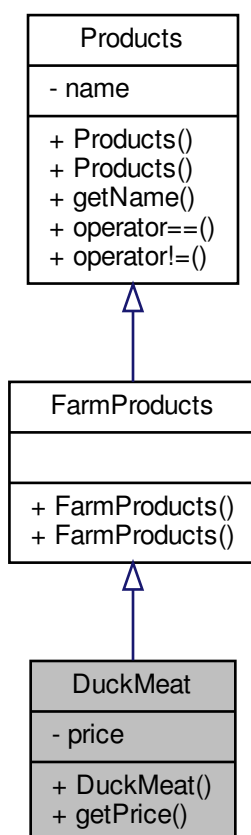
- [products/DuckEgg.h](#)
- [products/DuckEgg.cpp](#)

5.15 DuckMeat Class Reference

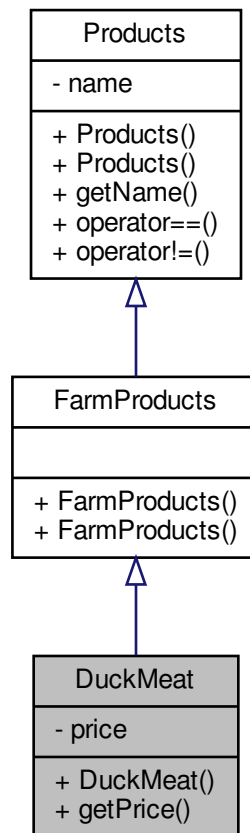
Kelas [DuckMeat](#) yang diturunkan dari [FarmProducts](#).

```
#include <DuckMeat.h>
```

Inheritance diagram for DuckMeat:



Collaboration diagram for DuckMeat:



Public Member Functions

- [DuckMeat](#) ()
ctor default

Static Public Member Functions

- static long [getPrice](#) ()
getter price

Static Private Attributes

- static const long [price](#) = 10000

5.15.1 Detailed Description

Kelas [DuckMeat](#) yang diturunkan dari [FarmProducts](#).

5.15.2 Constructor & Destructor Documentation

5.15.2.1 DuckMeat()

```
DuckMeat::DuckMeat ( )
```

ctor default

Kelas [DuckMeat](#) yang diturunkan dari [FarmProducts](#).

ctor default

5.15.3 Member Function Documentation

5.15.3.1 getPrice()

```
long DuckMeat::getPrice ( ) [static]
```

getter price

Returns

long price dari produk farm tersebut

5.15.4 Member Data Documentation

5.15.4.1 price

```
const long DuckMeat::price = 10000 [static], [private]
```

Harga dari produk

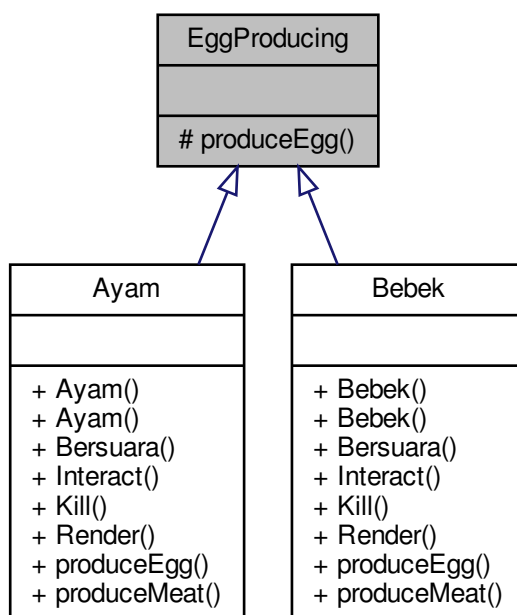
The documentation for this class was generated from the following files:

- [products/DuckMeat.h](#)
- [products/DuckMeat.cpp](#)

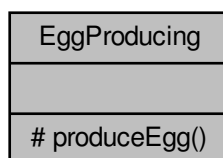
5.16 EggProducing Class Reference

```
#include <EggProducing.h>
```

Inheritance diagram for EggProducing:



Collaboration diagram for EggProducing:



Protected Member Functions

- virtual [FarmProducts](#) & [produceEgg](#) ()=0

5.16.1 Member Function Documentation

5.16.1.1 produceEgg()

```
virtual FarmProducts& EggProducing::produceEgg ( ) [protected], [pure virtual]
```

Menghasilkan telur

Implemented in [Ayam](#), and [Bebek](#).

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

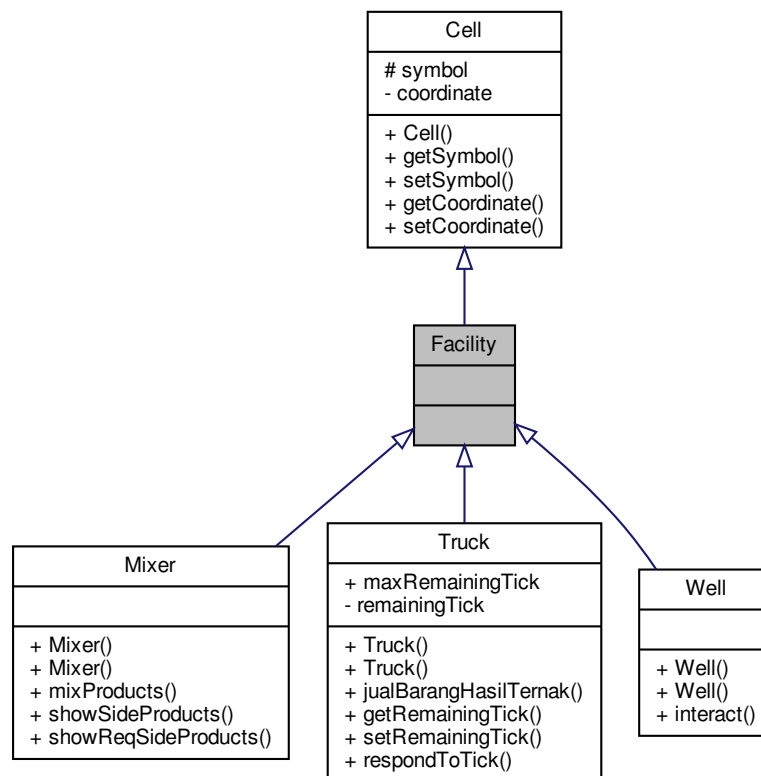
- [animals/EggProducing.h](#)

5.17 Facility Class Reference

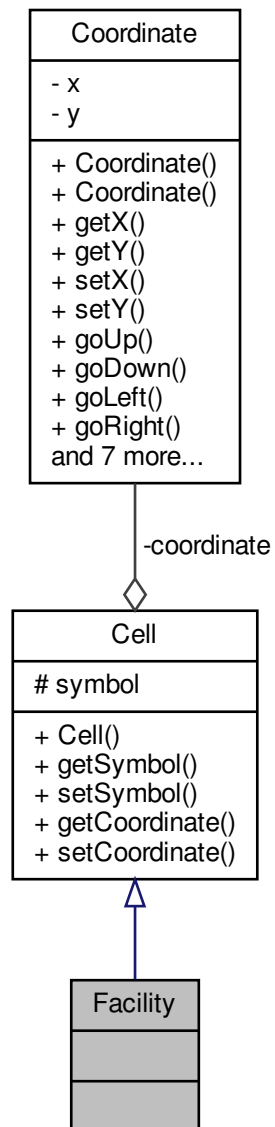
Kelas [Facility](#) merupakan fasilitas peternakan.

```
#include <Facility.h>
```

Inheritance diagram for Facility:



Collaboration diagram for Facility:



Additional Inherited Members

5.17.1 Detailed Description

Kelas [Facility](#) merupakan fasilitas peternakan.

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

- [cell/Facility.h](#)

```
#include <Farm.h>
```

Collaboration diagram for Farm:



- Generated by Doxygen

- `~Farm ()`
Destroy the `Farm` object.
- `void removeDeadAnimal ()`
- `LinkedList< FarmAnimal * > * getFarmAnimalsPtr ()`
Get the `Farm Animals Ptr` object.
- `void dispatchTick ()`
- `void terimaPerintah (std::string cmd)`
- `bool isPlayerPossibleUp ()`
memeriksa apakah player dapat bergerak ke atas
- `bool isPlayerPossibleDown ()`
memeriksa apakah player dapat bergerak ke bawah
- `bool isPlayerPossibleLeft ()`
memeriksa apakah player dapat bergerak ke kiri
- `bool isPlayerPossibleRight ()`
memeriksa apakah player dapat bergerak ke kanan
- `void playerCmdGrow ()`
Memerintahkan player untuk menyiram land.
- `void playerCmdKill ()`
Memerintahkan player untuk menyembelih hewan.
- `void playerCmdTalk ()`
Memerintahkan player untuk berbicara dengan hewan.
- `void playerCmdInteract ()`
memerintahkan player untuk berinteraksi dengan hewan atau fasilitas
- `void playerCmdMix (std::string prod)`
Menghandle perintah mixing.
- `void playerCmdShowSideProducts ()`
Menghandle perintah showproducts.
- `void playerCmdShowReq (std::string name)`
Menghandle perintah showreq.
- `bool isGameOver ()`
Memeriksa apakah permainan telah berakhir.
- `bool isFacilityAheadPlayer ()`
Memeriksa apakah di depan player ada fasilitas.
- `void readAnimals (std::string animalFilename)`
read file eksternal animals

Static Public Member Functions

- `static int * getGlobalTickPtr ()`
Get the Global Tick Ptr object.

Public Attributes

- `Map map`
- `Player player`
- `LinkedList< FarmAnimal * > farmAnimals`

Static Public Attributes

- `static int globalTick = 0`

Private Member Functions

- [FRIEND_TEST](#) ([FarmTest](#), [FarmSteppableByPlayer](#))
- bool [isCellContainAnimal](#) ([Coordinate](#) c)
Memeriksa apakah suatu cell sedang ditempati oleh seekor hewan.
- bool [isCellSteppableByPlayer](#) ([Coordinate](#) c)
memeriksa apakah suatu cell dapat dipijak oleh pemain

Private Attributes

- [Truck](#) * [truckFacility](#)
- [Mixer](#) * [mixerFacility](#)
- [Well](#) * [wellFacility](#)

5.18.1 Detailed Description

Kelas [Farm](#) yang membungkus semua object di game

5.18.2 Constructor & Destructor Documentation

5.18.2.1 [Farm\(\)](#)

```
Farm::Farm (
    std::string mapFilename,
    std::string animalFilename )
```

Konstruktor dengan parameter

Parameters

<i>mapFilename</i>	Nama file input eksternal untuk konstruksi map
<i>animalFilename</i>	nama file input eksternal untuk farmAnimals

5.18.2.2 [~Farm\(\)](#)

```
Farm::~~Farm ( )
```

Destroy the [Farm](#) object.

5.18.3 Member Function Documentation

5.18.3.1 dispatchTick()

```
void Farm::dispatchTick ( )
```

Dispatch tick Menambah variabel tick

5.18.3.2 FRIEND_TEST()

```
Farm::FRIEND_TEST (
    FarmTest ,
    FarmSteppableByPlayer ) [private]
```

5.18.3.3 getFarmAnimalsPtr()

```
LinkedList< FarmAnimal * > * Farm::getFarmAnimalsPtr ( )
```

Get the [Farm](#) Animals Ptr object.

Returns

LinkedList<FarmAnimal*>*

5.18.3.4 getGlobalTickPtr()

```
int * Farm::getGlobalTickPtr ( ) [static]
```

Get the Global Tick Ptr object.

Returns

int* global tick pointer

5.18.3.5 isCellContainAnimal()

```
bool Farm::isCellContainAnimal (
    Coordinate c ) [private]
```

Memeriksa apakah suatu cell sedang ditempati oleh seekor hewan.

Parameters

c	cell yang ingin diperiksa
---	---------------------------

Returns

true cell ditempati hewan
false cell tidak ditempati hewan

5.18.3.6 isCellSteppableByPlayer()

```
bool Farm::isCellSteppableByPlayer (
    Coordinate c ) [private]
```

memeriksa apakah suatu cell dapat dipijak oleh pemain

Parameters

<i>c</i>	cell yang ingin diperiksa
----------	---------------------------

Returns

true cell dapat dipijak
false cell tidak dapat dipijak

5.18.3.7 isFacilityAheadPlayer()

```
bool Farm::isFacilityAheadPlayer ( )
```

Memeriksa apakah di depan player ada fasilitas.

Returns

true di depan player ada fasilitas
false di depan player tidak terdapat fasilitas

5.18.3.8 isGameOver()

```
bool Farm::isGameOver ( )
```

Memeriksa apakah permainan telah berakhir.

5.18.3.9 isPlayerPossibleDown()

```
bool Farm::isPlayerPossibleDown ( )
```

memeriksa apakah player dapat bergerak ke bawah

5.18.3.10 isPlayerPossibleLeft()

```
bool Farm::isPlayerPossibleLeft ( )
```

memeriksa apakah player dapat bergerak ke kiri

5.18.3.11 isPlayerPossibleRight()

```
bool Farm::isPlayerPossibleRight ( )
```

memeriksa apakah player dapat bergerak ke kanan

5.18.3.12 isPlayerPossibleUp()

```
bool Farm::isPlayerPossibleUp ( )
```

memeriksa apakah player dapat bergerak ke atas

5.18.3.13 playerCmdGrow()

```
void Farm::playerCmdGrow ( )
```

Memerintahkan player untuk menyiram land.

5.18.3.14 playerCmdInteract()

```
void Farm::playerCmdInteract ( )
```

memerintahkan player untuk berinteraksi dengan hewan atau fasilitas

5.18.3.15 `playerCmdKill()`

```
void Farm::playerCmdKill ( )
```

Memerintahkan player untuk menyembelih hewan.

5.18.3.16 `playerCmdMix()`

```
void Farm::playerCmdMix (
    std::string prod )
```

Menghandle perintah mixing.

5.18.3.17 `playerCmdShowReq()`

```
void Farm::playerCmdShowReq (
    std::string name )
```

Menghandle perintah showreq.

Parameters

<i>name</i>	Nama side product
-------------	-------------------

5.18.3.18 `playerCmdShowSideProducts()`

```
void Farm::playerCmdShowSideProducts ( )
```

Menghandle perintah showproducts.

5.18.3.19 `playerCmdTalk()`

```
void Farm::playerCmdTalk ( )
```

Memerintahkan player untuk berbicara dengan hewan.

5.18.3.20 `readAnimals()`

```
void Farm::readAnimals (
    std::string animalFilename )
```

read file eksternal animals

Parameters

<i>animalFilename</i>	nama file eksternal
-----------------------	---------------------

5.18.3.21 removeDeadAnimal()

```
void Farm::removeDeadAnimal ( )
```

menghapus animal yang telah mati di farmAnimals

5.18.3.22 terimaPerintah()

```
void Farm::terimaPerintah (
    std::string cmd )
```

Menerima perintah

Parameters

<i>cmd</i>	String perintah
------------	-----------------

5.18.4 Member Data Documentation

5.18.4.1 farmAnimals

```
LinkedList<FarmAnimal*> Farm::farmAnimals
```

List farmAnimals

5.18.4.2 globalTick

```
int Farm::globalTick = 0 [static]
```

Variabel tick global

5.18.4.3 map

```
Map Farm::map
```

Objek map

5.18.4.4 mixerFacility

```
Mixer* Farm::mixerFacility [private]
```

Objek Fasilitas [Mixer](#)

5.18.4.5 player

```
Player Farm::player
```

Objek player

5.18.4.6 truckFacility

```
Truck* Farm::truckFacility [private]
```

Objek Fasilitas [Truck](#)

5.18.4.7 wellFacility

```
Well* Farm::wellFacility [private]
```

Objek Fasilitas [Well](#)

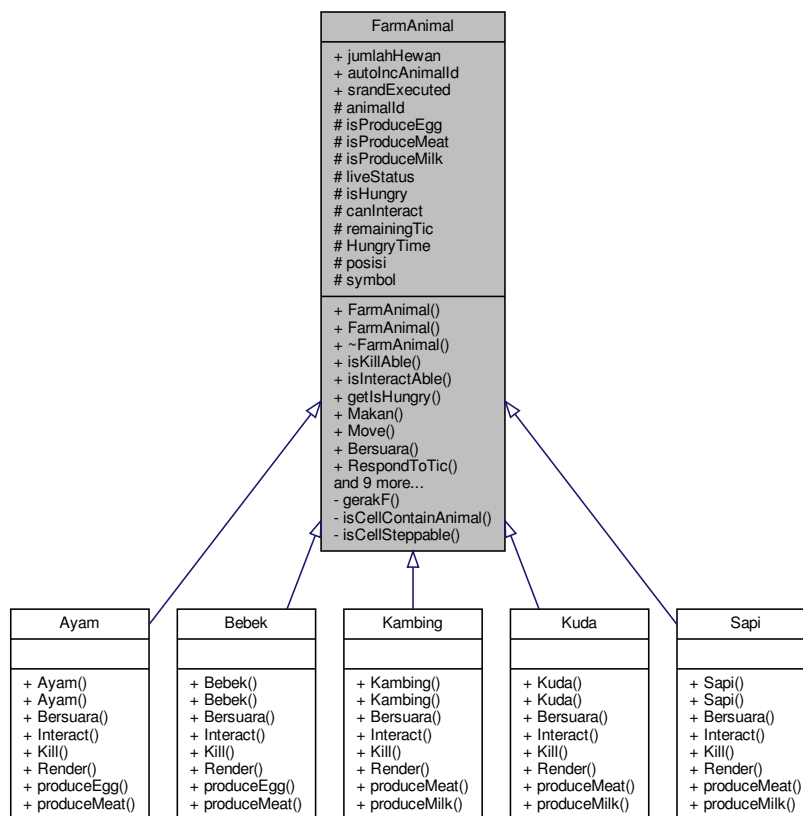
The documentation for this class was generated from the following files:

- [Farm.h](#)
- [Farm.cpp](#)

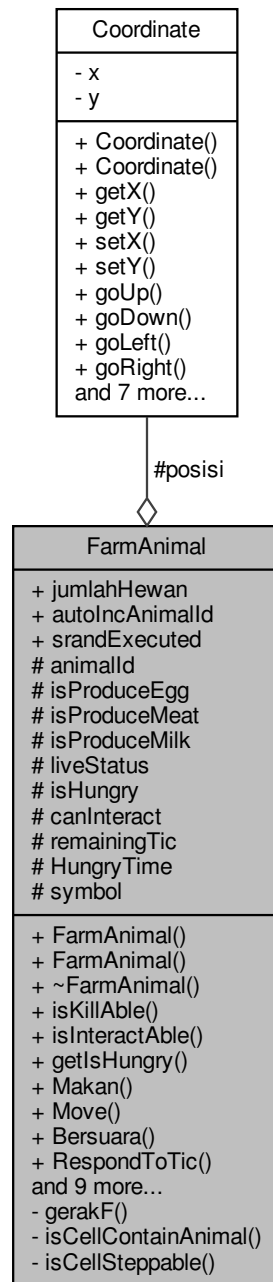
5.19 FarmAnimal Class Reference

```
#include <FarmAnimal.h>
```

Inheritance diagram for FarmAnimal:



Collaboration diagram for FarmAnimal:



Public Member Functions

- [FarmAnimal](#) ()
Construct a new [Farm](#) Animal object.
- [FarmAnimal](#) ([Coordinate](#) _posisi, int _HungryTime, bool _isProduceEgg, bool _isProduceMeat, bool _isProduceMilk)
Construct a new [Farm](#) Animal object.

- `~FarmAnimal ()`
dtor
- `bool isKillAble () const`
Hewan bisa menghasilkan daging atau tidak.
- `bool isInteractable () const`
Hewan bisa menghasilkan susu atau telur atau tidak.
- `bool getIsHungry () const`
Get the Is Hungry object.
- `void Makan (Cell ***cell)`
- `void Move (Cell ***cell, Coordinate &playerPos, LinkedList< FarmAnimal *> *farmAnimals)`
Hewan bergerak.
- `virtual void Bersuara () const`
- `void RespondToTic (Cell ***cell, Coordinate playerPos, LinkedList< FarmAnimal *> *farmAnimal)`
- `void countHungry ()`
- `virtual FarmProducts & Interact ()`
- `virtual FarmProducts & Kill ()`
- `bool isAlive () const`
- `Coordinate getPos () const`
- `char getSymbol () const`
Get the Symbol object.
- `FarmAnimal & operator= (const FarmAnimal &other)`
Overloading =.
- `bool operator== (const FarmAnimal &other)`
Override operator==.
- `bool operator!= (const FarmAnimal &other)`
Override operator!=.

Static Public Attributes

- `static int jumlahHewan = 0`
- `static int autoIncAnimalId = 0`
- `static bool srandExecuted = false`

Protected Attributes

- `int animalId`
- `bool isProduceEgg`
- `bool isProduceMeat`
- `bool isProduceMilk`
- `bool liveStatus`
- `bool isHungry`
- `bool canInteract`
- `int remainingTic`
- `int HungryTime`
- `Coordinate posisi`
- `char symbol`

Private Member Functions

- [Coordinate gerakF](#) (int c)
menghasilkan opsi gerak sesuai choice
- bool [isCellContainAnimal](#) ([LinkedList](#)< [FarmAnimal](#) *> *farmAnimals, [Coordinate](#) &c)
Memeriksa apakah di sebuah sel terdapat animal.
- bool [isCellSteppable](#) ([Cell](#) *cell, [LinkedList](#)< [FarmAnimal](#) *> *farmAnimals, [Coordinate](#) &playerPos)
memeriksa apakah suatu cell dapat dipijak oleh hewan

5.19.1 Detailed Description

Kelas [FarmAnimal](#) menyimpan semua jenis hewan

5.19.2 Constructor & Destructor Documentation

5.19.2.1 [FarmAnimal\(\)](#) [1/2]

```
FarmAnimal::FarmAnimal ( )
```

Construct a new [Farm](#) Animal object.

5.19.2.2 [FarmAnimal\(\)](#) [2/2]

```
FarmAnimal::FarmAnimal (
    Coordinate _posisi,
    int _HungryTime,
    bool _isProduceEgg,
    bool _isProduceMeat,
    bool _isProduceMilk )
```

Construct a new [Farm](#) Animal object.

Parameters

_posisi	posisi hewan
_HungryTime	waktu lapar hewan
_isProduceEgg	menghasilkan telur atau tidak
_isProduceMeat	menghasilkan daging atau tidak
_isProduceMilk	menghasilkan susu atau tidak

5.19.2.3 ~FarmAnimal()

```
FarmAnimal::~~FarmAnimal ( )
```

dtor

5.19.3 Member Function Documentation

5.19.3.1 Bersuara()

```
void FarmAnimal::Bersuara ( ) const [virtual]
```

virtual bersuara

Pure virtual bersuara

Reimplemented in [Ayam](#), [Kambing](#), [Kuda](#), [Sapi](#), and [Bebek](#).

5.19.3.2 countHungry()

```
void FarmAnimal::countHungry ( )
```

Menghitung waktu hingga lapar =====Diubah dari int menjadi void karena tidak perlu return int

Menghitung waktu hingga lapar

5.19.3.3 gerakF()

```
Coordinate FarmAnimal::gerakF (
    int c ) [private]
```

menghasilkan opsi gerak sesuai choice

Parameters

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

Returns

[Coordinate](#)

5.19.3.4 `getIsHungry()`

```
bool FarmAnimal::getIsHungry ( ) const
```

Get the Is Hungry object.

Returns

true hewan lapar
false hewan tidak lapar

5.19.3.5 `getPos()`

```
Coordinate FarmAnimal::getPos ( ) const
```

Mengembalikan posisi hewan =====Diubah karena tidak ada getter

Mengembalikan posisi hewan

5.19.3.6 `getSymbol()`

```
char FarmAnimal::getSymbol ( ) const
```

Get the Symbol object.

Returns

char simbol hewan

5.19.3.7 `Interact()`

```
FarmProducts & FarmAnimal::Interact ( ) [virtual]
```

Pure virtual interact. Menghasilkan susu atau telur

Reimplemented in [Ayam](#), [Kambing](#), [Kuda](#), [Sapi](#), and [Bebek](#).

5.19.3.8 `isAlive()`

```
bool FarmAnimal::isAlive ( ) const
```

Status hewan mati atau tidak =====Diubah karena tidak ada getter

Status hewan mati atau tidak

5.19.3.9 isCellContainAnimal()

```
bool FarmAnimal::isCellContainAnimal (
    LinkedList< FarmAnimal *> * farmAnimals,
    Coordinate & c ) [private]
```

Memeriksa apakah di sebuah sel terdapat animal.

5.19.3.10 isCellSteppable()

```
bool FarmAnimal::isCellSteppable (
    Cell * cell,
    LinkedList< FarmAnimal *> * farmAnimals,
    Coordinate & playerPos ) [private]
```

memeriksa apakah suatu cell dapat dipijak oleh hewan

Parameters

<i>cell</i>	cell yang ingin diperiksa
<i>farmAnimals</i>	pointer to farm animals
<i>playerPos</i>	posisi player

Returns

true jika cell bisa dipijak
false jika cell tidak bisa dipijak

5.19.3.11 isInteractable()

```
bool FarmAnimal::isInteractable ( ) const
```

Hewan bisa menghasilkan susu atau telur atau tidak.

Returns

True or False

5.19.3.12 isKillAble()

```
bool FarmAnimal::isKillAble ( ) const
```

Hewan bisa menghasilkan daging atau tidak.

Returns

True or False

5.19.3.13 Kill()

```
FarmProducts & FarmAnimal::Kill ( ) [virtual]
```

Pure virtual kill. Menghasilkan daging

Reimplemented in [Kambing](#), [Kuda](#), [Sapi](#), [Ayam](#), and [Bebek](#).

5.19.3.14 Makan()

```
void FarmAnimal::Makan (
    Cell *** cell )
```

Hewan makan

5.19.3.15 Move()

```
void FarmAnimal::Move (
    Cell *** cell,
    Coordinate & playerPos,
    LinkedList< FarmAnimal *> * farmAnimals )
```

Hewan bergerak.

Parameters

<i>cell</i>	pointer ke map
<i>playerPos</i>	posisi player
<i>farmAnimals</i>	

Hewan bergerak

5.19.3.16 operator!=(=)

```
bool FarmAnimal::operator!= (
    const FarmAnimal & other )
```

Override operator!=.

Parameters

<i>other</i>	FarmAnimal lain
--------------	---------------------------------

Returns

true Jika animalId beda
false Jika animalId sama

5.19.3.17 operator=()

```
FarmAnimal & FarmAnimal::operator= (
    const FarmAnimal & other )
```

Overloading =.

Parameters

<i>other</i>	
--------------	--

Returns

[FarmAnimal](#)&

5.19.3.18 operator==()

```
bool FarmAnimal::operator== (
    const FarmAnimal & other )
```

Override operator==.

Parameters

<i>other</i>	FarmAnimal lain
--------------	---------------------------------

Returns

true Jika animalId sama
false Jika animalId beda

5.19.3.19 RespondToTic()

```
void FarmAnimal::RespondToTic (
    Cell *** cell,
    Coordinate playerPos,
    LinkedList< FarmAnimal *> * farmAnimal )
```

Aksi hewan setiap Tic

5.19.4 Member Data Documentation

5.19.4.1 animalId

```
int FarmAnimal::animalId [protected]
```

ID hewan

5.19.4.2 autoIncAnimalId

```
int FarmAnimal::autoIncAnimalId = 0 [static]
```

5.19.4.3 canInteract

```
bool FarmAnimal::canInteract [protected]
```

Status hewan sudah bisa interact atau belum

5.19.4.4 HungryTime

```
int FarmAnimal::HungryTime [protected]
```

Waktu lapar

5.19.4.5 isHungry

```
bool FarmAnimal::isHungry [protected]
```

Status hewan lapar atau tidak

5.19.4.6 isProduceEgg

```
bool FarmAnimal::isProduceEgg [protected]
```

Menghasilkan telur atau tidak

5.19.4.7 isProduceMeat

```
bool FarmAnimal::isProduceMeat [protected]
```

Menghasilkan daging atau tidak

5.19.4.8 isProduceMilk

```
bool FarmAnimal::isProduceMilk [protected]
```

Menghasilkan susu atau tidak

5.19.4.9 jumlahHewan

```
int FarmAnimal::jumlahHewan = 0 [static]
```

Jumlah hewan di suatu waktu

5.19.4.10 liveStatus

```
bool FarmAnimal::liveStatus [protected]
```

Status hidup atau mati

5.19.4.11 posisi

```
Coordinate FarmAnimal::posisi [protected]
```

Posisi hewan pada cell

5.19.4.12 remainingTic

```
int FarmAnimal::remainingTic [protected]
```

Ketika hewan lapar, akan memberitahu berapa lama lagi hewan itu lapar (HungryTime .. 0). Ketika hewan tidak lapar, akan memberitahu berapa lama lagi hewan itu akan mati (0 .. -5)

5.19.4.13 srandExecuted

```
bool FarmAnimal::srandExecuted = false [static]
```

5.19.4.14 symbol

```
char FarmAnimal::symbol [protected]
```

Simbol hewan

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

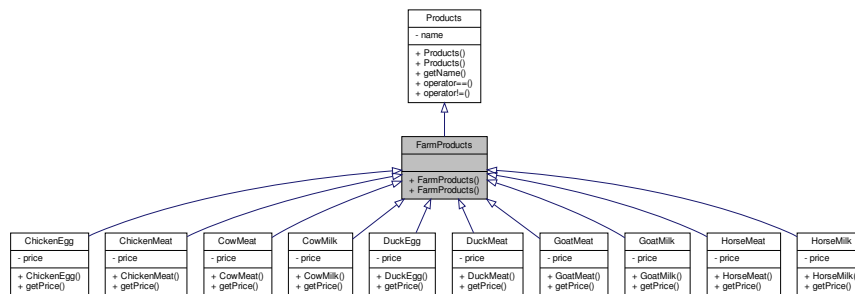
- [animals/FarmAnimal.h](#)
- [animals/FarmAnimal.cpp](#)

5.20 FarmProducts Class Reference

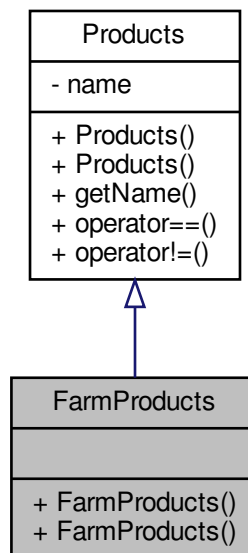
Kelas [FarmProducts](#) yang menyimpan kelas-kelas produk mentah peternakan.

```
#include <FarmProducts.h>
```

Inheritance diagram for FarmProducts:



Collaboration diagram for FarmProducts:



Public Member Functions

- [FarmProducts](#) ()
- [FarmProducts](#) (std::string [name](#))

5.20.1 Detailed Description

Kelas [FarmProducts](#) yang menyimpan kelas-kelas produk mentah peternakan.

5.20.2 Constructor & Destructor Documentation

5.20.2.1 FarmProducts() [1/2]

```
FarmProducts::FarmProducts ( ) [inline]
```

5.20.2.2 FarmProducts() [2/2]

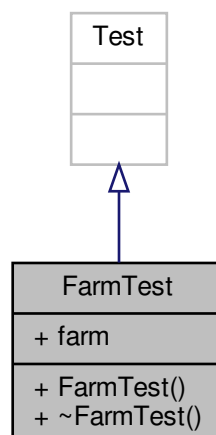
```
FarmProducts::FarmProducts (
    std::string name ) [inline]
```

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

- products/[FarmProducts.h](#)

5.21 FarmTest Struct Reference

Inheritance diagram for FarmTest:



5.21.1 Constructor & Destructor Documentation

5.21.1.1 FarmTest()

```
FarmTest::FarmTest ( ) [inline]
```

5.21.1.2 ~FarmTest()

```
FarmTest::~~FarmTest ( ) [inline]
```

5.21.2 Member Data Documentation

5.21.2.1 farm

```
Farm* FarmTest::farm = new Farm("Map.txt", "Animlas.txt")
```

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

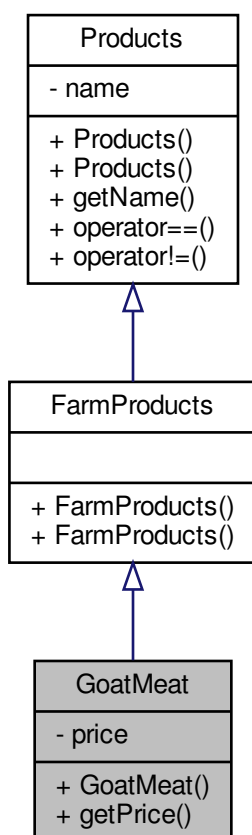
- [FarmTests.cc](#)

5.22 GoatMeat Class Reference

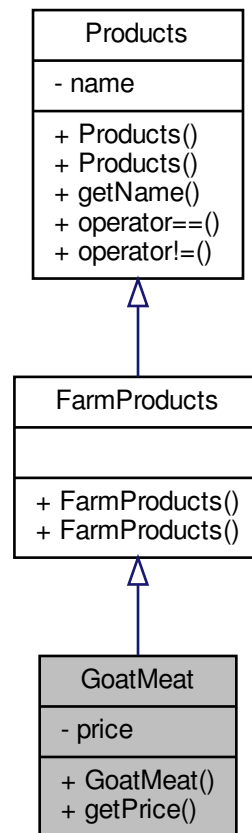
Kelas [HorseMilk](#) yang diturunkan dari [FarmProducts](#).

```
#include <GoatMeat.h>
```

Inheritance diagram for GoatMeat:



Collaboration diagram for GoatMeat:



Public Member Functions

- [GoatMeat](#) ()
ctor default

Static Public Member Functions

- static long [getPrice](#) ()
getter price

Static Private Attributes

- static const long [price](#) = 15000

5.22.1 Detailed Description

Kelas [HorseMilk](#) yang diturunkan dari [FarmProducts](#).

5.22.2 Constructor & Destructor Documentation

5.22.2.1 GoatMeat()

```
GoatMeat::GoatMeat ( )
```

ctor default

Kelas [GoatMeat](#) yang diturunkan dari [FarmProducts](#).

ctor default

5.22.3 Member Function Documentation

5.22.3.1 getPrice()

```
long GoatMeat::getPrice ( ) [static]
```

getter price

Returns

long price dari produk farm tersebut

5.22.4 Member Data Documentation

5.22.4.1 price

```
const long GoatMeat::price = 15000 [static], [private]
```

Harga dari produk

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

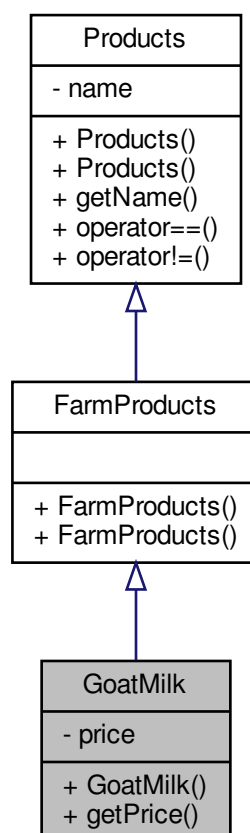
- [products/GoatMeat.h](#)
- [products/GoatMeat.cpp](#)

5.23 GoatMilk Class Reference

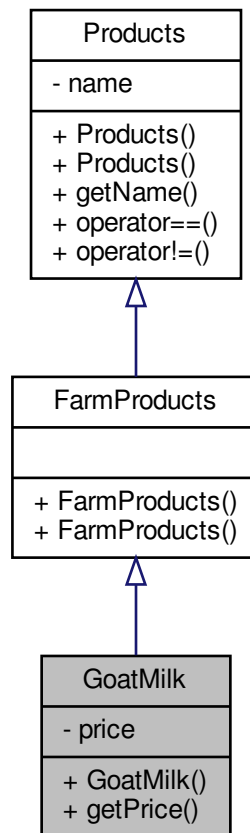
Kelas [GoatMilk](#) yang diturunkan dari [FarmProducts](#).

```
#include <GoatMilk.h>
```

Inheritance diagram for GoatMilk:



Collaboration diagram for GoatMilk:



Public Member Functions

- [GoatMilk](#) ()
ctor default

Static Public Member Functions

- static long [getPrice](#) ()
getter price

Static Private Attributes

- static const long [price](#) = 2000

5.23.1 Detailed Description

Kelas [GoatMilk](#) yang diturunkan dari [FarmProducts](#).

5.23.2 Constructor & Destructor Documentation

5.23.2.1 GoatMilk()

```
GoatMilk::GoatMilk ( )
```

ctor default

Kelas [GoatMilk](#) yang diturunkan dari [FarmProducts](#).

ctor default

5.23.3 Member Function Documentation

5.23.3.1 getPrice()

```
long GoatMilk::getPrice ( ) [static]
```

getter price

Returns

long price dari produk farm tersebut

5.23.4 Member Data Documentation

5.23.4.1 price

```
const long GoatMilk::price = 2000 [static], [private]
```

Harga dari produk

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

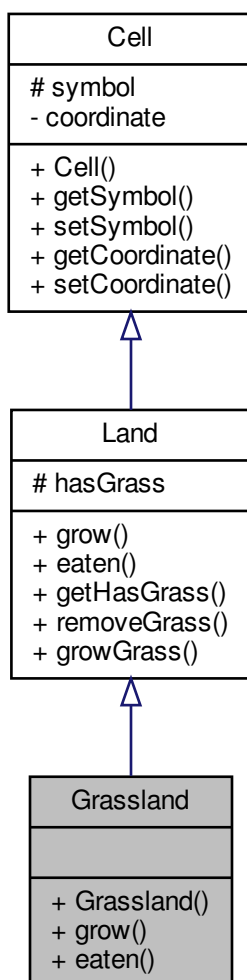
- [products/GoatMilk.h](#)
- [products/GoatMilk.cpp](#)

5.24 Grassland Class Reference

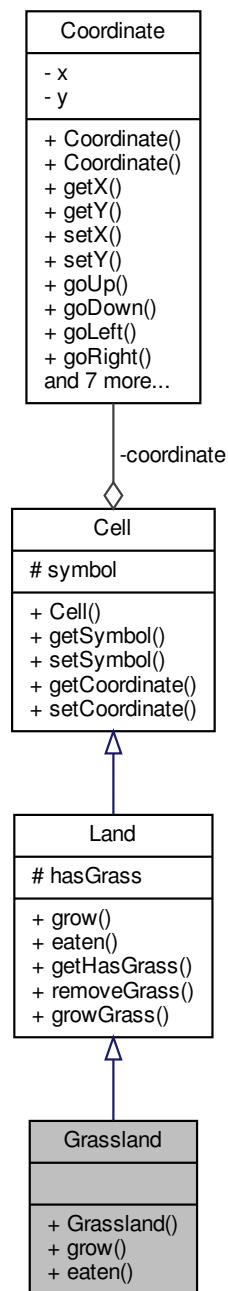
Kelas [Grassland](#) digunakan untuk beternak hewan penghasil susu.

```
#include <Grassland.h>
```

Inheritance diagram for Grassland:



Collaboration diagram for Grassland:



Public Member Functions

- **Grassland** (**Coordinate** coordinateCell, bool **hasGrass**)
ctor parameter, inisialisasi simbol '-'
- void **grow** ()
memanggil fungsi growGrass, mengubah char symbol menjadi '#'
- void **eaten** ()
memanggil fungsi removeGrass, mengubah char symbol menjadi '-'

Additional Inherited Members

5.24.1 Detailed Description

Kelas [Grassland](#) digunakan untuk beternak hewan penghasil susu.

5.24.2 Constructor & Destructor Documentation

5.24.2.1 Grassland()

```
Grassland::Grassland (
    Coordinate coordinateCell,
    bool hasGrass )
```

ctor parameter, inialisasi simbol '-'

Parameters

Coordinate	coordinateCell berisi absis dan ordinat cell
----------------------------	--

5.24.3 Member Function Documentation

5.24.3.1 eaten()

```
void Grassland::eaten ( ) [virtual]
```

memanggil fungsi removeGrass, mengubah char symbol menjadi '-'

memanggil fungsi remove Grass, mengubah char symbol menjadi '-'

Implements [Land](#).

5.24.3.2 grow()

```
void Grassland::grow ( ) [virtual]
```

memanggil fungsi growGrass, mengubah char symbol menjadi '#'

Implements [Land](#).

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

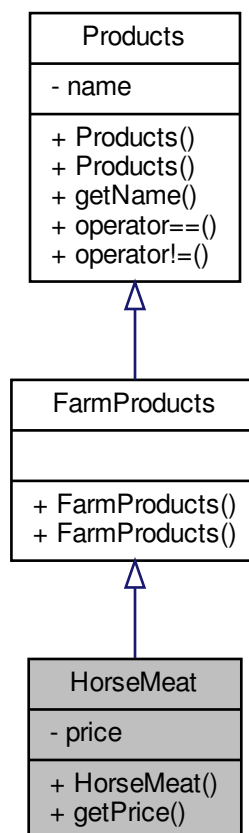
- [cell/Grassland.h](#)
- [cell/Grassland.cpp](#)

5.25 HorseMeat Class Reference

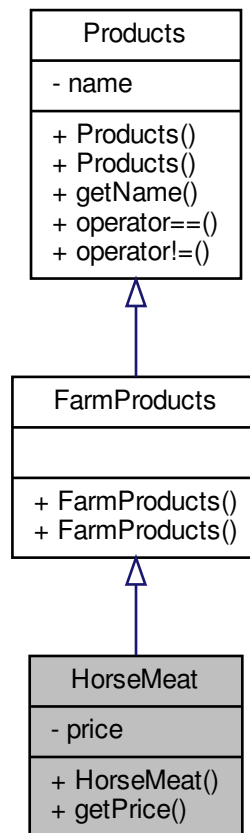
Kelas [HorseMeat](#) yang diturunkan dari [FarmProducts](#).

```
#include <HorseMeat.h>
```

Inheritance diagram for HorseMeat:



Collaboration diagram for HorseMeat:



Public Member Functions

- [HorseMeat](#) ()
ctor default

Static Public Member Functions

- static long [getPrice](#) ()
getter price

Static Private Attributes

- static const long [price](#) = 20000

5.25.1 Detailed Description

Kelas [HorseMeat](#) yang diturunkan dari [FarmProducts](#).

5.25.2 Constructor & Destructor Documentation

5.25.2.1 HorseMeat()

```
HorseMeat::HorseMeat ( )
```

ctor default

Kelas [HorseMeat](#) yang diturunkan dari [FarmProducts](#).

ctor default

5.25.3 Member Function Documentation

5.25.3.1 getPrice()

```
long HorseMeat::getPrice ( ) [static]
```

getter price

Returns

long price dari produk farm tersebut

5.25.4 Member Data Documentation

5.25.4.1 price

```
const long HorseMeat::price = 20000 [static], [private]
```

Harga dari produk

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

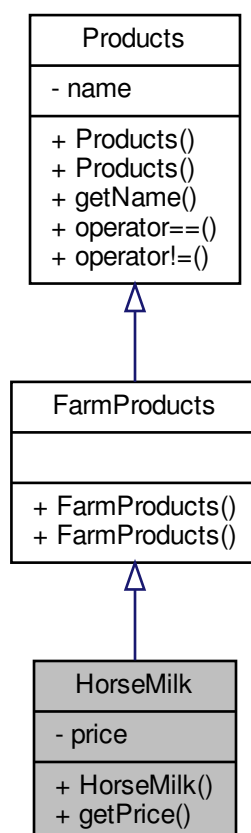
- [products/HorseMeat.h](#)
- [products/HorseMeat.cpp](#)

5.26 HorseMilk Class Reference

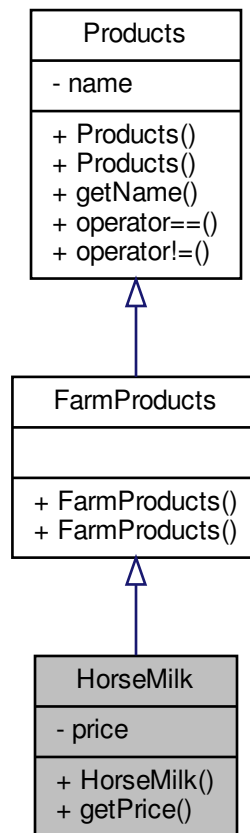
Kelas [HorseMilk](#) yang diturunkan dari [FarmProducts](#).

```
#include <HorseMilk.h>
```

Inheritance diagram for HorseMilk:



Collaboration diagram for HorseMilk:



Public Member Functions

- [HorseMilk](#) ()
ctor default

Static Public Member Functions

- static long [getPrice](#) ()
getter price

Static Private Attributes

- static const long [price](#) = 40000

5.26.1 Detailed Description

Kelas [HorseMilk](#) yang diturunkan dari [FarmProducts](#).

5.26.2 Constructor & Destructor Documentation

5.26.2.1 HorseMilk()

```
HorseMilk::HorseMilk ( )
```

ctor default

Kelas [HorseMilk](#) yang diturunkan dari [FarmProducts](#).

ctor default

5.26.3 Member Function Documentation

5.26.3.1 getPrice()

```
long HorseMilk::getPrice ( ) [static]
```

getter price

Returns

long price dari produk farm tersebut

5.26.4 Member Data Documentation

5.26.4.1 price

```
const long HorseMilk::price = 40000 [static], [private]
```

Harga dari produk

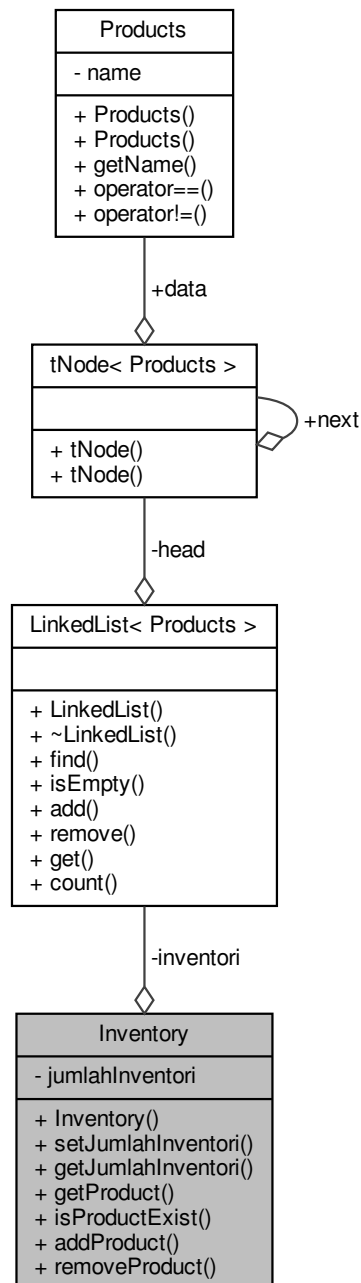
The documentation for this class was generated from the following files:

- [products/HorseMilk.h](#)
- [products/HorseMilk.cpp](#)

5.27 Inventory Class Reference

```
#include <Inventory.h>
```

Collaboration diagram for Inventory:



Public Member Functions

- [Inventory](#) ()

- void `setJumlahInventori` (int jumlah)
- int `getJumlahInventori` ()
- `Products` `getProduct` (int idx)
- bool `isProductExist` (`Products` p)
- void `addProduct` (`Products` p)
- void `removeProduct` (`Products` p)

Private Attributes

- int `jumlahInventori`
- `LinkedList< Products >` `inventori`

5.27.1 Constructor & Destructor Documentation

5.27.1.1 `Inventory()`

```
Inventory::Inventory ( )
```

Wadah air yang sudah terisi Default constructor

5.27.2 Member Function Documentation

5.27.2.1 `addProduct()`

```
void Inventory::addProduct (
    Products p )
```

Add Product

5.27.2.2 `getJumlahInventori()`

```
int Inventory::getJumlahInventori ( )
```

Get jumlah inventori

Getter dan setter Get jumlah inventori

5.27.2.3 `getProduct()`

```
Products Inventory::getProduct (
    int idx )
```

Get Product

5.27.2.4 isProductExist()

```
bool Inventory::isProductExist (
    Products p )
```

Is Product exist

5.27.2.5 removeProduct()

```
void Inventory::removeProduct (
    Products p )
```

Is Product exist

5.27.2.6 setJumlahInventori()

```
void Inventory::setJumlahInventori (
    int jumlah )
```

Getter dan setter Set jumlah inventori

5.27.3 Member Data Documentation

5.27.3.1 inventori

```
LinkedList<Products> Inventory::inventori [private]
```

Array Inventori

5.27.3.2 jumlahInventori

```
int Inventory::jumlahInventori [private]
```

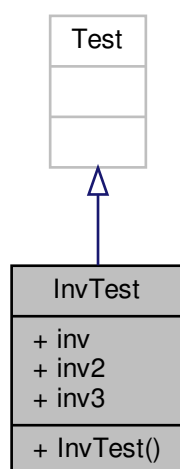
Jumlah Barang saat ini

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

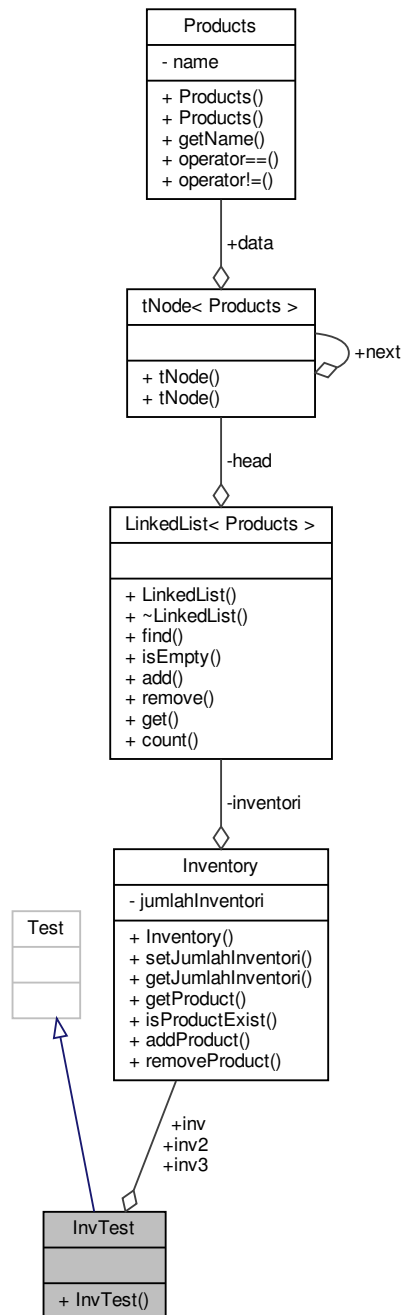
- [Inventory.h](#)
- [Inventory.cpp](#)

5.28 InvTest Struct Reference

Inheritance diagram for InvTest:



Collaboration diagram for InvTest:



Public Member Functions

- [InvTest \(\)](#)

Public Attributes

- [Inventory inv](#)

- [Inventory inv2](#)
- [Inventory inv3](#)

5.28.1 Constructor & Destructor Documentation

5.28.1.1 InvTest()

```
InvTest::InvTest ( ) [inline]
```

5.28.2 Member Data Documentation

5.28.2.1 inv

```
Inventory InvTest::inv
```

5.28.2.2 inv2

```
Inventory InvTest::inv2
```

5.28.2.3 inv3

```
Inventory InvTest::inv3
```

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

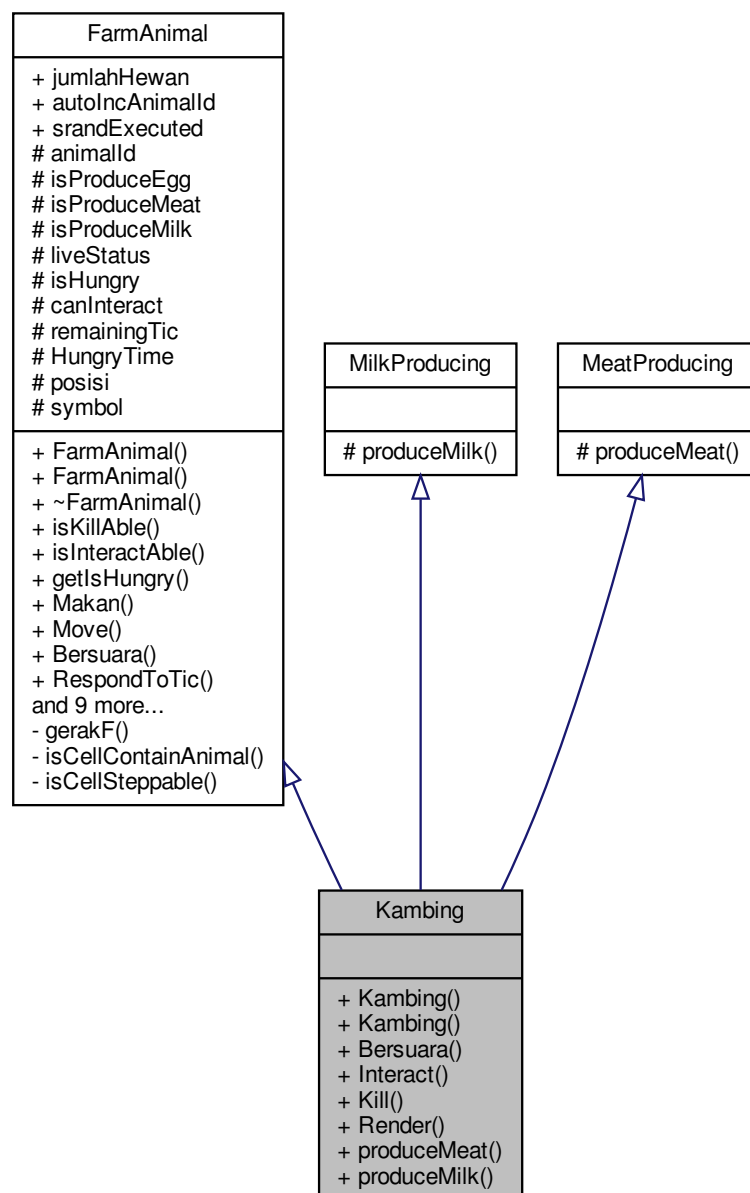
- [InventoryTests.cc](#)

5.29 Kambing Class Reference

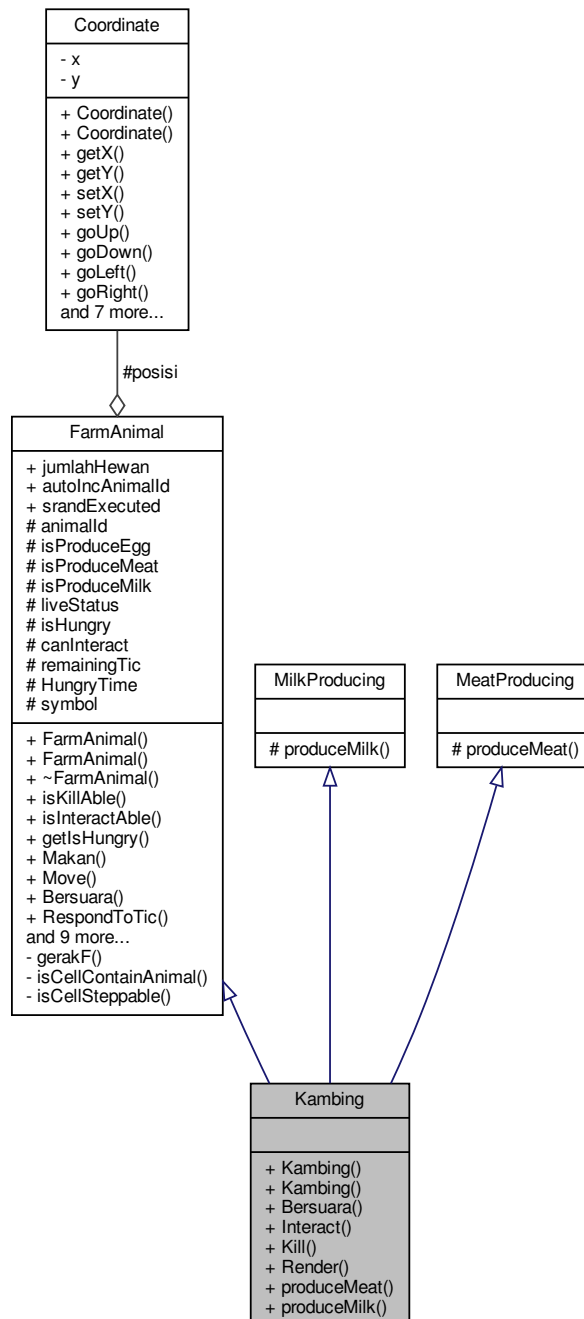
Kelas [Kambing](#) diturunkan dari [FarmAnimal](#).

```
#include <Kambing.h>
```

Inheritance diagram for Kambing:



Collaboration diagram for Kambing:



Public Member Functions

- [Kambing](#) ()
default ctor
- [Kambing](#) ([Coordinate](#) _posisi, int _HungryTime)
ctor dengan parameter
- void [Bersuara](#) () const

- *Kambing* bersuara.
- [FarmProducts](#) & [Interact](#) ()
- *Kambing* menghasilkan susu.
- [FarmProducts](#) & [Kill](#) ()
- *Kambing* menghasilkan daging dan mati.
- char [Render](#) () const
- [FarmProducts](#) & [produceMeat](#) ()
- [FarmProducts](#) & [produceMilk](#) ()

Additional Inherited Members

5.29.1 Detailed Description

Kelas [Kambing](#) diturunkan dari [FarmAnimal](#).

5.29.2 Constructor & Destructor Documentation

5.29.2.1 [Kambing\(\)](#) [1/2]

```
Kambing::Kambing ( )
```

default ctor

5.29.2.2 [Kambing\(\)](#) [2/2]

```
Kambing::Kambing (
    Coordinate _posisi,
    int _HungryTime )
```

ctor dengan parameter

Parameters

<code>_posisi</code>	posisi hewan
<code>_HungryTime</code>	Waktu lapar hewan

5.29.3 Member Function Documentation

5.29.3.1 Bersuara()

```
void Kambing::Bersuara ( ) const [virtual]
```

[Kambing](#) bersuara.

Reimplemented from [FarmAnimal](#).

5.29.3.2 Interact()

```
FarmProducts & Kambing::Interact ( ) [virtual]
```

[Kambing](#) menghasilkan susu.

Returns

[FarmProducts](#) berupa susu kambing

Reimplemented from [FarmAnimal](#).

5.29.3.3 Kill()

```
FarmProducts & Kambing::Kill ( ) [virtual]
```

[Kambing](#) menghasilkan daging dan mati.

Returns

[FarmProducts](#) berupa daging kambing

Reimplemented from [FarmAnimal](#).

5.29.3.4 produceMeat()

```
FarmProducts & Kambing::produceMeat ( ) [virtual]
```

Menghasilkan daging kambing

Implements [MeatProducing](#).

5.29.3.5 produceMilk()

```
FarmProducts & Kambing::produceMilk ( ) [virtual]
```

Menghasilkan susu kambing

Implements [MilkProducing](#).

5.29.3.6 Render()

```
char Kambing::Render ( ) const
```

Menggambar [Kambing](#) dengan K

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

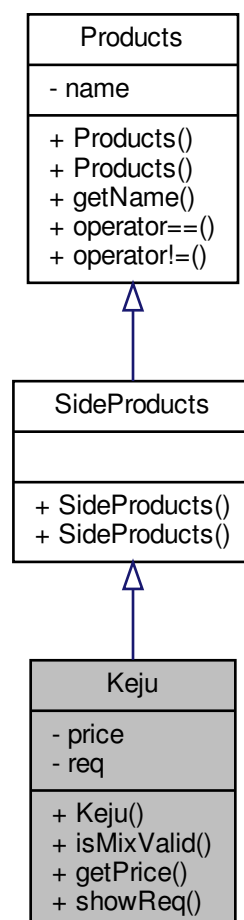
- [animals/Kambing.h](#)
- [animals/Kambing.cpp](#)

5.30 Keju Class Reference

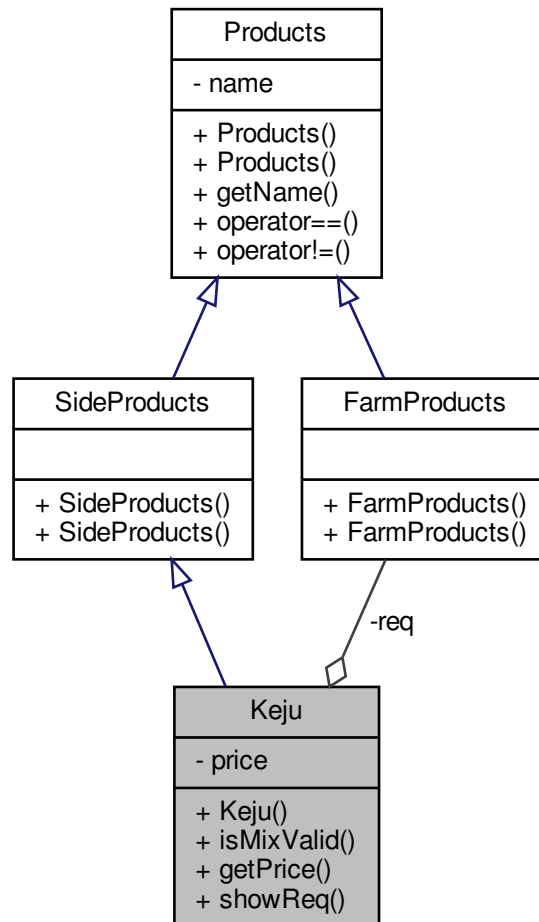
Kelas [Keju](#) diturunkan dari [SideProducts](#).

```
#include <Keju.h>
```

Inheritance diagram for Keju:



Collaboration diagram for Keju:



Public Member Functions

- [Keju \(\)](#)
ctor default

Static Public Member Functions

- static bool [isMixValid \(Inventory &a\)](#)
checker apakah isi ransel cukup untuk membuat objek
- static long [getPrice \(\)](#)
getter price
- static void [showReq \(\)](#)
menunjukkan resep pencampuran untuk produk

Static Private Attributes

- static const long `price` = 100000
- static const `FarmProducts` * `req []` = {new `CowMilk()`, new `CowMilk()`}

5.30.1 Detailed Description

Kelas `Keju` diturunkan dari `SideProducts`.

5.30.2 Constructor & Destructor Documentation

5.30.2.1 `Keju()`

```
Keju::Keju ( )
```

ctor default

Kelas `Keju` diturunkan dari `SideProducts`.

ctor default

5.30.3 Member Function Documentation

5.30.3.1 `getPrice()`

```
long Keju::getPrice ( ) [static]
```

getter price

Returns

long harga produk

5.30.3.2 `isMixValid()`

```
bool Keju::isMixValid (
    Inventory & a ) [static]
```

checker apakah isi ransel cukup untuk membuat objek

Returns

true isi ransel cukup
false isi ransel tidak cukup

5.30.3.3 showReq()

```
void Keju::showReq ( ) [static]
```

menunjukkan resep pencampuran untuk produk

5.30.4 Member Data Documentation

5.30.4.1 price

```
const long Keju::price = 100000 [static], [private]
```

Harga dari produk

5.30.4.2 req

```
const FarmProducts * Keju::req = {new CowMilk(), new CowMilk()} [static], [private]
```

Resep susu sapi + susu sapi

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

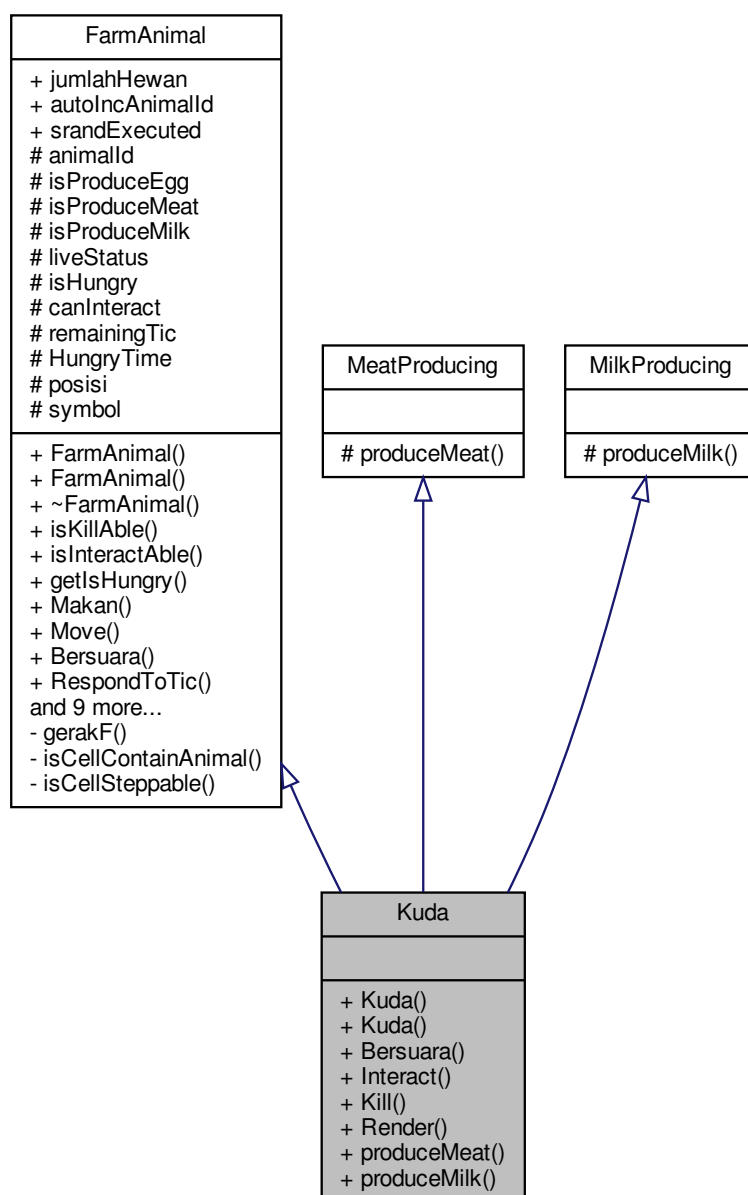
- [products/Keju.h](#)
- [products/Keju.cpp](#)

5.31 Kuda Class Reference

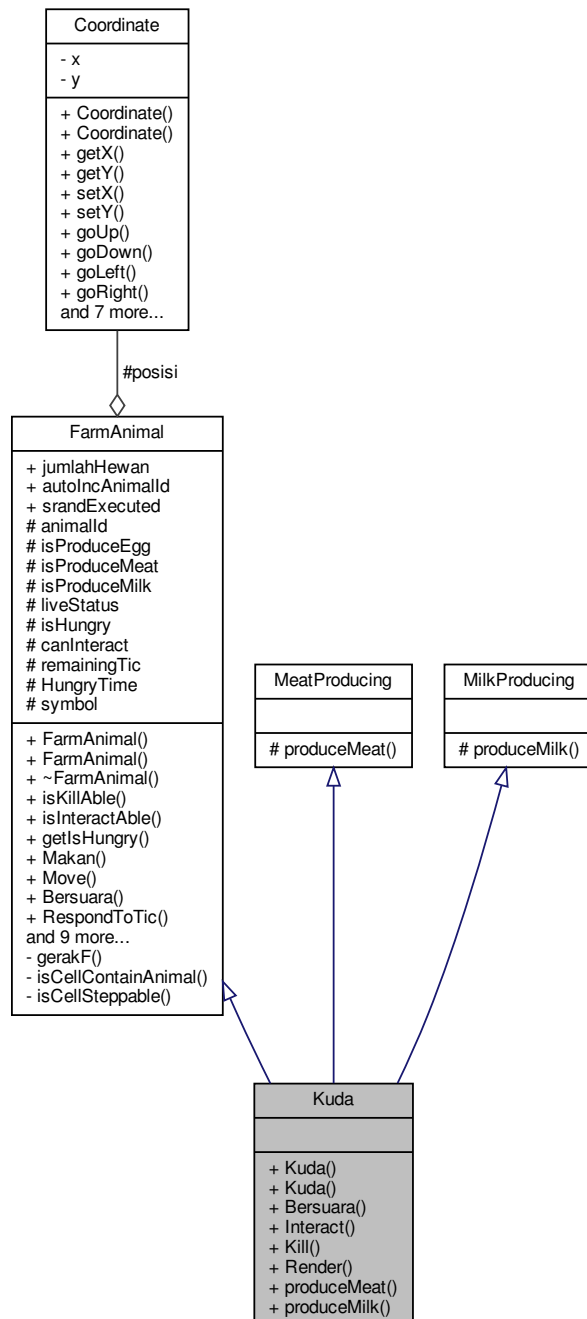
Kelas [Kuda](#) diturunkan dari [FarmAnimal](#).

```
#include <Kuda.h>
```

Inheritance diagram for Kuda:



Collaboration diagram for Kuda:



Public Member Functions

- [Kuda](#) ()
default ctor
- [Kuda](#) ([Coordinate](#) _posisi, int _HungryTime)
ctor dengan parameter
- void [Bersuara](#) () const

- *Kuda bersuara.*
• [FarmProducts](#) & [Interact](#) ()
Kuda menghasilkan susu.
- [FarmProducts](#) & [Kill](#) ()
Kuda menghasilkan daging dan mati.
- char [Render](#) () const
- [FarmProducts](#) & [produceMeat](#) ()
- [FarmProducts](#) & [produceMilk](#) ()

Additional Inherited Members

5.31.1 Detailed Description

Kelas [Kuda](#) diturunkan dari [FarmAnimal](#).

5.31.2 Constructor & Destructor Documentation

5.31.2.1 [Kuda\(\)](#) [1/2]

```
Kuda::Kuda ( )
```

default ctor

5.31.2.2 [Kuda\(\)](#) [2/2]

```
Kuda::Kuda (
    Coordinate _posisi,
    int _HungryTime )
```

ctor dengan parameter

Parameters

<code>_posisi</code>	posisi hewan
<code>_HungryTime</code>	Waktu lapar hewan

5.31.3 Member Function Documentation

5.31.3.1 Bersuara()

```
void Kuda::Bersuara ( ) const [virtual]
```

[Kuda](#) bersuara.

Reimplemented from [FarmAnimal](#).

5.31.3.2 Interact()

```
FarmProducts & Kuda::Interact ( ) [virtual]
```

[Kuda](#) menghasilkan susu.

Returns

[FarmProducts](#) berupa susu kuda

Reimplemented from [FarmAnimal](#).

5.31.3.3 Kill()

```
FarmProducts & Kuda::Kill ( ) [virtual]
```

[Kuda](#) menghasilkan daging dan mati.

Returns

[FarmProducts](#) berupa daging kuda

Reimplemented from [FarmAnimal](#).

5.31.3.4 produceMeat()

```
FarmProducts & Kuda::produceMeat ( ) [virtual]
```

Menghasilkan daging kuda

Implements [MeatProducing](#).

5.31.3.5 produceMilk()

```
FarmProducts & Kuda::produceMilk ( ) [virtual]
```

Menghasilkan susu kuda

Implements [MilkProducing](#).

5.31.3.6 Render()

```
char Kuda::Render ( ) const
```

Menggambar [Kuda](#) dengan H

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

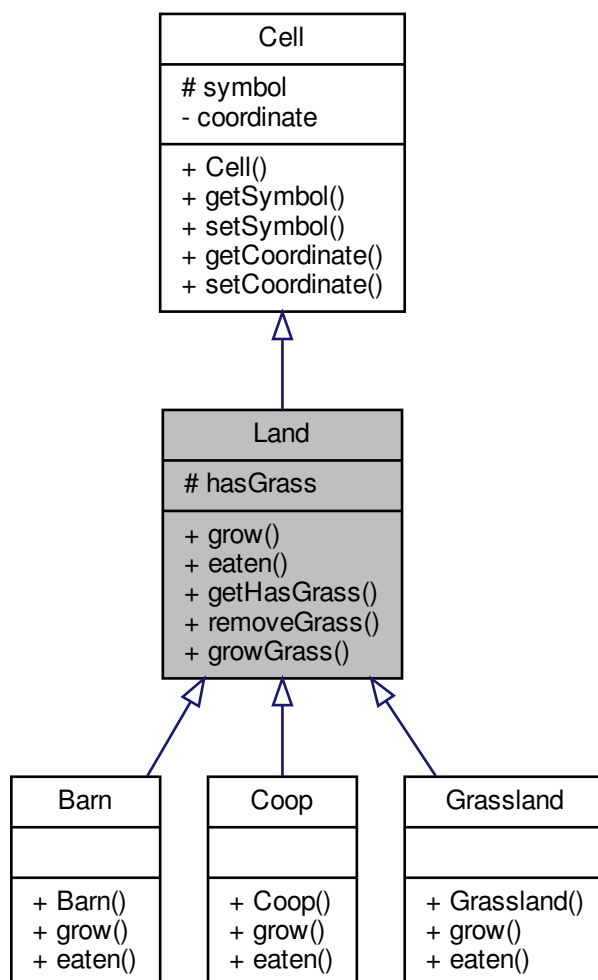
- [animals/Kuda.h](#)
- [animals/Kuda.cpp](#)

5.32 Land Class Reference

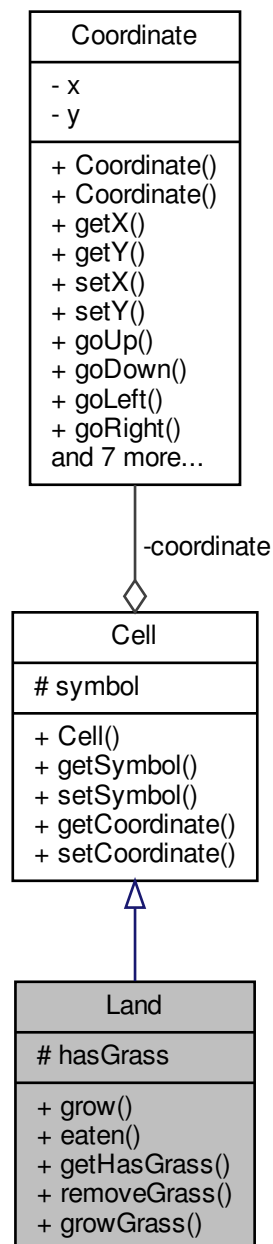
Kelas [Land](#) adalah daerah untuk beternak hewan.

```
#include <Land.h>
```

Inheritance diagram for Land:



Collaboration diagram for Land:



Public Member Functions

- virtual void `grow ()`=0
mengubah nilai symbol sesuai jenis land, asumsi pemanggilan sudah benar. `grow()` saat `hasGrass = false`
- virtual void `eaten ()`=0
mengubah nilai symbol sesuai jenis land, asumsi pemanggilan sudah benar. `eaten()` saat `hasGrass = true`
- bool `getHasGrass ()`

- getter hasGrass*
 - void [removeGrass](#) ()
 - setter hasGrass = false*
 - void [growGrass](#) ()
 - setter hasGrass = true*

Protected Attributes

- bool [hasGrass](#)

5.32.1 Detailed Description

Kelas [Land](#) adalah daerah untuk beternak hewan.

5.32.2 Member Function Documentation

5.32.2.1 [eaten\(\)](#)

```
virtual void Land::eaten ( ) [pure virtual]
```

mengubah nilai symbol sesuai jenis land, asumsi pemanggilan sudah benar. [eaten\(\)](#) saat hasGrass = true

Implemented in [Barn](#), [Coop](#), and [Grassland](#).

5.32.2.2 [getHasGrass\(\)](#)

```
bool Land::getHasGrass ( )
```

getter hasGrass

Returns

bool hasGrass

5.32.2.3 [grow\(\)](#)

```
virtual void Land::grow ( ) [pure virtual]
```

mengubah nilai symbol sesuai jenis land, asumsi pemanggilan sudah benar. [grow\(\)](#) saat hasGrass = false

Implemented in [Barn](#), [Coop](#), and [Grassland](#).

5.32.2.4 growGrass()

```
void Land::growGrass ( )
```

setter hasGrass = true

5.32.2.5 removeGrass()

```
void Land::removeGrass ( )
```

setter hasGrass = false

5.32.3 Member Data Documentation

5.32.3.1 hasGrass

```
bool Land::hasGrass [protected]
```

bool ditumbuhi grass

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

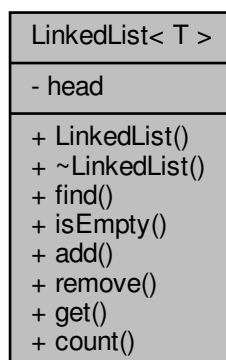
- cell/[Land.h](#)
- cell/[Land.cpp](#)

5.33 LinkedList< T > Class Template Reference

Kelas [LinkedList](#) yang mampu menyimpan tipe generic.

```
#include <LinkedList.h>
```

Collaboration diagram for LinkedList< T >:



Public Member Functions

- [LinkedList](#) ()
Membuat objek linked list baru sesuai tipe.
- [~LinkedList](#) ()
Destroy the Linked List object.
- int [find](#) (T el) const
Mengembalikan indeks dimana elemen ditemukan, -1 jika tidak ada.
- bool [isEmpty](#) () const
Mengembalikan True jika linked list kosong.
- void [add](#) (T el)
Menambahkan elemen sebagai elemen paling akhir.
- void [remove](#) (T el)
Menghapus elemen dari linked list.
- T & [get](#) (int idx) const
Mengembalikan elemen pada indeks.
- int [count](#) ()
Menghitung panjang jumlah elemen di list.

Private Attributes

- [tNode](#)< T > * [head](#)

5.33.1 Detailed Description

```
template<class T>
class LinkedList< T >
```

Kelas [LinkedList](#) yang mampu menyimpan tipe generic.

Template Parameters

<i>T</i>	Tipe data elemen
----------	------------------

5.33.2 Constructor & Destructor Documentation

5.33.2.1 LinkedList()

```
template<class T>
LinkedList< T >::LinkedList ( ) [inline]
```

Membuat objek linked list baru sesuai tipe.

5.33.2.2 ~LinkedList()

```
template<class T>
LinkedList< T >::~~LinkedList ( ) [inline]
```

Destroy the Linked List object.

5.33.3 Member Function Documentation

5.33.3.1 add()

```
template<class T>
void LinkedList< T >::add (
    T el ) [inline]
```

Menambahkan elemen sebagai elemen paling akhir.

Parameters

<i>el</i>	Elemen yang ingin ditambahkan
-----------	-------------------------------

5.33.3.2 count()

```
template<class T>
int LinkedList< T >::count ( ) [inline]
```

Menghitung panjang jumlah elemen di list.

Returns

int Jumlah elemen di list

5.33.3.3 find()

```
template<class T>
int LinkedList< T >::find (
    T el ) const [inline]
```

Mengembalikan indeks dimana elemen ditemukan, -1 jika tidak ada.

Parameters

<i>el</i>	Elemen yang dicari
-----------	--------------------

Returns

int Indeks dimana elemen ditemukan

5.33.3.4 get()

```
template<class T>
T& LinkedList< T >::get (
    int idx ) const [inline]
```

Mengembalikan elemen pada indeks.

Parameters

<i>idx</i>	Indeks yang diperiksa
------------	-----------------------

Returns

T Elemen yang diperiksa

5.33.3.5 isEmpty()

```
template<class T>
bool LinkedList< T >::isEmpty ( ) const [inline]
```

Mengembalikan True jika linked list kosong.

Returns

true [LinkedList](#) kosong
false [LinkedList](#) tidak kosong

5.33.3.6 remove()

```
template<class T>
void LinkedList< T >::remove (
    T el ) [inline]
```

Menghapus elemen dari linked list.

Parameters

<i>e/</i>	Elemen yang ingin dihapus
-----------	---------------------------

5.33.4 Member Data Documentation

5.33.4.1 head

```
template<class T>
tNode<T>* LinkedList< T >::head [private]
```

head of linkedlist

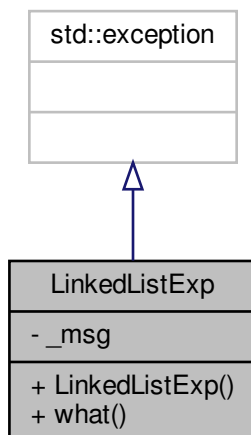
The documentation for this class was generated from the following file:

- common/[LinkedList.h](#)

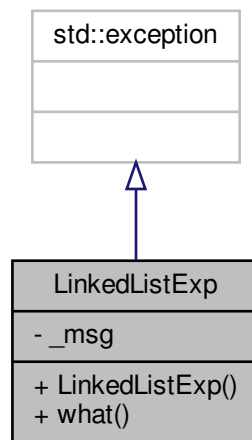
5.34 LinkedListExp Class Reference

```
#include <LinkedListException.h>
```

Inheritance diagram for LinkedListExp:



Collaboration diagram for LinkedListExp:



Public Member Functions

- [LinkedListExp](#) (const std::string &msg)
- virtual const char * [what](#) () const noexcept override

Private Attributes

- std::string [_msg](#)

5.34.1 Constructor & Destructor Documentation

5.34.1.1 LinkedListExp()

```
LinkedListExp::LinkedListExp (
    const std::string & msg ) [inline]
```

5.34.2 Member Function Documentation

5.34.2.1 what()

```
virtual const char* LinkedListExp::what ( ) const [inline], [override], [virtual], [noexcept]
```

5.34.3 Member Data Documentation

5.34.3.1 _msg

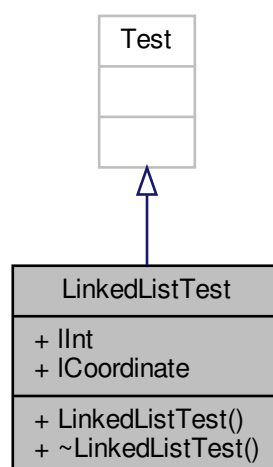
```
std::string LinkedListExp::_msg [private]
```

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

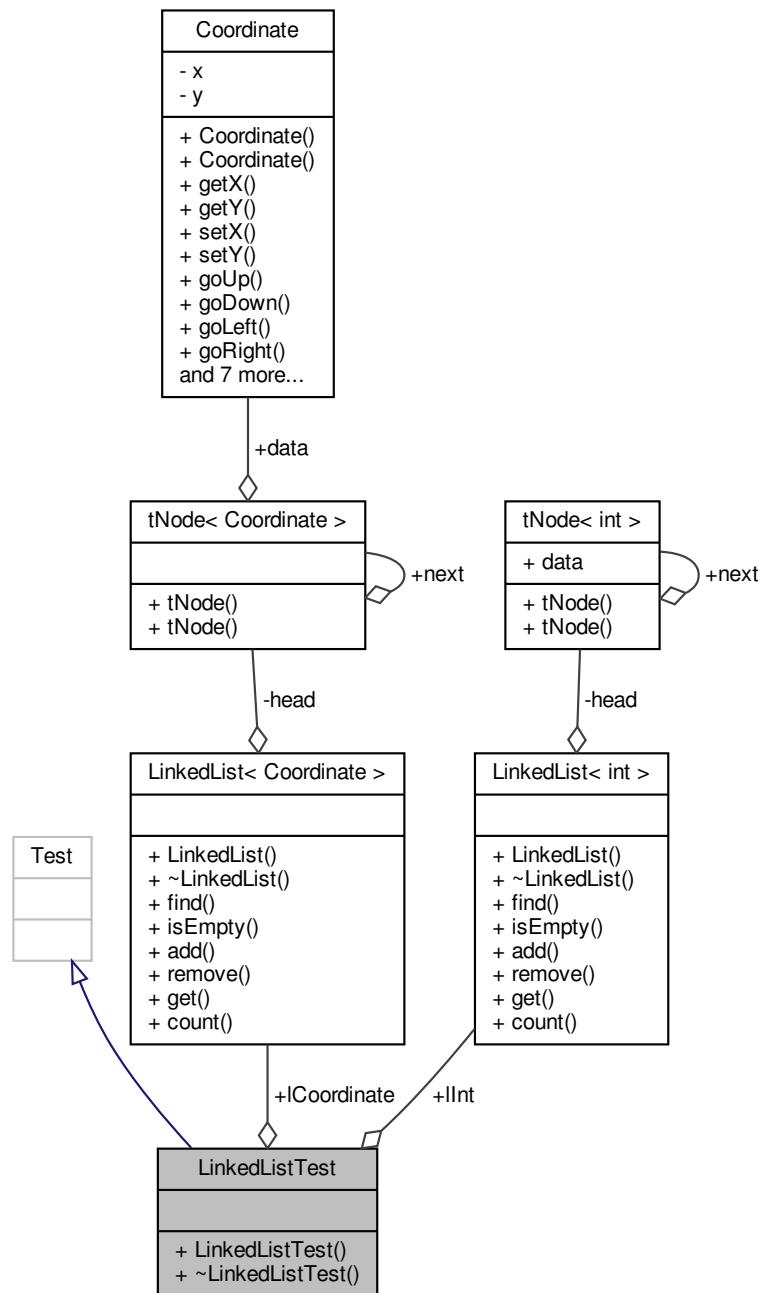
- common/[LinkedListException.h](#)

5.35 LinkedListTest Struct Reference

Inheritance diagram for LinkedListTest:



Collaboration diagram for LinkedListTest:



Public Member Functions

- [LinkedListTest \(\)](#)
- [~LinkedListTest \(\)](#)

Public Attributes

- [LinkedList< int > * IInt = new LinkedList<int>\(\)](#)

- `LinkedList<Coordinate> * ICoordinate = new LinkedList<Coordinate>()`

5.35.1 Constructor & Destructor Documentation

5.35.1.1 LinkedListTest()

```
LinkedListTest::LinkedListTest ( ) [inline]
```

5.35.1.2 ~LinkedListTest()

```
LinkedListTest::~~LinkedListTest ( ) [inline]
```

5.35.2 Member Data Documentation

5.35.2.1 ICoordinate

```
LinkedList<Coordinate>* LinkedListTest::lCoordinate = new LinkedList<Coordinate>()
```

5.35.2.2 lInt

```
LinkedList<int>* LinkedListTest::lInt = new LinkedList<int>()
```

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

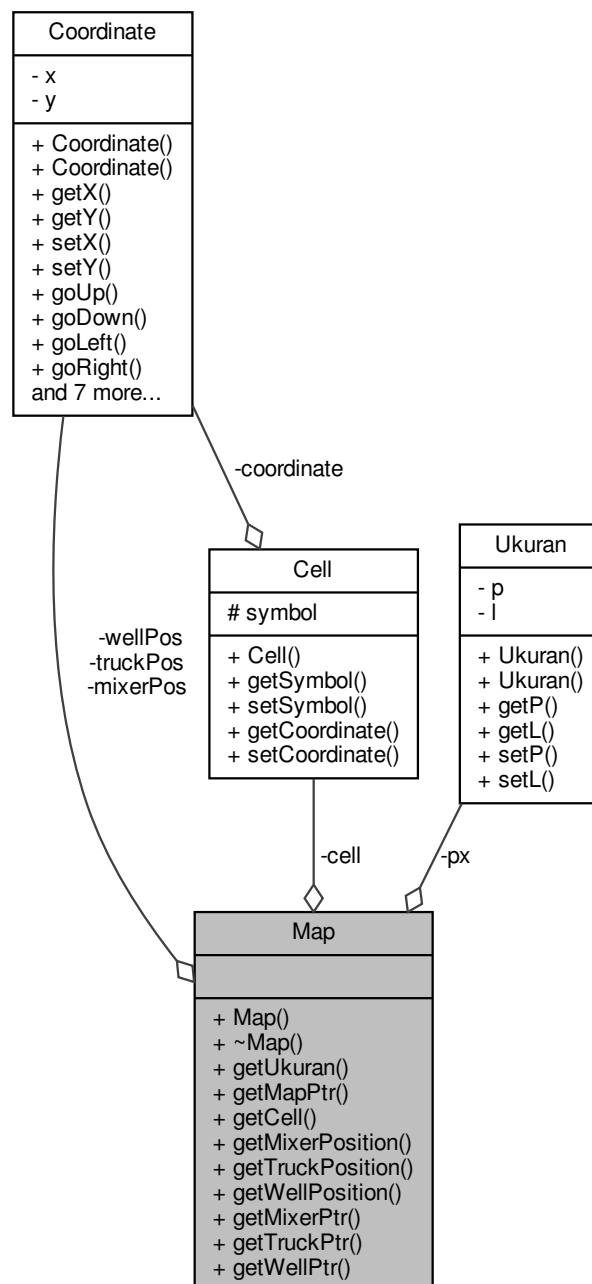
- `common/LinkedListTests.cc`

5.36 Map Class Reference

Kelas [Map](#) menyimpan [Ukuran](#) map dan object [Cell](#) yaitu cell.

```
#include <Map.h>
```

Collaboration diagram for Map:



Public Member Functions

- [Map](#) (std::string mapFilename)
ctor parameter
- [~Map](#) ()
Destroy the [Map](#) object.
- [Ukuran](#) getUkuran () const
Get the [Ukuran](#) map.
- [Cell](#) *** getMapPtr ()
Get the [Map](#) Symbols.
- [Cell](#) getCell (int i, int j) const
Get the [Cell](#) object.
- [Coordinate](#) getMixerPosition () const
Get the [Mixer](#) Position object.
- [Coordinate](#) getTruckPosition () const
Get the [Truck](#) Position object.
- [Coordinate](#) getWellPosition () const
Get the [Well](#) Position object.
- [Facility](#) * getMixerPtr ()
Get the [Mixer](#) Ptr object.
- [Facility](#) * getTruckPtr ()
Get the [Truck](#) Ptr object.
- [Facility](#) * getWellPtr ()
Get the [Well](#) Ptr object.

Private Attributes

- [Ukuran](#) px
- [Cell](#) ** cell
- [Coordinate](#) mixerPos
- [Coordinate](#) truckPos
- [Coordinate](#) wellPos

5.36.1 Detailed Description

Kelas [Map](#) menyimpan [Ukuran](#) map dan object [Cell](#) yaitu cell.

5.36.2 Constructor & Destructor Documentation

5.36.2.1 Map()

```
Map::Map (
    std::string mapFilename )
```

ctor parameter

Parameters

<i>mapFilename</i>	Nama file yang berisi map
--------------------	---------------------------

5.36.2.2 ~Map()

Map::~~Map ()

Destroy the [Map](#) object.

5.36.3 Member Function Documentation

5.36.3.1 getCell()

```
Cell Map::getCell (
    int i,
    int j ) const
```

Get the [Cell](#) object.

Parameters

<i>i</i>	posisi sumbu x
<i>j</i>	posisi sumbu y

Returns

[Cell](#)&

5.36.3.2 getMapPtr()

```
Cell *** Map::getMapPtr ( )
```

Get the [Map](#) Symbols.

Returns

char**

5.36.3.3 `getMixerPosition()`

`Coordinate` `Map::getMixerPosition () const`

Get the `Mixer` Position object.

Returns

`Coordinate`

5.36.3.4 `getMixerPtr()`

`Facility *` `Map::getMixerPtr ()`

Get the `Mixer` Ptr object.

Returns

`Mixer*`

5.36.3.5 `getTruckPosition()`

`Coordinate` `Map::getTruckPosition () const`

Get the `Truck` Position object.

Returns

`Coordinate`

5.36.3.6 `getTruckPtr()`

`Facility *` `Map::getTruckPtr ()`

Get the `Truck` Ptr object.

Returns

`Truck*`

5.36.3.7 getUkuran()

```
Ukuran Map::getUkuran ( ) const
```

Get the [Ukuran](#) map.

Returns

[Ukuran](#) map

5.36.3.8 getWellPosition()

```
Coordinate Map::getWellPosition ( ) const
```

Get the [Well](#) Position object.

Returns

[Coordinate](#)

5.36.3.9 getWellPtr()

```
Facility * Map::getWellPtr ( )
```

Get the [Well](#) Ptr object.

Returns

Well*

5.36.4 Member Data Documentation

5.36.4.1 cell

```
Cell** Map::cell [private]
```

array of array of [Cell](#)

5.36.4.2 mixerPos

```
Coordinate Map::mixerPos [private]
```

5.36.4.3 px

`Ukuran Map::px [private]`

ukuran map

5.36.4.4 truckPos

`Coordinate Map::truckPos [private]`

5.36.4.5 wellPos

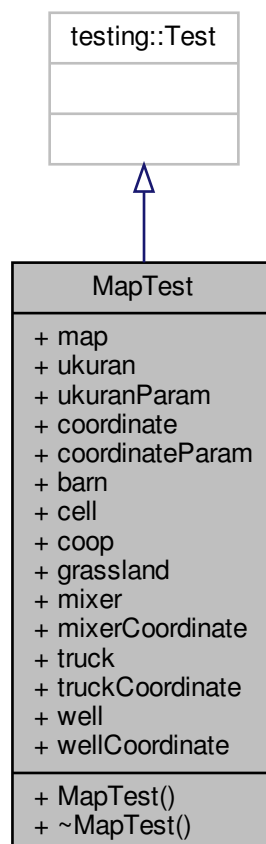
`Coordinate Map::wellPos [private]`

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

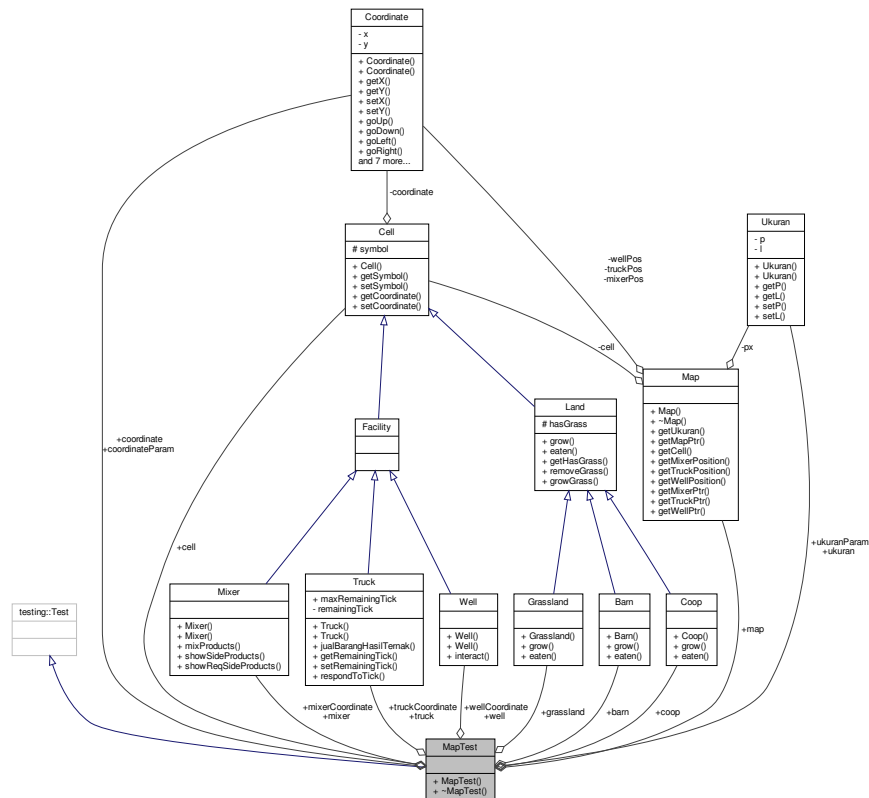
- [Map.h](#)
- [Map.cpp](#)

5.37 MapTest Struct Reference

Inheritance diagram for MapTest:



Collaboration diagram for MapTest:



Public Member Functions

- [MapTest \(\)](#)
- [~MapTest \(\)](#)

Public Attributes

- [Map * map = new Map\("Map.txt"\)](#)
- [Ukuran * ukuran = new Ukuran\(\)](#)
- [Ukuran * ukuranParam = new Ukuran\(10,11\)](#)
- [Coordinate * coordinate = new Coordinate\(\)](#)
- [Coordinate * coordinateParam = new Coordinate\(1,2\)](#)
- [Barn * barn = new Barn\(*coordinateParam, false\)](#)
- [Cell * cell = new Cell\(\)](#)
- [Coop * coop = new Coop\(*coordinateParam, true\)](#)
- [Grassland * grassland = new Grassland\(*coordinateParam, false\)](#)
- [Mixer * mixer = new Mixer\(2, 1\)](#)
- [Mixer * mixerCoordinate = new Mixer\(*coordinateParam\)](#)
- [Truck * truck = new Truck\(2, 1\)](#)
- [Truck * truckCoordinate = new Truck\(*coordinateParam\)](#)
- [Well * well = new Well\(2, 1\)](#)
- [Well * wellCoordinate = new Well\(*coordinateParam\)](#)

5.37.1 Constructor & Destructor Documentation

5.37.1.1 MapTest()

```
MapTest::MapTest ( ) [inline]
```

5.37.1.2 ~MapTest()

```
MapTest::~~MapTest ( ) [inline]
```

5.37.2 Member Data Documentation

5.37.2.1 barn

```
Barn* MapTest::barn = new Barn(*coordinateParam, false)
```

5.37.2.2 cell

```
Cell* MapTest::cell = new Cell()
```

5.37.2.3 coop

```
Coop* MapTest::coop = new Coop(*coordinateParam, true)
```

5.37.2.4 coordinate

```
Coordinate* MapTest::coordinate = new Coordinate()
```

5.37.2.5 coordinateParam

```
Coordinate* MapTest::coordinateParam = new Coordinate(1,2)
```

5.37.2.6 grassland

```
Grassland* MapTest::grassland = new Grassland(*coordinateParam, false)
```

5.37.2.7 map

```
Map* MapTest::map = new Map("Map.txt")
```

5.37.2.8 mixer

```
Mixer* MapTest::mixer = new Mixer(2, 1)
```

5.37.2.9 mixerCoordinate

```
Mixer* MapTest::mixerCoordinate = new Mixer(*coordinateParam)
```

5.37.2.10 truck

```
Truck* MapTest::truck = new Truck(2, 1)
```

5.37.2.11 truckCoordinate

```
Truck* MapTest::truckCoordinate = new Truck(*coordinateParam)
```

5.37.2.12 ukuran

```
Ukuran* MapTest::ukuran = new Ukuran()
```

5.37.2.13 ukuranParam

```
Ukuran* MapTest::ukuranParam = new Ukuran(10,11)
```

5.37.2.14 well

```
Well* MapTest::well = new Well(2, 1)
```

5.37.2.15 wellCoordinate

```
Well* MapTest::wellCoordinate = new Well(*coordinateParam)
```

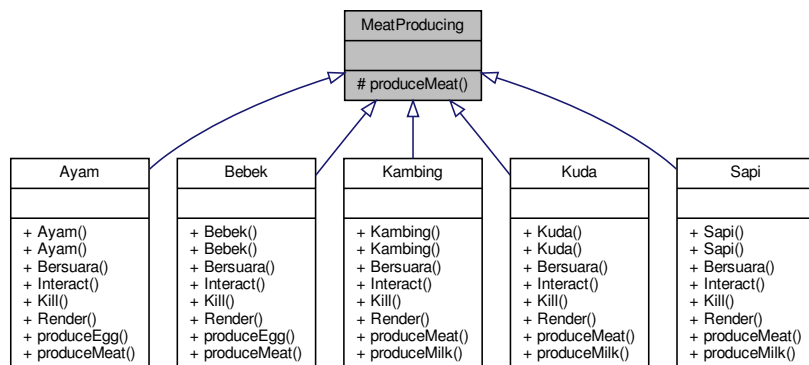
The documentation for this struct was generated from the following file:

- [MapTests.cc](#)

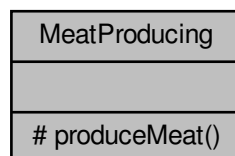
5.38 MeatProducing Class Reference

```
#include <MeatProducing.h>
```

Inheritance diagram for MeatProducing:



Collaboration diagram for MeatProducing:



Protected Member Functions

- virtual [FarmProducts](#) & [produceMeat](#) ()=0

5.38.1 Member Function Documentation

5.38.1.1 [produceMeat\(\)](#)

```
virtual FarmProducts& MeatProducing::produceMeat ( ) [protected], [pure virtual]
```

Menghasilkan daging

Implemented in [Ayam](#), [Bebek](#), [Kambing](#), [Kuda](#), and [Sapi](#).

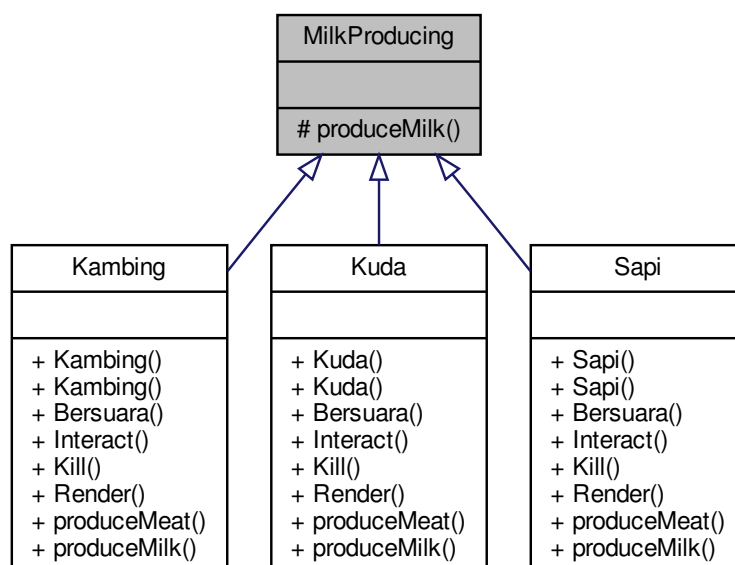
The documentation for this class was generated from the following file:

- [animals/MeatProducing.h](#)

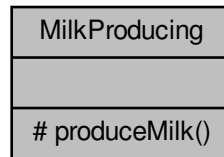
5.39 MilkProducing Class Reference

```
#include <MilkProducing.h>
```

Inheritance diagram for MilkProducing:



Collaboration diagram for MilkProducing:



Protected Member Functions

- virtual [FarmProducts](#) & `produceMilk()`=0

5.39.1 Member Function Documentation

5.39.1.1 `produceMilk()`

```
virtual FarmProducts& MilkProducing::produceMilk ( ) [protected], [pure virtual]
```

Menghasilkan susu

Implemented in [Kambing](#), [Kuda](#), and [Sapi](#).

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

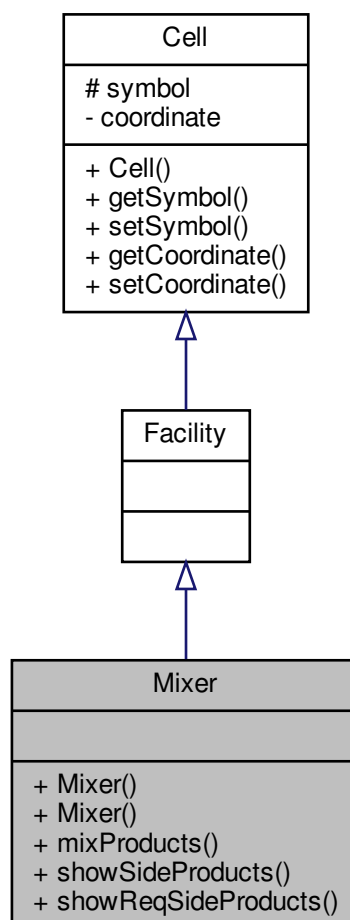
- [animals/MilkProducing.h](#)

5.40 Mixer Class Reference

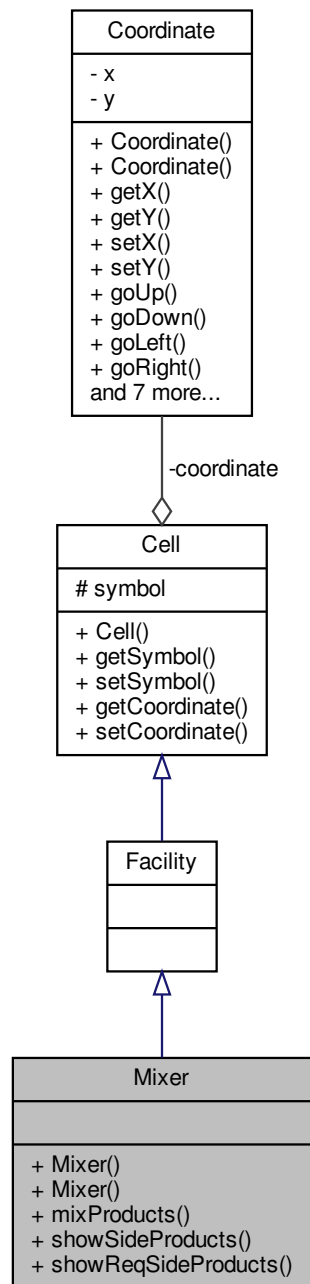
kelas [Mixer](#) digunakan untuk membuat produk sampingan dari produk hewan

```
#include <Mixer.h>
```

Inheritance diagram for Mixer:



Collaboration diagram for Mixer:



Public Member Functions

- [Mixer](#) (int x, int y)
- [Mixer](#) ([Coordinate](#) posisi)
Construct a new [Mixer](#) object.
- void [mixProducts](#) ([Inventory](#) *inventory, std::string name)
Menggabungkan products menjadi side product.

- void [showSideProducts](#) ()
Menampilkan daftar side product.
- void [showReqSideProducts](#) (std::string name)
Menampilkan requirement side product untuk product yang diinginkan.

Additional Inherited Members

5.40.1 Detailed Description

kelas [Mixer](#) digunakan untuk membuat produk sampingan dari produk hewan

5.40.2 Constructor & Destructor Documentation

5.40.2.1 [Mixer\(\)](#) [1/2]

```
Mixer::Mixer (
    int x,
    int y )
```

Konstruktor dengan parameter, inisialisasi simbol 'M'

Parameters

x	absis petak, dan y ordinat petak
---	----------------------------------

5.40.2.2 [Mixer\(\)](#) [2/2]

```
Mixer::Mixer (
    Coordinate posisi )
```

Construct a new [Mixer](#) object.

Parameters

<i>posisi</i>	Koordinat mixer
---------------	-----------------

5.40.3 Member Function Documentation

5.40.3.1 mixProducts()

```
void Mixer::mixProducts (
    Inventory * inventory,
    std::string name )
```

Menggabungkan products menjadi side product.

Parameters

<i>inventory</i>	inventori pemain
<i>name</i>	nama produk yang ingin dibuat

5.40.3.2 showReqSideProducts()

```
void Mixer::showReqSideProducts (
    std::string name )
```

Menampilkan requirement side product untuk product yang diinginkan.

Parameters

<i>name</i>	nama side product
-------------	-------------------

5.40.3.3 showSideProducts()

```
void Mixer::showSideProducts ( )
```

Menampilkan daftar side product.

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

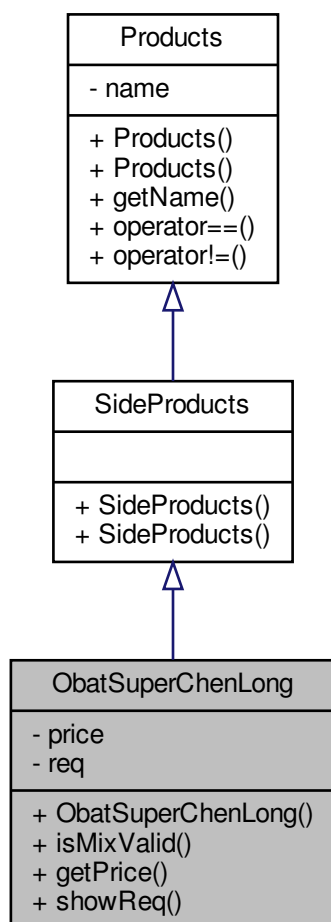
- cell/[Mixer.h](#)
- cell/[Mixer.cpp](#)

5.41 ObatSuperChenLong Class Reference

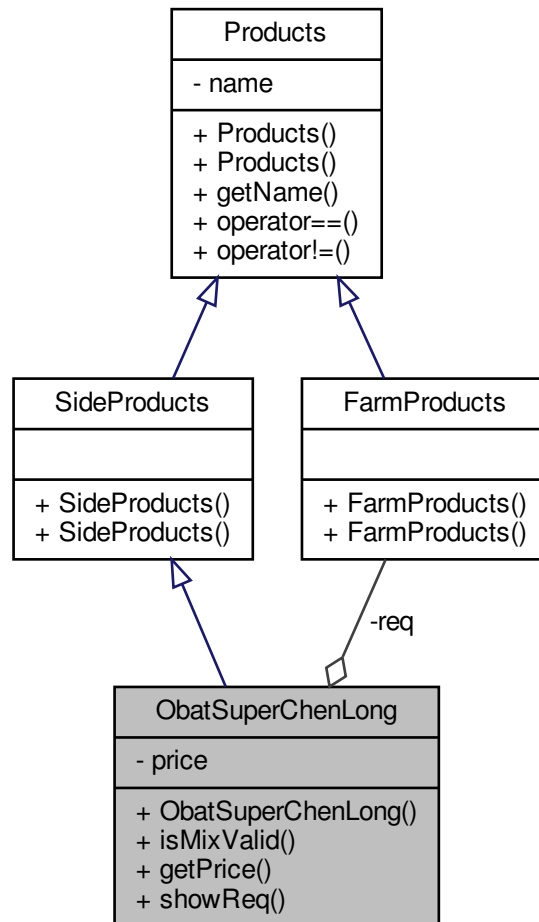
Kelas [ObatSuperChenLong](#) diturunkan dari [SideProducts](#).

```
#include <ObatSuperChenLong.h>
```

Inheritance diagram for ObatSuperChenLong:



Collaboration diagram for ObatSuperChenLong:



Public Member Functions

- [ObatSuperChenLong](#) ()

ctor default

Static Public Member Functions

- static bool [isMixValid](#) ([Inventory](#) &a)
checker apakah isi ransel cukup untuk membuat objek
- static long [getPrice](#) ()
getter price
- static void [showReq](#) ()
menunjukkan resep pencampuran untuk produk

Static Private Attributes

- static const long `price` = 150000
- static const `FarmProducts` * `req []` = {new `GoatMeat()`, new `HorseMeat()`}

5.41.1 Detailed Description

Kelas `ObatSuperChenLong` diturunkan dari `SideProducts`.

5.41.2 Constructor & Destructor Documentation

5.41.2.1 `ObatSuperChenLong()`

```
ObatSuperChenLong::ObatSuperChenLong ( )
```

ctor default

Kelas `ObatSuperChenLong` diturunkan dari `SideProducts`.

ctor default

5.41.3 Member Function Documentation

5.41.3.1 `getPrice()`

```
long ObatSuperChenLong::getPrice ( ) [static]
```

getter price

Returns

long harga produk

5.41.3.2 `isMixValid()`

```
bool ObatSuperChenLong::isMixValid (
    Inventory & a ) [static]
```

checker apakah isi ransel cukup untuk membuat objek

Returns

true isi ransel cukup
false isi ransel tidak cukup

5.41.3.3 showReq()

```
void ObatSuperChenLong::showReq ( ) [static]
```

menunjukkan resep pencampuran untuk produk

5.41.4 Member Data Documentation

5.41.4.1 price

```
const long ObatSuperChenLong::price = 150000 [static], [private]
```

Harga dari produk

5.41.4.2 req

```
const FarmProducts * ObatSuperChenLong::req = {new GoatMeat(), new HorseMeat()} [static],  
[private]
```

Resep daging kambing + daging kuda

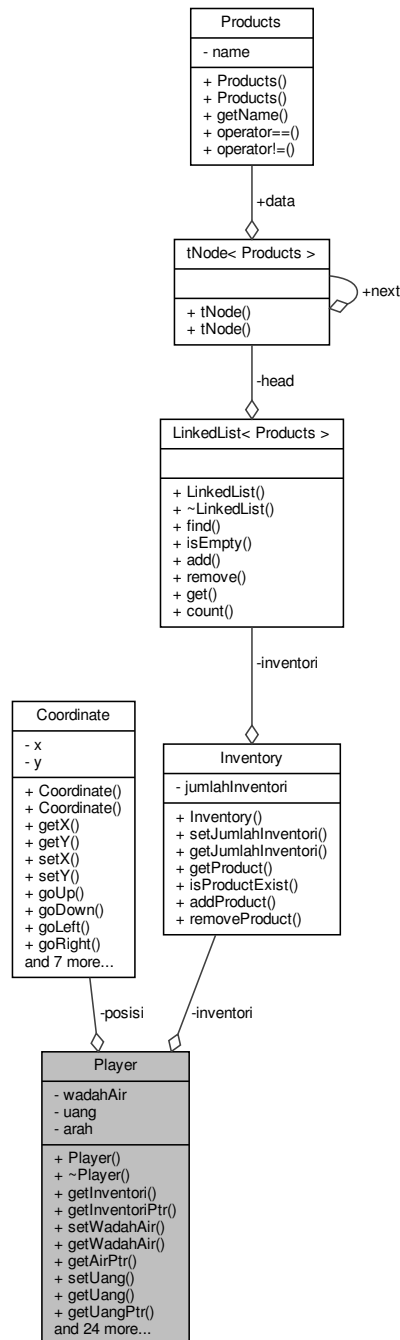
The documentation for this class was generated from the following files:

- [products/ObatSuperChenLong.h](#)
- [products/ObatSuperChenLong.cpp](#)

5.42 Player Class Reference

```
#include <Player.h>
```

Collaboration diagram for Player:



Public Member Functions

- [Player](#) ()
- [~Player](#) ()
- [Inventory](#) & [getInventori](#) ()
- [Inventory](#) * [getInventoriPtr](#) ()

Get the *Inventori* Ptr object, digunakan oleh kelas [Display](#).

- void [setWadahAir](#) (int jumlah)
- int [getWadahAir](#) ()
- int * [getAirPtr](#) ()
 - Get the Air Ptr object.*
- void [setUang](#) (int nilai)
- int [getUang](#) ()
- int * [getUangPtr](#) ()
 - Get the Uang Ptr object.*
- void [setArah](#) (ArahEnum)
- [ArahEnum](#) [getArah](#) ()
- [ArahEnum](#) * [getArahPtr](#) ()
 - Get the Arah Ptr object.*
- void [setCoordinate](#) (Coordinate)
- [Coordinate](#) [getCoordinate](#) ()
- [Coordinate](#) * [getCoordinatePtr](#) ()
 - Get the [Coordinate](#) Ptr object, digunakan di kelas display.*
- void [up](#) ()
- void [down](#) ()
- void [left](#) ()
- void [right](#) ()
- void [lookUp](#) ()
- void [lookDown](#) ()
- void [lookLeft](#) ()
- void [lookRight](#) ()
- void [talk](#) (LinkedList< [FarmAnimal](#) *> *animals)
- void [interact](#) (LinkedList< [FarmAnimal](#) *> *animals)
- void [cmdKill](#) (LinkedList< [FarmAnimal](#) *> *animals)
- void [cmdGrow](#) (Cell ***map)
- void [cekInventory](#) ()
- void [fillWater](#) ()
- void [truck](#) (Truck *truck)
- void [mixProduct](#) ()
- [FarmAnimal](#) * [getAnimal](#) (LinkedList< [FarmAnimal](#) *> *animals)
- [Coordinate](#) [getHadap](#) ()
 - get posisi hadap player*

Private Attributes

- [Inventory](#) inventori
- int [wadahAir](#)
- int [uang](#)
- [ArahEnum](#) arah
- [Coordinate](#) posisi

5.42.1 Detailed Description

Kelas [Player](#) untuk segala aksi dan atribut yang dimiliki player

5.42.2 Constructor & Destructor Documentation

5.42.2.1 Player()

```
Player::Player ( )
```

default constructor

5.42.2.2 ~Player()

```
Player::~~Player ( )
```

destructor

5.42.3 Member Function Documentation

5.42.3.1 cekInventory()

```
void Player::cekInventory ( )
```

Command dengan facility Melihat inventori

5.42.3.2 cmdGrow()

```
void Player::cmdGrow (
    Cell *** map )
```

User memberi perintah grow

5.42.3.3 cmdKill()

```
void Player::cmdKill (
    LinkedList< FarmAnimal *> * animals )
```

User memberi perintah kill

5.42.3.4 down()

```
void Player::down ( )
```

Player pindah ke bawah

5.42.3.5 fillWater()

```
void Player::fillWater ( )
```

Isi air

5.42.3.6 getAirPtr()

```
int * Player::getAirPtr ( )
```

Get the Air Ptr object.

Returns

int* air

5.42.3.7 getAnimal()

```
FarmAnimal * Player::getAnimal (
    LinkedList< FarmAnimal *> * animals )
```

Mengambil animal di depan player

5.42.3.8 getArah()

```
ArahEnum Player::getArah ( )
```

Get arah player menghadap

5.42.3.9 getArahPtr()

```
ArahEnum * Player::getArahPtr ( )
```

Get the Arah Ptr object.

Returns

ArahEnum* arah hadap pemain

5.42.3.10 getCoordinate()

```
Coordinate Player::getCoordinate ( )
```

Get posisi absis player

5.42.3.11 `getCoordinatePtr()`

```
Coordinate * Player::getCoordinatePtr ( )
```

Get the [Coordinate](#) Ptr object, digunakan di kelas [display](#).

Returns

Coordinate* pointer koordinat player

5.42.3.12 `getHadap()`

```
Coordinate Player::getHadap ( )
```

get posisi hadap player

5.42.3.13 `getInventori()`

```
Inventory & Player::getInventori ( )
```

Get inventori

5.42.3.14 `getInventoriPtr()`

```
Inventory * Player::getInventoriPtr ( )
```

Get the Inventori Ptr object, digunakan oleh kelas [Display](#).

Returns

Inventory* pointer ke inventory pemain

5.42.3.15 `getUang()`

```
int Player::getUang ( )
```

Get nilai uang

5.42.3.16 `getUangPtr()`

```
int * Player::getUangPtr ( )
```

Get the Uang Ptr object.

Returns

int* uang

5.42.3.17 `getWadahAir()`

```
int Player::getWadahAir ( )
```

Get jumlah air

5.42.3.18 `interact()`

```
void Player::interact (
    LinkedList< FarmAnimal *> * animals )
```

Berinteraksi dengan Farm Animal

5.42.3.19 `left()`

```
void Player::left ( )
```

Player pindah ke kiri

5.42.3.20 `lookDown()`

```
void Player::lookDown ( )
```

Player menghadap ke bawah

5.42.3.21 `lookLeft()`

```
void Player::lookLeft ( )
```

Player menghadap ke kiri

5.42.3.22 `lookRight()`

```
void Player::lookRight ( )
```

Player menghadap ke kanan

5.42.3.23 lookUp()

```
void Player::lookUp ( )
```

[Player](#) menghadap ke atas

5.42.3.24 mixProduct()

```
void Player::mixProduct ( )
```

Mix dengan mixer

5.42.3.25 right()

```
void Player::right ( )
```

[Player](#) pindah ke kanan

5.42.3.26 setArah()

```
void Player::setArah (
    ArahEnum _arah )
```

Set arah player menghadap

5.42.3.27 setCoordinate()

```
void Player::setCoordinate (
    Coordinate _posisi )
```

Set posisi player

5.42.3.28 setUang()

```
void Player::setUang (
    int nilai )
```

Set nilai uang

5.42.3.29 setWadahAir()

```
void Player::setWadahAir (
    int jumlah )
```

Set jumlah air

5.42.3.30 talk()

```
void Player::talk (
    LinkedList< FarmAnimal *> * animals )
```

Command dengan animal Berbicara dengan hewan

5.42.3.31 truck()

```
void Player::truck (
    Truck * truck )
```

Mengosongkan bag dan jual

5.42.3.32 up()

```
void Player::up ( )
```

[Player](#) bergerak [Player](#) pindah ke atas

5.42.4 Member Data Documentation

5.42.4.1 arah

```
ArahEnum Player::arah [private]
```

Arah player menghadap

5.42.4.2 inventori

```
Inventory Player::inventori [private]
```

[Inventory](#) player

5.42.4.3 posisi

```
Coordinate Player::posisi [private]
```

Posisi player

5.42.4.4 uang

```
int Player::uang [private]
```

Uang yang dimiliki

5.42.4.5 wadahAir

```
int Player::wadahAir [private]
```

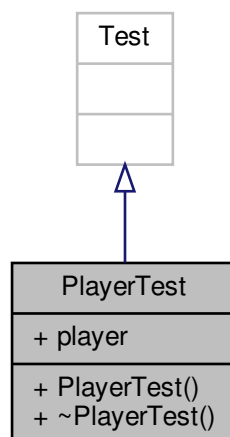
Wadah air

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

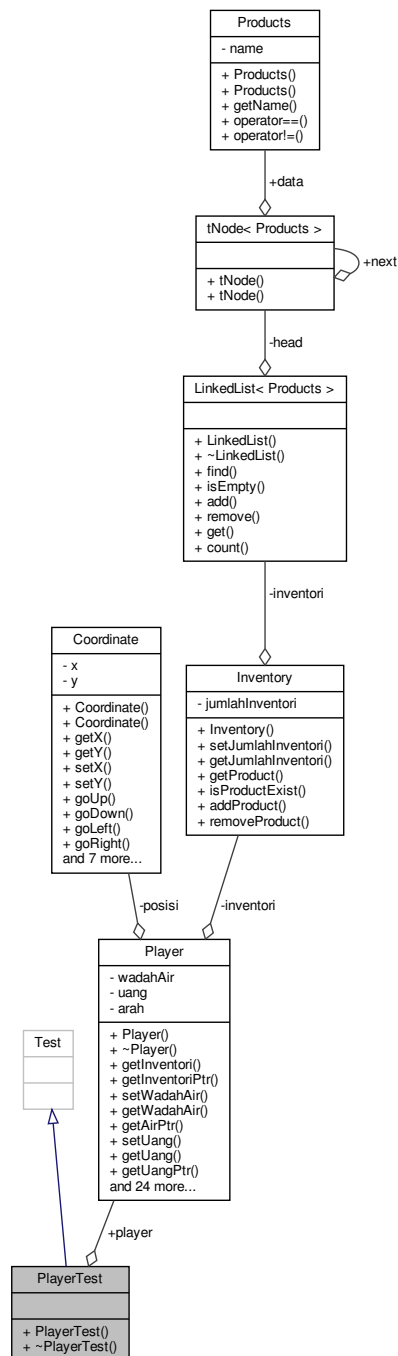
- [Player.h](#)
- [Player.cpp](#)

5.43 PlayerTest Struct Reference

Inheritance diagram for PlayerTest:



Collaboration diagram for PlayerTest:



Public Member Functions

- [PlayerTest \(\)](#)
- [~PlayerTest \(\)](#)

Public Attributes

- `Player * player = new Player()`

5.43.1 Constructor & Destructor Documentation

5.43.1.1 PlayerTest()

```
PlayerTest::PlayerTest ( ) [inline]
```

5.43.1.2 ~PlayerTest()

```
PlayerTest::~~PlayerTest ( ) [inline]
```

5.43.2 Member Data Documentation

5.43.2.1 player

```
Player* PlayerTest::player = new Player()
```

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

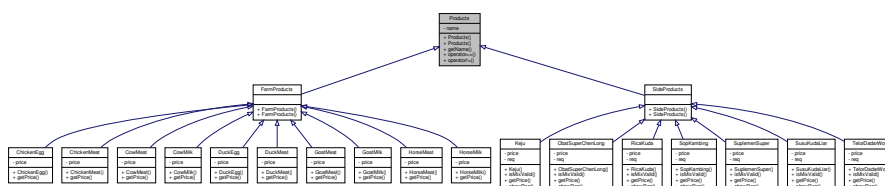
- [PlayerTests.cc](#)

5.44 Products Class Reference

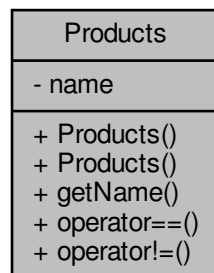
Kelas [Products](#) untuk menyediakan abstrak kelas bagi side products dan farm products.

```
#include <Products.h>
```

Inheritance diagram for Products:



Collaboration diagram for Products:



Public Member Functions

- [Products](#) ()
Constructor default.
- [Products](#) (std::string)
- std::string [getName](#) () const
Getter name.
- bool [operator==](#) (const [Products](#) &a)
- bool [operator!=](#) (const [Products](#) &a)

Private Attributes

- std::string [name](#)

5.44.1 Detailed Description

Kelas [Products](#) untuk menyediakan abstrak kelas bagi side products dan farm products.

5.44.2 Constructor & Destructor Documentation

5.44.2.1 [Products](#)() [1/2]

```
Products::Products ( )
```

Constructor default.

5.44.2.2 Products() [2/2]

```
Products::Products (
    std::string _name )
```

5.44.3 Member Function Documentation

5.44.3.1 getName()

```
std::string Products::getName ( ) const [inline]
```

Getter name.

Returns

string nama dari produk tersebut

5.44.3.2 operator!=()

```
bool Products::operator!= (
    const Products & a ) [inline]
```

5.44.3.3 operator==()

```
bool Products::operator== (
    const Products & a ) [inline]
```

5.44.4 Member Data Documentation

5.44.4.1 name

```
std::string Products::name [private]
```

Penampung nama produk

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

- [products/Products.h](#)
- [products/Products.cpp](#)

Public Attributes

- [Products](#) * [prod](#) = new [Products](#)
- [ChickenEgg](#) * [a](#) = new [ChickenEgg](#)()
- [ChickenEgg](#) * [o](#) = new [ChickenEgg](#)()
- [HorseMeat](#) * [b](#) = new [HorseMeat](#)()
- [HorseMilk](#) * [c](#) = new [HorseMilk](#)()
- [GoatMeat](#) * [d](#) = new [GoatMeat](#)()
- [ChickenMeat](#) * [e](#) = new [ChickenMeat](#)()
- [GoatMilk](#) * [f](#) = new [GoatMilk](#)()
- [DuckMeat](#) * [g](#) = new [DuckMeat](#)()
- [DuckEgg](#) * [h](#) = new [DuckEgg](#)()
- [CowMilk](#) * [i](#) = new [CowMilk](#)()
- [CowMeat](#) * [j](#) = new [CowMeat](#)()
- [Keju](#) * [k](#) = new [Keju](#)()
- [RicaKuda](#) * [r](#) = new [RicaKuda](#)()
- [SopKambing](#) * [sk](#) = new [SopKambing](#)()
- [SuplemenSuper](#) * [ss](#) = new [SuplemenSuper](#)()
- [ObatSuperChenLong](#) * [q](#) = new [ObatSuperChenLong](#)()
- [SusukudaLiar](#) * [skl](#) = new [SusukudaLiar](#)()
- [TelorDadarWow](#) * [tdw](#) = new [TelorDadarWow](#)()
- [Inventory](#) [inv](#)
- [Inventory](#) [invkos](#)

5.45.1 Constructor & Destructor Documentation

5.45.1.1 ProductsTest()

```
ProductsTest::ProductsTest ( ) [inline]
```

5.45.1.2 ~ProductsTest()

```
ProductsTest::~~ProductsTest ( ) [inline]
```

5.45.2 Member Data Documentation

5.45.2.1 a

```
ChickenEgg* ProductsTest::a = new ChickenEgg()
```

5.45.2.2 b

```
HorseMeat* ProductsTest::b = new HorseMeat()
```

5.45.2.3 c

```
HorseMilk* ProductsTest::c = new HorseMilk()
```

5.45.2.4 d

```
GoatMeat* ProductsTest::d = new GoatMeat()
```

5.45.2.5 e

```
ChickenMeat* ProductsTest::e = new ChickenMeat()
```

5.45.2.6 f

```
GoatMilk* ProductsTest::f = new GoatMilk()
```

5.45.2.7 g

```
DuckMeat* ProductsTest::g = new DuckMeat()
```

5.45.2.8 h

```
DuckEgg* ProductsTest::h = new DuckEgg()
```

5.45.2.9 i

```
CowMilk* ProductsTest::i = new CowMilk()
```

5.45.2.10 inv

```
Inventory ProductsTest::inv
```

5.45.2.11 invkos

```
Inventory ProductsTest::invkos
```

5.45.2.12 j

```
CowMeat* ProductsTest::j = new CowMeat()
```

5.45.2.13 k

```
Keju* ProductsTest::k = new Keju()
```

5.45.2.14 o

```
ChickenEgg* ProductsTest::o = new ChickenEgg()
```

5.45.2.15 prod

```
Products* ProductsTest::prod = new Products
```

5.45.2.16 q

```
ObatSuperChenLong* ProductsTest::q = new ObatSuperChenLong()
```

5.45.2.17 r

```
RicaKuda* ProductsTest::r = new RicaKuda()
```


5.45.2.18 sk

```
SopKambing* ProductsTest::sk = new SopKambing()
```

5.45.2.19 skl

```
SusuKudaLiar* ProductsTest::skl = new SusuKudaLiar()
```

5.45.2.20 ss

```
SuplemenSuper* ProductsTest::ss = new SuplemenSuper()
```

5.45.2.21 tdw

```
TelorDadarWow* ProductsTest::tdw = new TelorDadarWow()
```

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

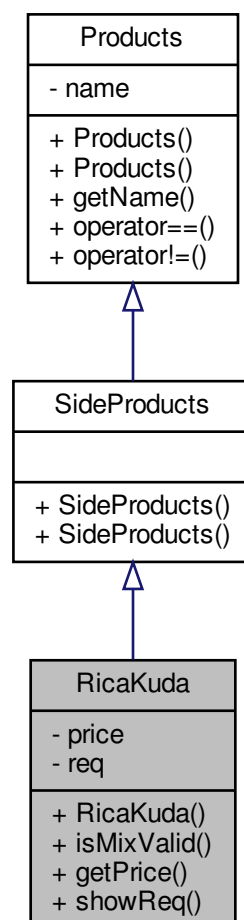
- [products/ProductsTests.cc](#)

5.46 RicaKuda Class Reference

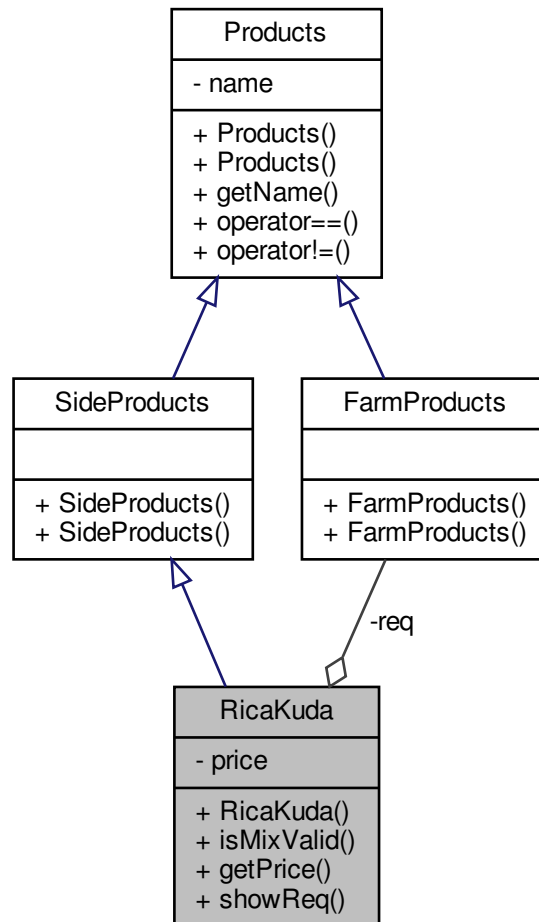
Kelas [RicaKuda](#) diturunkan dari [SideProducts](#).

```
#include <RicaKuda.h>
```

Inheritance diagram for RicaKuda:



Collaboration diagram for RicaKuda:



Public Member Functions

- [RicaKuda](#) ()
ctor default

Static Public Member Functions

- static bool [isMixValid](#) ([Inventory](#) &a)
checker apakah isi ransel cukup untuk membuat objek
- static long [getPrice](#) ()
getter price
- static void [showReq](#) ()
menunjukkan resep pencampuran untuk produk

Static Private Attributes

- static const long `price` = 86999
- static const `FarmProducts` * `req []` = {new `CowMeat()`, new `HorseMeat()`}

5.46.1 Detailed Description

Kelas `RicaKuda` diturunkan dari `SideProducts`.

5.46.2 Constructor & Destructor Documentation

5.46.2.1 `RicaKuda()`

```
RicaKuda::RicaKuda ( )
```

ctor default

Kelas `RicaKuda` diturunkan dari `SideProducts`.

ctor default

5.46.3 Member Function Documentation

5.46.3.1 `getPrice()`

```
long RicaKuda::getPrice ( ) [static]
```

getter price

Returns

long harga produk

5.46.3.2 `isMixValid()`

```
bool RicaKuda::isMixValid (
    Inventory & a ) [static]
```

checker apakah isi ransel cukup untuk membuat objek

Returns

true isi ransel cukup
false isi ransel tidak cukup

5.46.3.3 showReq()

```
void RicaKuda::showReq ( ) [static]
```

menunjukkan resep pencampuran untuk produk

5.46.4 Member Data Documentation

5.46.4.1 price

```
const long RicaKuda::price = 86999 [static], [private]
```

Harga dari produk

5.46.4.2 req

```
const FarmProducts * RicaKuda::req = {new CowMeat(), new HorseMeat()} [static], [private]
```

Resep daging kuda + daging sapi

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

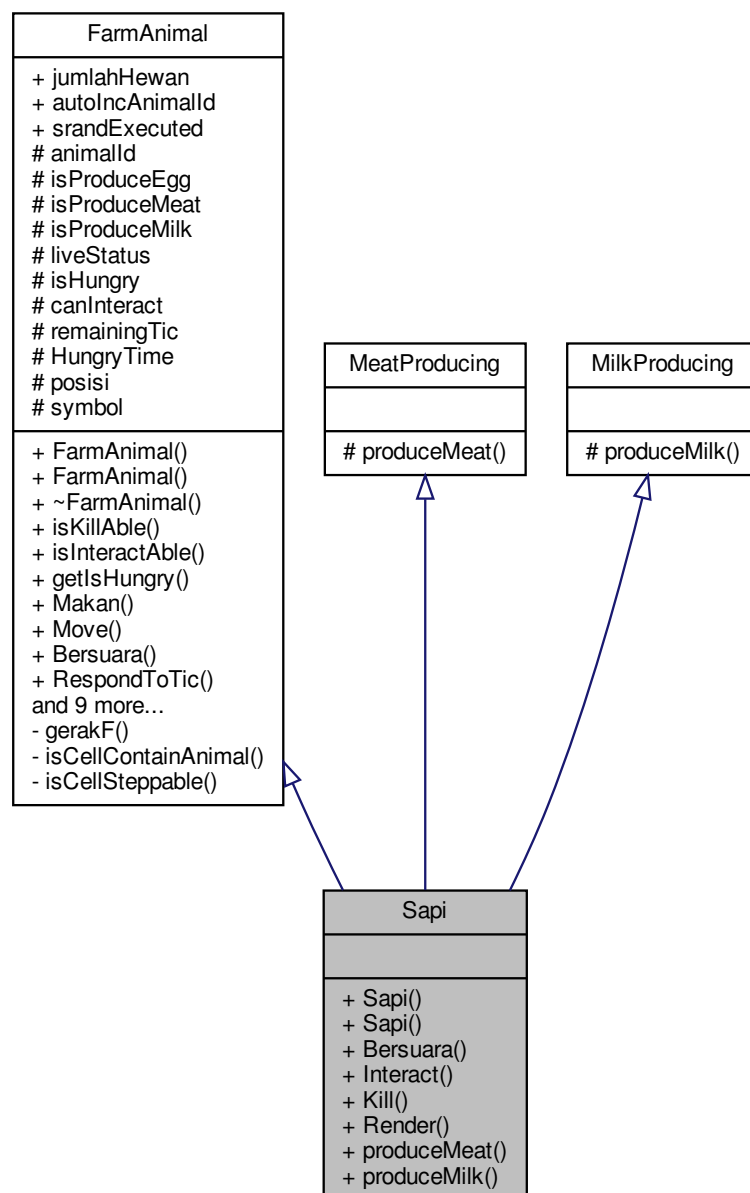
- [products/RicaKuda.h](#)
- [products/RicaKuda.cpp](#)

5.47 Sapi Class Reference

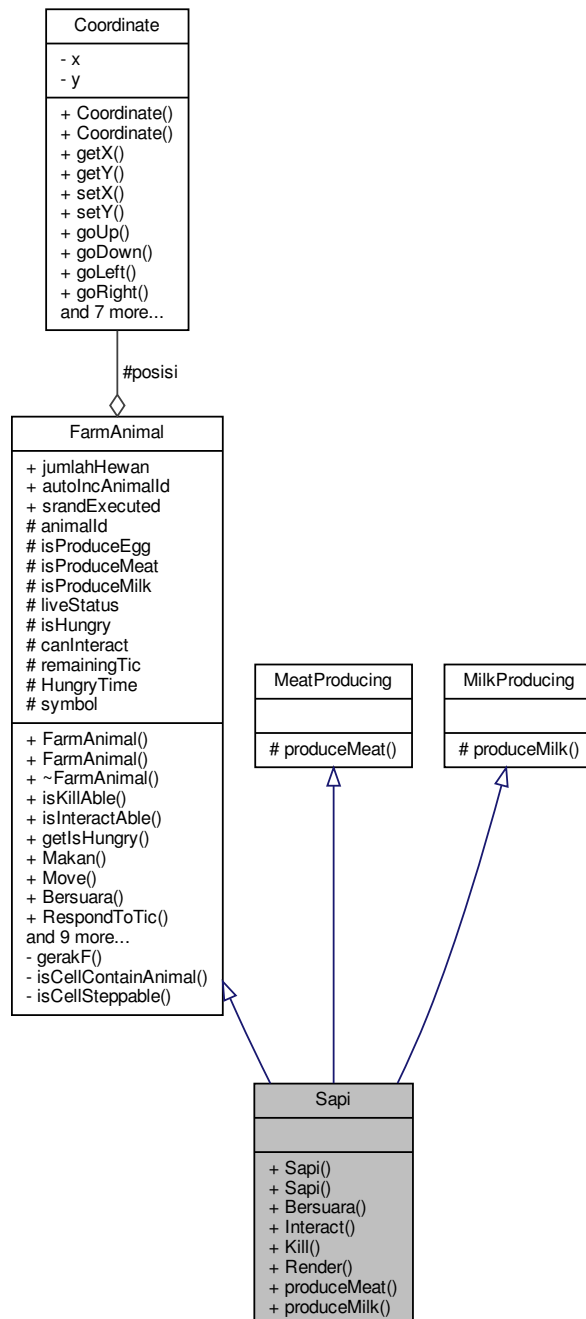
Kelas [Sapi](#) diturunkan dari [FarmAnimal](#).

```
#include <Sapi.h>
```

Inheritance diagram for Sapi:



Collaboration diagram for Sapi:



Public Member Functions

- [Sapi](#) ()
default ctor
- [Sapi](#) ([Coordinate](#) _posisi, int _HungryTime)
ctor dengan parameter
- void [Bersuara](#) () const

- *Sapi bersuara.*
- [FarmProducts](#) & [Interact](#) ()
- *Sapi menghasilkan susu.*
- [FarmProducts](#) & [Kill](#) ()
- *Sapi menghasilkan daging dan mati.*
- char [Render](#) () const
- [FarmProducts](#) & [produceMeat](#) ()
- [FarmProducts](#) & [produceMilk](#) ()

Additional Inherited Members

5.47.1 Detailed Description

Kelas [Sapi](#) diturunkan dari [FarmAnimal](#).

5.47.2 Constructor & Destructor Documentation

5.47.2.1 [Sapi\(\)](#) [1/2]

```
Sapi::Sapi ( )
```

default ctor

5.47.2.2 [Sapi\(\)](#) [2/2]

```
Sapi::Sapi (
    Coordinate _posisi,
    int _HungryTime )
```

ctor dengan parameter

Parameters

<code>_posisi</code>	posisi hewan
<code>_HungryTime</code>	Waktu lapar hewan

5.47.3 Member Function Documentation

5.47.3.1 Bersuara()

```
void Sapi::Bersuara ( ) const [virtual]
```

[Sapi](#) bersuara.

Reimplemented from [FarmAnimal](#).

5.47.3.2 Interact()

```
FarmProducts & Sapi::Interact ( ) [virtual]
```

[Sapi](#) menghasilkan susu.

Returns

[FarmProducts](#) berupa susu sapi

Reimplemented from [FarmAnimal](#).

5.47.3.3 Kill()

```
FarmProducts & Sapi::Kill ( ) [virtual]
```

[Sapi](#) menghasilkan daging dan mati.

Returns

[FarmProducts](#) berupa daging sapi

Reimplemented from [FarmAnimal](#).

5.47.3.4 produceMeat()

```
FarmProducts & Sapi::produceMeat ( ) [virtual]
```

Menghasilkan daging sapi

Implements [MeatProducing](#).

5.47.3.5 produceMilk()

```
FarmProducts & Sapi::produceMilk ( ) [virtual]
```

Menghasilkan susu sapi

Implements [MilkProducing](#).

5.47.3.6 Render()

```
char Sapi::Render ( ) const
```

Menggambar [Sapi](#) dengan S

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

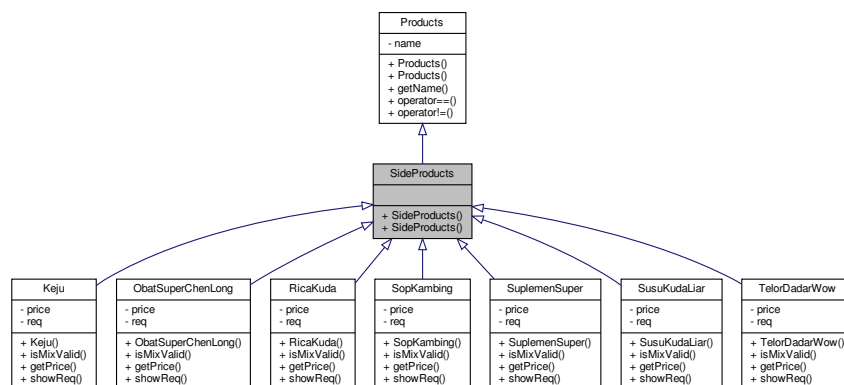
- [animals/Sapi.h](#)
- [animals/Sapi.cpp](#)

5.48 SideProducts Class Reference

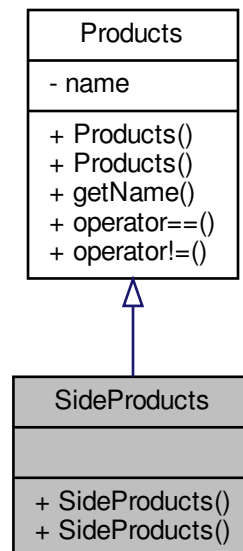
Header untuk kelas kelas produk olahan hasil peternakan.

```
#include <SideProducts.h>
```

Inheritance diagram for SideProducts:



Collaboration diagram for SideProducts:



Public Member Functions

- [SideProducts](#) ()
- [SideProducts](#) (std::string name)

5.48.1 Detailed Description

Header untuk kelas kelas produk olahan hasil peternakan.

5.48.2 Constructor & Destructor Documentation

5.48.2.1 SideProducts() [1/2]

```
SideProducts::SideProducts ( ) [inline]
```

5.48.2.2 SideProducts() [2/2]

```
SideProducts::SideProducts (
    std::string name ) [inline]
```

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

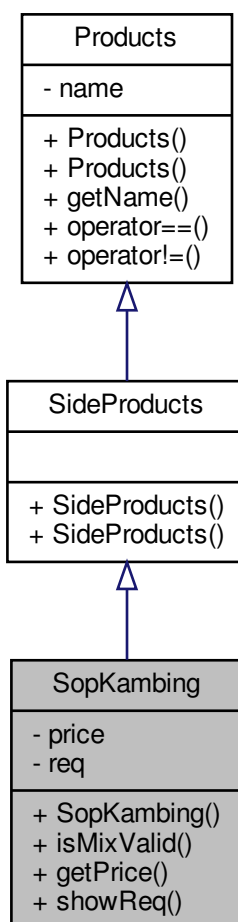
- [products/SideProducts.h](#)

5.49 SopKambing Class Reference

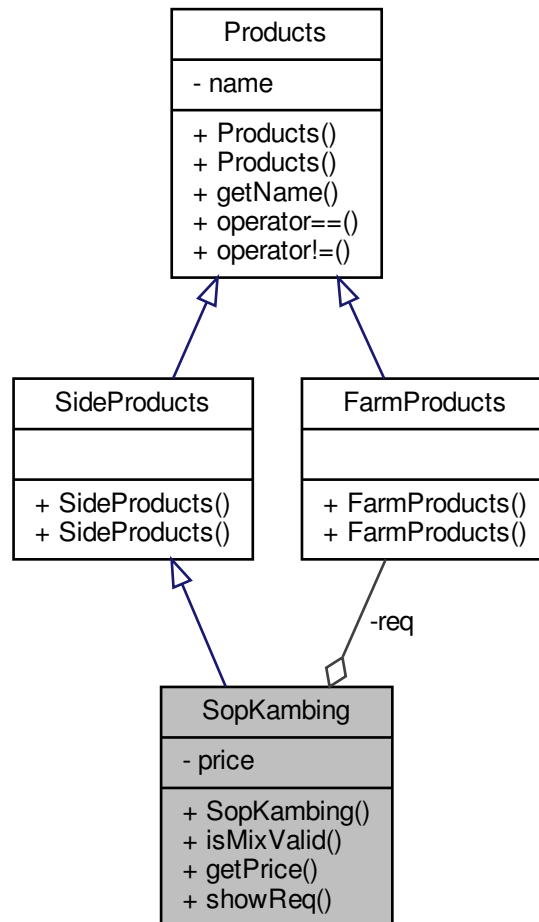
Kelas [SopKambing](#) diturunkan dari [SideProducts](#).

```
#include <SopKambing.h>
```

Inheritance diagram for SopKambing:



Collaboration diagram for SopKambing:



Public Member Functions

- [SopKambing](#) ()
ctor default

Static Public Member Functions

- static bool [isMixValid](#) ([Inventory](#) &a)
checker apakah isi ransel cukup untuk membuat objek
- static long [getPrice](#) ()
getter price
- static void [showReq](#) ()
menunjukkan resep pencampuran untuk produk

Static Private Attributes

- static const long `price` = 85233
- static const `FarmProducts` * `req []` = {new `GoatMeat`(), new `GoatMeat`()}

5.49.1 Detailed Description

Kelas `SopKambing` diturunkan dari `SideProducts`.

5.49.2 Constructor & Destructor Documentation

5.49.2.1 `SopKambing()`

```
SopKambing::SopKambing ( )
```

ctor default

Kelas `SopKambing` diturunkan dari `SideProducts`.

ctor default

5.49.3 Member Function Documentation

5.49.3.1 `getPrice()`

```
long SopKambing::getPrice ( ) [static]
```

getter price

Returns

long harga produk

5.49.3.2 `isMixValid()`

```
bool SopKambing::isMixValid (
    Inventory & a ) [static]
```

checker apakah isi ransel cukup untuk membuat objek

Returns

true isi ransel cukup
false isi ransel tidak cukup

5.49.3.3 showReq()

```
void SopKambing::showReq ( ) [static]
```

menunjukkan resep pencampuran untuk produk

5.49.4 Member Data Documentation

5.49.4.1 price

```
const long SopKambing::price = 85233 [static], [private]
```

Harga dari produk

5.49.4.2 req

```
const FarmProducts * SopKambing::req = {new GoatMeat(), new GoatMeat()} [static], [private]
```

Resep daging kambing + daging kambing

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

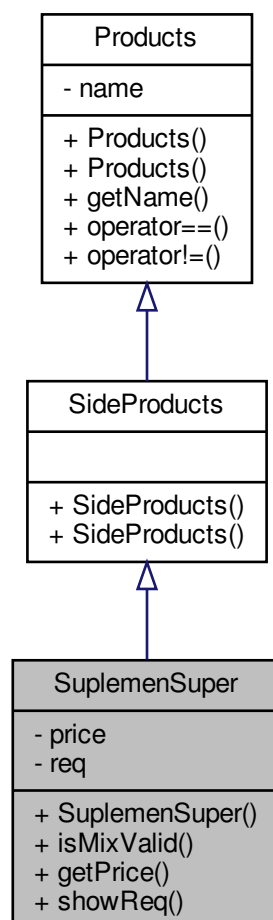
- [products/SopKambing.h](#)
- [products/SopKambing.cpp](#)

5.50 SuplemenSuper Class Reference

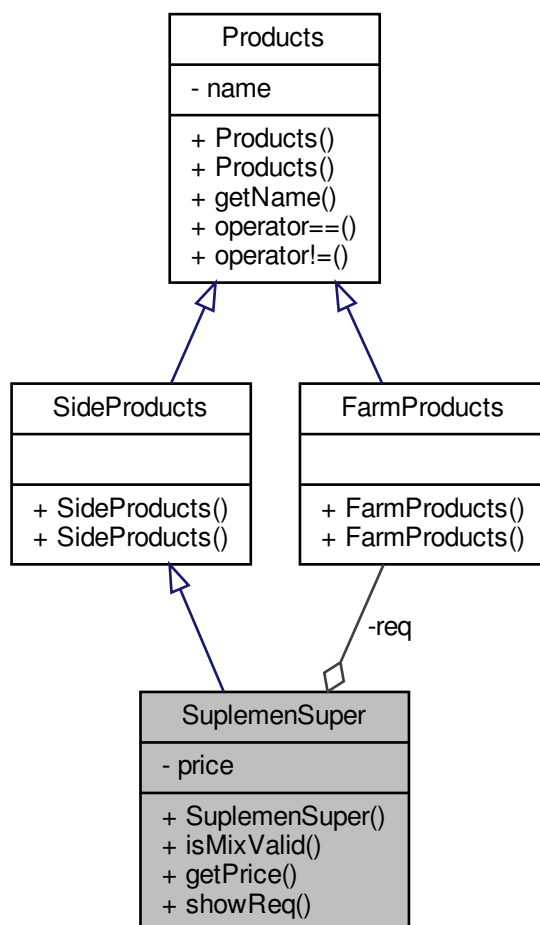
Kelas [SuplemenSuper](#) diturunkan dari [SideProducts](#).

```
#include <SuplemenSuper.h>
```

Inheritance diagram for SuplemenSuper:



Collaboration diagram for SuplemenSuper:



Public Member Functions

- `SuplemenSuper ()`

ctor default

Static Public Member Functions

- static bool `isMixValid (Inventory &a)`
checker apakah isi ransel cukup untuk membuat objek
- static long `getPrice ()`
getter price
- static void `showReq ()`
menunjukkan resep pencampuran untuk produk

Static Private Attributes

- static const long `price` = 47329
- static const `FarmProducts` * `req` [] = {new `ChickenEgg`(), new `CowMilk`(), new `DuckMeat`(), new `HorseMeat`()}

5.50.1 Detailed Description

Kelas `SuplemenSuper` diturunkan dari `SideProducts`.

5.50.2 Constructor & Destructor Documentation

5.50.2.1 `SuplemenSuper()`

```
SuplemenSuper::SuplemenSuper ( )
```

ctor default

Kelas `SuplemenSuper` diturunkan dari `SideProducts`.

ctor default

5.50.3 Member Function Documentation

5.50.3.1 `getPrice()`

```
long SuplemenSuper::getPrice ( ) [static]
```

getter price

Returns

long harga produk

5.50.3.2 `isMixValid()`

```
bool SuplemenSuper::isMixValid (
    Inventory & a ) [static]
```

checker apakah isi ransel cukup untuk membuat objek

Returns

true isi ransel cukup
false isi ransel tidak cukup

5.50.3.3 showReq()

```
void SuplemenSuper::showReq ( ) [static]
```

menunjukkan resep pencampuran untuk produk

5.50.4 Member Data Documentation

5.50.4.1 price

```
const long SuplemenSuper::price = 47329 [static], [private]
```

Harga dari produk

5.50.4.2 req

```
const FarmProducts * SuplemenSuper::req = {new ChickenEgg(), new CowMilk(), new DuckMeat(),  
new HorseMeat()} [static], [private]
```

Resep susu sapi + daging kuda + telur ayam + daging bebek

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

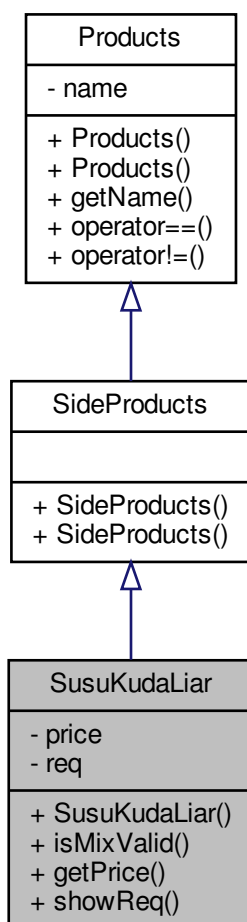
- [products/SuplemenSuper.h](#)
- [products/SuplemenSuper.cpp](#)

5.51 SusuKudaLiar Class Reference

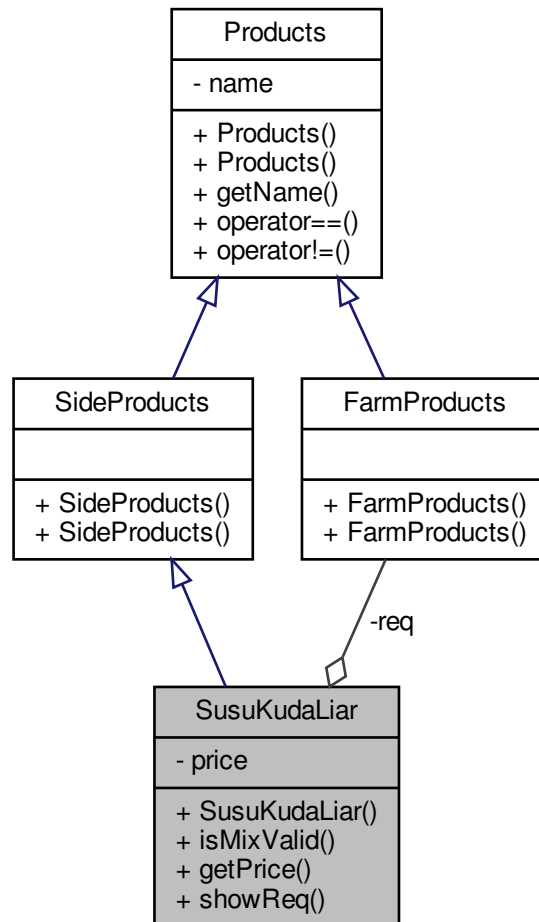
Kelas [SusuKudaLiar](#) diturunkan dari [SideProducts](#).

```
#include <SusuKudaLiar.h>
```

Inheritance diagram for SusuKudaLiar:



Collaboration diagram for SusuKudaLiar:



Public Member Functions

- [SusuKudaLiar](#) ()
ctor default

Static Public Member Functions

- static bool [isMixValid](#) ([Inventory](#) &a)
checker apakah isi ransel cukup untuk membuat objek
- static long [getPrice](#) ()
getter price
- static void [showReq](#) ()
menunjukkan resep pencampuran untuk produk

Static Private Attributes

- static const long `price` = 13444
- static const `FarmProducts` * `req []` = {new `HorseMeat`(), new `HorseMilk`()}

5.51.1 Detailed Description

Kelas `SusuKudaLiar` diturunkan dari `SideProducts`.

5.51.2 Constructor & Destructor Documentation

5.51.2.1 `SusuKudaLiar()`

```
SusuKudaLiar::SusuKudaLiar ( )
```

ctor default

Kelas `SusuKudaLiar` diturunkan dari `SideProducts`.

ctor default

5.51.3 Member Function Documentation

5.51.3.1 `getPrice()`

```
long SusuKudaLiar::getPrice ( ) [static]
```

getter price

Returns

long harga produk

5.51.3.2 `isMixValid()`

```
bool SusuKudaLiar::isMixValid (
    Inventory & a ) [static]
```

checker apakah isi ransel cukup untuk membuat objek

Returns

true isi ransel cukup
false isi ransel tidak cukup

5.51.3.3 showReq()

```
void SusuKudaLiar::showReq ( ) [static]
```

menunjukkan resep pencampuran untuk produk

5.51.4 Member Data Documentation

5.51.4.1 price

```
const long SusuKudaLiar::price = 13444 [static], [private]
```

Harga dari produk

5.51.4.2 req

```
const FarmProducts * SusuKudaLiar::req = {new HorseMeat(), new HorseMilk()} [static], [private]
```

Resep susu kuda + daging kuda

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

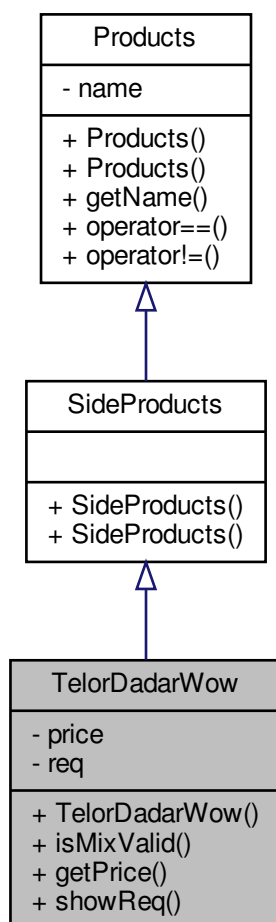
- [products/SusuKudaLiar.h](#)
- [products/SusuKudaLiar.cpp](#)

5.52 TelorDadarWow Class Reference

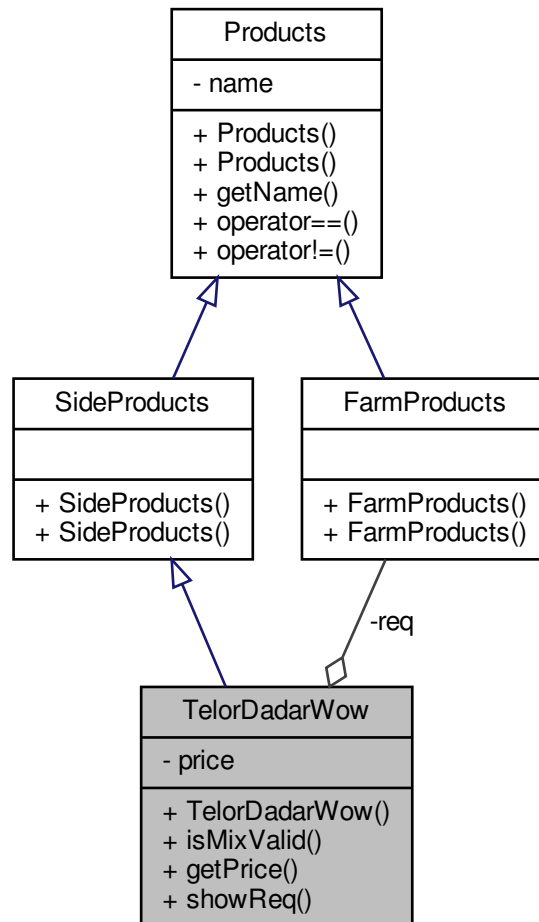
Kelas [TelorDadarWow](#) diturunkan dari [SideProducts](#).

```
#include <TelorDadarWow.h>
```

Inheritance diagram for TelorDadarWow:



Collaboration diagram for TelorDadarWow:



Public Member Functions

- [TelorDadarWow](#) ()
ctor default

Static Public Member Functions

- static bool [isMixValid](#) ([Inventory](#) &a)
checker apakah isi ransel cukup untuk membuat objek
- static long [getPrice](#) ()
getter price
- static void [showReq](#) ()
menunjukkan resep pencampuran untuk produk

Static Private Attributes

- static const long `price` = 99999
- static const `FarmProducts` * `req []` = {new `HorseMeat`(), new `GoatMilk`(), new `DuckEgg`()}

5.52.1 Detailed Description

Kelas `TelorDadarWow` diturunkan dari `SideProducts`.

5.52.2 Constructor & Destructor Documentation

5.52.2.1 `TelorDadarWow()`

```
TelorDadarWow::TelorDadarWow ( )
```

ctor default

Kelas `TelorDadarWow` diturunkan dari `SideProducts`.

ctor default

5.52.3 Member Function Documentation

5.52.3.1 `getPrice()`

```
long TelorDadarWow::getPrice ( ) [static]
```

getter price

Returns

long harga produk

5.52.3.2 `isMixValid()`

```
bool TelorDadarWow::isMixValid (
    Inventory & a ) [static]
```

checker apakah isi ransel cukup untuk membuat objek

Returns

true isi ransel cukup
false isi ransel tidak cukup

5.52.3.3 showReq()

```
void TelorDadarWow::showReq ( ) [static]
```

menunjukkan resep pencampuran untuk produk

5.52.4 Member Data Documentation

5.52.4.1 price

```
const long TelorDadarWow::price = 99999 [static], [private]
```

Harga dari produk

5.52.4.2 req

```
const FarmProducts * TelorDadarWow::req = {new HorseMeat(), new GoatMilk(), new DuckEgg()}
[static], [private]
```

Resep susu kambing + daging kuda + telur bebek

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

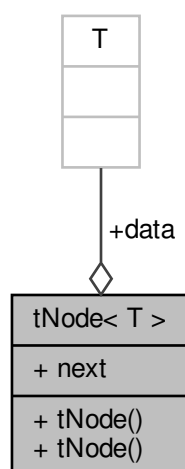
- products/[TelorDadarWow.h](#)
- products/[TelorDadarWow.cpp](#)

5.53 tNode< T > Struct Template Reference

Node untuk menyimpan tiap elemen.

```
#include <LinkedList.h>
```

Collaboration diagram for tNode< T >:



Public Member Functions

- [tNode](#) (T [data](#))
- [tNode](#) ()

Public Attributes

- T [data](#)
- [tNode](#)< T > * [next](#)

5.53.1 Detailed Description

```
template<class T>
struct tNode< T >
```

Node untuk menyimpan tiap elemen.

5.53.2 Constructor & Destructor Documentation

5.53.2.1 tNode() [1/2]

```
template<class T>
tNode< T >::tNode (
    T data ) [inline]
```

5.53.2.2 tNode() [2/2]

```
template<class T>
tNode< T >::tNode ( ) [inline]
```

5.53.3 Member Data Documentation

5.53.3.1 data

```
template<class T>
T tNode< T >::data
```

```
struct data
```

5.53.3.2 next

```
template<class T>
tNode<T>* tNode< T >::next
```

struct next pointer

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

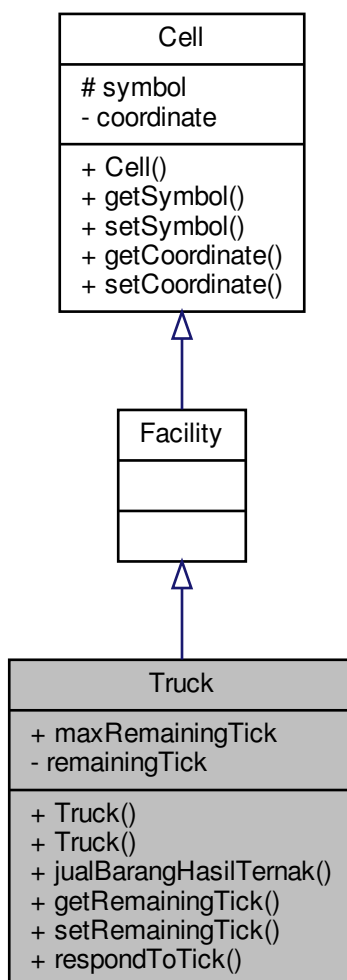
- common/[LinkedList.h](#)

5.54 Truck Class Reference

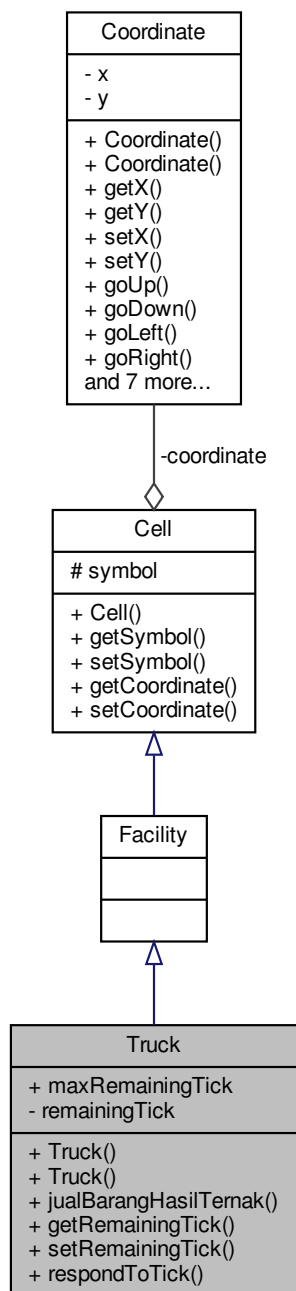
kelas [Truck](#) digunakan untuk menjual inventory

```
#include <Truck.h>
```

Inheritance diagram for Truck:



Collaboration diagram for Truck:



Public Member Functions

- [Truck](#) (int x, int y)
ctor parameter, inisialisasi simbol 'T'
- [Truck](#) ([Coordinate](#) posisi)
Construct a new [Truck](#) object.
- void [jualBarangHasilTernak](#) ([Inventory](#) *inventory, int *uang)

- *Jual seluruh product pada inventory, menambah uang.*
int [getRemainingTick](#) ()
getter remainingTick
- void [setRemainingTick](#) (int [remainingTick](#))
setter remainingTick
- void [respondToTick](#) ()
respond pada tick

Static Public Attributes

- static const int [maxRemainingTick](#) = 10

Private Attributes

- int [remainingTick](#)

Additional Inherited Members

5.54.1 Detailed Description

kelas [Truck](#) digunakan untuk menjual inventory

5.54.2 Constructor & Destructor Documentation

5.54.2.1 [Truck\(\)](#) [1/2]

```
Truck::Truck (
    int x,
    int y )
```

ctor parameter, inisialisasi simbol 'T'

Parameters

x	absis petak, dan y ordinat petak
---	----------------------------------

5.54.2.2 [Truck\(\)](#) [2/2]

```
Truck::Truck (
    Coordinate posisi )
```

Construct a new [Truck](#) object.

Parameters

<i>koor</i>	koordinat truck
-------------	-----------------

5.54.3 Member Function Documentation**5.54.3.1 getRemainingTick()**

```
int Truck::getRemainingTick ( )
```

getter remainingTick

Returns

int remainingTick

5.54.3.2 jualBarangHasilTernak()

```
void Truck::jualBarangHasilTernak (
    Inventory * inventory,
    int * uang )
```

Jual seluruh product pada inventory, menambah uang.

5.54.3.3 respondToTick()

```
void Truck::respondToTick ( )
```

respond pada tick

5.54.3.4 setRemainingTick()

```
void Truck::setRemainingTick (
    int remainingTick )
```

setter remainingTick

5.54.4 Member Data Documentation

5.54.4.1 maxRemainingTick

```
const int Truck::maxRemainingTick = 10 [static]
```

5.54.4.2 remainingTick

```
int Truck::remainingTick [private]
```

Tick (remainingTick > 0) apabila [Truck](#) tidak berada di tempat

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

- [cell/Truck.h](#)
- [cell/Truck.cpp](#)

5.55 Ukuran Class Reference

Kelas [Ukuran](#) berisi atribut integer p dan l.

```
#include <Ukuran.h>
```

Collaboration diagram for Ukuran:

Ukuran
- p - l
+ Ukuran() + Ukuran() + getP() + getL() + setP() + setL()

Public Member Functions

- [Ukuran](#) ()
ctor parameter
- [Ukuran](#) (int [p](#), int [l](#))
getter P
- int [getP](#) () const
getter L
- int [getL](#) () const
setter P
- void [setP](#) (int x)
setter L

Private Attributes

- int [p](#)
- int [l](#)

5.55.1 Detailed Description

Kelas [Ukuran](#) berisi atribut integer p dan l.

5.55.2 Constructor & Destructor Documentation

5.55.2.1 [Ukuran\(\)](#) [1/2]

```
Ukuran::Ukuran ( )
```

5.55.2.2 [Ukuran\(\)](#) [2/2]

```
Ukuran::Ukuran (
    int p,
    int l )
```

ctor parameter

Parameters

<i>p</i>	panjang
<i>l</i>	tinggi

5.55.3 Member Function Documentation

5.55.3.1 getL()

```
int Ukuran::getL ( ) const
```

getter L

Returns

int l

5.55.3.2 getP()

```
int Ukuran::getP ( ) const
```

getter P

Returns

int p

5.55.3.3 setL()

```
void Ukuran::setL (
    int y )
```

setter L

5.55.3.4 setP()

```
void Ukuran::setP (
    int x )
```

setter P

5.55.4 Member Data Documentation

5.55.4.1 l

```
int Ukuran::l [private]
```

p: panjang, l: tinggi

5.55.4.2 p

```
int Ukuran::p [private]
```

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

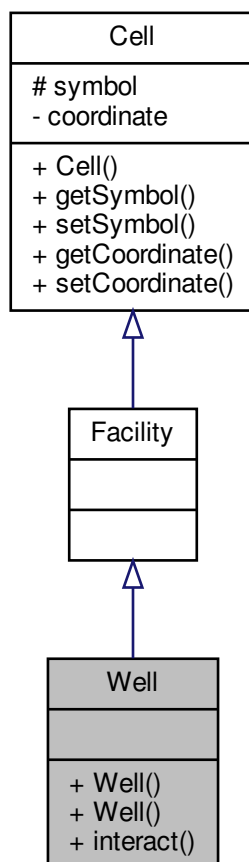
- [Ukuran.h](#)
- [Ukuran.cpp](#)

5.56 Well Class Reference

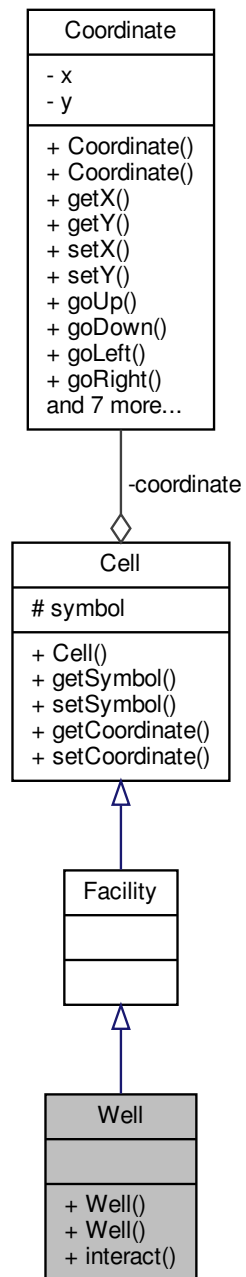
Kelas [Well](#) digunakan untuk mengisi wadah air yang dimiliki [Player](#).

```
#include <Well.h>
```

Inheritance diagram for Well:



Collaboration diagram for Well:



Public Member Functions

- **Well** (int x, int y)
- **Well** (**Coordinate** posisi)
*Construct a new **Well** object.*
- void **interact** (int *wadahAir)
Mengisi wadah air pemain.

Additional Inherited Members

5.56.1 Detailed Description

Kelas [Well](#) digunakan untuk mengisi wadah air yang dimiliki [Player](#).

5.56.2 Constructor & Destructor Documentation

5.56.2.1 [Well\(\)](#) [1/2]

```
Well::Well (
    int x,
    int y )
```

Konstruktor dengan parameter, inisialisasi simbol 'W'

Parameters

<i>x</i>	absis petak, dan y ordinat petak
----------	----------------------------------

5.56.2.2 [Well\(\)](#) [2/2]

```
Well::Well (
    Coordinate posisi )
```

Construct a new [Well](#) object.

Parameters

<i>posisi</i>	Koordinat well
---------------	----------------

5.56.3 Member Function Documentation

5.56.3.1 [interact\(\)](#)

```
void Well::interact (
    int * wadahAir )
```

Mengisi wadah air pemain.

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

- [cell/Well.h](#)
- [cell/Well.cpp](#)

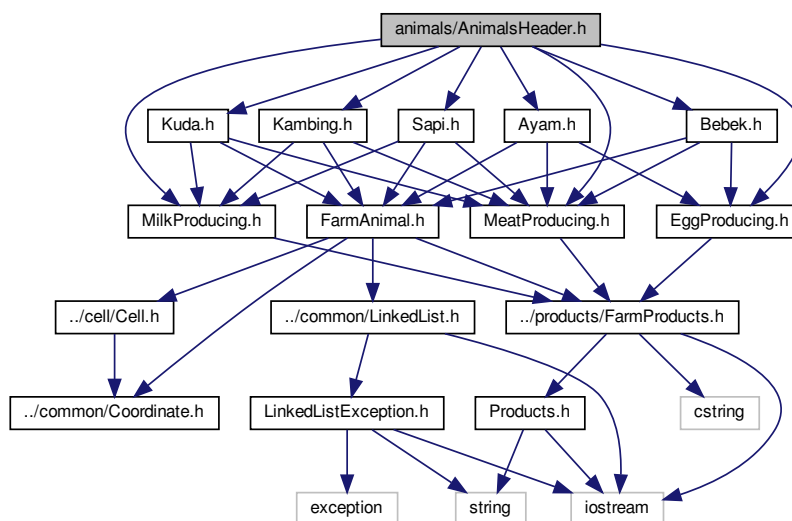
Chapter 6

File Documentation

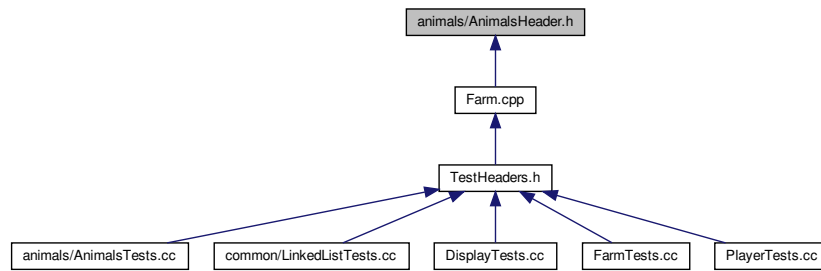
6.1 animals/AnimalsHeader.h File Reference

```
#include "Ayam.h"  
#include "Bebek.h"  
#include "Kambing.h"  
#include "Kuda.h"  
#include "Sapi.h"  
#include "EggProducing.h"  
#include "MeatProducing.h"  
#include "MilkProducing.h"
```

Include dependency graph for AnimalsHeader.h:



This graph shows which files directly or indirectly include this file:



6.2 animals/AnimalsTests.cc File Reference

```
#include <gtest/gtest.h>
#include "../TestHeaders.h"
```

Include dependency graph for AnimalsTests.cc:



Classes

- struct [AnimalTest](#)

Functions

- [TEST_F](#) ([AnimalTest](#), `TesBinatang`)
- int [main](#) (int argc, char **argv)

6.2.1 Function Documentation

6.2.1.1 main()

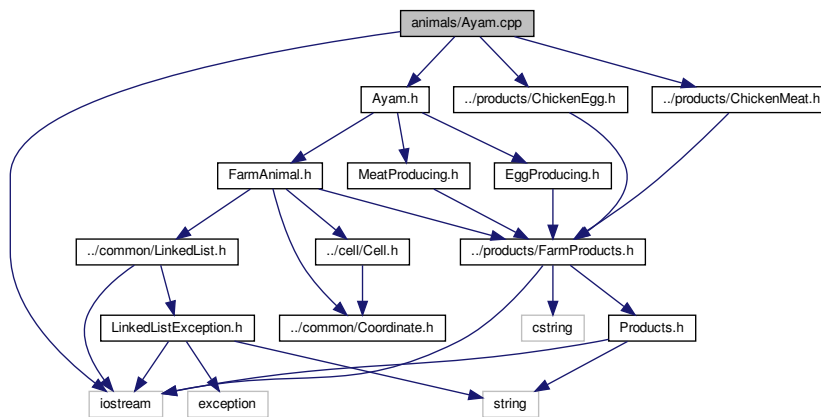
```
int main (
    int argc,
    char ** argv )
```

6.2.1.2 TEST_F()

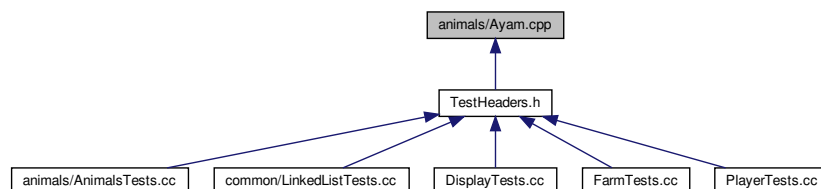
```
TEST_F (
    AnimalTest ,
    TesBinatang )
```

6.3 animals/Ayam.cpp File Reference

```
#include <iostream>
#include "Ayam.h"
#include "../products/ChickenEgg.h"
#include "../products/ChickenMeat.h"
Include dependency graph for Ayam.cpp:
```



This graph shows which files directly or indirectly include this file:

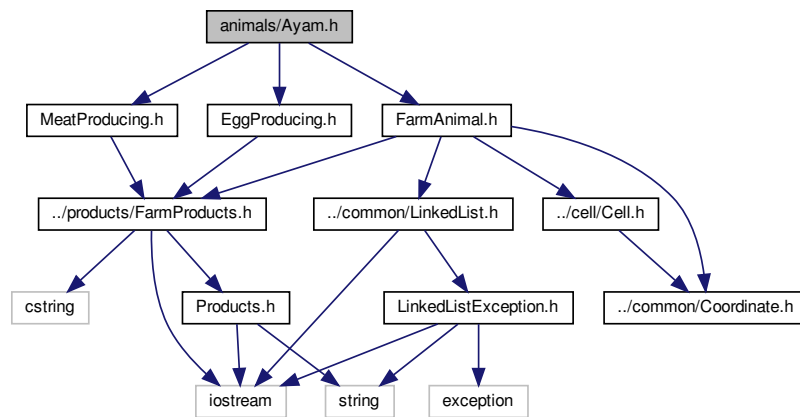


6.4 animals/Ayam.h File Reference

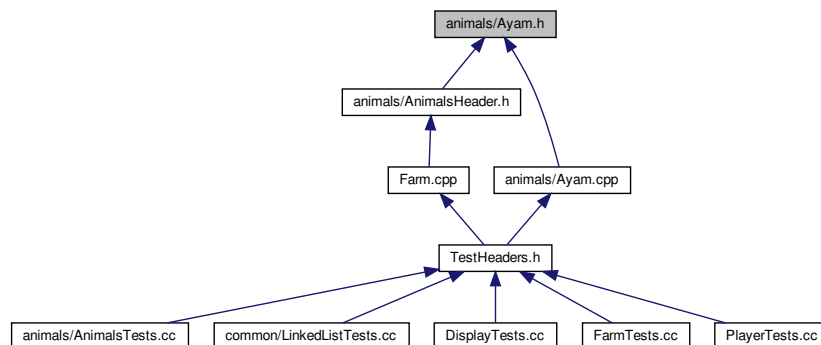
```
#include "FarmAnimal.h"
#include "EggProducing.h"
```

```
#include "MeatProducing.h"
```

Include dependency graph for Ayam.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Ayam](#)

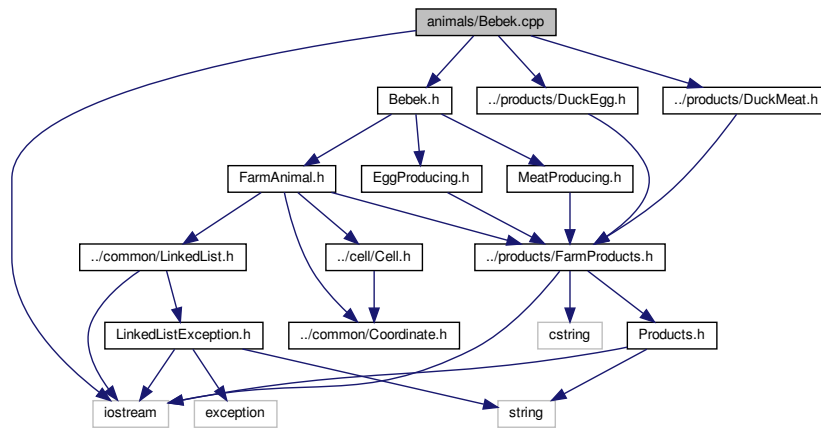
Kelas [Ayam](#) diturunkan dari [FarmAnimal](#).

6.5 animals/Bebek.cpp File Reference

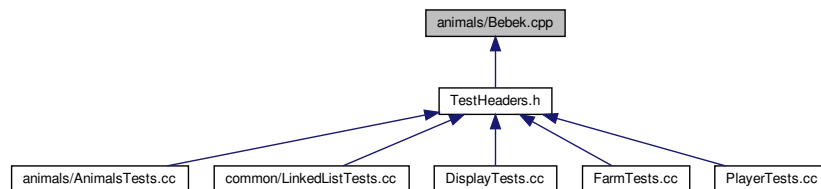
```
#include <iostream>
#include "Bebek.h"
#include "../products/DuckEgg.h"
```

```
#include "../products/DuckMeat.h"
```

Include dependency graph for Bebek.cpp:



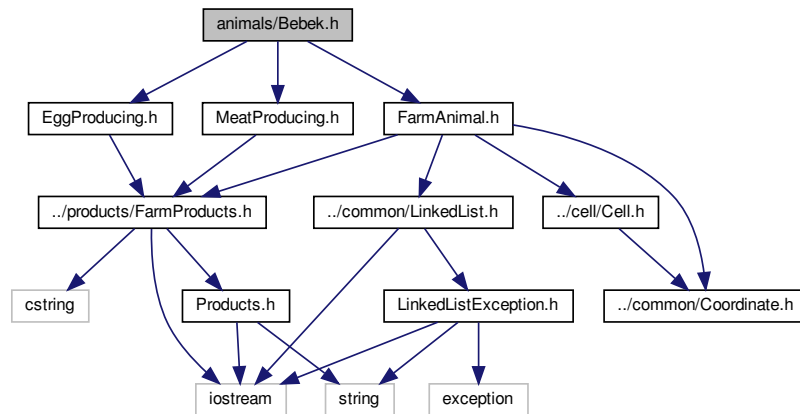
This graph shows which files directly or indirectly include this file:



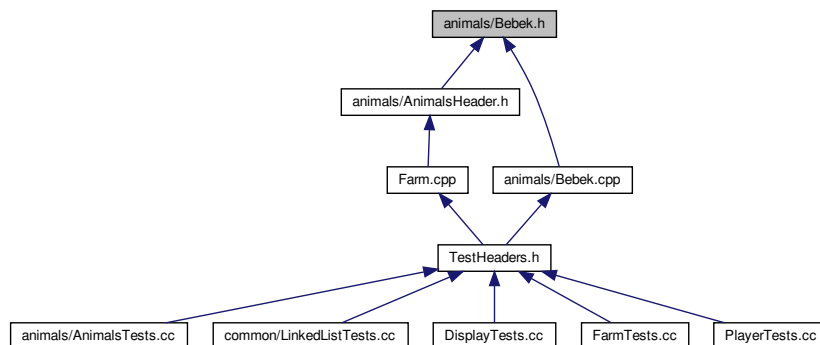
6.6 animals/Bebek.h File Reference

```
#include "FarmAnimal.h"
#include "MeatProducing.h"
#include "EggProducing.h"
```

Include dependency graph for `Bebek.h`:



This graph shows which files directly or indirectly include this file:



Classes

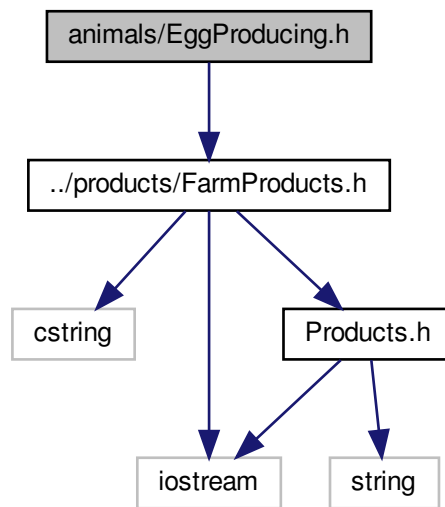
- class [Bebek](#)

Kelas [Bebek](#) diturunkan dari [FarmAnimal](#).

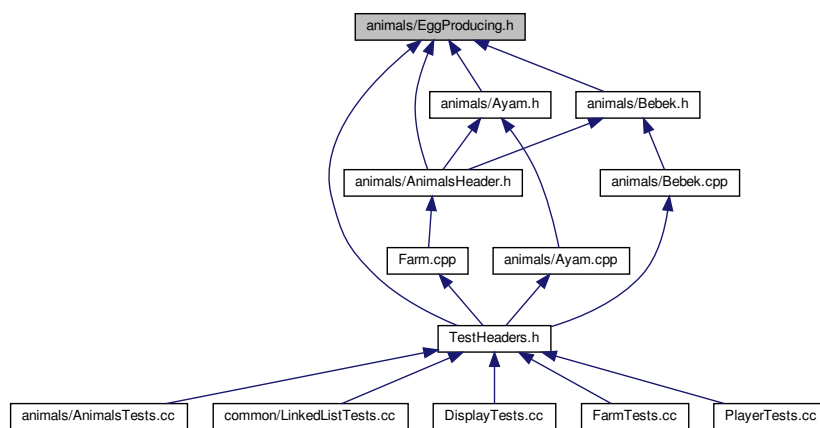
6.7 animals/EggProducing.h File Reference

```
#include "../products/FarmProducts.h"
```

Include dependency graph for EggProducing.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [EggProducing](#)

6.7.1 Detailed Description

Author

Azhar A

Date

2019-04-3

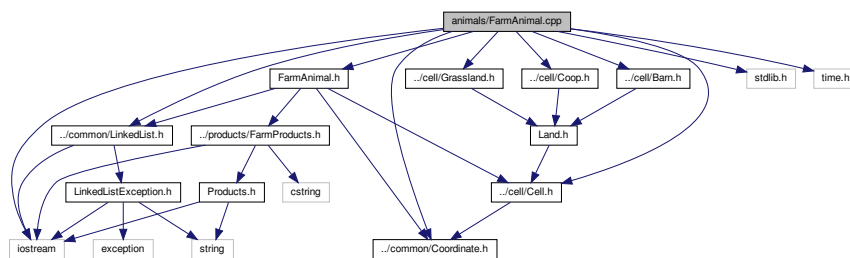
6.8 animals/FarmAnimal.cpp File Reference

```

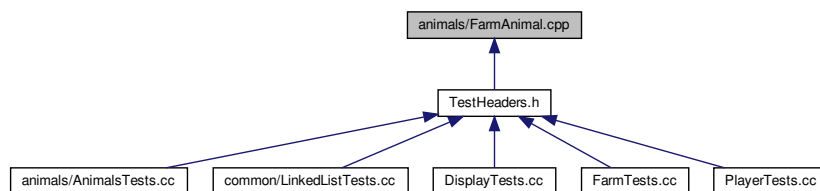
#include <iostream>
#include "FarmAnimal.h"
#include "../common/LinkedList.h"
#include "../cell/Barn.h"
#include "../cell/Grassland.h"
#include "../cell/Coop.h"
#include "../cell/Cell.h"
#include <stdlib.h>
#include <time.h>
#include "../common/Coordinate.h"

```

Include dependency graph for FarmAnimal.cpp:



This graph shows which files directly or indirectly include this file:

**6.9 animals/FarmAnimal.h File Reference**

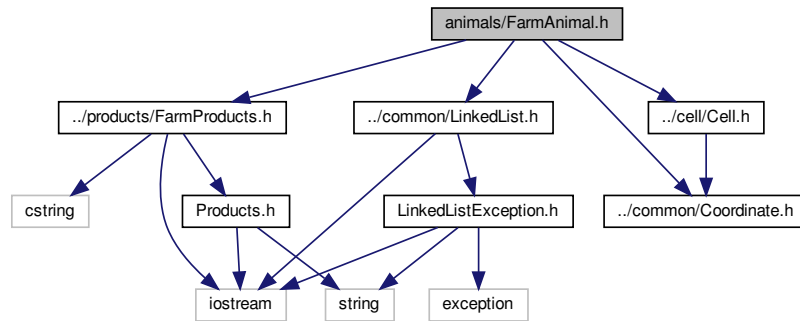
```

#include "../products/FarmProducts.h"
#include "../common/Coordinate.h"

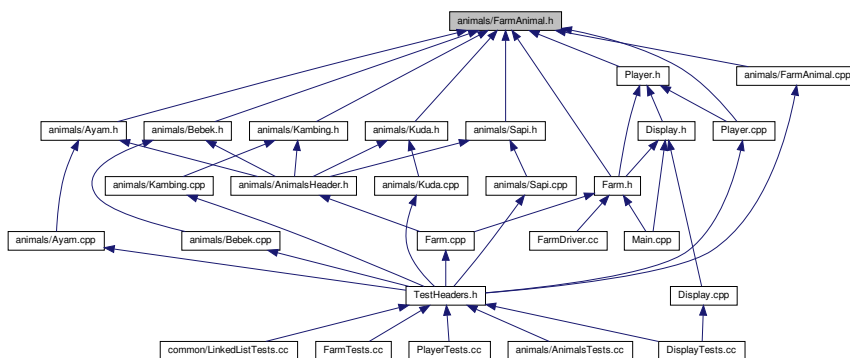
```



```
#include "../common/LinkedList.h"
#include "../cell/Cell.h"
Include dependency graph for FarmAnimal.h:
```



This graph shows which files directly or indirectly include this file:



Classes

- class [FarmAnimal](#)

6.9.1 Detailed Description

Author

Azhar

Date

2019-03-20

Author

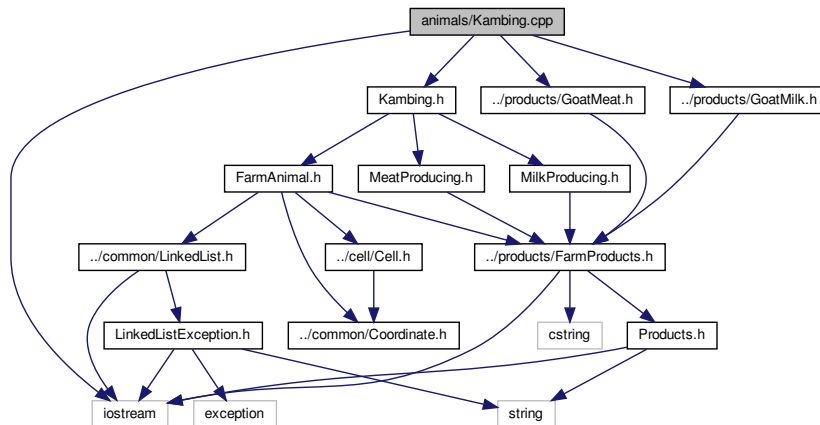
Azhar

Date

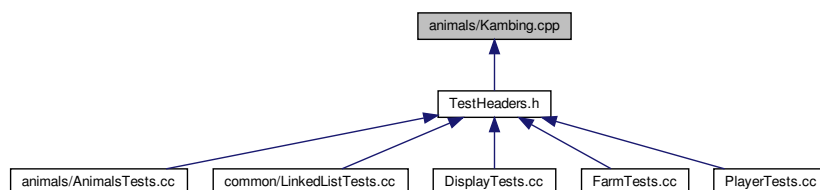
2019-03-18

6.10 animals/Kambing.cpp File Reference

```
#include <iostream>
#include "Kambing.h"
#include "../products/GoatMeat.h"
#include "../products/GoatMilk.h"
Include dependency graph for Kambing.cpp:
```



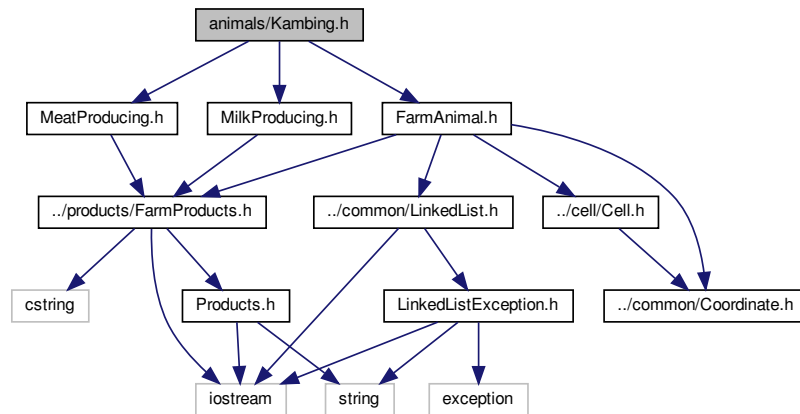
This graph shows which files directly or indirectly include this file:



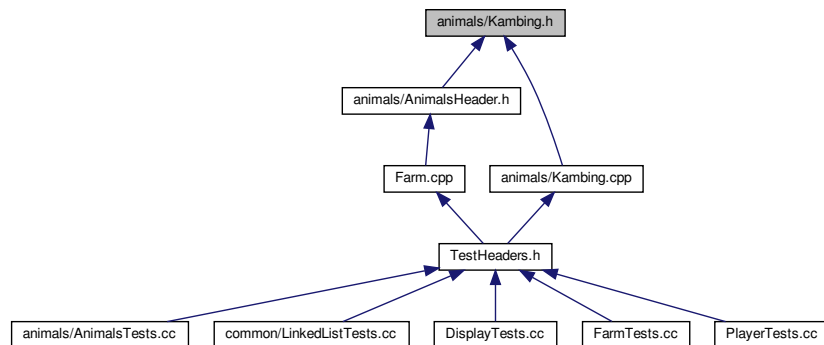
6.11 animals/Kambing.h File Reference

```
#include "FarmAnimal.h"
#include "MilkProducing.h"
#include "MeatProducing.h"
```

Include dependency graph for Kambing.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Kambing](#)

Kelas [Kambing](#) diturunkan dari [FarmAnimal](#).

6.12 animals/Kuda.cpp File Reference

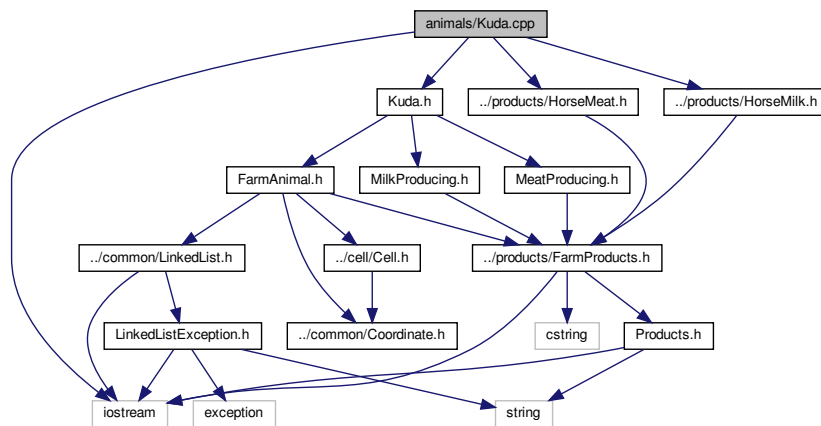
```

#include <iostream>
#include "Kuda.h"
#include "../products/HorseMeat.h"

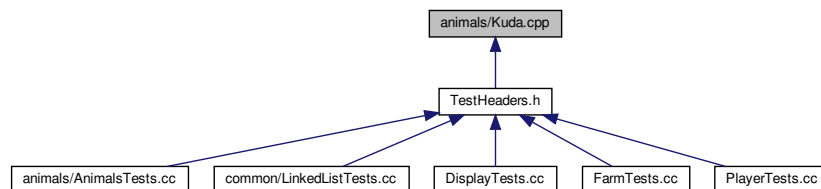
```

```
#include "../products/HorseMilk.h"
```

Include dependency graph for Kuda.cpp:



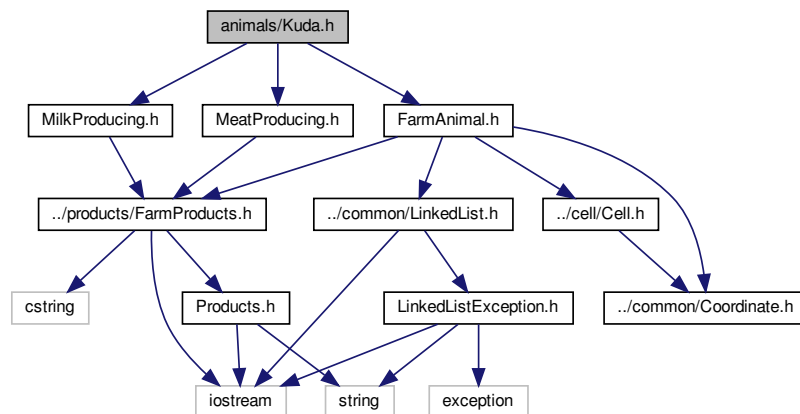
This graph shows which files directly or indirectly include this file:



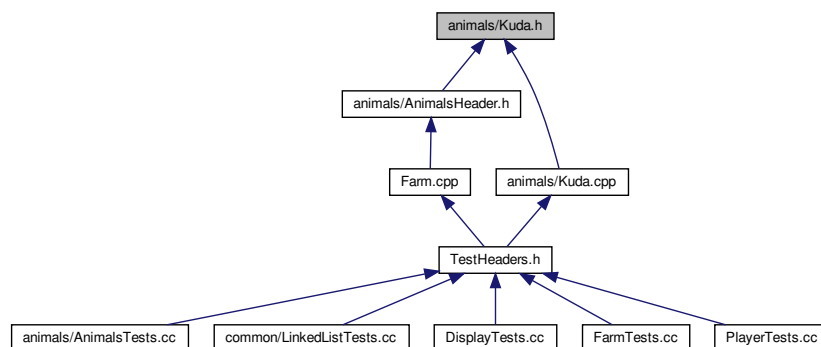
6.13 animals/Kuda.h File Reference

```
#include "FarmAnimal.h"
#include "MeatProducing.h"
#include "MilkProducing.h"
```

Include dependency graph for Kuda.h:



This graph shows which files directly or indirectly include this file:



Classes

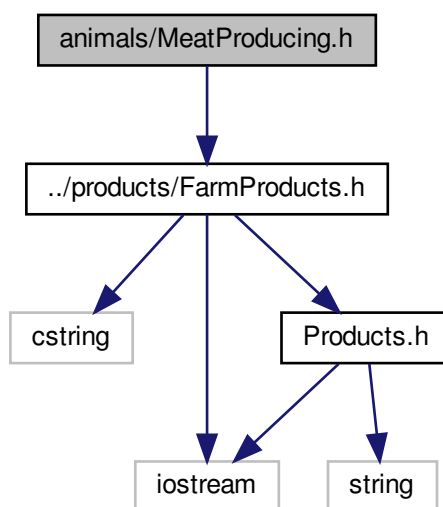
- class [Kuda](#)

Kelas [Kuda](#) diturunkan dari [FarmAnimal](#).

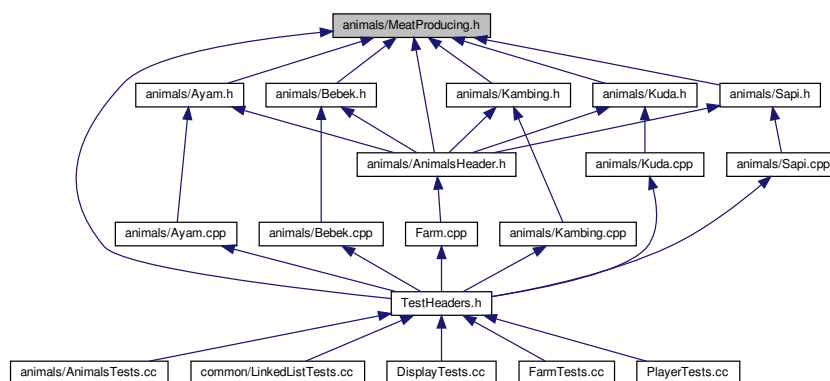
6.14 animals/MeatProducing.h File Reference

```
#include "../products/FarmProducts.h"
```

Include dependency graph for MeatProducing.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [MeatProducing](#)

6.14.1 Detailed Description

Author

Azhar A

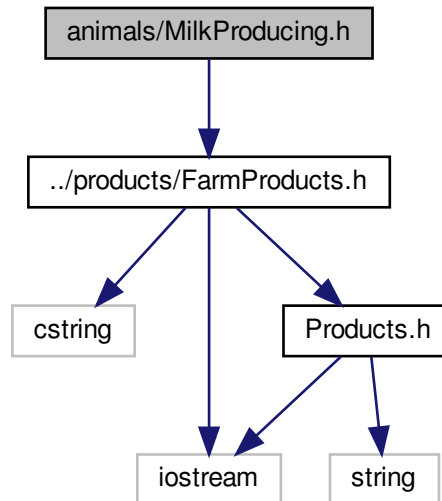
Date

2019-04-3

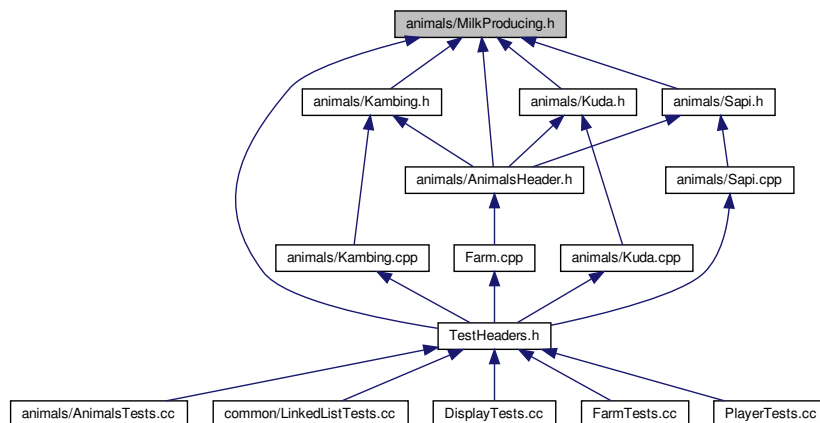
6.15 animals/MilkProducing.h File Reference

```
#include "../products/FarmProducts.h"
```

Include dependency graph for MilkProducing.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [MilkProducing](#)

6.15.1 Detailed Description

Author

Azhar A

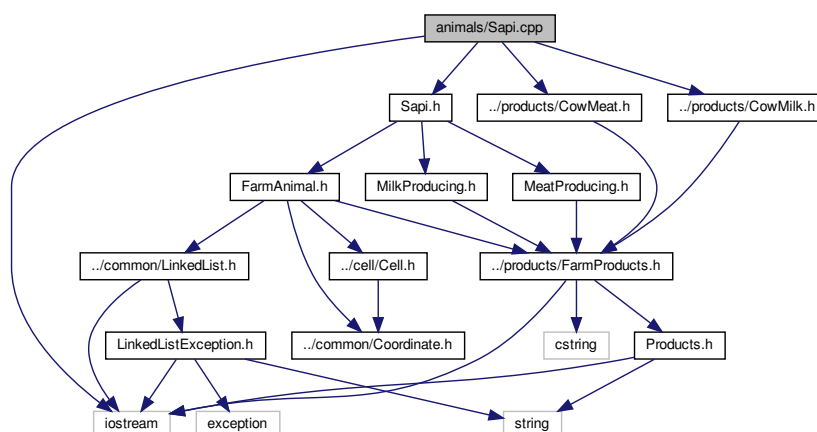
Date

2019-04-3

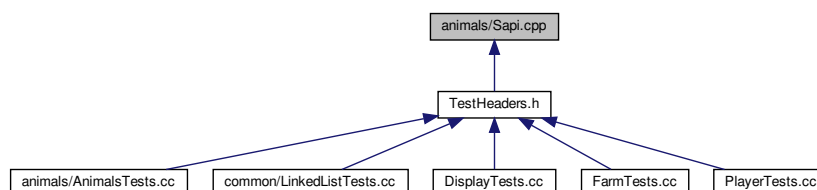
6.16 animals/Sapi.cpp File Reference

```
#include <iostream>
#include "Sapi.h"
#include "../products/CowMeat.h"
#include "../products/CowMilk.h"
```

Include dependency graph for Sapi.cpp:

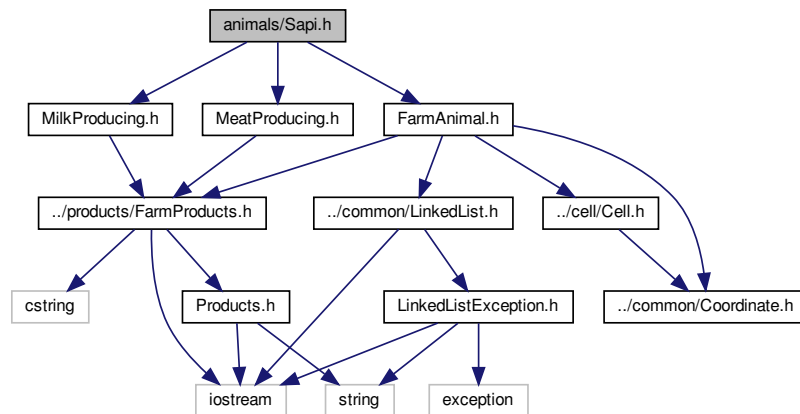


This graph shows which files directly or indirectly include this file:

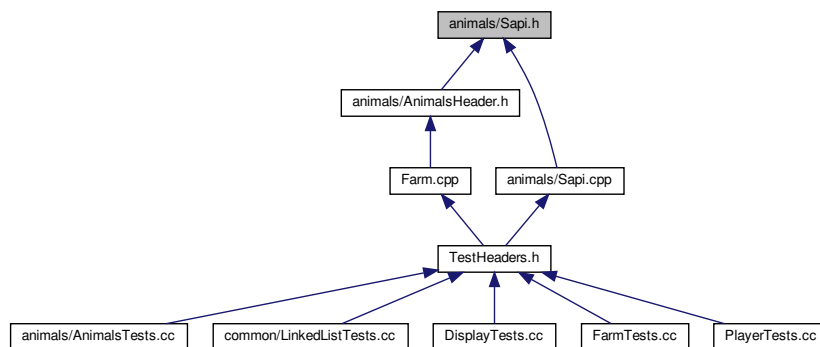


6.17 animals/Sapi.h File Reference

```
#include "FarmAnimal.h"
#include "MeatProducing.h"
#include "MilkProducing.h"
Include dependency graph for Sapi.h:
```



This graph shows which files directly or indirectly include this file:



Classes

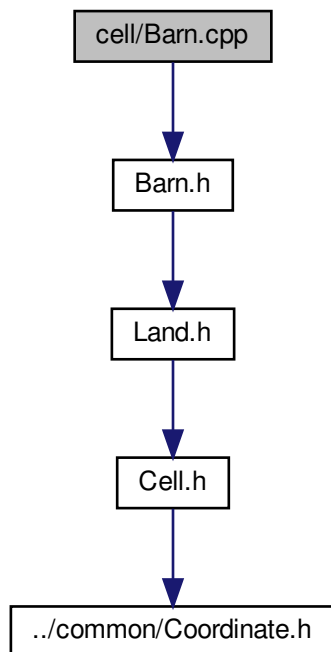
- class [Sapi](#)

Kelas [Sapi](#) diturunkan dari [FarmAnimal](#).

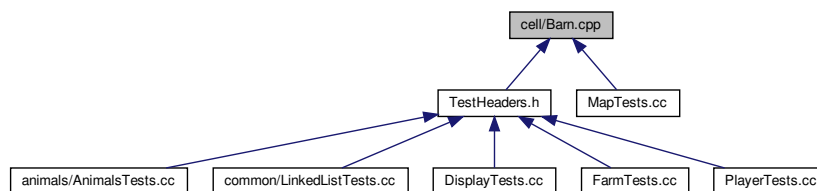
6.18 cell/Barn.cpp File Reference

```
#include "Barn.h"
```

Include dependency graph for Barn.cpp:



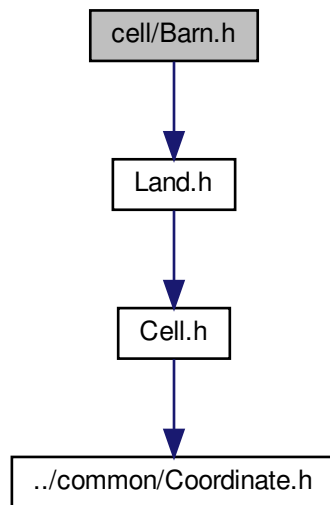
This graph shows which files directly or indirectly include this file:



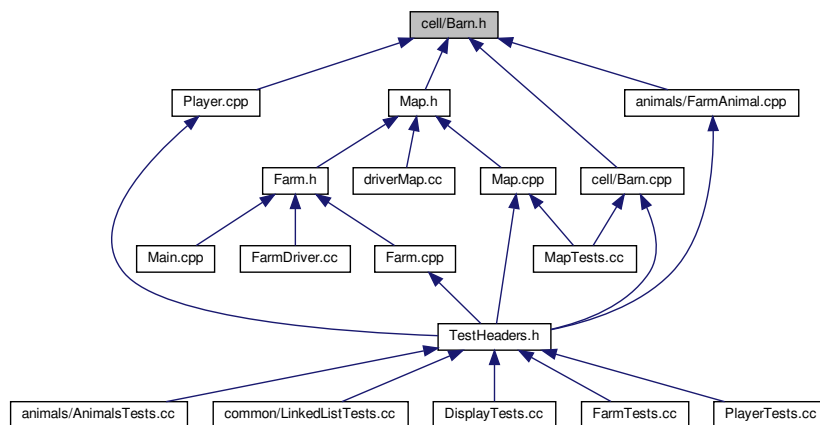
6.19 cell/Barn.h File Reference

```
#include "Land.h"
```

Include dependency graph for Barn.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Barn](#)

Kelas [Barn](#) digunakan untuk beternak hewan penghasil daging.

6.19.1 Detailed Description

Author

Rakhmad

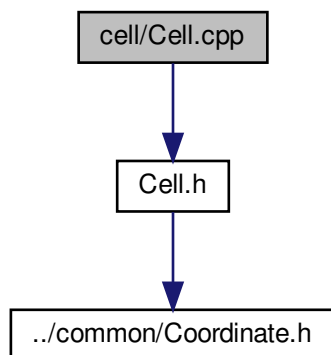
Date

2019-03-13

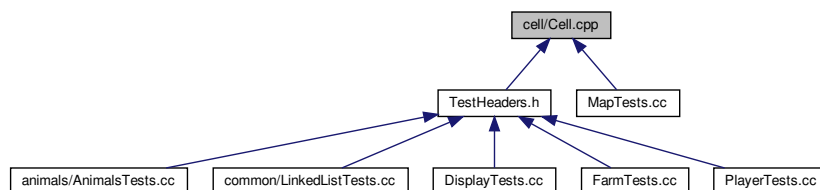
6.20 cell/Cell.cpp File Reference

```
#include "Cell.h"
```

Include dependency graph for Cell.cpp:



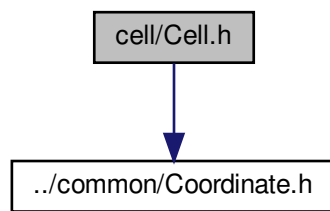
This graph shows which files directly or indirectly include this file:



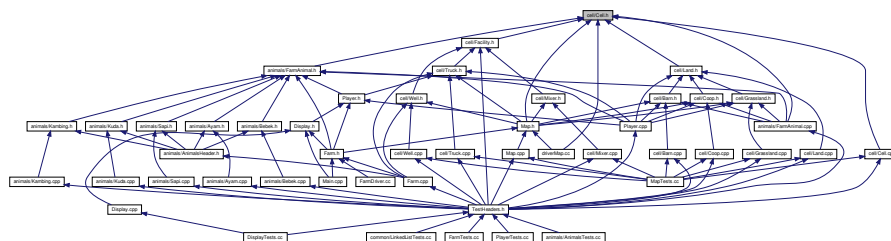
6.21 cell/Cell.h File Reference

```
#include "../common/Coordinate.h"
```

Include dependency graph for Cell.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Cell](#)

6.21.1 Detailed Description

Author

Rakhmad

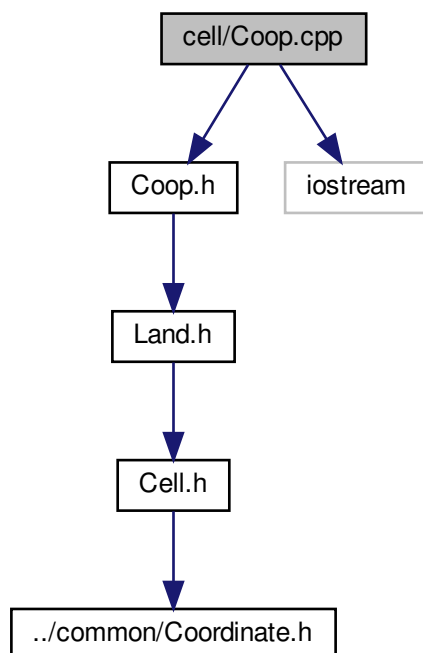
Date

2019-03-13

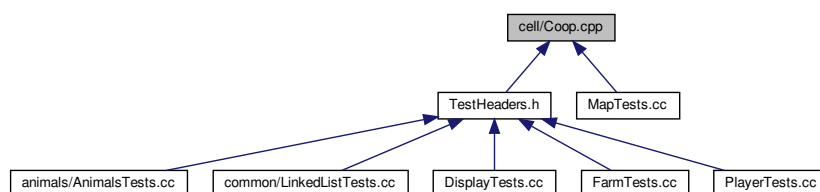
6.22 cell/Coop.cpp File Reference

```
#include "Coop.h"
#include <iostream>
```

Include dependency graph for Coop.cpp:



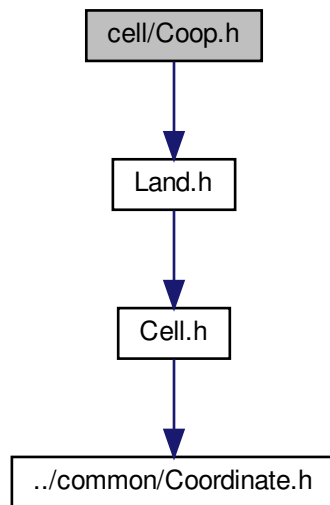
This graph shows which files directly or indirectly include this file:



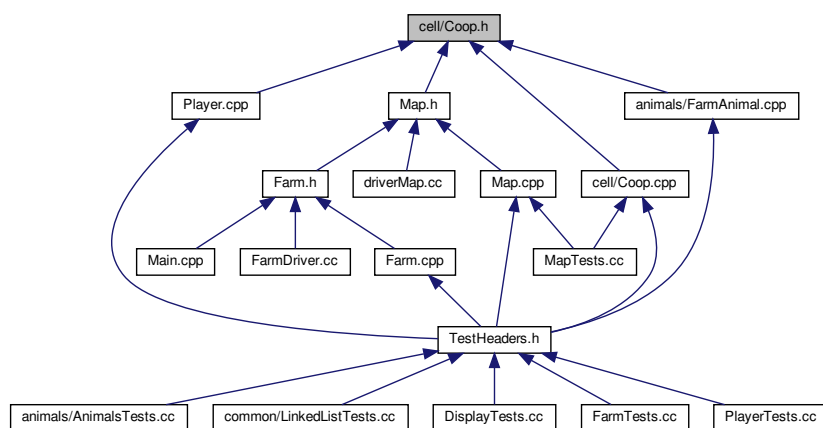
6.23 cell/Coop.h File Reference

```
#include "Land.h"
```

Include dependency graph for Coop.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Coop](#)

Kelas [Coop](#) digunakan untuk beternak hewan penghasil telur.

6.23.1 Detailed Description

Author

Rakhmad

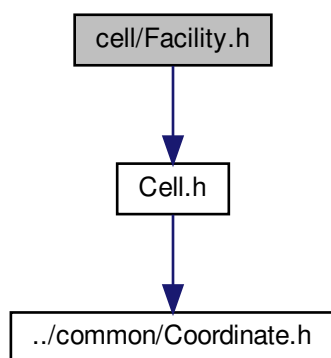
Date

2019-03-13

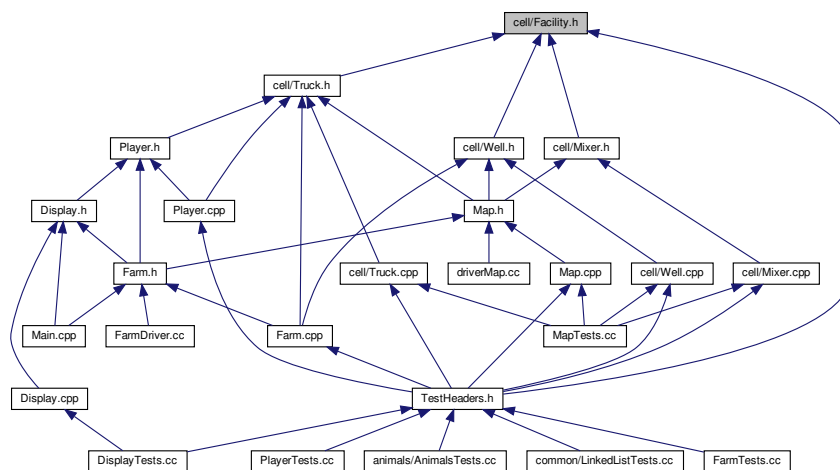
6.24 cell/Facility.h File Reference

```
#include "Cell.h"
```

Include dependency graph for Facility.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Facility](#)

Kelas [Facility](#) merupakan fasilitas peternakan.

6.24.1 Detailed Description

Author

Rakhmad

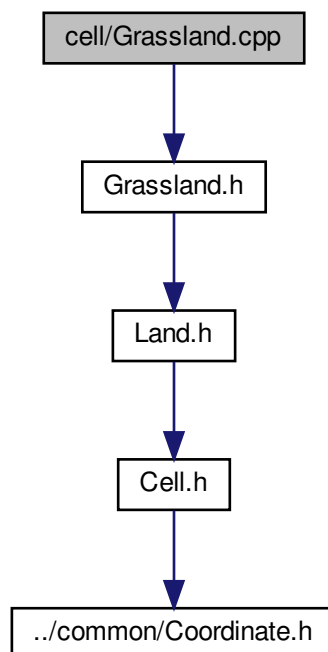
Date

2019-03-13

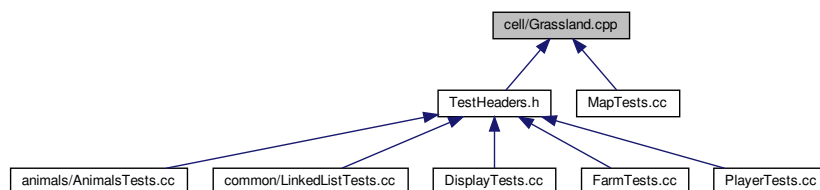
6.25 cell/Grassland.cpp File Reference

```
#include "Grassland.h"
```

Include dependency graph for Grassland.cpp:



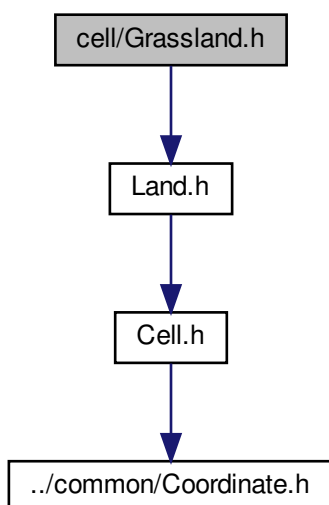
This graph shows which files directly or indirectly include this file:



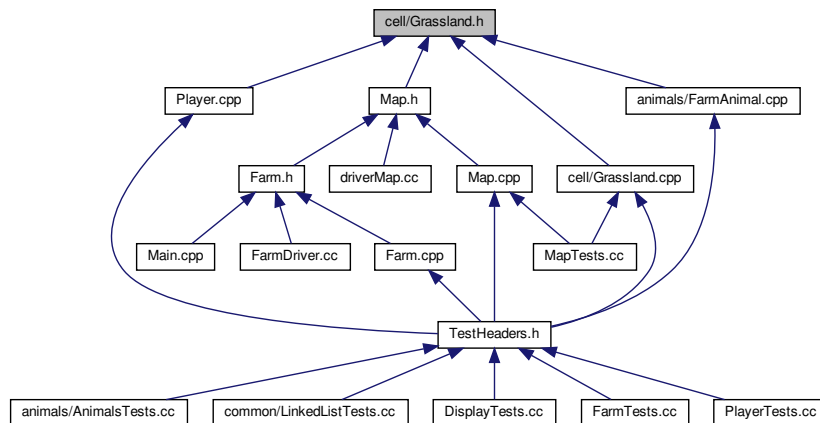
6.26 cell/Grassland.h File Reference

```
#include "Land.h"
```

Include dependency graph for Grassland.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Grassland](#)

Kelas [Grassland](#) digunakan untuk beternak hewan penghasil susu.

6.26.1 Detailed Description

Author

Rakhmad

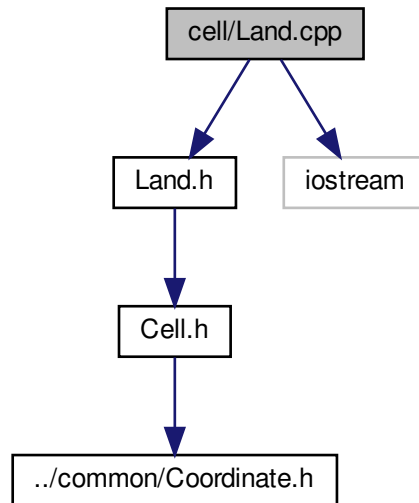
Date

2019-03-15

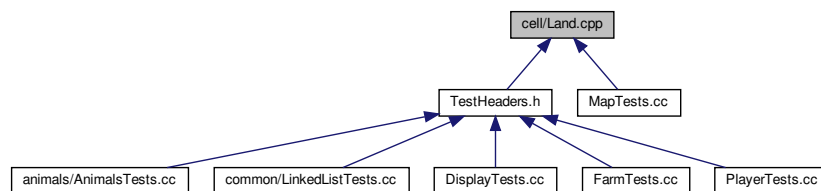
6.27 cell/Land.cpp File Reference

```
#include "Land.h"
#include <iostream>
```

Include dependency graph for Land.cpp:



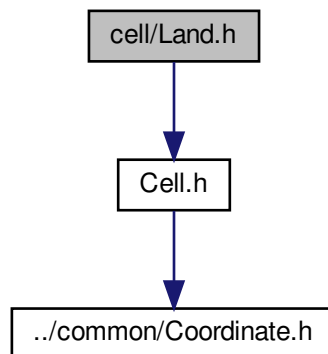
This graph shows which files directly or indirectly include this file:



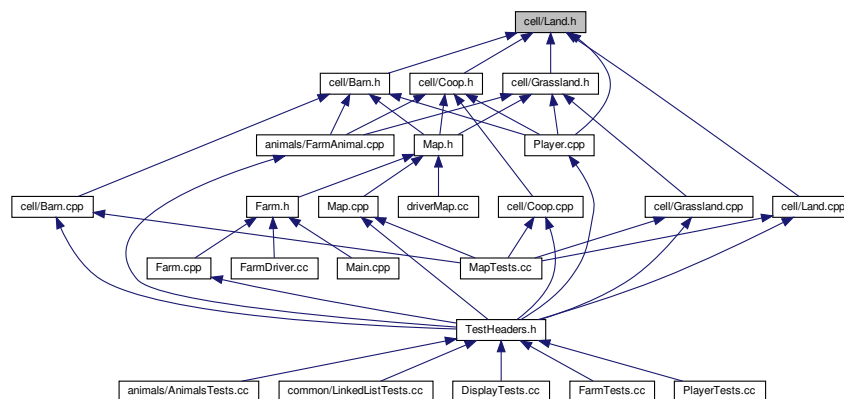
6.28 cell/Land.h File Reference

```
#include "Cell.h"
```

Include dependency graph for Land.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Land](#)

Kelas [Land](#) adalah daerah untuk beternak hewan.

6.28.1 Detailed Description

Author

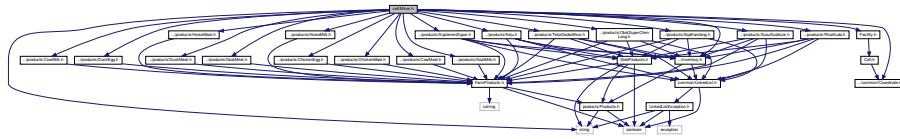
Rakhmad

Date

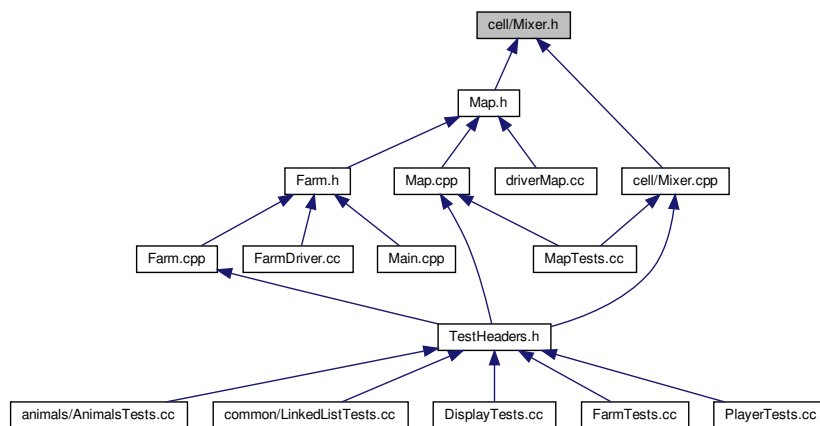
2019-03-13


```
#include "../common/Coordinate.h"
```

Include dependency graph for Mixer.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Mixer](#)

kelas [Mixer](#) digunakan untuk membuat produk sampingan dari produk hewan

6.30.1 Detailed Description

Author

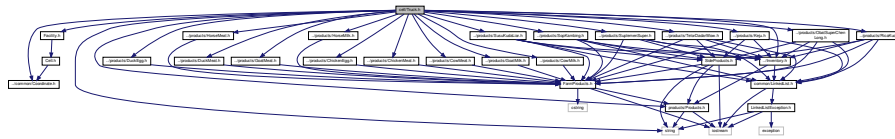
Rakhmad

Date

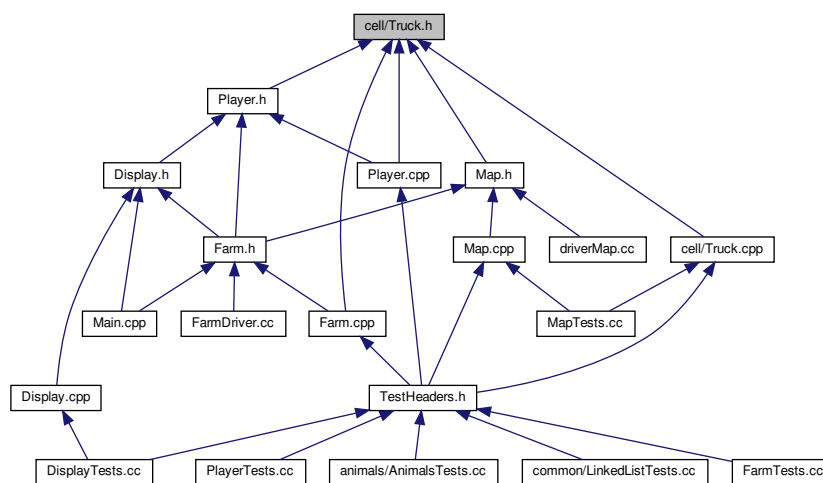
2019-03-13


```
#include <string>
```

Include dependency graph for Truck.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Truck](#)

kelas [Truck](#) digunakan untuk menjual inventory

6.32.1 Detailed Description

Author

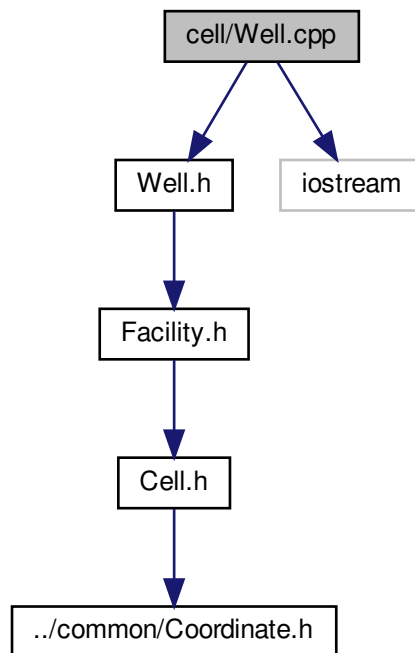
Rakhmad

Date

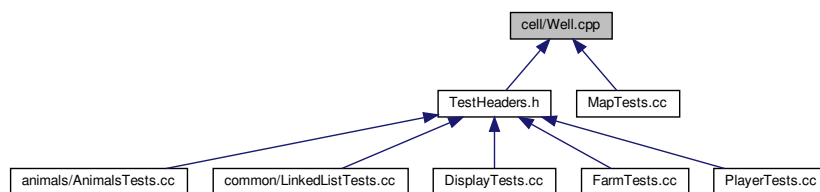
2019-03-13

6.33 cell/Well.cpp File Reference

```
#include "Well.h"  
#include <iostream>  
Include dependency graph for Well.cpp:
```



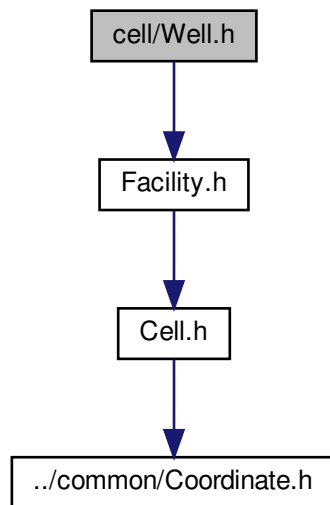
This graph shows which files directly or indirectly include this file:



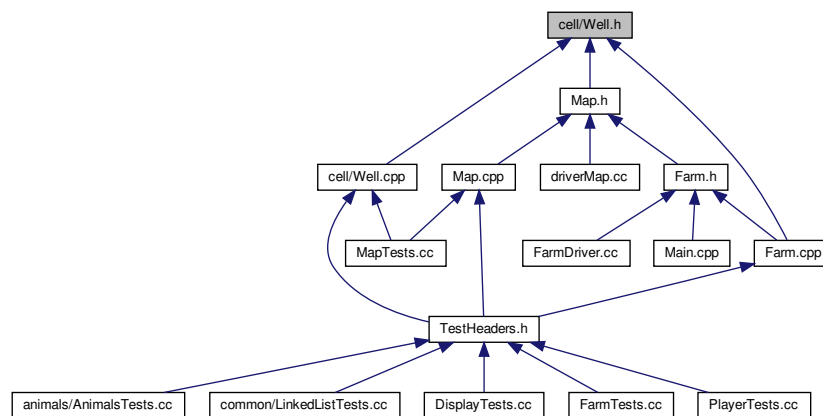
6.34 cell/Well.h File Reference

```
#include "Facility.h"
```

Include dependency graph for Well.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Well](#)

Kelas [Well](#) digunakan untuk mengisi wadah air yang dimiliki [Player](#).

6.34.1 Detailed Description

Author

Rakhmad

Date

2019-03-13

6.35 CMakeFiles/3.13.0-rc3/CompilerIdC/CMakeCCompilerId.c File Reference

Macros

- `#define COMPILER_ID ""`
- `#define STRINGIFY_HELPER(X) #X`
- `#define STRINGIFY(X) STRINGIFY_HELPER(X)`
- `#define PLATFORM_ID`
- `#define ARCHITECTURE_ID`
- `#define DEC(n)`
- `#define HEX(n)`
- `#define C_DIALECT`

Functions

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

Variables

- `char const * info_compiler = "INFO" ":" "compiler[" COMPILER_ID "]"`
- `char const * info_platform = "INFO" ":" "platform[" PLATFORM_ID "]"`
- `char const * info_arch = "INFO" ":" "arch[" ARCHITECTURE_ID "]"`
- `const char * info_language_dialect_default`

6.35.1 Macro Definition Documentation

6.35.1.1 ARCHITECTURE_ID

```
#define ARCHITECTURE_ID
```

6.35.1.2 C_DIALECT

```
#define C_DIALECT
```

6.35.1.3 COMPILER_ID

```
#define COMPILER_ID ""
```

6.35.1.4 DEC

```
#define DEC(  
    n )
```

Value:

```
('0' + ((n) / 10000000) % 10), \  
( '0' + ((n) / 1000000) % 10), \  
( '0' + ((n) / 100000) % 10), \  
( '0' + ((n) / 10000) % 10), \  
( '0' + ((n) / 1000) % 10), \  
( '0' + ((n) / 100) % 10), \  
( '0' + ((n) / 10) % 10), \  
( '0' + ((n) % 10))
```

6.35.1.5 HEX

```
#define HEX(  
    n )
```

Value:

```
('0' + ((n) >> 28 & 0xF)), \  
( '0' + ((n) >> 24 & 0xF)), \  
( '0' + ((n) >> 20 & 0xF)), \  
( '0' + ((n) >> 16 & 0xF)), \  
( '0' + ((n) >> 12 & 0xF)), \  
( '0' + ((n) >> 8 & 0xF)), \  
( '0' + ((n) >> 4 & 0xF)), \  
( '0' + ((n) & 0xF))
```

6.35.1.6 PLATFORM_ID

```
#define PLATFORM_ID
```

6.35.1.7 STRINGIFY

```
#define STRINGIFY(  
    X ) STRINGIFY\_HELPER(X)
```

6.35.1.8 STRINGIFY_HELPER

```
#define STRINGIFY_HELPER(  
    X ) #X
```

6.35.2 Function Documentation

6.35.2.1 main()

```
int main (  
    int argc,  
    char * argv[] )
```

6.35.3 Variable Documentation

6.35.3.1 info_arch

```
char const* info_arch = "INFO" ":" "arch[" ARCHITECTURE_ID "]"
```

6.35.3.2 info_compiler

```
char const* info_compiler = "INFO" ":" "compiler[" COMPILER_ID "]"
```

6.35.3.3 info_language_dialect_default

```
const char* info_language_dialect_default
```

Initial value:

```
=  
"INFO" ":" "dialect_default[" C_DIALECT "]"
```

6.35.3.4 info_platform

```
char const* info_platform = "INFO" ":" "platform[" PLATFORM_ID "]"
```

6.36 CMakeFiles/3.13.0-rc3/CompilerIdCXX/CMakeCXXCompilerId.cpp File Reference

Macros

- `#define COMPILER_ID ""`
- `#define STRINGIFY_HELPER(X) #X`
- `#define STRINGIFY(X) STRINGIFY_HELPER(X)`
- `#define PLATFORM_ID`
- `#define ARCHITECTURE_ID`
- `#define DEC(n)`
- `#define HEX(n)`
- `#define CXX_STD __cplusplus`

Functions

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

Variables

- `char const * info_compiler = "INFO" ":" "compiler[" COMPILER_ID "]"`
- `char const * info_platform = "INFO" ":" "platform[" PLATFORM_ID "]"`
- `char const * info_arch = "INFO" ":" "arch[" ARCHITECTURE_ID "]"`
- `const char * info_language_dialect_default`

6.36.1 Macro Definition Documentation

6.36.1.1 ARCHITECTURE_ID

```
#define ARCHITECTURE_ID
```

6.36.1.2 COMPILER_ID

```
#define COMPILER_ID ""
```

6.36.1.3 CXX_STD

```
#define CXX_STD __cplusplus
```

6.36.1.4 DEC

```
#define DEC(  
    n )
```

Value:

```
('0' + ((n) / 10000000)%10), \  
( '0' + ((n) / 1000000)%10), \  
( '0' + ((n) / 100000)%10), \  
( '0' + ((n) / 10000)%10), \  
( '0' + ((n) / 1000)%10), \  
( '0' + ((n) / 100)%10), \  
( '0' + ((n) / 10)%10), \  
( '0' + ((n) % 10))
```

6.36.1.5 HEX

```
#define HEX(  
    n )
```

Value:

```
('0' + ((n)>>28 & 0xF)), \  
( '0' + ((n)>>24 & 0xF)), \  
( '0' + ((n)>>20 & 0xF)), \  
( '0' + ((n)>>16 & 0xF)), \  
( '0' + ((n)>>12 & 0xF)), \  
( '0' + ((n)>>8 & 0xF)), \  
( '0' + ((n)>>4 & 0xF)), \  
( '0' + ((n) & 0xF))
```

6.36.1.6 PLATFORM_ID

```
#define PLATFORM_ID
```

6.36.1.7 STRINGIFY

```
#define STRINGIFY(  
    X ) STRINGIFY\_HELPER(X)
```

6.36.1.8 STRINGIFY_HELPER

```
#define STRINGIFY_HELPER(  
    X ) #X
```


6.36.2 Function Documentation

6.36.2.1 `main()`

```
int main (
    int argc,
    char * argv[] )
```

6.36.3 Variable Documentation

6.36.3.1 `info_arch`

```
char const* info_arch = "INFO" ":" "arch[" ARCHITECTURE_ID "]"
```

6.36.3.2 `info_compiler`

```
char const* info_compiler = "INFO" ":" "compiler[" COMPILER_ID "]"
```

6.36.3.3 `info_language_dialect_default`

```
const char* info_language_dialect_default
```

Initial value:

```
= "INFO" ":" "dialect_default["
```

```
    "98"
    "]"
```

6.36.3.4 `info_platform`

```
char const* info_platform = "INFO" ":" "platform[" PLATFORM_ID "]"
```

6.37 CMakeFiles/feature_tests.c File Reference

Functions

- int [main](#) (int argc, char **argv)

Variables

- const char [features](#) []

6.37.1 Function Documentation

6.37.1.1 main()

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

6.37.2 Variable Documentation

6.37.2.1 features

```
const char features[]
```

6.38 CMakeFiles/feature_tests.cxx File Reference

Functions

- int [main](#) (int argc, char **argv)

Variables

- const char [features](#) []

6.38.1 Function Documentation

6.38.1.1 main()

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

6.38.2 Variable Documentation

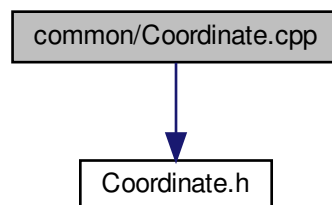
6.38.2.1 features

```
const char features[]
```

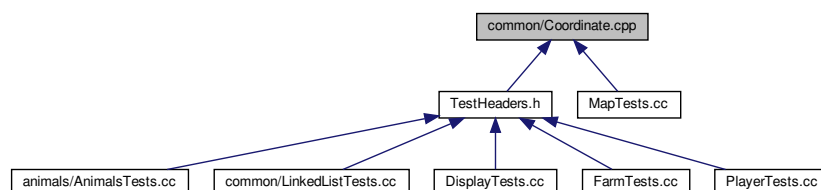
6.39 common/Coordinate.cpp File Reference

```
#include "Coordinate.h"
```

Include dependency graph for Coordinate.cpp:

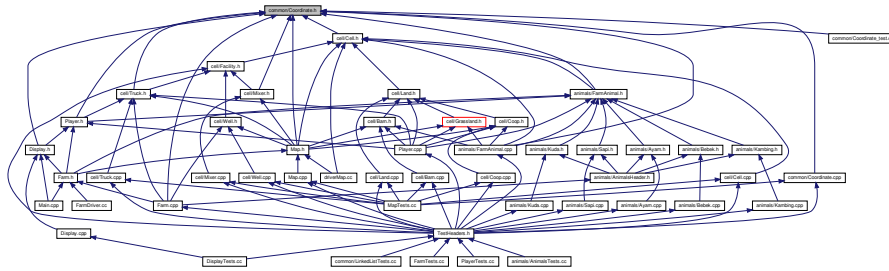


This graph shows which files directly or indirectly include this file:



6.40 common/Coordinate.h File Reference

This graph shows which files directly or indirectly include this file:



Classes

- class [Coordinate](#)

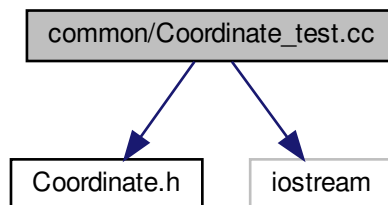
Kelas [Coordinate](#) berisi atribut integer x dan y .

6.41 common/Coordinate_test.cc File Reference

```
#include "Coordinate.h"
```

```
#include <iostream>
```

Include dependency graph for `Coordinate_test.cc`:



Functions

- int [main](#) ()

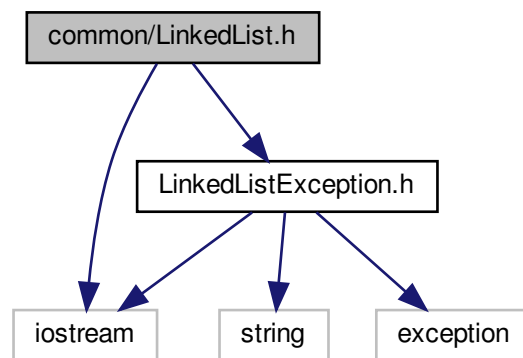
6.41.1 Function Documentation

6.41.1.1 main()

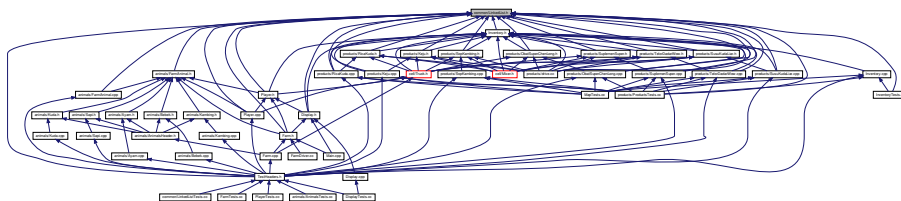
```
int main ( )
```

6.42 common/LinkedList.h File Reference

```
#include <iostream>
#include "LinkedListException.h"
Include dependency graph for LinkedList.h:
```



This graph shows which files directly or indirectly include this file:



Classes

- struct `tNode< T >`
Node untuk menyimpan tiap elemen.
- class `LinkedList< T >`
Kelas `LinkedList` yang mampu menyimpan tipe generic.

Macros

- `#define NULLLinkedList nullptr`

6.42.1 Detailed Description

Author

lkraduya

Date

2019-03-12

6.42.2 Macro Definition Documentation

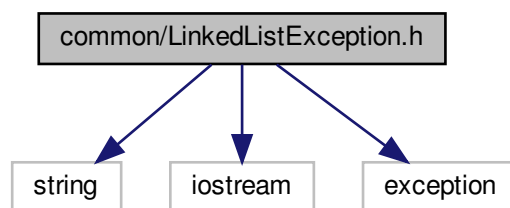
6.42.2.1 NULLLinkedList

```
#define NULLLinkedList nullptr
```

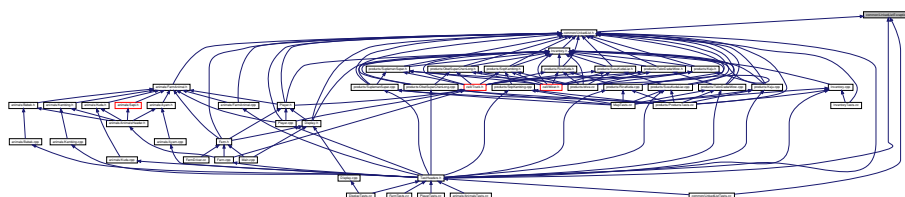
6.43 common/LinkedListException.h File Reference

```
#include <string>
#include <iostream>
#include <exception>
```

Include dependency graph for LinkedListException.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [LinkedListExp](#)

6.43.1 Detailed Description

Author

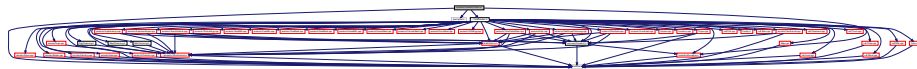
lkraduya

Date

2019-03-22

6.44 common/LinkedListTests.cc File Reference

```
#include <iostream>
#include <gtest/gtest.h>
#include "../TestHeaders.h"
#include "LinkedListException.h"
Include dependency graph for LinkedListTests.cc:
```



Classes

- struct [LinkedListTest](#)

Functions

- [TEST_F](#) ([LinkedListTest](#), [PlayerArah](#))
- int [main](#) (int argc, char **argv)

6.44.1 Function Documentation

6.44.1.1 main()

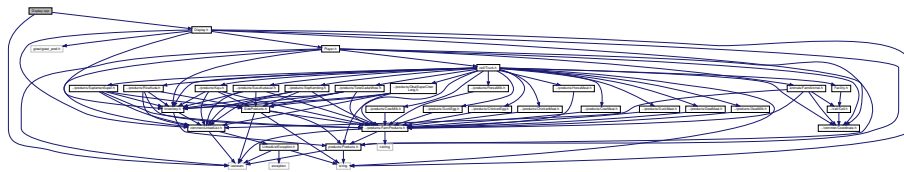
```
int main (
    int argc,
    char ** argv )
```

6.44.1.2 TEST_F()

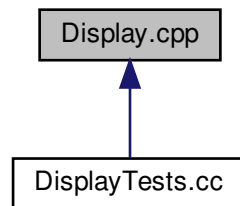
```
TEST_F (
    LinkedListTest ,
    PlayerArah )
```

6.45 Display.cpp File Reference

```
#include <iostream>
#include "Display.h"
Include dependency graph for Display.cpp:
```

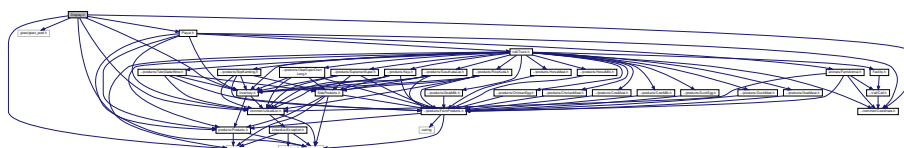


This graph shows which files directly or indirectly include this file:

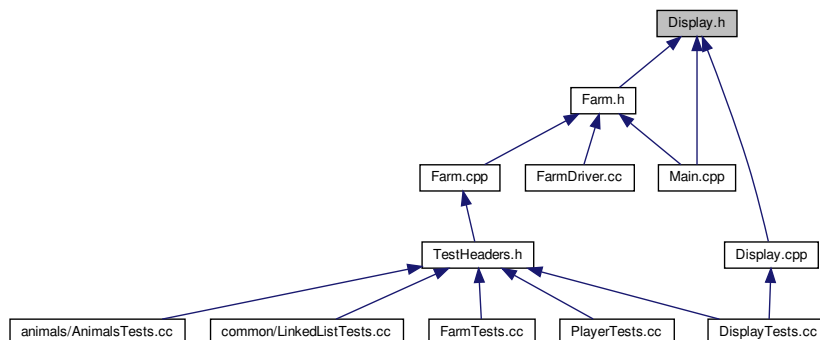


6.46 Display.h File Reference

```
#include <string>
#include <gtest/gtest_prod.h>
#include "common/LinkedList.h"
#include "Inventory.h"
#include "products/Products.h"
#include "Player.h"
#include "common/Coordinate.h"
Include dependency graph for Display.h:
```



This graph shows which files directly or indirectly include this file:



Classes

- class [Display](#)

Macros

- `#define` [MAP_X_DISP_SIZE](#) 21
- `#define` [MAP_Y_DISP_SIZE](#) 10
- `#define` [SIDE_BAR_X_SIZE](#) 21
- `#define` [INVENTORY_Y_SIZE](#) 4
- `#define` [LEGEND_X_SIZE](#) 21
- `#define` [LEGEND_Y_SIZE](#) 12

6.46.1 Detailed Description

Author

lkraduya

Date

2019-03-30

6.46.2 Macro Definition Documentation

6.46.2.1 INVENTORY_Y_SIZE

```
#define INVENTORY_Y_SIZE 4
```

6.46.2.2 LEGEND_X_SIZE

```
#define LEGEND_X_SIZE 21
```

6.46.2.3 LEGEND_Y_SIZE

```
#define LEGEND_Y_SIZE 12
```

6.46.2.4 MAP_X_DISP_SIZE

```
#define MAP_X_DISP_SIZE 21
```

6.46.2.5 MAP_Y_DISP_SIZE

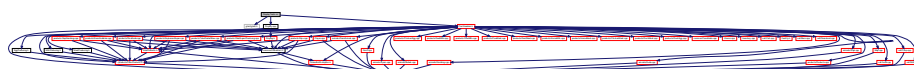
```
#define MAP_Y_DISP_SIZE 10
```

6.46.2.6 SIDE_BAR_X_SIZE

```
#define SIDE_BAR_X_SIZE 21
```

6.47 DisplayTests.cc File Reference

```
#include <gtest/gtest.h>
#include "Display.cpp"
#include "TestHeaders.h"
Include dependency graph for DisplayTests.cc:
```



Classes

- struct [DispTest](#)

Functions

- [TEST_F](#) ([DispTest](#), [TestDisp](#))
- [int main](#) (int argc, char **argv)

6.47.1 Function Documentation

6.47.1.1 main()

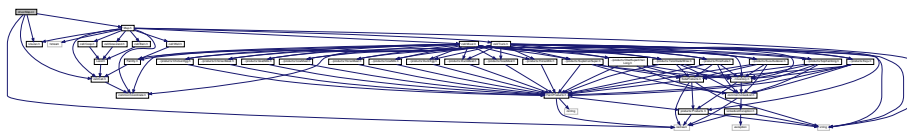
```
int main (  
    int argc,  
    char ** argv )
```

6.47.1.2 TEST_F()

```
TEST_F (  
    DispTest ,  
    TestDisp )
```

6.48 driverMap.cc File Reference

```
#include <iostream>  
#include "Map.h"  
#include "Ukuran.h"  
#include "cell/Cell.h"  
Include dependency graph for driverMap.cc:
```



Functions

- [int main](#) ()

6.48.1 Function Documentation

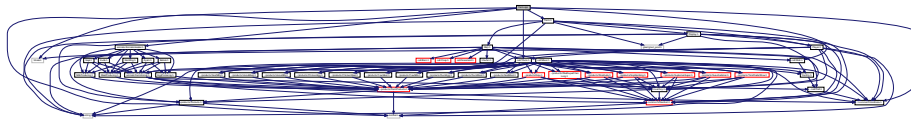
6.48.1.1 main()

```
int main ( )
```

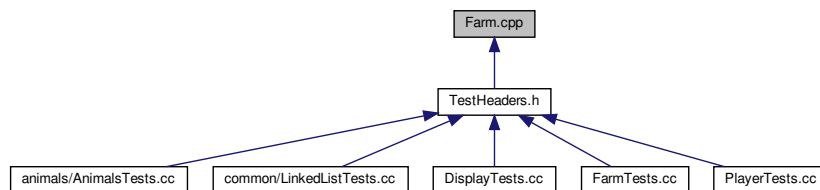
6.49 Farm.cpp File Reference

```
#include "Farm.h"
#include "animals/AnimalsHeader.h"
#include "common/Coordinate.h"
#include "cell/Well.h"
#include "cell/Truck.h"
#include <fstream>
#include <iostream>
```

Include dependency graph for Farm.cpp:



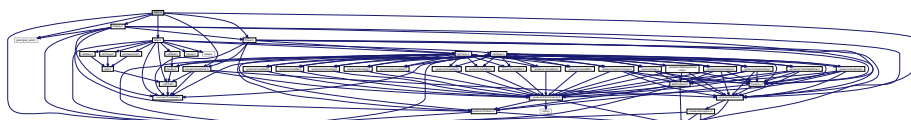
This graph shows which files directly or indirectly include this file:



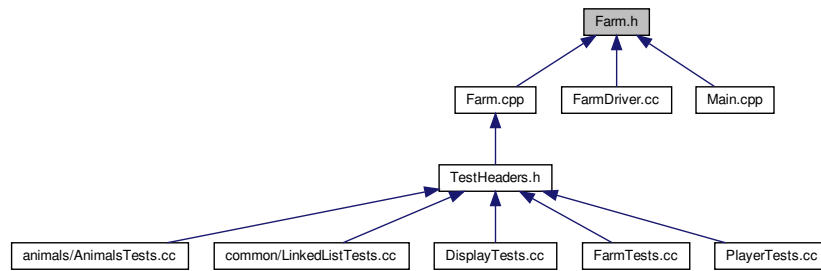
6.50 Farm.h File Reference

```
#include <string>
#include <gtest/gtest_prod.h>
#include "Display.h"
#include "Player.h"
#include "Map.h"
#include "animals/FarmAnimal.h"
#include "common/LinkedList.h"
```

Include dependency graph for Farm.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Farm](#)

6.50.1 Detailed Description

Author

lkraduya

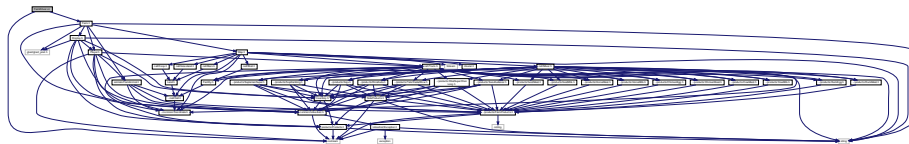
Date

2019-03-15

6.51 FarmDriver.cc File Reference

```
#include <iostream>
#include "Farm.h"
```

Include dependency graph for FarmDriver.cc:



Functions

- int [main](#) ()

6.51.1 Function Documentation

6.51.1.1 main()

```
int main ( )
```

6.52 FarmTests.cc File Reference

```
#include <gtest/gtest.h>
#include "TestHeaders.h"
Include dependency graph for FarmTests.cc:
```



Classes

- struct [FarmTest](#)

Functions

- [TEST_F](#) ([FarmTest](#), FarmSteppableByPlayer)
- int [main](#) (int argc, char **argv)

6.52.1 Function Documentation

6.52.1.1 main()

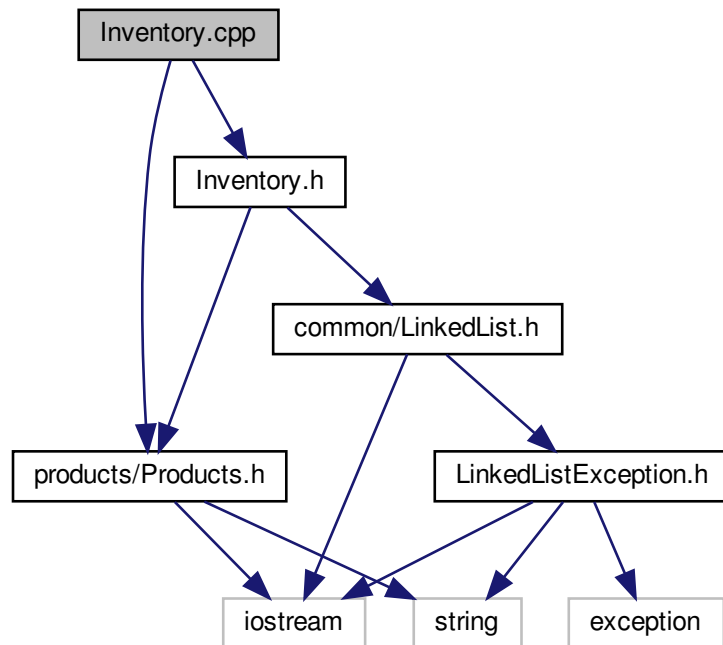
```
int main (
    int argc,
    char ** argv )
```

6.52.1.2 TEST_F()

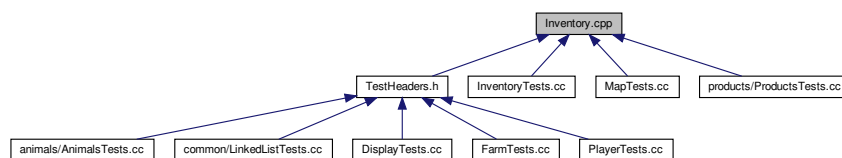
```
TEST_F (
    FarmTest ,
    FarmSteppableByPlayer )
```

6.53 Inventory.cpp File Reference

```
#include "Inventory.h"  
#include "products/Products.h"  
Include dependency graph for Inventory.cpp:
```



This graph shows which files directly or indirectly include this file:



6.53.1 Detailed Description

Author

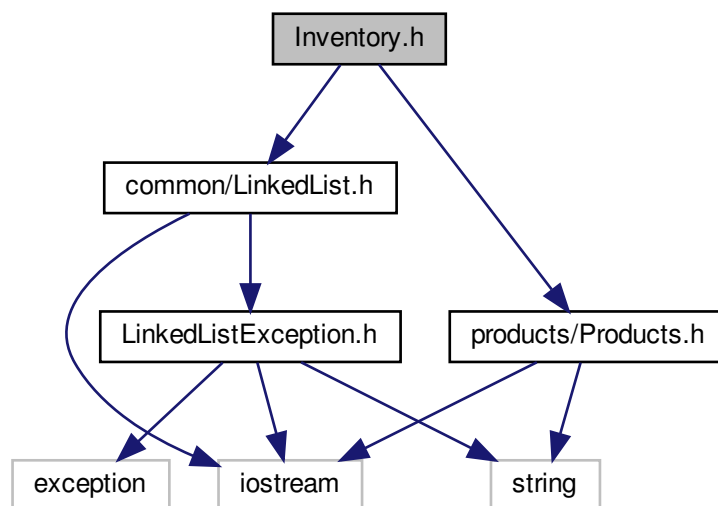
Akhmal

Date

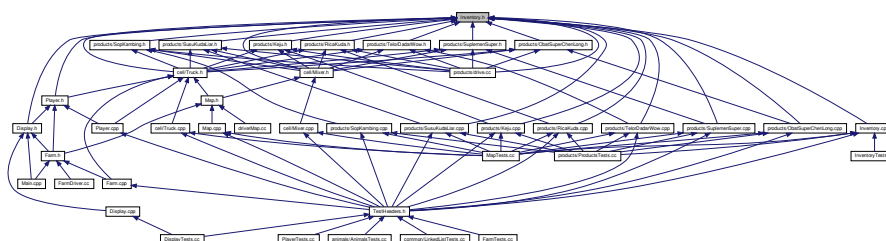
2019-03-16

6.54 Inventory.h File Reference

```
#include "products/Products.h"
#include "common/LinkedList.h"
Include dependency graph for Inventory.h:
```



This graph shows which files directly or indirectly include this file:



Classes

- class [Inventory](#)

Variables

- const int [MaxInventory](#) = 20

Classes

- struct [InvTest](#)

Functions

- [TEST_F](#) ([InvTest](#), InvDetails)
- int [main](#) (int argc, char **argv)

6.55.1 Function Documentation

6.55.1.1 main()

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

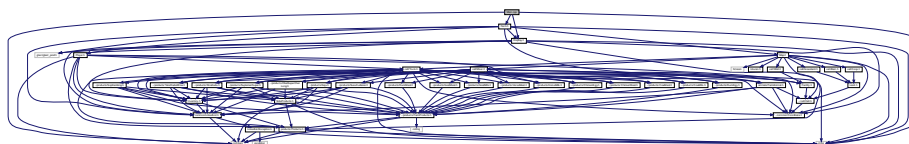
6.55.1.2 TEST_F()

```
TEST_F (
    InvTest ,
    InvDetails )
```

6.56 Main.cpp File Reference

```
#include <iostream>
#include <string>
#include "Display.h"
#include "Farm.h"
```

Include dependency graph for Main.cpp:



Functions

- int [printMainMenu](#) ()
- void [printHelp](#) ()
- void [printExit](#) ()
- void [gameOver](#) ()
- int [main](#) ()

6.56.1 Function Documentation

6.56.1.1 gameOver()

```
void gameOver ( )
```

6.56.1.2 main()

```
int main ( )
```

6.56.1.3 printExit()

```
void printExit ( )
```

6.56.1.4 printHelp()

```
void printHelp ( )
```

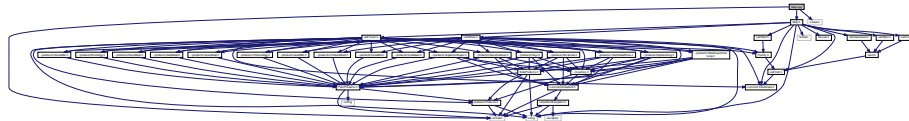
6.56.1.5 printMainMenu()

```
int printMainMenu ( )
```

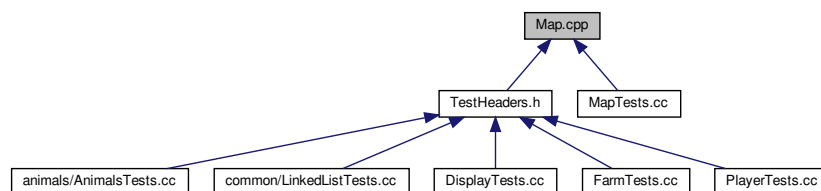
6.57 Map.cpp File Reference

```
#include "Map.h"
#include <sstream>
#include <iostream>
```

Include dependency graph for Map.cpp:



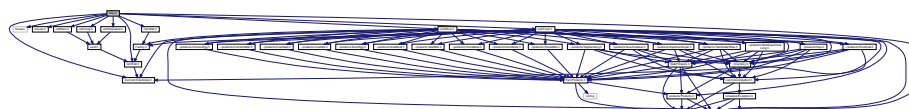
This graph shows which files directly or indirectly include this file:



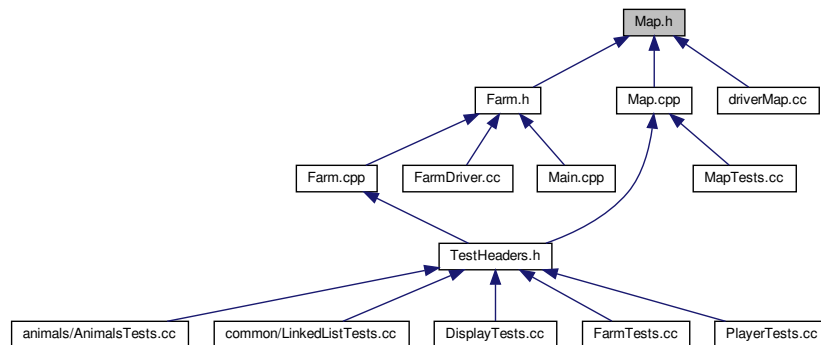
6.58 Map.h File Reference

```
#include <string>
#include <fstream>
#include "Ukuran.h"
#include "common/Coordinate.h"
#include "cell/Cell.h"
#include "cell/Barn.h"
#include "cell/Coop.h"
#include "cell/Grassland.h"
#include "cell/Truck.h"
#include "cell/Mixer.h"
#include "cell/Well.h"
```

Include dependency graph for Map.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Map](#)

Kelas [Map](#) menyimpan [Ukuran](#) map dan object [Cell](#) yaitu cell.

6.58.1 Detailed Description

Author

Rakhmad

Date

2019-03-13

6.59 MapTests.cc File Reference

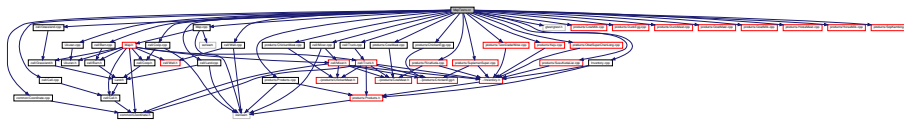
```

#include "Map.cpp"
#include "Ukuran.cpp"
#include "common/Coordinate.cpp"
#include "cell/Barn.cpp"
#include "cell/Cell.cpp"
#include "cell/Coop.cpp"
#include "cell/Grassland.cpp"
#include "cell/Land.cpp"
#include "cell/Mixer.cpp"
#include "cell/Truck.cpp"
#include "cell/Well.cpp"
#include <gtest/gtest.h>
#include "Inventory.cpp"
#include "products/Products.cpp"
#include "products/ChickenEgg.cpp"
#include "products/ChickenMeat.cpp"
#include "products/CowMeat.cpp"

```

```
#include "products/CowMilk.cpp"
#include "products/DuckEgg.cpp"
#include "products/DuckMeat.cpp"
#include "products/GoatMeat.cpp"
#include "products/GoatMilk.cpp"
#include "products/HorseMeat.cpp"
#include "products/HorseMilk.cpp"
#include "products/Keju.cpp"
#include "products/ObatSuperChenLong.cpp"
#include "products/RicaKuda.cpp"
#include "products/SopKambing.cpp"
#include "products/SuplemenSuper.cpp"
#include "products/SusuKudaLiar.cpp"
#include "products/TelorDadarWow.cpp"
```

Include dependency graph for MapTests.cc:



Classes

- struct [MapTest](#)

Functions

- [TEST_F](#) ([MapTest](#), MapName)
- [int main](#) (int argc, char **argv)

6.59.1 Function Documentation

6.59.1.1 main()

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

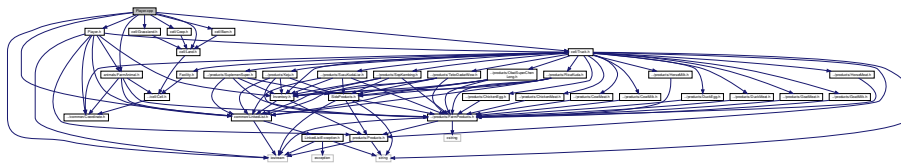
6.59.1.2 TEST_F()

```
TEST_F (
    MapTest ,
    MapName )
```

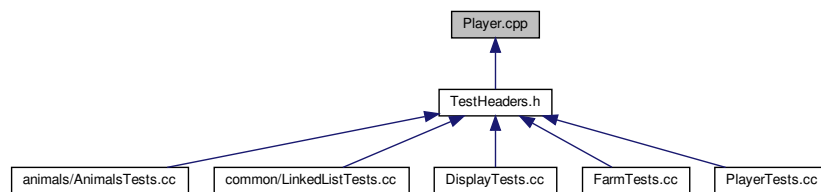
6.60 Player.cpp File Reference

```
#include <iostream>
#include "Player.h"
#include "cell/Land.h"
#include "cell/Barn.h"
#include "cell/Grassland.h"
#include "cell/Coop.h"
#include "animals/FarmAnimal.h"
#include "common/LinkedList.h"
#include "cell/Truck.h"
```

Include dependency graph for Player.cpp:



This graph shows which files directly or indirectly include this file:



6.60.1 Detailed Description

Author

Akhmal

Date

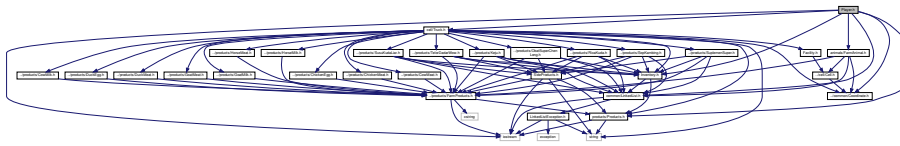
2019-03-16

6.61 Player.h File Reference

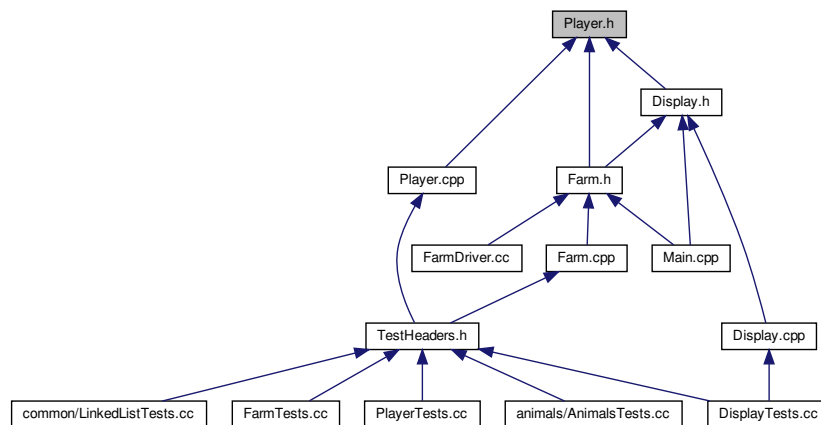
```
#include "products/Products.h"
#include "Inventory.h"
#include "animals/FarmAnimal.h"
#include "common/Coordinate.h"
#include "common/LinkedList.h"
#include "cell/Truck.h"
```

```
#include <iostream>
```

Include dependency graph for Player.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Player](#)

Enumerations

- enum [ArahEnum](#) { [UP](#), [DOWN](#), [LEFT](#), [RIGHT](#) }

Variables

- const int [MaxWater](#) = 20

6.61.1 Detailed Description

Author

Akhmal

Date

2019-03-16

6.61.2 Enumeration Type Documentation

6.61.2.1 ArahEnum

enum [ArahEnum](#)

Enumerator

UP	Enum value Up.
DOWN	Enum value Down.
LEFT	Enum value Left.
RIGHT	Enum value Right.

6.61.3 Variable Documentation

6.61.3.1 MaxWater

```
const int MaxWater = 20
```

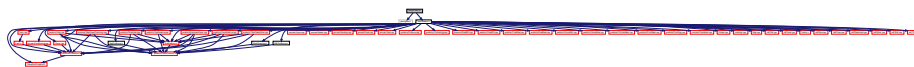
Konstanta max water

6.62 PlayerTests.cc File Reference

```
#include <gtest/gtest.h>
```

```
#include "TestHeaders.h"
```

Include dependency graph for PlayerTests.cc:



Classes

- struct [PlayerTest](#)

Functions

- [TEST_F](#) ([PlayerTest](#), [PlayerInventory](#))
- [TEST_F](#) ([PlayerTest](#), [PlayerWadahAir](#))
- [TEST_F](#) ([PlayerTest](#), [PlayerUang](#))
- [TEST_F](#) ([PlayerTest](#), [PlayerArah](#))
- [TEST_F](#) ([PlayerTest](#), [PlayerCoordinate](#))
- int [main](#) (int argc, char **argv)

6.62.1 Function Documentation

6.62.1.1 main()

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

6.62.1.2 TEST_F() [1/5]

```
TEST_F (
    PlayerTest ,
    PlayerInventory )
```

6.62.1.3 TEST_F() [2/5]

```
TEST_F (
    PlayerTest ,
    PlayerWadahAir )
```

6.62.1.4 TEST_F() [3/5]

```
TEST_F (
    PlayerTest ,
    PlayerUang )
```

6.62.1.5 TEST_F() [4/5]

```
TEST_F (
    PlayerTest ,
    PlayerArah )
```

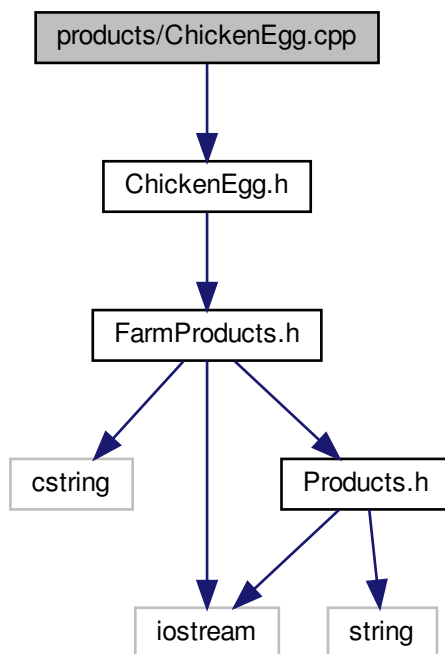
6.62.1.6 TEST_F() [5/5]

```
TEST_F (
    PlayerTest ,
    PlayerCoordinate )
```

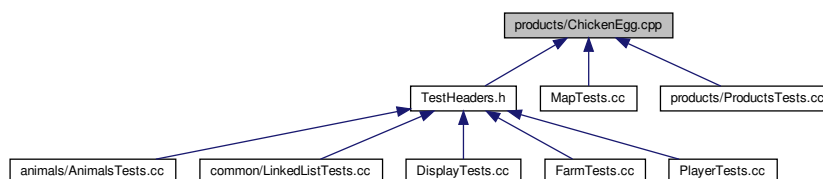
6.63 products/ChickenEgg.cpp File Reference

```
#include "ChickenEgg.h"
```

Include dependency graph for ChickenEgg.cpp:



This graph shows which files directly or indirectly include this file:



6.63.1 Detailed Description

Author

Al Terra

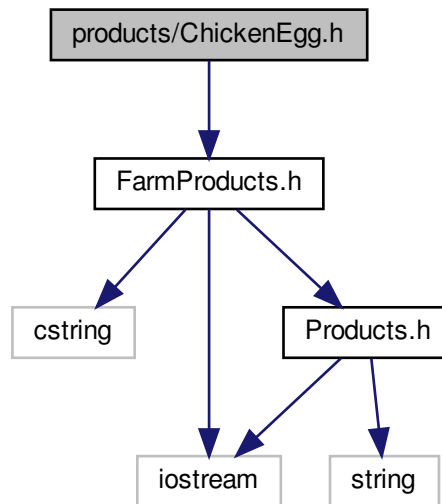
Date

2019-03-20

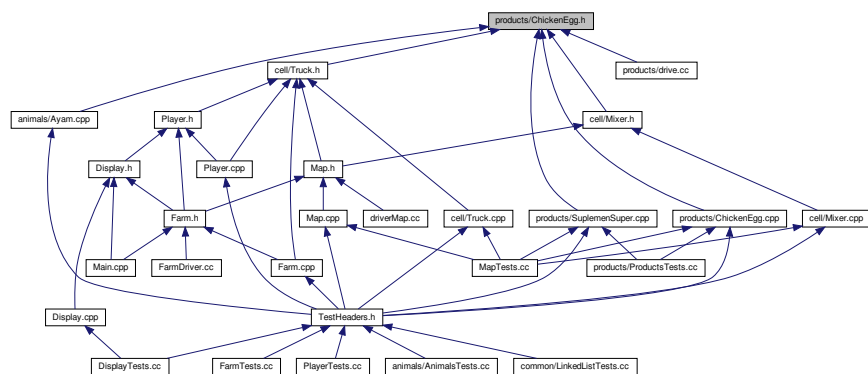
6.64 products/ChickenEgg.h File Reference

```
#include "FarmProducts.h"
```

Include dependency graph for ChickenEgg.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [ChickenEgg](#)

Kelas [ChickenEgg](#) yang diturunkan dari [FarmProducts](#).

6.64.1 Detailed Description

Author

Al Terra

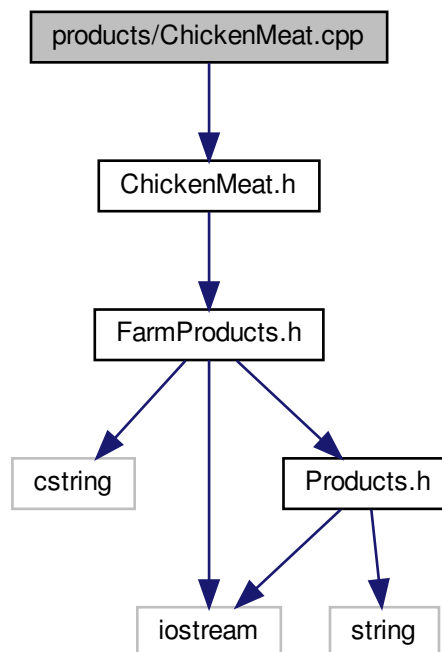
Date

2019-03-20

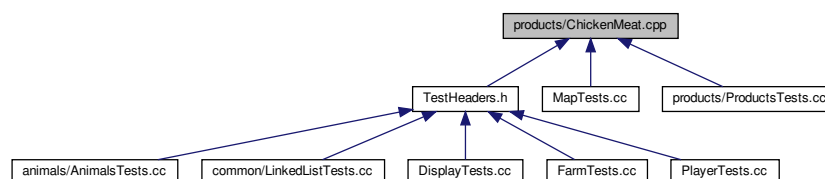
6.65 products/ChickenMeat.cpp File Reference

```
#include "ChickenMeat.h"
```

Include dependency graph for ChickenMeat.cpp:



This graph shows which files directly or indirectly include this file:



6.65.1 Detailed Description

Author

Al Terra

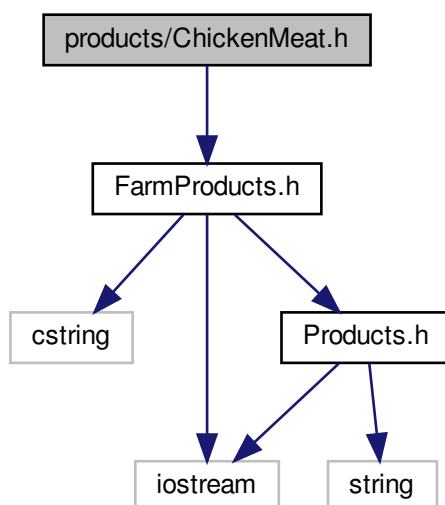
Date

2019-03-20

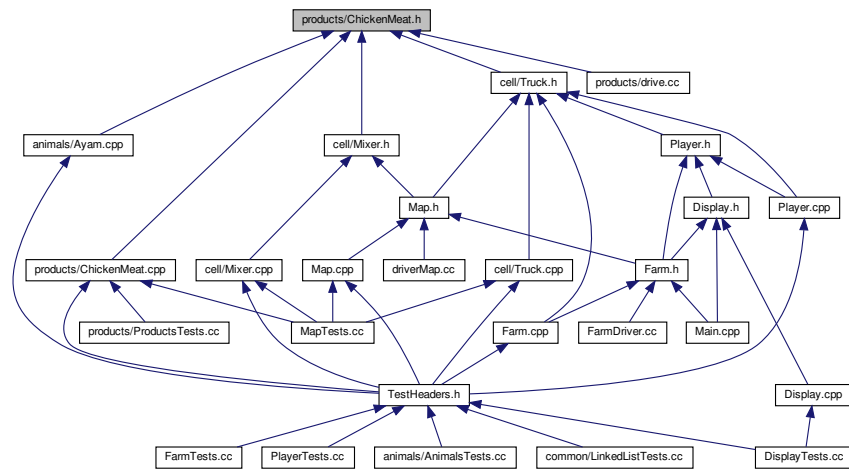
6.66 products/ChickenMeat.h File Reference

```
#include "FarmProducts.h"
```

Include dependency graph for ChickenMeat.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [ChickenMeat](#)

Kelas [ChickenMeat](#) yang diturunkan dari [FarmProducts](#).

6.66.1 Detailed Description

Author

Al Terra

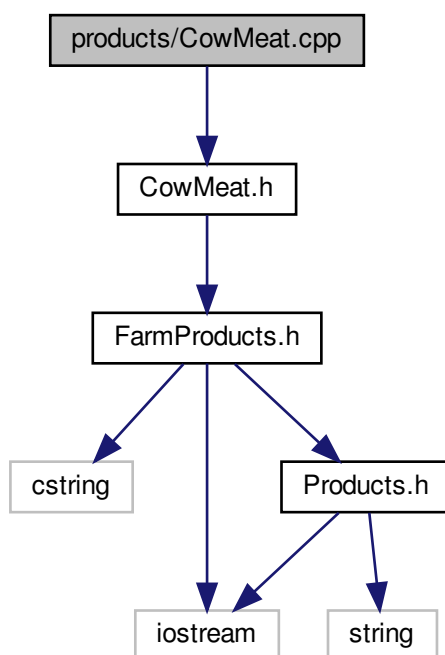
Date

2019-03-20

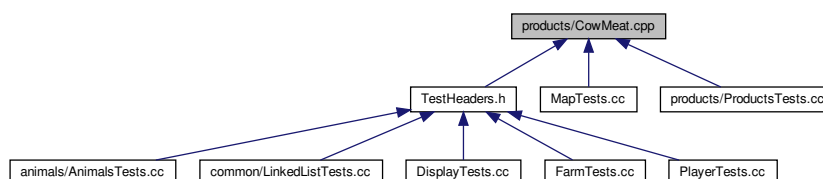
6.67 products/CowMeat.cpp File Reference

```
#include "CowMeat.h"
```

Include dependency graph for CowMeat.cpp:



This graph shows which files directly or indirectly include this file:



6.67.1 Detailed Description

Author

Al Terra

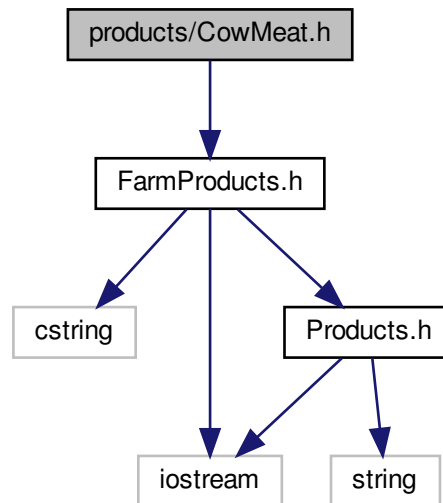
Date

2019-03-20

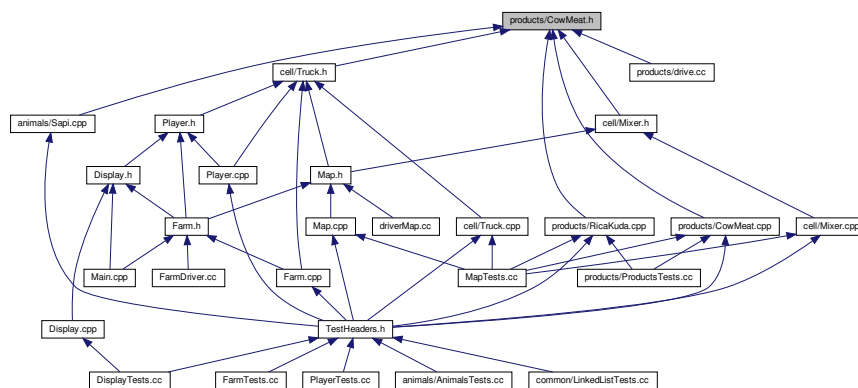
6.68 products/CowMeat.h File Reference

```
#include "FarmProducts.h"
```

Include dependency graph for CowMeat.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [CowMeat](#)

Kelas [CowMeat](#) yang diturunkan dari [FarmProducts](#).

6.68.1 Detailed Description

Author

Al Terra

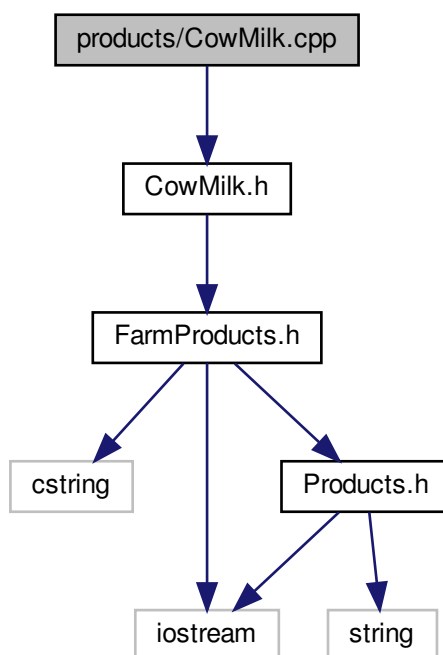
Date

2019-03-20

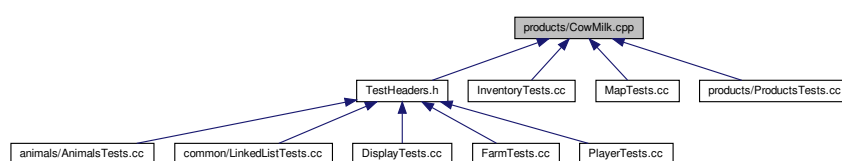
6.69 products/CowMilk.cpp File Reference

```
#include "CowMilk.h"
```

Include dependency graph for CowMilk.cpp:



This graph shows which files directly or indirectly include this file:



6.69.1 Detailed Description

Author

Al Terra

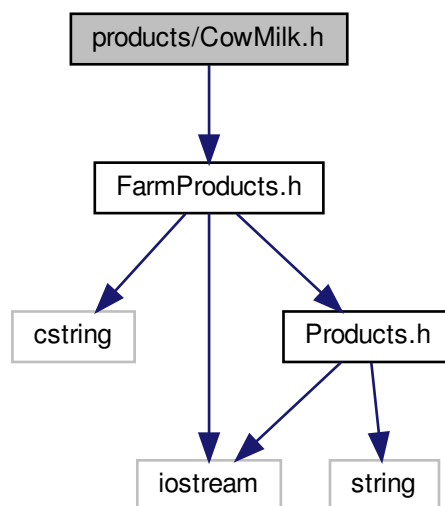
Date

2019-03-20

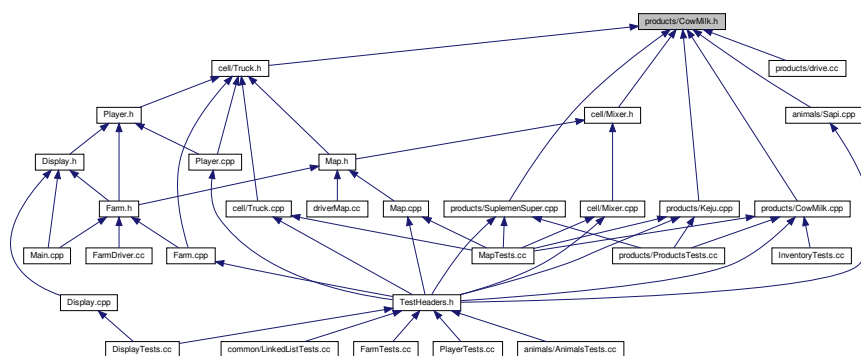
6.70 products/CowMilk.h File Reference

```
#include "FarmProducts.h"
```

Include dependency graph for CowMilk.h:



This graph shows which files directly or indirectly include this file:



6.71.1 Function Documentation

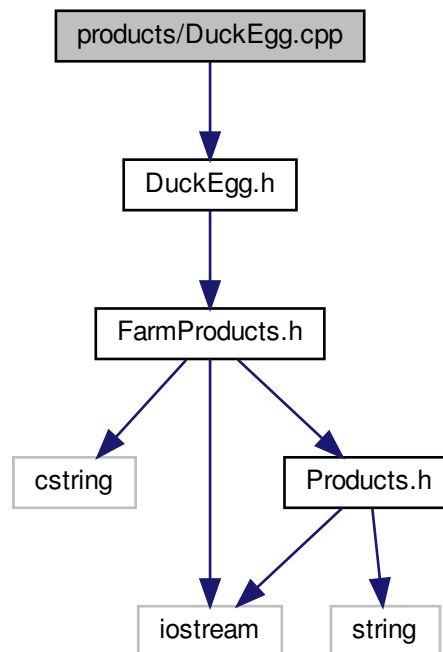
6.71.1.1 main()

```
int main ( )
```

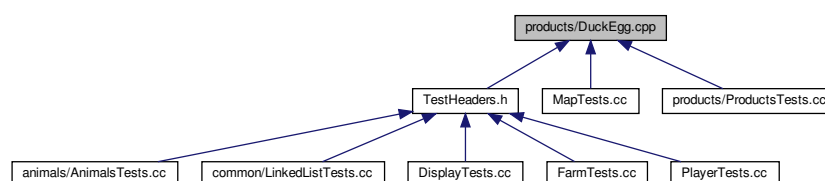
6.72 products/DuckEgg.cpp File Reference

```
#include "DuckEgg.h"
```

Include dependency graph for DuckEgg.cpp:



This graph shows which files directly or indirectly include this file:



Classes

- class [DuckEgg](#)

Kelas [DuckEgg](#) yang diturunkan dari [FarmProducts](#).

6.73.1 Detailed Description

Author

Al Terra

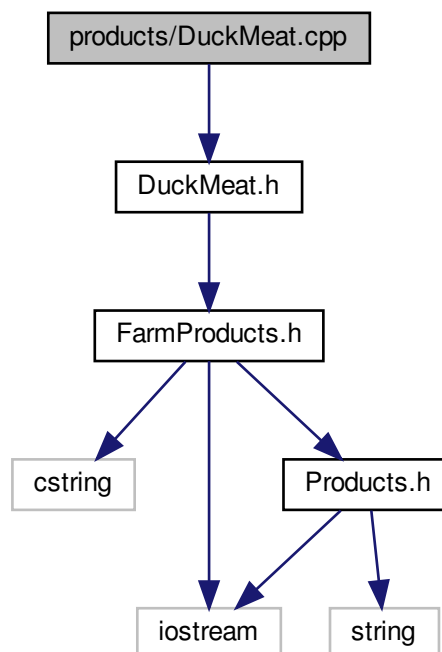
Date

2019-03-20

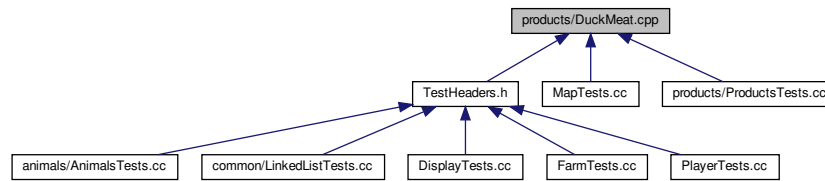
6.74 products/DuckMeat.cpp File Reference

```
#include "DuckMeat.h"
```

Include dependency graph for DuckMeat.cpp:



This graph shows which files directly or indirectly include this file:



6.74.1 Detailed Description

Author

Al Terra

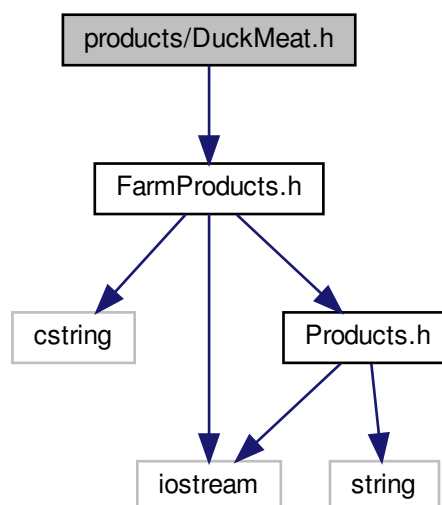
Date

2019-03-20

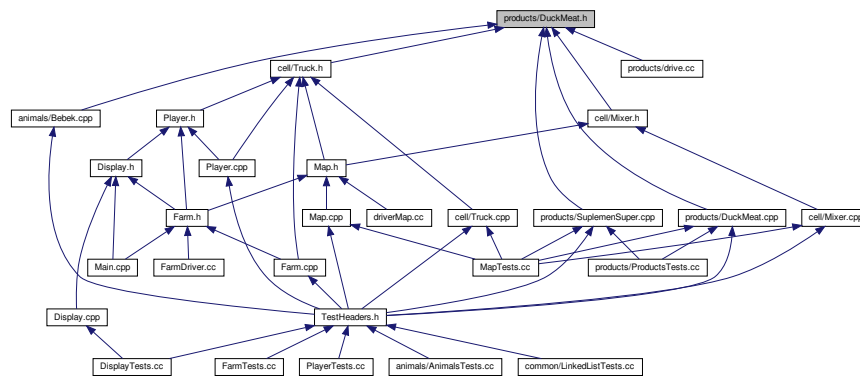
6.75 products/DuckMeat.h File Reference

```
#include "FarmProducts.h"
```

Include dependency graph for DuckMeat.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [DuckMeat](#)

Kelas [DuckMeat](#) yang diturunkan dari [FarmProducts](#).

6.75.1 Detailed Description

Author

Al Terra

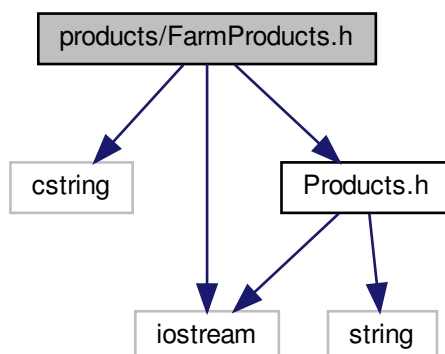
Date

2019-03-20

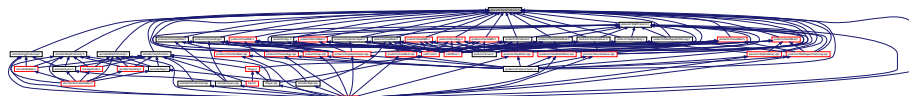
6.76 products/FarmProducts.h File Reference

```
#include <cstring>
#include <iostream>
#include "Products.h"
```

Include dependency graph for FarmProducts.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [FarmProducts](#)

Kelas [FarmProducts](#) yang menyimpan kelas-kelas produk mentah peternakan.

6.76.1 Detailed Description

Author

Al Terra

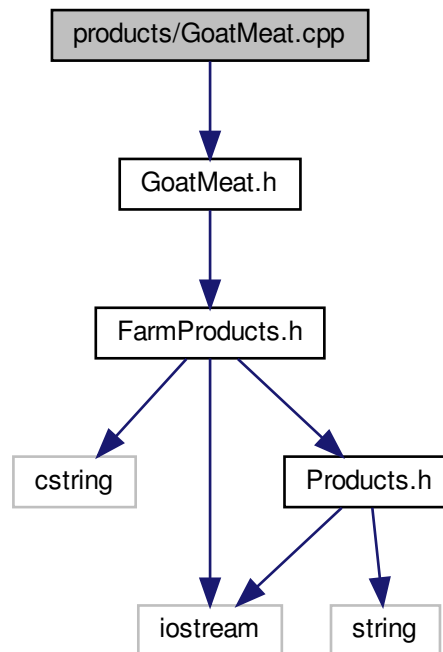
Date

2019-03-15

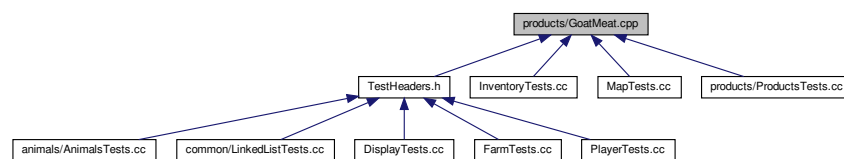
6.77 products/GoatMeat.cpp File Reference

```
#include "GoatMeat.h"
```

Include dependency graph for GoatMeat.cpp:



This graph shows which files directly or indirectly include this file:



6.77.1 Detailed Description

Author

Al Terra

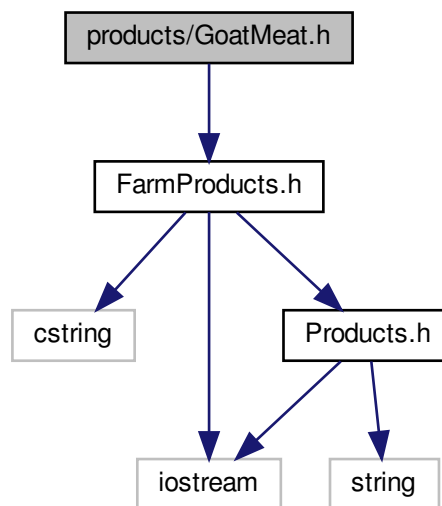
Date

2019-03-20

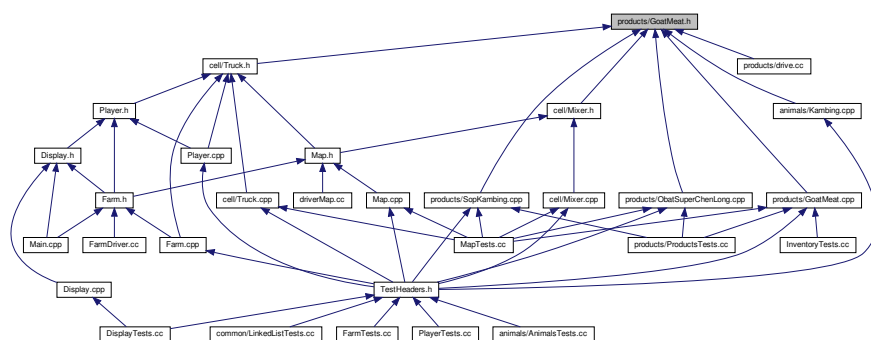
6.78 products/GoatMeat.h File Reference

```
#include "FarmProducts.h"
```

Include dependency graph for GoatMeat.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [GoatMeat](#)

Kelas [HorseMilk](#) yang diturunkan dari [FarmProducts](#).

6.78.1 Detailed Description

Author

Al Terra

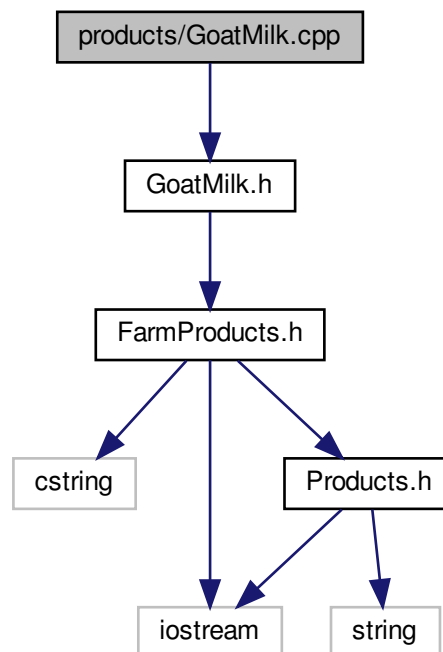
Date

2019-03-20

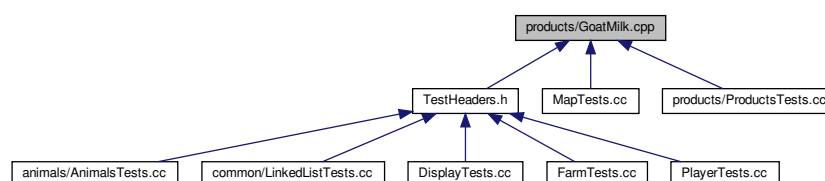
6.79 products/GoatMilk.cpp File Reference

```
#include "GoatMilk.h"
```

Include dependency graph for GoatMilk.cpp:



This graph shows which files directly or indirectly include this file:



6.79.1 Detailed Description

Author

Al Terra

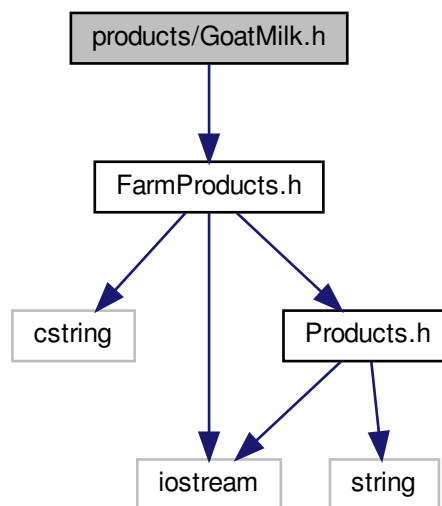
Date

2019-03-20

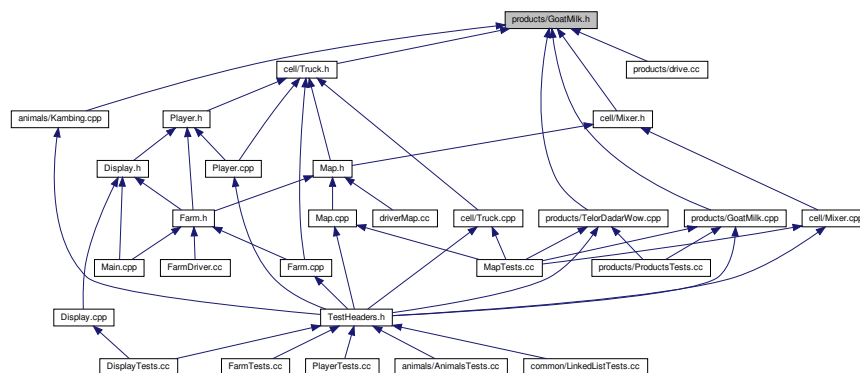
6.80 products/GoatMilk.h File Reference

```
#include "FarmProducts.h"
```

Include dependency graph for GoatMilk.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [GoatMilk](#)

Kelas [GoatMilk](#) yang diturunkan dari [FarmProducts](#).

6.80.1 Detailed Description

Author

Al Terra

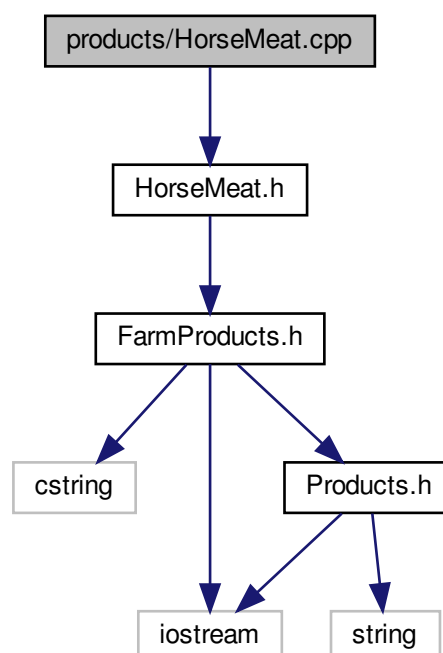
Date

2019-03-20

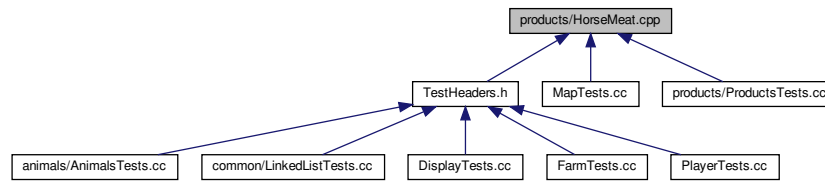
6.81 products/HorseMeat.cpp File Reference

```
#include "HorseMeat.h"
```

Include dependency graph for HorseMeat.cpp:



This graph shows which files directly or indirectly include this file:



6.81.1 Detailed Description

Author

Al Terra

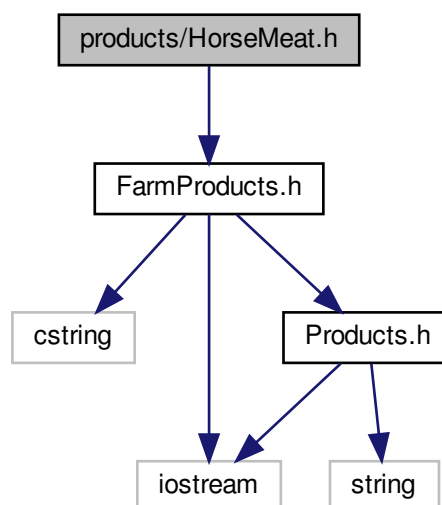
Date

2019-03-20

6.82 products/HorseMeat.h File Reference

```
#include "FarmProducts.h"
```

Include dependency graph for HorseMeat.h:



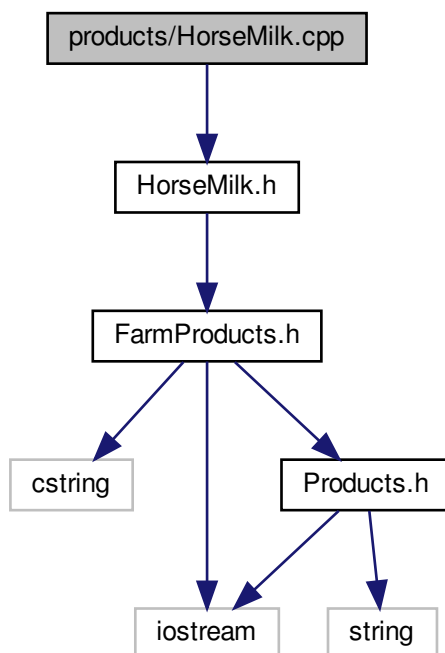
- class `HorseMeat`
Kelas `HorseMeat` yang diturunkan dari `FarmProducts`.

Al Terra

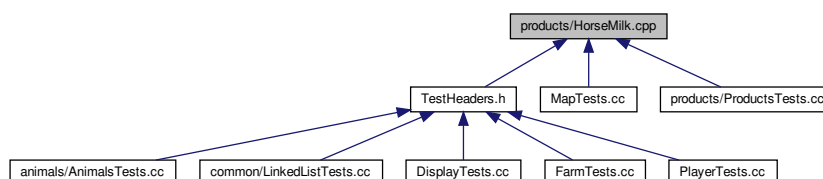
2019-03-20

```
#include "HorseMilk.h"
```

Include dependency graph for HorseMilk.cpp:



This graph shows which files directly or indirectly include this file:



6.83.1 Detailed Description

Author

Al Terra

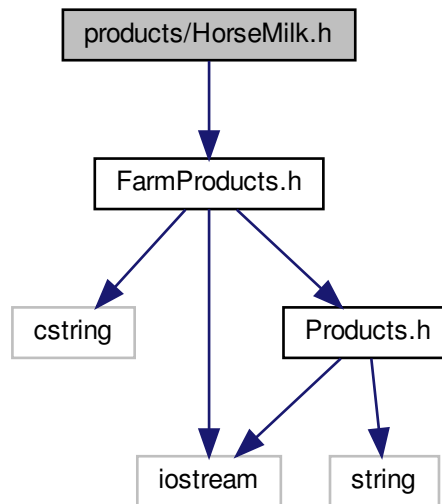
Date

2019-03-20

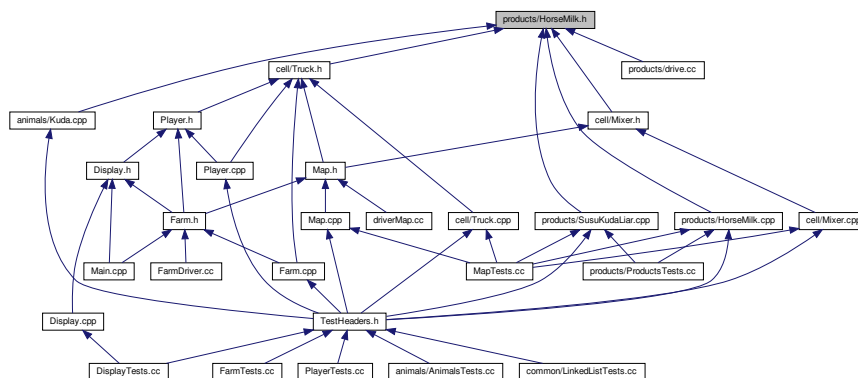
6.84 products/HorseMilk.h File Reference

```
#include "FarmProducts.h"
```

Include dependency graph for HorseMilk.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [HorseMilk](#)

Kelas [HorseMilk](#) yang diturunkan dari [FarmProducts](#).

6.84.1 Detailed Description

Author

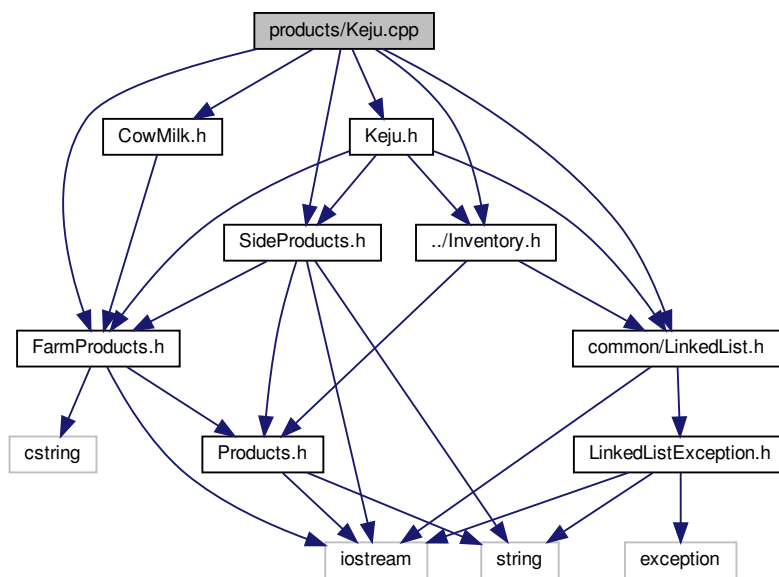
Al Terra

Date

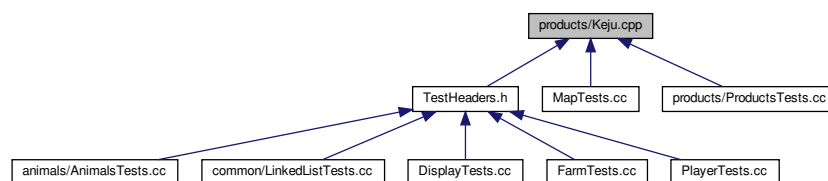
2019-03-20

6.85 products/Keju.cpp File Reference

```
#include "FarmProducts.h"
#include "SideProducts.h"
#include "Keju.h"
#include "CowMilk.h"
#include "../Inventory.h"
#include "../common/LinkedList.h"
Include dependency graph for Keju.cpp:
```



This graph shows which files directly or indirectly include this file:



6.85.1 Detailed Description

Author

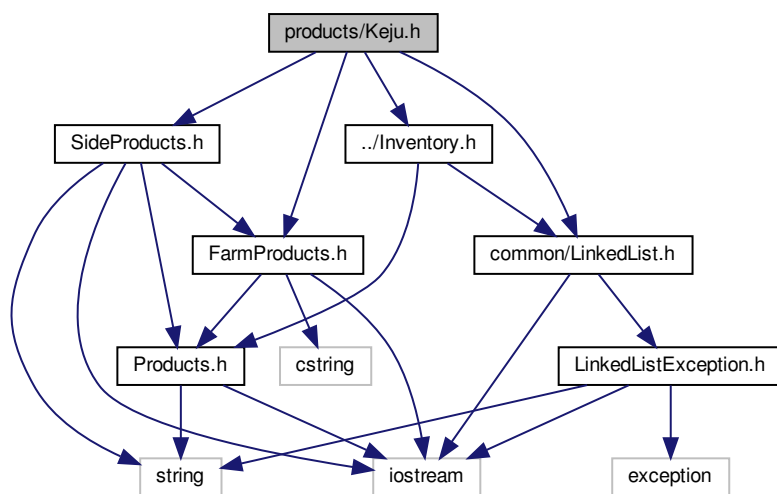
Al Terra

Date

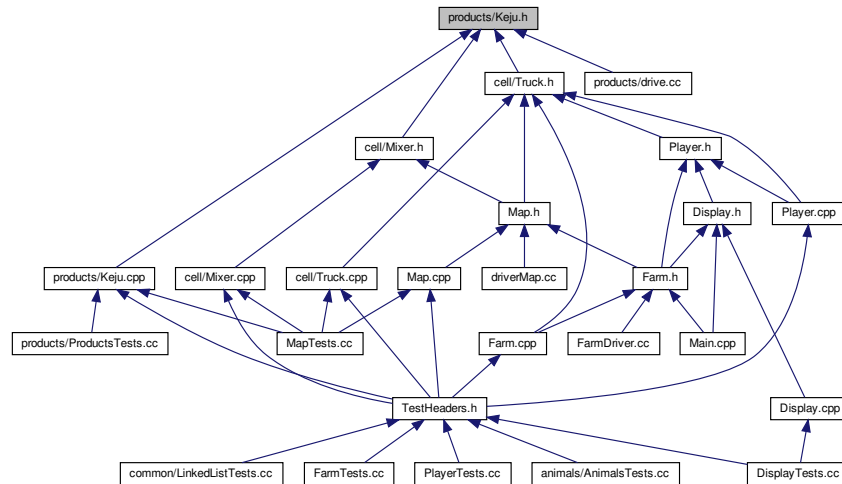
2019-03-20

6.86 products/Keju.h File Reference

```
#include "FarmProducts.h"  
#include "SideProducts.h"  
#include "../Inventory.h"  
#include "../common/LinkedList.h"  
Include dependency graph for Keju.h:
```



This graph shows which files directly or indirectly include this file:



Classes

- class [Keju](#)

Kelas [Keju](#) diturunkan dari [SideProducts](#).

6.86.1 Detailed Description

Author

Al Terra

Date

2019-03-20

6.87 products/ObatSuperChenLong.cpp File Reference

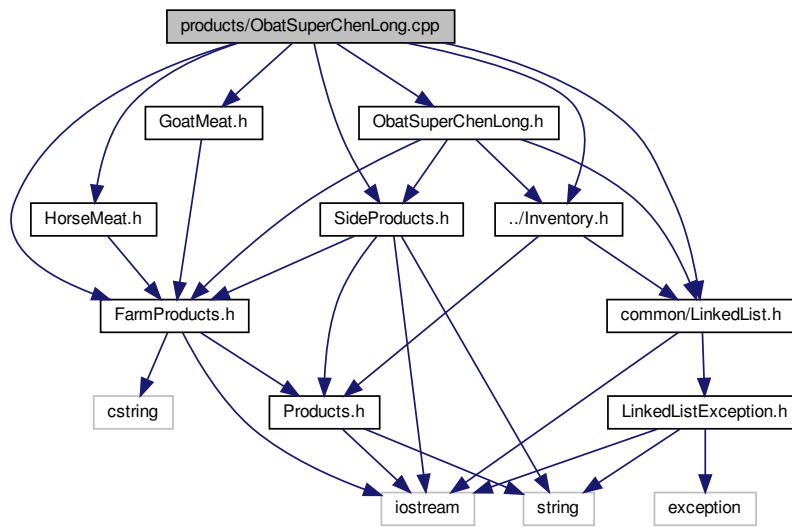
```

#include "HorseMeat.h"
#include "GoatMeat.h"
#include "FarmProducts.h"
#include "SideProducts.h"
#include "ObatSuperChenLong.h"
#include "../Inventory.h"

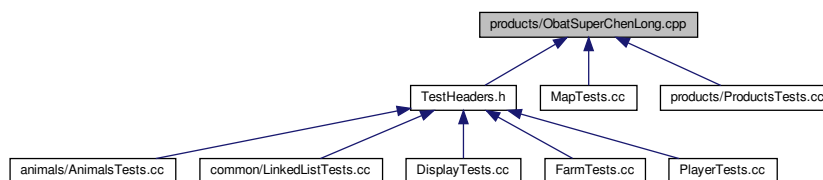
```

```
#include "../common/LinkedList.h"
```

Include dependency graph for ObatSuperChenLong.cpp:



This graph shows which files directly or indirectly include this file:



6.87.1 Detailed Description

Author

Al Terra

Date

2019-03-20

6.88 products/ObatSuperChenLong.h File Reference

```
#include "FarmProducts.h"
#include "SideProducts.h"
```


Author

Al Terra

Date

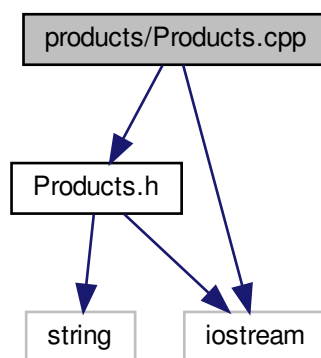
2019-03-20

6.89 products/Products.cpp File Reference

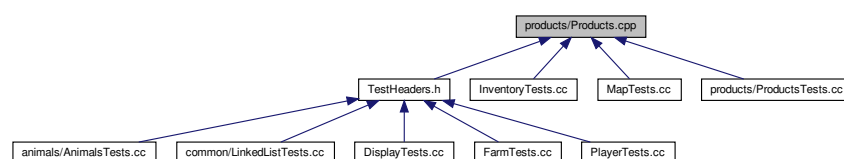
```
#include "Products.h"
```

```
#include <iostream>
```

Include dependency graph for Products.cpp:



This graph shows which files directly or indirectly include this file:



6.89.1 Detailed Description

Author

Al Terra

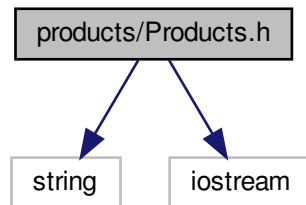
Date

2019-03-15

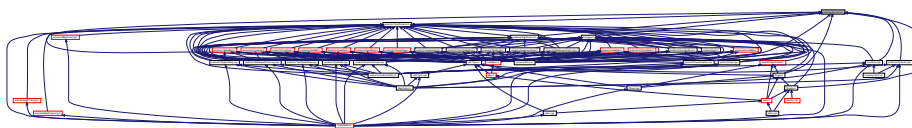
6.90 products/Products.h File Reference

```
#include <string>
#include <iostream>
```

Include dependency graph for Products.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Products](#)

Kelas [Products](#) untuk menyediakan abstrak kelas bagi side products dan farm products.

6.90.1 Detailed Description

Author

Al Terra

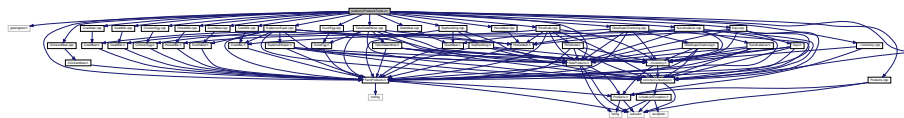
Date

2019-03-15

6.91 products/ProductsTests.cc File Reference

```
#include <gtest/gtest.h>
#include "ChickenEgg.cpp"
#include "GoatMilk.cpp"
#include "CowMilk.cpp"
#include "CowMeat.cpp"
#include "GoatMeat.cpp"
#include "HorseMilk.cpp"
#include "HorseMeat.cpp"
#include "ChickenMeat.cpp"
#include "DuckMeat.cpp"
#include "DuckEgg.cpp"
#include "Keju.cpp"
#include "SideProducts.h"
#include "FarmProducts.h"
#include "ObatSuperChenLong.cpp"
#include "RicaKuda.cpp"
#include "SopKambing.cpp"
#include "Products.cpp"
#include "SuplemenSuper.cpp"
#include "SusuKudaLiar.cpp"
#include "TelorDadarWow.cpp"
#include "../Inventory.cpp"
#include "../common/LinkedList.h"
```

Include dependency graph for ProductsTests.cc:



Classes

- struct [ProductsTest](#)

Functions

- [TEST_F](#) ([ProductsTest](#), ProductsName)
- int [main](#) (int argc, char **argv)

6.91.1 Function Documentation

6.91.1.1 main()

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

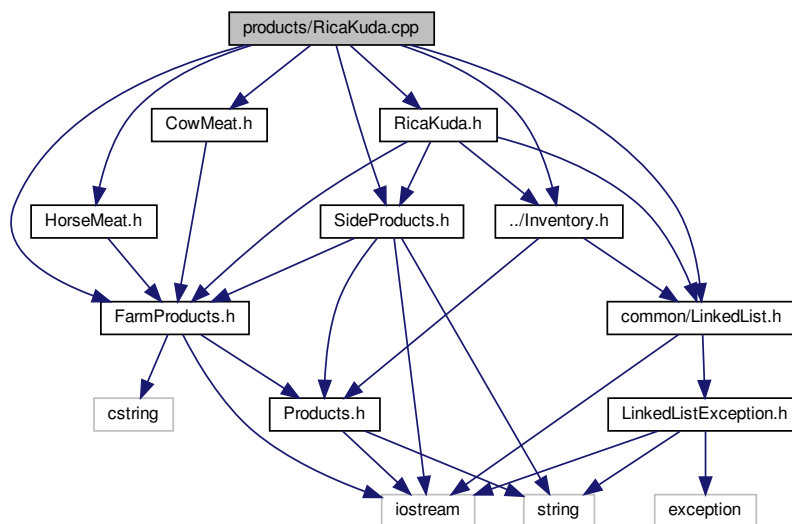
6.91.1.2 TEST_F()

```
TEST_F (
    ProductsTest ,
    ProductsName )
```

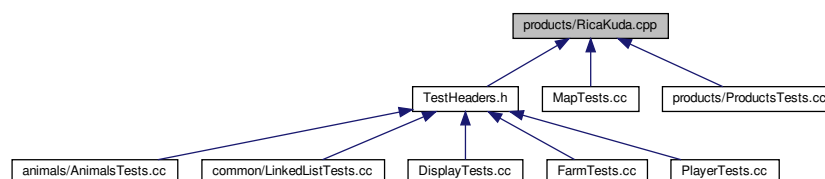
6.92 products/RicaKuda.cpp File Reference

```
#include "HorseMeat.h"
#include "CowMeat.h"
#include "FarmProducts.h"
#include "SideProducts.h"
#include "RicaKuda.h"
#include "../Inventory.h"
#include "../common/LinkedList.h"
```

Include dependency graph for RicaKuda.cpp:



This graph shows which files directly or indirectly include this file:



6.92.1 Detailed Description

Author

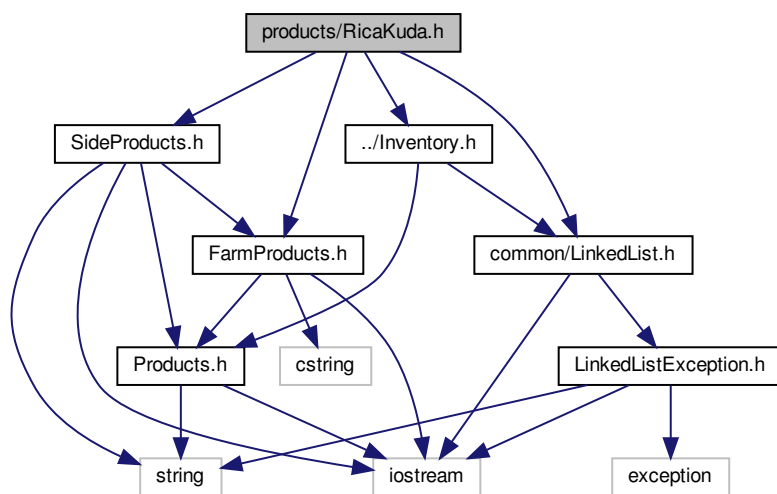
Al Terra

Date

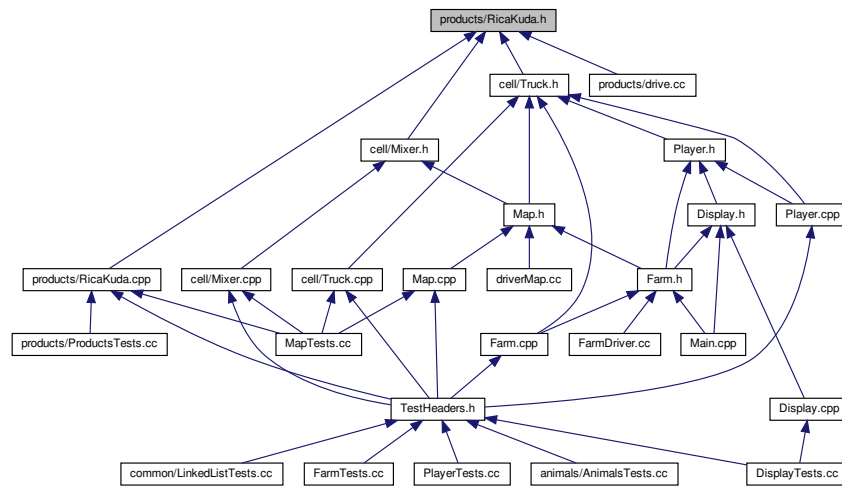
2019-03-20

6.93 products/RicaKuda.h File Reference

```
#include "FarmProducts.h"  
#include "SideProducts.h"  
#include "../Inventory.h"  
#include "../common/LinkedList.h"  
Include dependency graph for RicaKuda.h:
```



This graph shows which files directly or indirectly include this file:



Classes

- class [RicaKuda](#)

Kelas [RicaKuda](#) diturunkan dari [SideProducts](#).

6.93.1 Detailed Description

Author

Al Terra

Date

2019-03-20

6.94 products/SideProducts.h File Reference

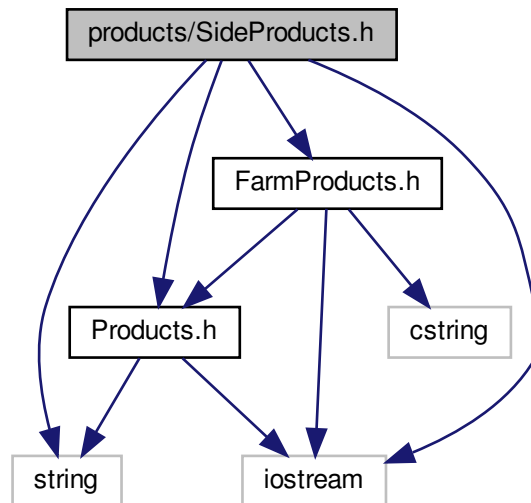
```

#include "Products.h"
#include "FarmProducts.h"
#include <string>

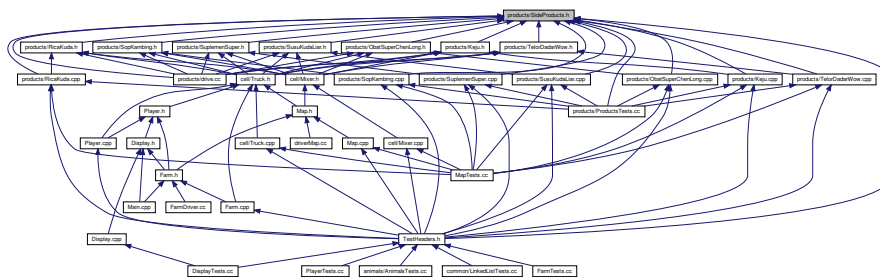
```

```
#include <iostream>
```

Include dependency graph for SideProducts.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [SideProducts](#)

Header untuk kelas kelas produk olahan hasil peternakan.

6.94.1 Detailed Description

Author

AI Terra

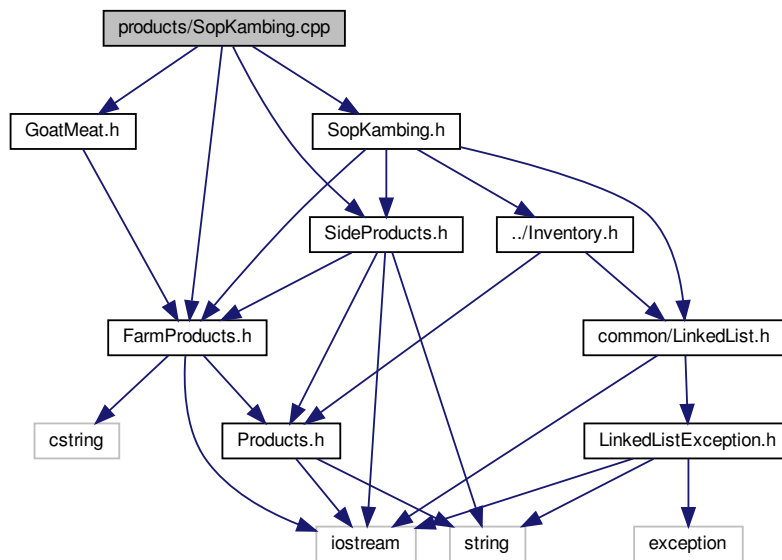
Date

2019-03-15

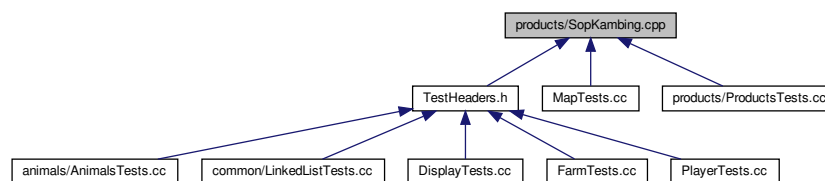
6.95 products/SopKambing.cpp File Reference

```
#include "GoatMeat.h"
#include "FarmProducts.h"
#include "SideProducts.h"
#include "SopKambing.h"
```

Include dependency graph for SopKambing.cpp:



This graph shows which files directly or indirectly include this file:



6.95.1 Detailed Description

Author

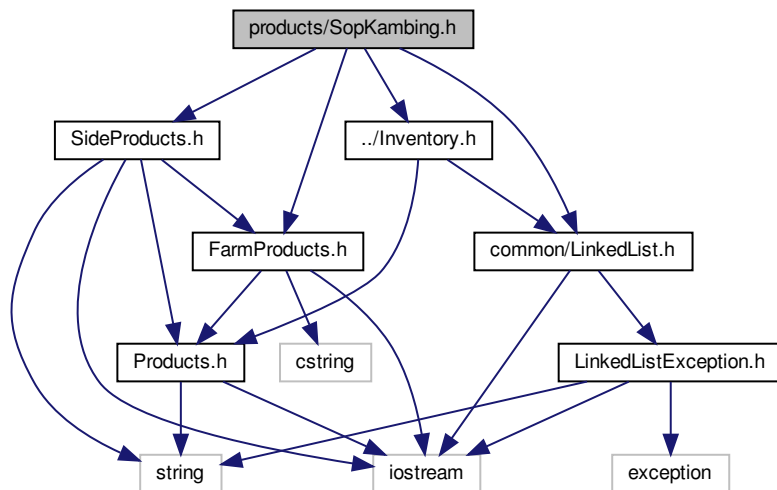
Al Terra

Date

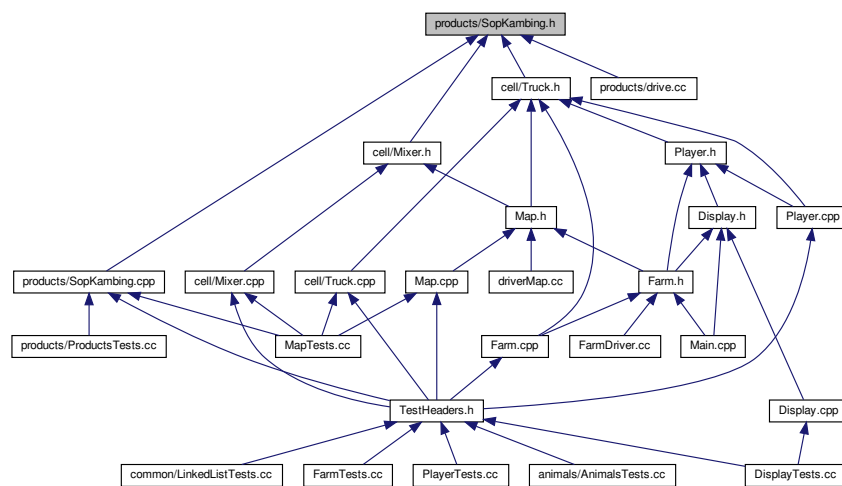
2019-03-20

6.96 products/SopKambing.h File Reference

```
#include "FarmProducts.h"
#include "SideProducts.h"
#include "../Inventory.h"
#include "../common/LinkedList.h"
Include dependency graph for SopKambing.h:
```



This graph shows which files directly or indirectly include this file:



Classes

- class [SopKambing](#)
Kelas [SopKambing](#) diturunkan dari [SideProducts](#).

6.96.1 Detailed Description

Author

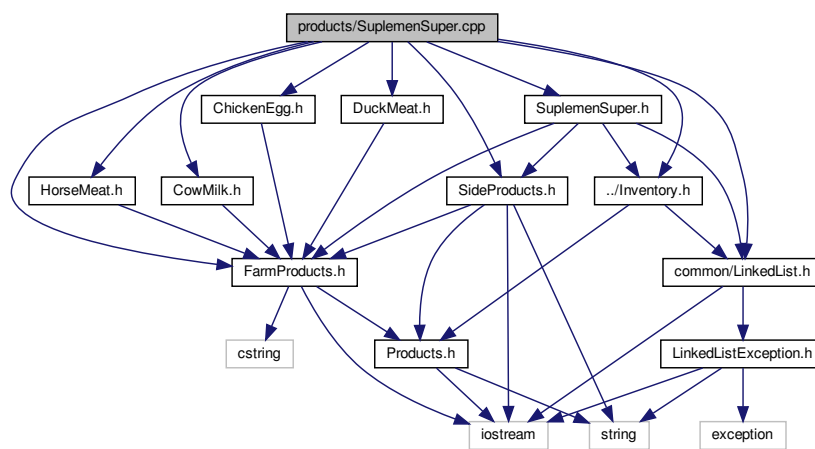
Al Terra

Date

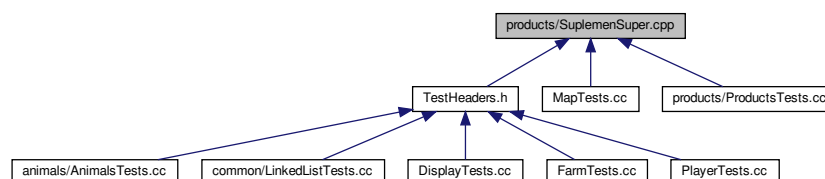
2019-03-20

6.97 products/SuplemenSuper.cpp File Reference

```
#include "HorseMeat.h"
#include "CowMilk.h"
#include "ChickenEgg.h"
#include "DuckMeat.h"
#include "FarmProducts.h"
#include "SideProducts.h"
#include "SuplemenSuper.h"
#include "../Inventory.h"
#include "../common/LinkedList.h"
Include dependency graph for SuplemenSuper.cpp:
```



This graph shows which files directly or indirectly include this file:



6.97.1 Detailed Description

Author

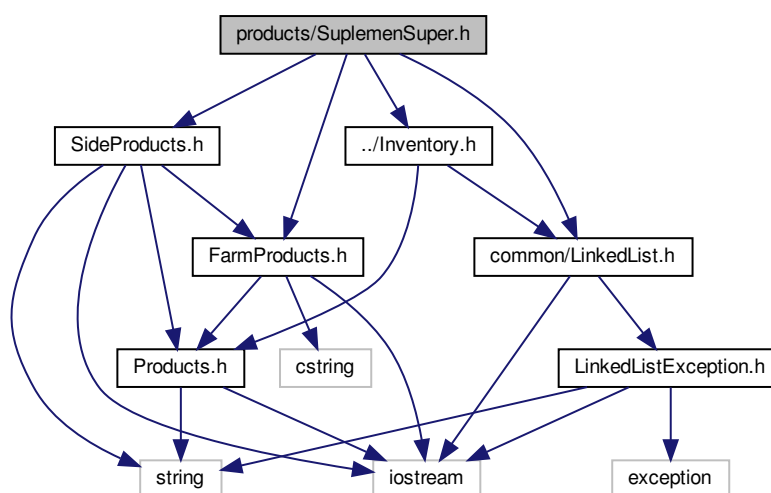
Al Terra

Date

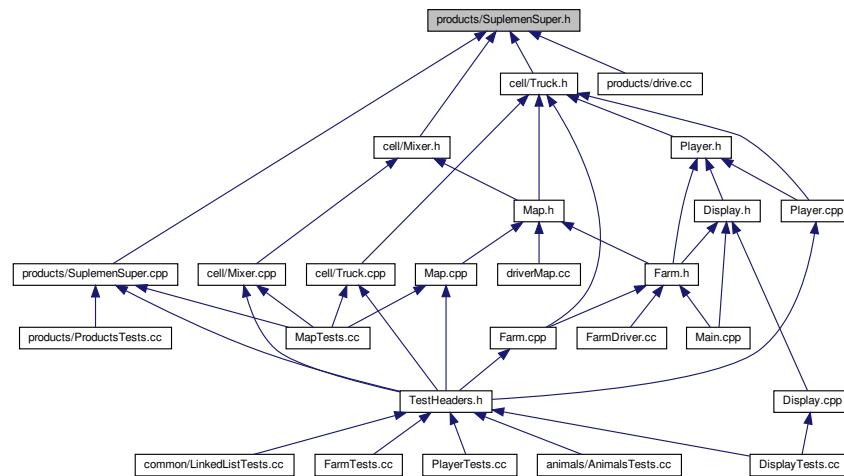
2019-03-20

6.98 products/SuplemenSuper.h File Reference

```
#include "FarmProducts.h"  
#include "SideProducts.h"  
#include "../Inventory.h"  
#include "../common/LinkedList.h"  
Include dependency graph for SuplemenSuper.h:
```



This graph shows which files directly or indirectly include this file:



Classes

- class [SuplemenSuper](#)

Kelas [SuplemenSuper](#) diturunkan dari [SideProducts](#).

6.98.1 Detailed Description

Author

Al Terra

Date

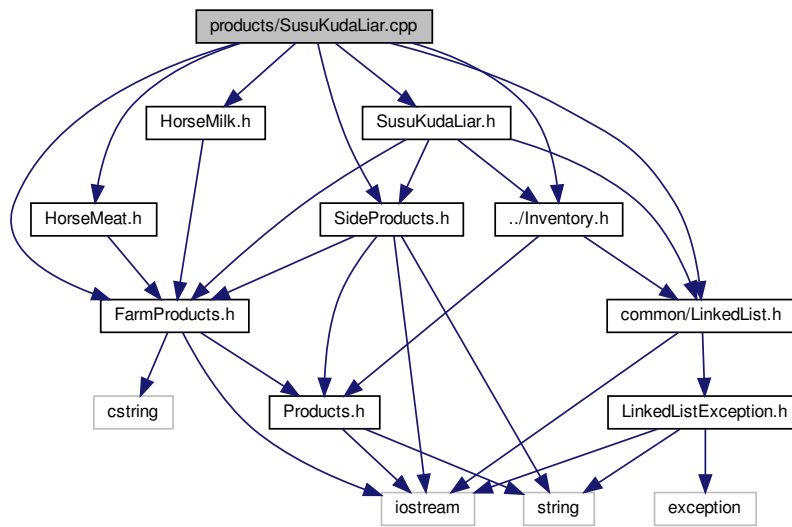
2019-03-20

6.99 products/SusuKudaLiar.cpp File Reference

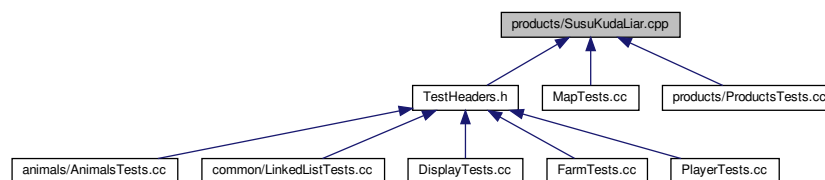
```
#include "HorseMeat.h"
#include "HorseMilk.h"
#include "FarmProducts.h"
#include "SideProducts.h"
#include "SusuKudaLiar.h"
#include "../Inventory.h"
```

```
#include "../common/LinkedList.h"
```

Include dependency graph for SusuKudaLiar.cpp:



This graph shows which files directly or indirectly include this file:



6.99.1 Detailed Description

Author

Al Terra

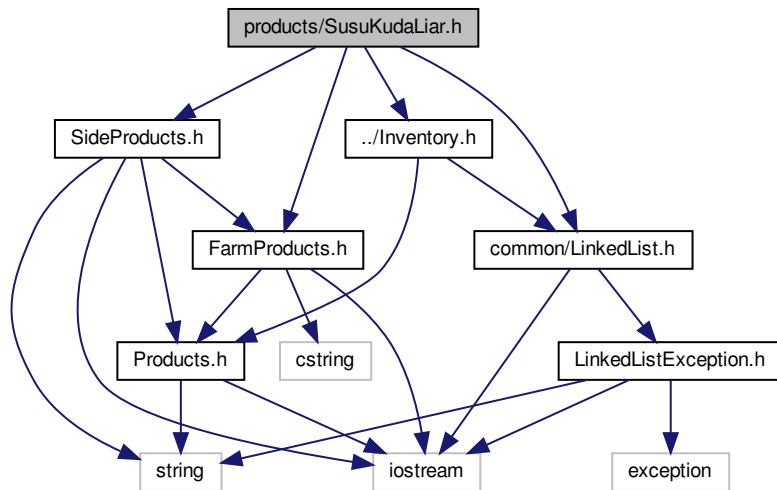
Date

2019-03-20

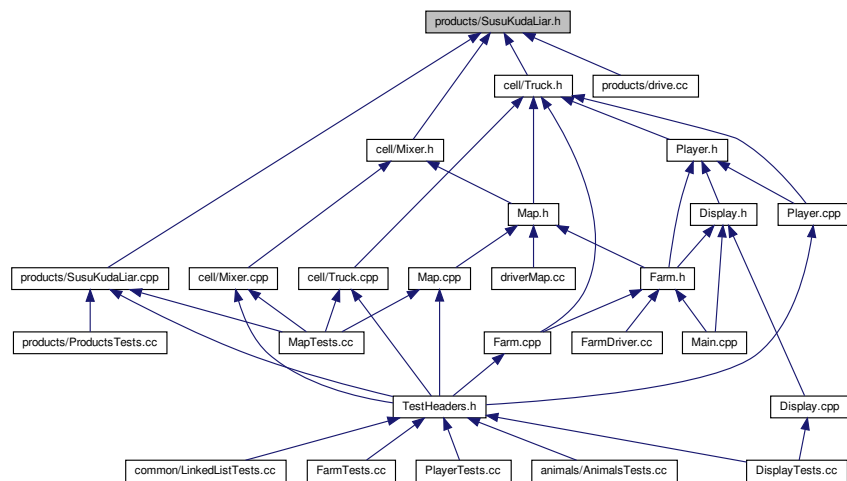
6.100 products/SusuKudaLiar.h File Reference

```
#include "FarmProducts.h"
#include "SideProducts.h"
```

```
#include "../Inventory.h"
#include "../common/LinkedList.h"
Include dependency graph for SusuKudaLiar.h:
```



This graph shows which files directly or indirectly include this file:



Classes

- class [SusuKudaLiar](#)

Kelas [SusuKudaLiar](#) diturunkan dari [SideProducts](#).

6.100.1 Detailed Description

Author

Al Terra

Date

2019-03-20

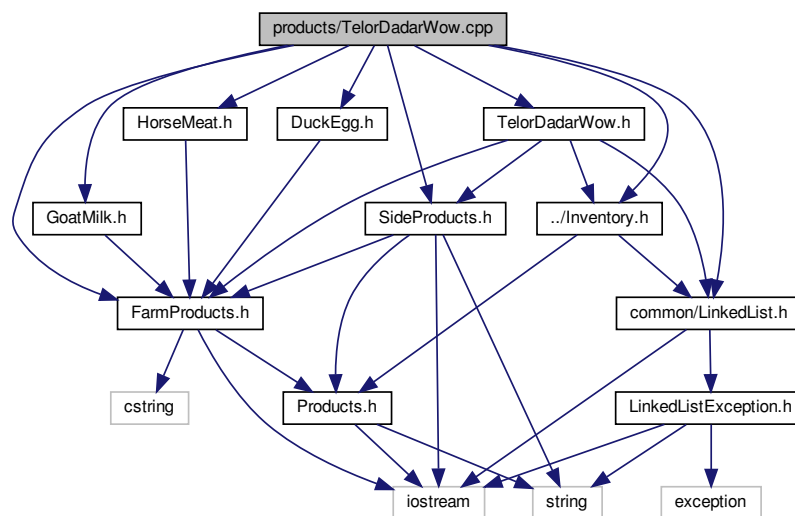
6.101 products/TelorDadarWow.cpp File Reference

```

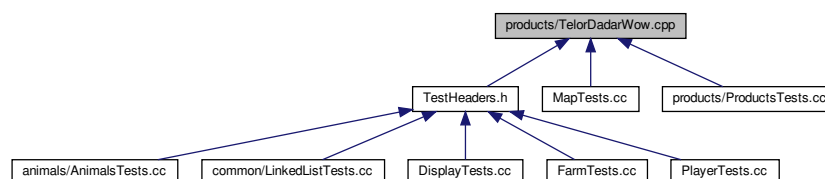
#include "GoatMilk.h"
#include "HorseMeat.h"
#include "DuckEgg.h"
#include "FarmProducts.h"
#include "SideProducts.h"
#include "TelorDadarWow.h"
#include "../Inventory.h"
#include "../common/LinkedList.h"

```

Include dependency graph for TelorDadarWow.cpp:



This graph shows which files directly or indirectly include this file:



6.101.1 Detailed Description

Author

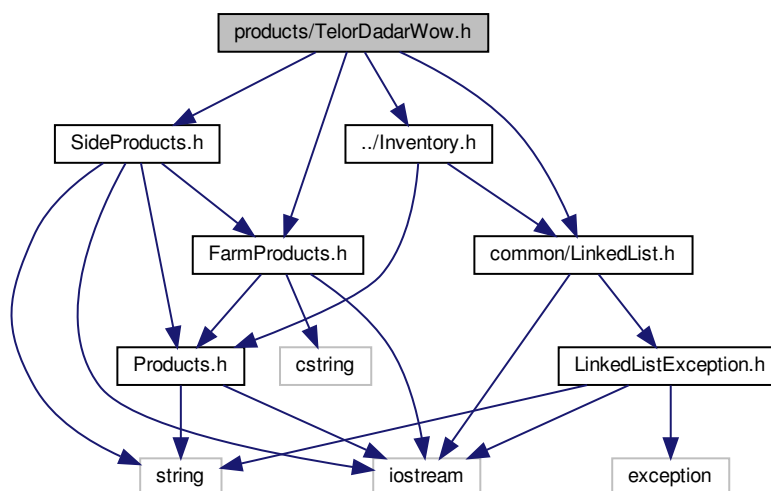
Al Terra

Date

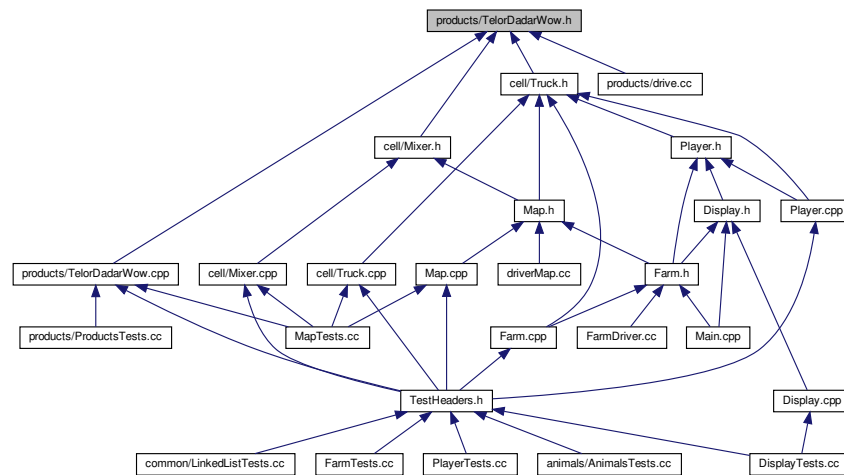
2019-03-20

6.102 products/TelorDadarWow.h File Reference

```
#include "FarmProducts.h"  
#include "SideProducts.h"  
#include "../Inventory.h"  
#include "../common/LinkedList.h"  
Include dependency graph for TelorDadarWow.h:
```



This graph shows which files directly or indirectly include this file:



Classes

- class `TelorDadarWow`
Kelas `TelorDadarWow` diturunkan dari `SideProducts`.

6.102.1 Detailed Description

Author

Al Terra

Date _____

2019-03-20

6.103 README.md File Reference

6.104 TestHeaders.h File Reference

```
#include "Farm.cpp"
#include "animals/FarmAnimal.cpp"
#include "animals/EggProducing.h"
#include "animals/MeatProducing.h"
#include "animals/MilkProducing.h"
#include "animals/Ayam.cpp"
#include "animals/Bebek.cpp"
#include "animals/Kambing.cpp"
#include "animals/Kuda.cpp"
#include "animals/Sapi.cpp"
```

```

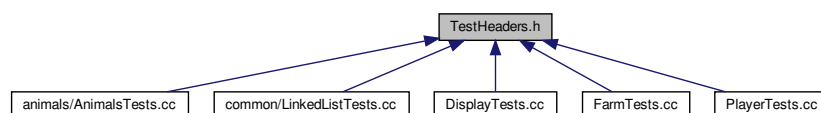
#include "products/Products.cpp"
#include "products/FarmProducts.h"
#include "products/SideProducts.h"
#include "products/ChickenEgg.cpp"
#include "products/GoatMilk.cpp"
#include "products/CowMilk.cpp"
#include "products/CowMeat.cpp"
#include "products/GoatMeat.cpp"
#include "products/HorseMilk.cpp"
#include "products/HorseMeat.cpp"
#include "products/ChickenMeat.cpp"
#include "products/DuckMeat.cpp"
#include "products/DuckEgg.cpp"
#include "products/Keju.cpp"
#include "products/ObatSuperChenLong.cpp"
#include "products/RicaKuda.cpp"
#include "products/SopKambing.cpp"
#include "products/SuplemenSuper.cpp"
#include "products/SusuKudaLiar.cpp"
#include "products/TelorDadarWow.cpp"
#include "common/LinkedList.h"
#include "common/LinkedListException.h"
#include "common/Coordinate.cpp"
#include "Ukuran.cpp"
#include "Inventory.cpp"
#include "Player.cpp"
#include "Map.cpp"
#include "cell/Cell.cpp"
#include "cell/Land.cpp"
#include "cell/Facility.h"
#include "cell/Barn.cpp"
#include "cell/Coop.cpp"
#include "cell/Grassland.cpp"
#include "cell/Mixer.cpp"
#include "cell/Well.cpp"
#include "cell/Truck.cpp"

```

Include dependency graph for TestHeaders.h:



This graph shows which files directly or indirectly include this file:



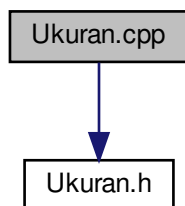
6.105 Ukuran.cpp File Reference

```

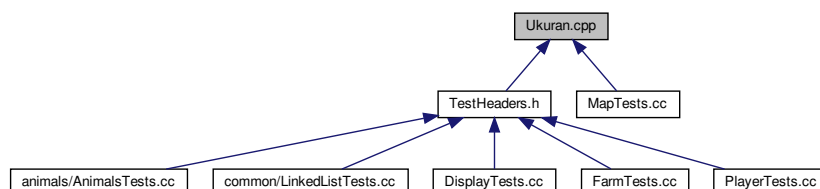
#include "Ukuran.h"

```

Include dependency graph for Ukuran.cpp:

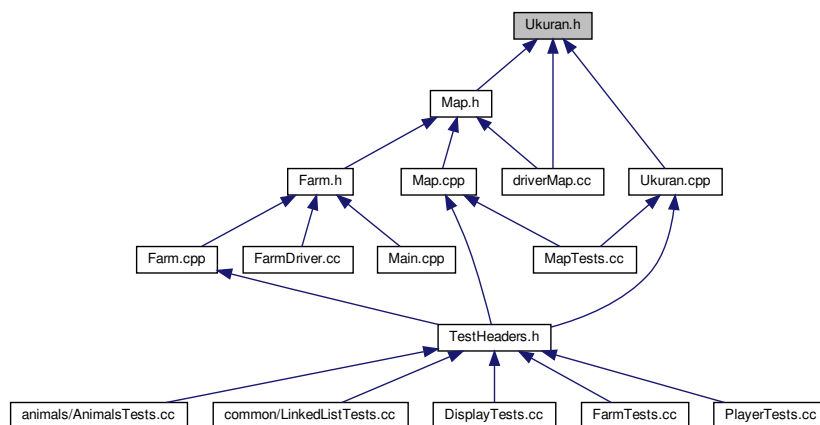


This graph shows which files directly or indirectly include this file:



6.106 Ukuran.h File Reference

This graph shows which files directly or indirectly include this file:



Classes

- class [Ukuran](#)

Kelas [Ukuran](#) berisi atribut integer p dan l .

6.106.1 Detailed Description

Author

Rakhmad

Date

2019-03-13

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