

## My Project

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# Chapter 1

## File Index

### 1.1 File List

Here is a list of all files with brief descriptions:

Barn.h	??
Cell.h	??
Coop.h	??
Facility.h	??
Farm.h	??
FarmAnimal.h	??
FarmProducts.h	??
Grassland.h	??
Land.h	??
LinkedList.h	??
Map.h	??
Mixer.h	??
Player.h	??
Products.h	??
SideProducts.h	??
Truck.h	??
Ukuran.h	??
Well.h	??



## Chapter 2

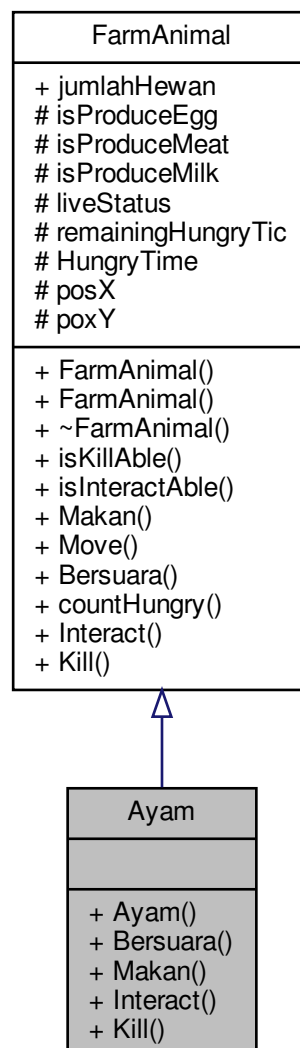
# Class Documentation

### 2.1 Ayam Class Reference

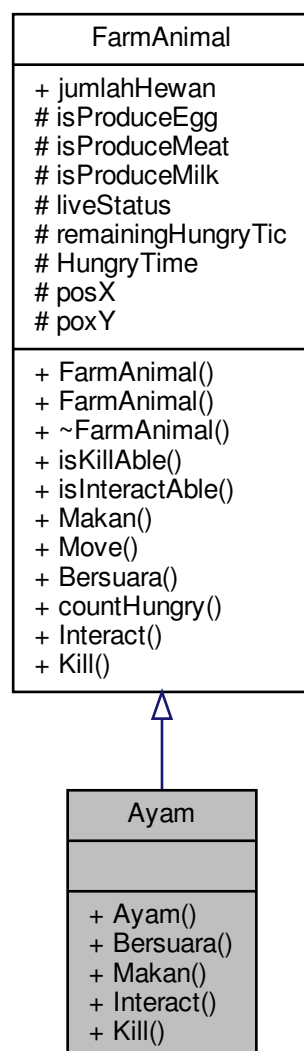
Kelas [Ayam](#) diturunkan dari [FarmAnimal](#).

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

Inheritance diagram for Ayam:



Collaboration diagram for Ayam:



## Public Member Functions

- [Ayam](#) (int \_posX, int \_posY, int \_HungryTime)  
*ctor dengan parameter*
- void [Bersuara](#) ()
- void [Makan](#) ()
- [FarmProducts Interact](#) ()
- [FarmProducts Kill](#) ()

## Additional Inherited Members

### 2.1.1 Detailed Description

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

## 2.1.2 Constructor & Destructor Documentation

### 2.1.2.1 Ayam()

```
Ayam::Ayam (
    int _posX,
    int _posY,
    int _HungryTime )
```

ctor dengan parameter

#### Parameters

<code>_posX</code>	Posisi X
<code>_posY</code>	Posisi Y
<code>_HungryTime</code>	Waktu lapar hewan

## 2.1.3 Member Function Documentation

### 2.1.3.1 Bersuara()

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

[Ayam](#) bersuara

Implements [FarmAnimal](#).

### 2.1.3.2 Interact()

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

[Ayam](#) menghasilkan telur

Implements [FarmAnimal](#).

### 2.1.3.3 Kill()

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

[Ayam](#) menghasilkan daging dan mati

Implements [FarmAnimal](#).

## 2.1.3.4 Makan()

```
void Ayam::Makan ( ) [virtual]
```

[Ayam](#) makan

Implements [FarmAnimal](#).

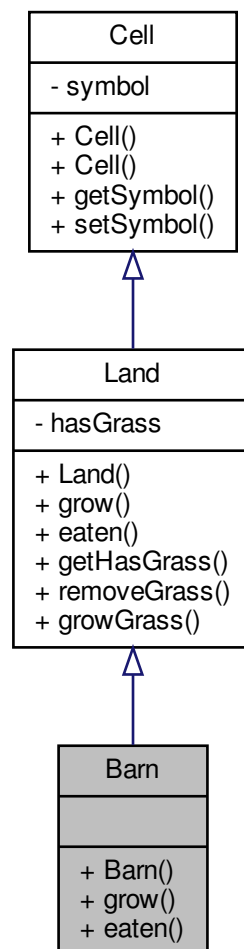
The documentation for this class was generated from the following file:

- [FarmAnimal.h](#)

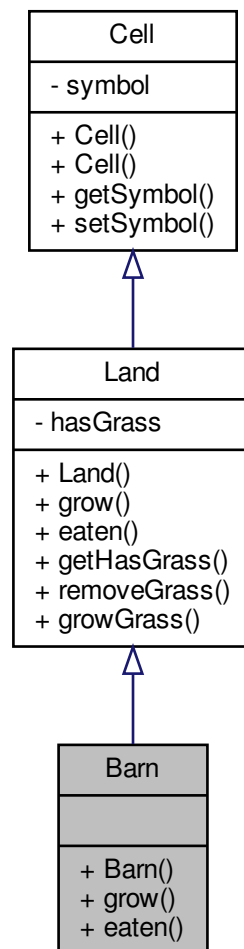
## 2.2 Barn Class Reference

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

Inheritance diagram for Barn:



Collaboration diagram for Barn:



## Public Member Functions

- [Barn](#) ()
- void [grow](#) ()
- void [eaten](#) ()

### 2.2.1 Detailed Description

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

### 2.2.2 Constructor & Destructor Documentation



### 2.2.2.1 Barn()

```
Barn::Barn ( )
```

Default Constructor, [Land\('x'\)](#)

## 2.2.3 Member Function Documentation

### 2.2.3.1 eaten()

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

[removeGrass\(\)](#), [setSymbol\('x'\)](#)

Implements [Land](#).

### 2.2.3.2 grow()

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

[growGrass\(\)](#), [setSymbol\('@'\)](#)

Implements [Land](#).

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

- [Barn.h](#)

## 2.3 Bebek Class Reference

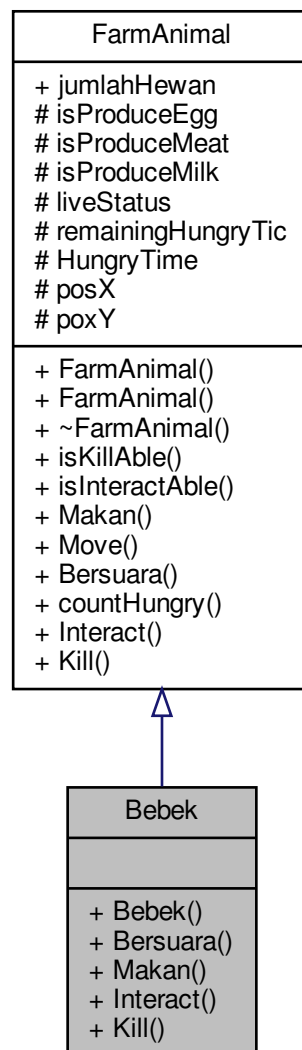
Kelas [Bebek](#) diturunkan dari [FarmAnimal](#).

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

Inheritance diagram for Bebek:



Collaboration diagram for Bebek:



### Public Member Functions

- **Bebek** (int \_posX, int \_posY, int \_HungryTime)  
*ctor dengan parameter*
- void **Bersuara** ()
- void **Makan** ()
- **FarmProducts Interact** ()  
*Bebek menghasilkan telur.*
- **FarmProducts Kill** ()  
*Bebek menghasilkan daging dan mati.*

## Additional Inherited Members

### 2.3.1 Detailed Description

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

### 2.3.2 Constructor & Destructor Documentation

#### 2.3.2.1 [Bebek\(\)](#)

```
Bebek::Bebek (
    int  _posX,
    int  _posY,
    int  _HungryTime )
```

ctor dengan parameter

##### Parameters

<i>_posX</i>	
<i>_posY</i>	
<i>_HungryTime</i>	

### 2.3.3 Member Function Documentation

#### 2.3.3.1 [Bersuara\(\)](#)

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

[Bebek](#) bersuara

Implements [FarmAnimal](#).

#### 2.3.3.2 [Interact\(\)](#)

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

[Bebek](#) menghasilkan telur.

##### Returns

[FarmProducts](#)

Implements [FarmAnimal](#).

## 2.3.3.3 Kill()

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

[Bebek](#) menghasilkan daging dan mati.

Returns

[FarmProducts](#)

Implements [FarmAnimal](#).

## 2.3.3.4 Makan()

```
void Bebek::Makan ( ) [virtual]
```

[Bebek](#) makan

Implements [FarmAnimal](#).

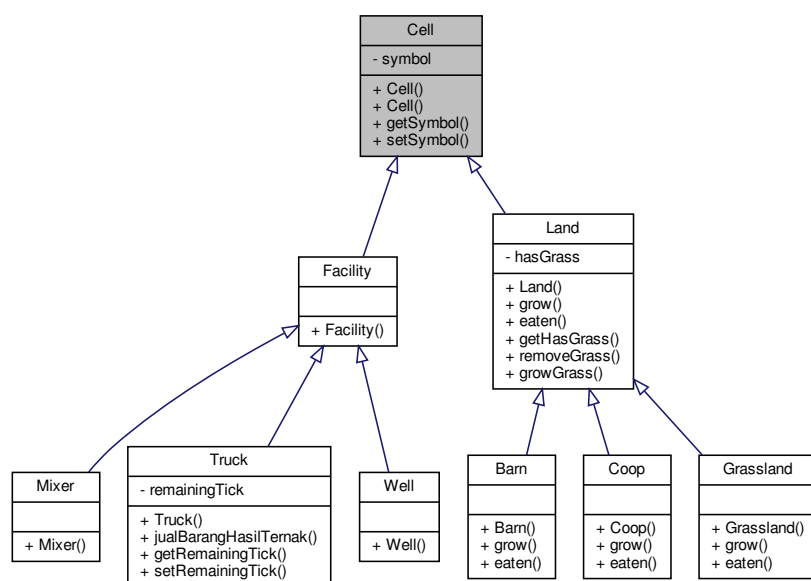
The documentation for this class was generated from the following file:

- [FarmAnimal.h](#)

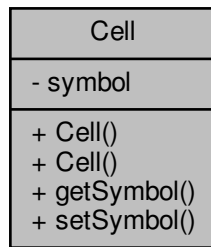
## 2.4 Cell Class Reference

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

Inheritance diagram for Cell:



Collaboration diagram for Cell:



### Public Member Functions

- [Cell](#) ()
- [Cell](#) (char [symbol](#))
- char [getSymbol](#) () const
- void [setSymbol](#) (char [symbol](#))

### Private Attributes

- char [symbol](#)

#### 2.4.1 Detailed Description

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

#### 2.4.2 Constructor & Destructor Documentation

##### 2.4.2.1 [Cell](#)() [1/2]

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

Konstruktor default

##### 2.4.2.2 [Cell](#)() [2/2]

```
Cell::Cell (
    char symbol )
```

Konstruktor dengan parameter

**Parameters**

<i>symbol</i>	Char simbol
---------------	-------------

### 2.4.3 Member Function Documentation

#### 2.4.3.1 getSymbol()

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

Getter symbol

**Returns**

char symbol

#### 2.4.3.2 setSymbol()

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

Setter symbol

**Parameters**

<i>symbol</i>	Char simbol
---------------	-------------

### 2.4.4 Member Data Documentation

#### 2.4.4.1 symbol

```
char Cell::symbol [private]
```

Char symbol

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

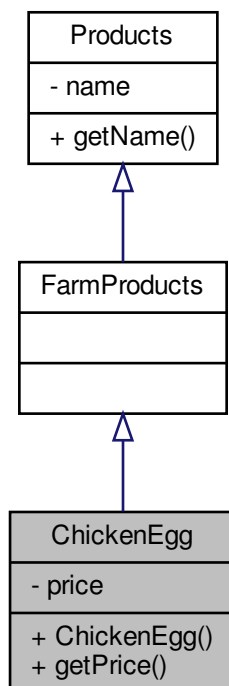
- [Cell.h](#)

## 2.5 ChickenEgg Class Reference

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

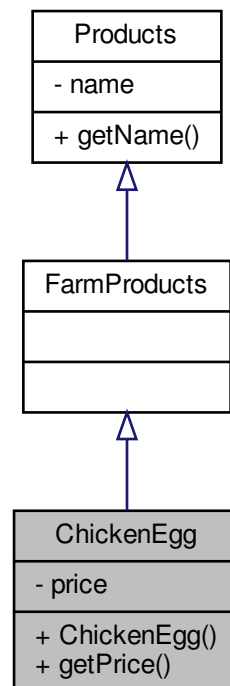
```
#include <FarmProducts.h>
```

Inheritance diagram for ChickenEgg:





Collaboration diagram for ChickenEgg:



### Public Member Functions

- [ChickenEgg](#) ()

### Static Public Member Functions

- static long [getPrice](#) ()

### Static Private Attributes

- static const long [price](#)

#### 2.5.1 Detailed Description

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

#### 2.5.2 Constructor & Destructor Documentation

### 2.5.2.1 ChickenEgg()

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

ctor default

## 2.5.3 Member Function Documentation

### 2.5.3.1 getPrice()

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

getter price

## 2.5.4 Member Data Documentation

### 2.5.4.1 price

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

Harga dari produk

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

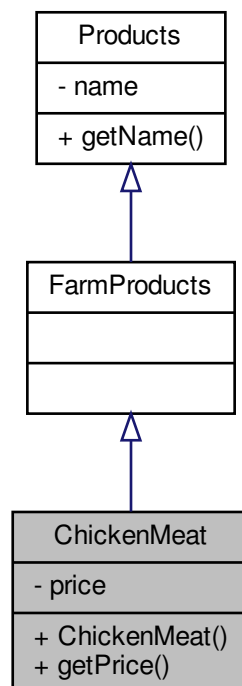
- [FarmProducts.h](#)

## 2.6 ChickenMeat Class Reference

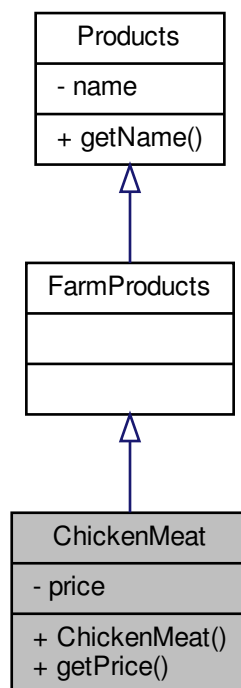
Kelas [DuckEgg](#) yang diturunkan dari [FarmProducts](#).

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

Inheritance diagram for ChickenMeat:



Collaboration diagram for ChickenMeat:



### Public Member Functions

- [ChickenMeat](#) ()

### Static Public Member Functions

- static long [getPrice](#) ()

### Static Private Attributes

- static const long [price](#)

#### 2.6.1 Detailed Description

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

#### 2.6.2 Constructor & Destructor Documentation

### 2.6.2.1 ChickenMeat()

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

ctor default

## 2.6.3 Member Function Documentation

### 2.6.3.1 getPrice()

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

getter price

## 2.6.4 Member Data Documentation

### 2.6.4.1 price

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

Harga dari produk

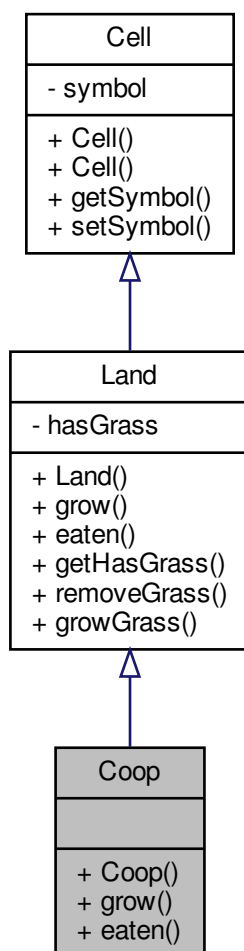
The documentation for this class was generated from the following file:

- [FarmProducts.h](#)

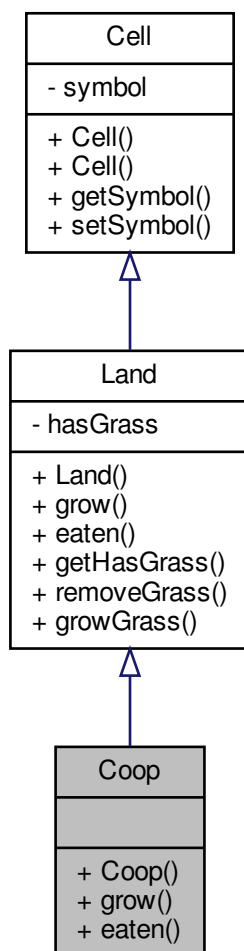
## 2.7 Coop Class Reference

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

Inheritance diagram for Coop:



Collaboration diagram for Coop:



### Public Member Functions

- [Coop](#) ()
- void [grow](#) ()
- void [eaten](#) ()

#### 2.7.1 Detailed Description

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

#### 2.7.2 Constructor & Destructor Documentation

### 2.7.2.1 Coop()

```
Coop::Coop ( )
```

Default Constructor [Land](#)('o')

## 2.7.3 Member Function Documentation

### 2.7.3.1 eaten()

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

[removeGrass\(\)](#), [setSymbol](#)('o')

Implements [Land](#).

### 2.7.3.2 grow()

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

[growGrass\(\)](#), [setSymbol](#)('\*')

Implements [Land](#).

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

- [Coop.h](#)

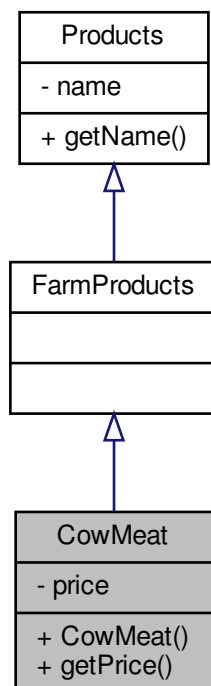
## 2.8 CowMeat Class Reference

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

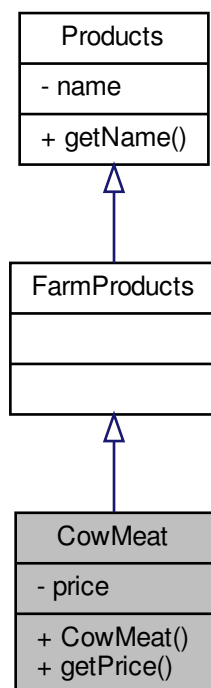
```
#include <FarmProducts.h>
```



Inheritance diagram for CowMeat:



Collaboration diagram for CowMeat:



### Public Member Functions

- [CowMeat](#) ()

### Static Public Member Functions

- static long [getPrice](#) ()

### Static Private Attributes

- static const long [price](#)

### 2.8.1 Detailed Description

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

### 2.8.2 Constructor & Destructor Documentation

### 2.8.2.1 CowMeat()

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

ctor default

## 2.8.3 Member Function Documentation

### 2.8.3.1 getPrice()

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

getter price

## 2.8.4 Member Data Documentation

### 2.8.4.1 price

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

Harga dari produk

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

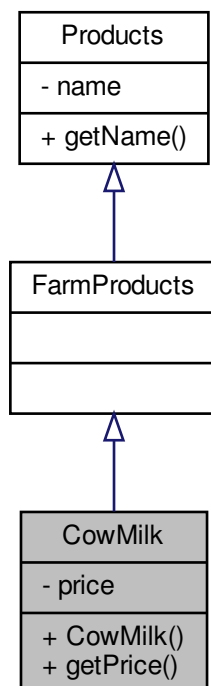
- [FarmProducts.h](#)

## 2.9 CowMilk Class Reference

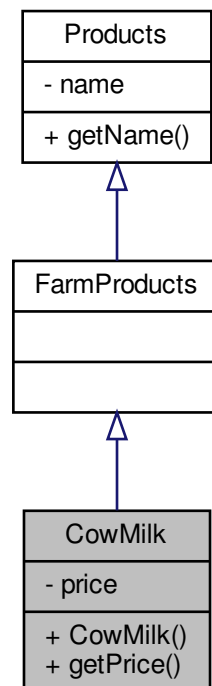
Kelas [DuckEgg](#) yang diturunkan dari [FarmProducts](#).

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

Inheritance diagram for CowMilk:



Collaboration diagram for CowMilk:



### Public Member Functions

- [CowMilk](#) ()

### Static Public Member Functions

- static long [getPrice](#) ()

### Static Private Attributes

- static const long [price](#)

#### 2.9.1 Detailed Description

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

#### 2.9.2 Constructor & Destructor Documentation

### 2.9.2.1 CowMilk()

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

ctor default

## 2.9.3 Member Function Documentation

### 2.9.3.1 getPrice()

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

getter price

## 2.9.4 Member Data Documentation

### 2.9.4.1 price

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

Harga dari produk

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

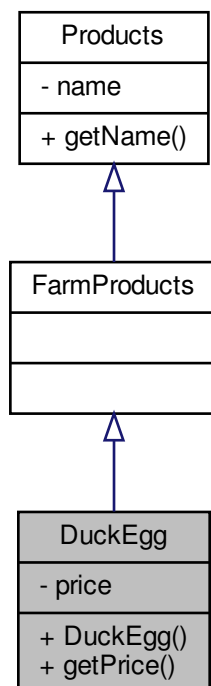
- [FarmProducts.h](#)

## 2.10 DuckEgg Class Reference

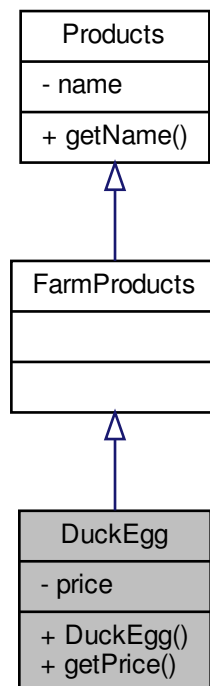
Kelas [DuckEgg](#) yang diturunkan dari [FarmProducts](#).

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

Inheritance diagram for DuckEgg:



Collaboration diagram for DuckEgg:



### Public Member Functions

- [DuckEgg](#) ()

### Static Public Member Functions

- static long [getPrice](#) ()

### Static Private Attributes

- static const long [price](#)

### 2.10.1 Detailed Description

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

### 2.10.2 Constructor & Destructor Documentation



### 2.10.2.1 DuckEgg()

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

ctor default

## 2.10.3 Member Function Documentation

### 2.10.3.1 getPrice()

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

getter price

## 2.10.4 Member Data Documentation

### 2.10.4.1 price

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

Harga dari produk

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

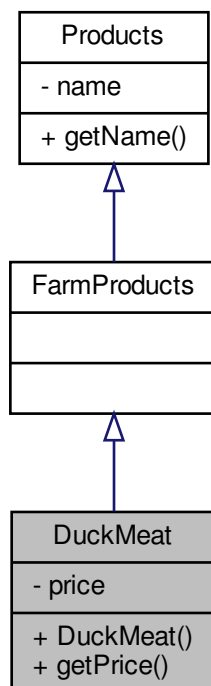
- [FarmProducts.h](#)

## 2.11 DuckMeat Class Reference

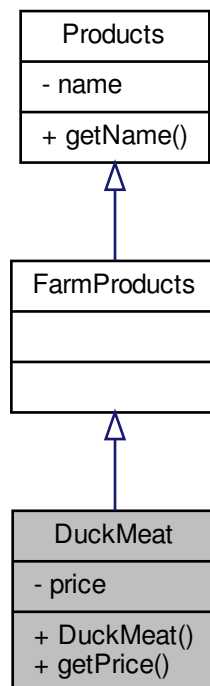
Kelas [DuckEgg](#) yang diturunkan dari [FarmProducts](#).

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

Inheritance diagram for DuckMeat:



Collaboration diagram for DuckMeat:



### Public Member Functions

- [DuckMeat](#) ()

### Static Public Member Functions

- static long [getPrice](#) ()

### Static Private Attributes

- static const long [price](#)

#### 2.11.1 Detailed Description

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

#### 2.11.2 Constructor & Destructor Documentation

#### 2.11.2.1 DuckMeat()

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

ctor default

### 2.11.3 Member Function Documentation

#### 2.11.3.1 getPrice()

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

getter price

### 2.11.4 Member Data Documentation

#### 2.11.4.1 price

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

Harga dari produk

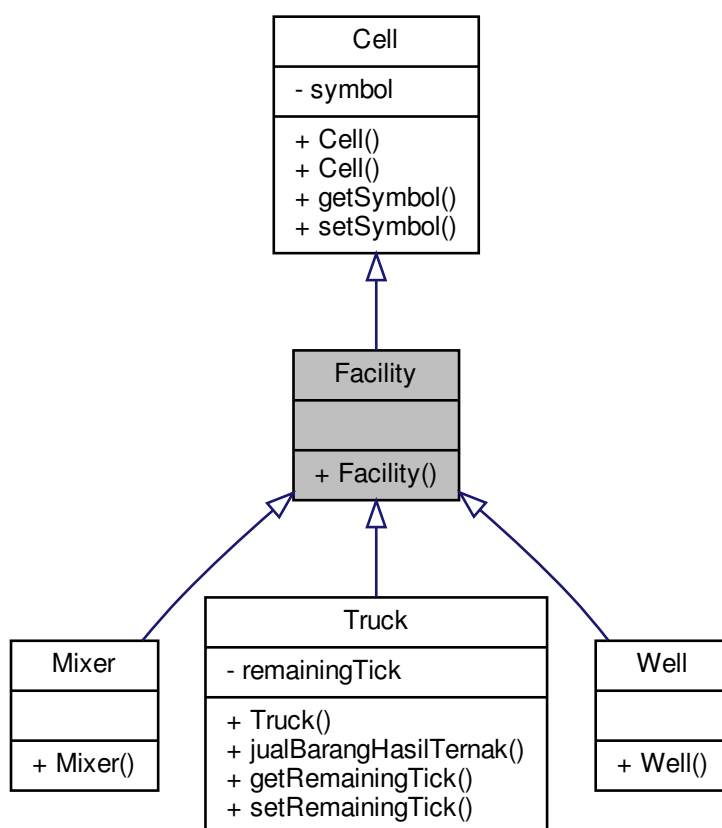
The documentation for this class was generated from the following file:

- [FarmProducts.h](#)

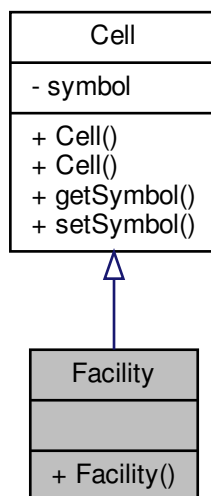
## 2.12 Facility Class Reference

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

Inheritance diagram for Facility:



Collaboration diagram for Facility:



## Public Member Functions

- [Facility](#) (char [symbol](#))

### 2.12.1 Detailed Description

Kelas [Facility](#) merupakan fasilitas peternakan

### 2.12.2 Constructor & Destructor Documentation

#### 2.12.2.1 Facility()

```
Facility::Facility (
    char symbol )
```

Konstruktor dengan parameter, setSymbol(symbol)

#### Parameters

<i>symbol</i>	Char symbol
---------------	-------------

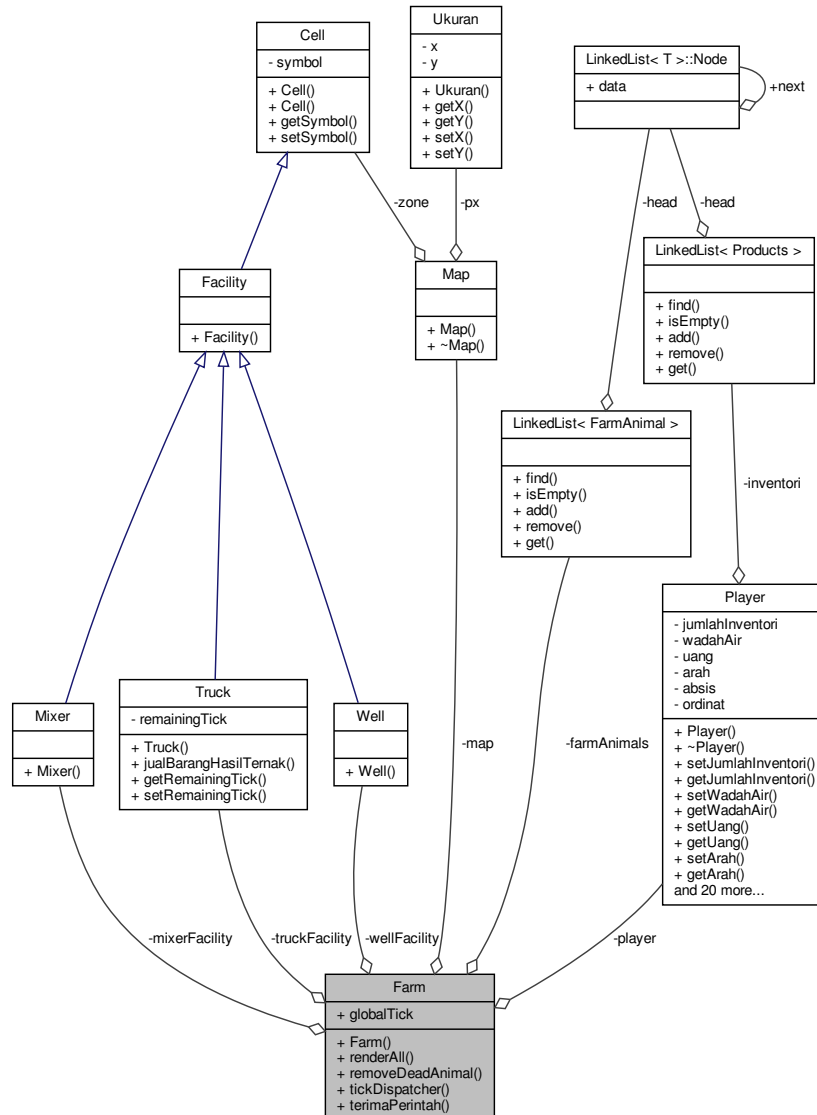
The documentation for this class was generated from the following file:

- [Facility.h](#)

## 2.13 Farm Class Reference

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

Collaboration diagram for Farm:



### Public Member Functions

- [Farm](#) (string mapFilename)
- void [renderAll](#) () const
- void [removeDeadAnimal](#) ()
- void [tickDispatcher](#) ()
- void [terimaPerintah](#) (string cmd)

## Public Attributes

- int [globalTick](#)

## Private Attributes

- [Player](#) [player](#)
- [Map](#) [map](#)
- [LinkedList](#)< [FarmAnimal](#) > [farmAnimals](#)
- [Truck](#) [truckFacility](#)
- [Mixer](#) [mixerFacility](#)
- [Well](#) [wellFacility](#)

### 2.13.1 Detailed Description

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

### 2.13.2 Constructor & Destructor Documentation

#### 2.13.2.1 [Farm\(\)](#)

```
Farm::Farm (
    string mapFilename )
```

Konstruktor dengan parameter

#### Parameters

<i>mapFilename</i>	Nama file input eksternal untuk konstruksi map
--------------------	--

### 2.13.3 Member Function Documentation

#### 2.13.3.1 [removeDeadAnimal\(\)](#)

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

menghapus animal yang telah mati di [farmAnimals](#)

#### 2.13.3.2 [renderAll\(\)](#)

```
void Farm::renderAll ( ) const
```

Me-render semua grafik (map, player, animal, facilities, jumlah uang, jumlah water)



### 2.13.3.3 terimaPerintah()

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

Menerima perintah

#### Parameters

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

### 2.13.3.4 tickDispatcher()

```
void Farm::tickDispatcher ( )
```

Dispatch tick Menambah variabel tick

## 2.13.4 Member Data Documentation

### 2.13.4.1 farmAnimals

```
LinkedList<FarmAnimal> Farm::farmAnimals [private]
```

List farmAnimals

### 2.13.4.2 globalTick

```
int Farm::globalTick
```

Variabel tick global

### 2.13.4.3 map

```
Map Farm::map [private]
```

Objek map

### 2.13.4.4 mixerFacility

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

Objek Fasilitas [Mixer](#)

#### 2.13.4.5 player

```
Player Farm::player [private]
```

Objek player

#### 2.13.4.6 truckFacility

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

Objek Fasilitas [Truck](#)

#### 2.13.4.7 wellFacility

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

Objek Fasilitas [Well](#)

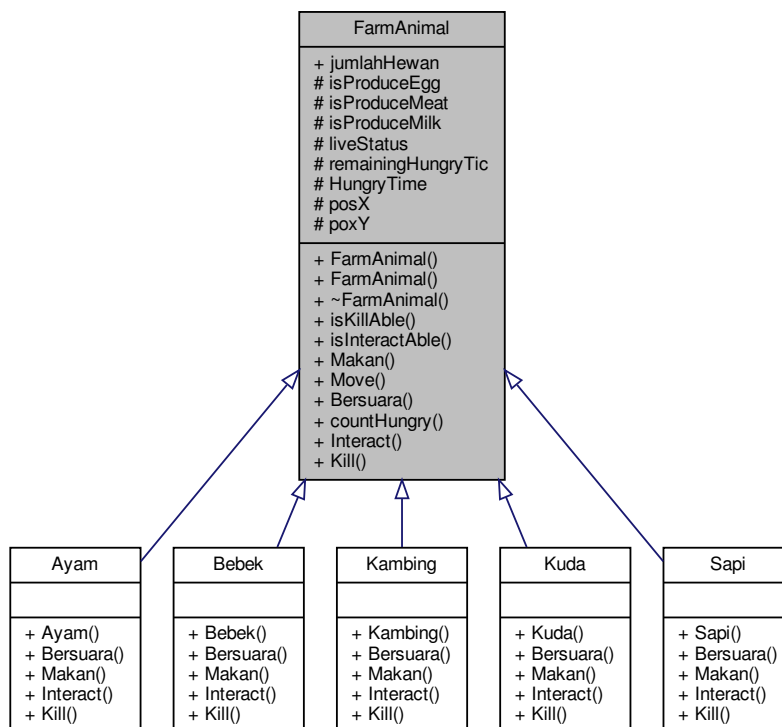
The documentation for this class was generated from the following file:

- [Farm.h](#)

## 2.14 FarmAnimal Class Reference

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

Inheritance diagram for FarmAnimal:



Collaboration diagram for FarmAnimal:

FarmAnimal
+ jumlahHewan # isProduceEgg # isProduceMeat # isProduceMilk # liveStatus # remainingHungryTic # HungryTime # posX # posY
+ FarmAnimal() + FarmAnimal() + ~FarmAnimal() + isKillAble() + isInteractAble() + Makan() + Move() + Bersuara() + countHungry() + Interact() + Kill()

## Public Member Functions

- [FarmAnimal](#) ()  
*ctor default*
- [FarmAnimal](#) (int \_posX, int \_posY, int \_HungryTime)  
*Construct a new [Farm](#) Animal object.*
- [~FarmAnimal](#) ()  
*dtor*
- bool [isKillAble](#) () const
- bool [isInteractAble](#) () const
- virtual void [Makan](#) ()=0
- virtual void [Move](#) ()
- virtual void [Bersuara](#) ()=0
- int [countHungry](#) ()
- virtual [FarmProducts](#) [Interact](#) ()=0
- virtual [FarmProducts](#) [Kill](#) ()=0

## Static Public Attributes

- static int [jumlahHewan](#)

## Protected Attributes

- bool [isProduceEgg](#)
- bool [isProduceMeat](#)
- bool [isProduceMilk](#)
- bool [liveStatus](#)
- int [remainingHungryTic](#)
- int [HungryTime](#)
- int [posX](#)
- int [poxY](#)

### 2.14.1 Detailed Description

Kelas [FarmAnimal](#) menyimpan semua jenis hewan

### 2.14.2 Constructor & Destructor Documentation

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

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

ctor default

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

```
FarmAnimal::FarmAnimal (
    int _posX,
    int _posY,
    int _HungryTime )
```

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

#### Parameters

<a href="#">_posX</a>	posisi X
<a href="#">_posY</a>	posisi Y
<a href="#">_HungryTime</a>	waktu lapar hewan

#### 2.14.2.3 [~FarmAnimal\(\)](#)

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

dtor

### 2.14.3 Member Function Documentation

#### 2.14.3.1 Bersuara()

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

Pure virtual bersuara

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

#### 2.14.3.2 countHungry()

```
int FarmAnimal::countHungry ( )
```

Menghitung waktu hingga lapar

#### 2.14.3.3 Interact()

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

Pure virtual interact. Menghasilkan susu atau telur

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

#### 2.14.3.4 isInteractable()

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

True jika hewa Interactable

#### 2.14.3.5 isKillable()

```
bool FarmAnimal::isKillable ( ) const
```

True jika hewan Killable

#### 2.14.3.6 Kill()

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

Pure virtual kill. Menghasilkan daging

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

#### 2.14.3.7 Makan()

```
virtual void FarmAnimal::Makan ( ) [pure virtual]
```

Pure virtual makan

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

#### 2.14.3.8 Move()

```
virtual void FarmAnimal::Move ( ) [virtual]
```

Hewan bergerak

### 2.14.4 Member Data Documentation

#### 2.14.4.1 HungryTime

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

Waktu lapar

#### 2.14.4.2 isProduceEgg

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

Menghasilkan telur atau tidak

#### 2.14.4.3 isProduceMeat

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

Menghasilkan daging atau tidak

#### 2.14.4.4 isProduceMilk

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

Menghasilkan susu atau tidak

#### 2.14.4.5 jumlahHewan

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

Jumlah hewan di suatu waktu

#### 2.14.4.6 liveStatus

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

Status hidup atau mati

#### 2.14.4.7 posX

```
int FarmAnimal::posX [protected]
```

Posisi Koordinat X

#### 2.14.4.8 poxY

```
int FarmAnimal::poxY [protected]
```

Posisi Koordinat Y

#### 2.14.4.9 remainingHungryTic

```
int FarmAnimal::remainingHungryTic [protected]
```

Waktu sisa lapar

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

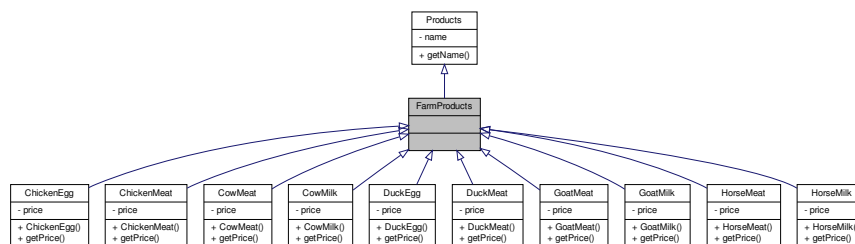
- [FarmAnimal.h](#)

## 2.15 FarmProducts Class Reference

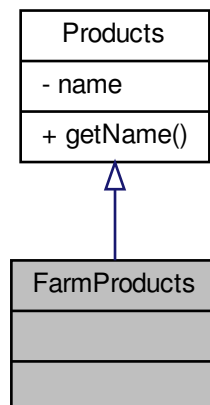
Kelas [FarmProducts](#) yang menyimpan kelas-kelas produk mentah peternakan.

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

Inheritance diagram for FarmProducts:



Collaboration diagram for FarmProducts:



### Additional Inherited Members

#### 2.15.1 Detailed Description

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

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

- [FarmProducts.h](#)

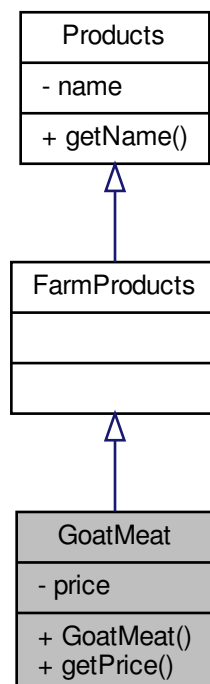


## 2.16 GoatMeat Class Reference

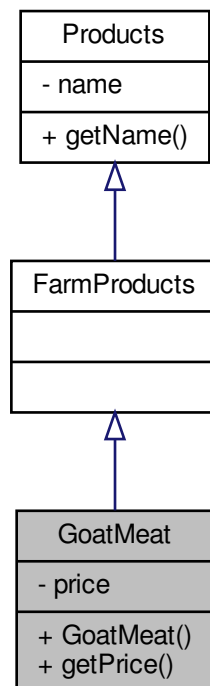
Kelas [DuckEgg](#) yang diturunkan dari [FarmProducts](#).

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

Inheritance diagram for GoatMeat:



Collaboration diagram for GoatMeat:



### Public Member Functions

- [GoatMeat](#) ()

### Static Public Member Functions

- static long [getPrice](#) ()

### Static Private Attributes

- static const long [price](#)

### 2.16.1 Detailed Description

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

### 2.16.2 Constructor & Destructor Documentation

### 2.16.2.1 GoatMeat()

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

ctor default

## 2.16.3 Member Function Documentation

### 2.16.3.1 getPrice()

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

getter price

## 2.16.4 Member Data Documentation

### 2.16.4.1 price

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

Harga dari produk

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

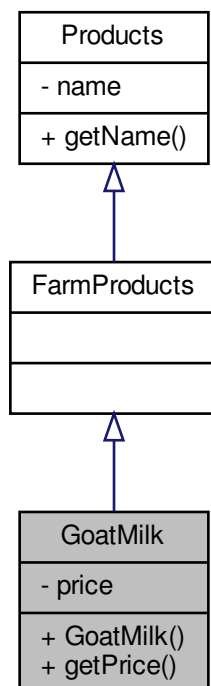
- [FarmProducts.h](#)

## 2.17 GoatMilk Class Reference

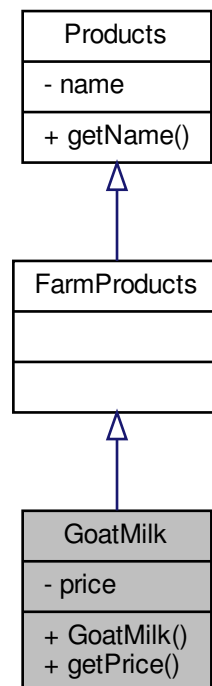
Kelas [DuckEgg](#) yang diturunkan dari [FarmProducts](#).

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

Inheritance diagram for GoatMilk:



Collaboration diagram for GoatMilk:



### Public Member Functions

- [GoatMilk \(\)](#)

### Static Public Member Functions

- static long [getPrice \(\)](#)

### Static Private Attributes

- static const long [price](#)

#### 2.17.1 Detailed Description

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

#### 2.17.2 Constructor & Destructor Documentation

#### 2.17.2.1 GoatMilk()

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

ctor default

### 2.17.3 Member Function Documentation

#### 2.17.3.1 getPrice()

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

getter price

### 2.17.4 Member Data Documentation

#### 2.17.4.1 price

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

Harga dari produk

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

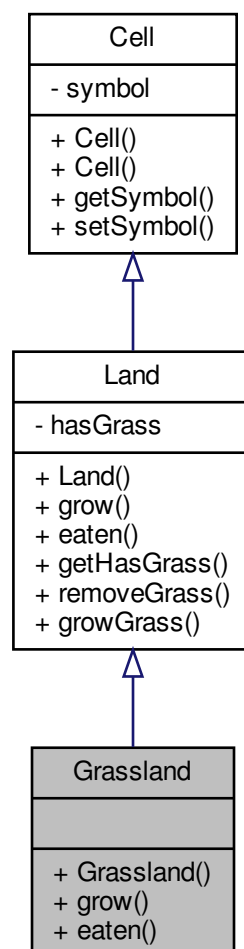
- [FarmProducts.h](#)

## 2.18 Grassland Class Reference

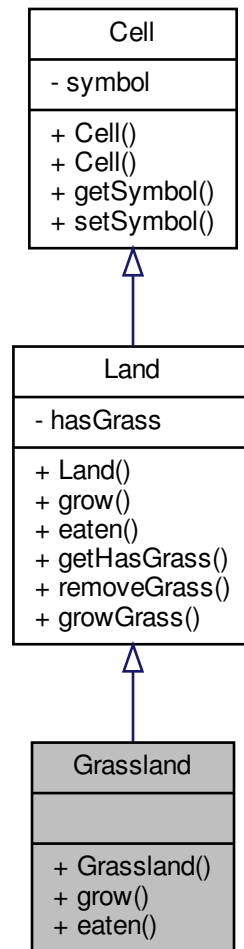
Kelas [Grassland](#) digunakan untuk beternak hewan penghasil susu.

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

Inheritance diagram for Grassland:



Collaboration diagram for Grassland:



## Public Member Functions

- [Grassland](#) ()  
*ctor, [Land](#)('')*
- void [grow](#) ()  
*[growGrass\(\)](#), [setSymbol](#)('')*
- void [eaten](#) ()  
*[removeGrass\(\)](#), [setSymbol](#)('')*

### 2.18.1 Detailed Description

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



## 2.18.2 Constructor & Destructor Documentation

### 2.18.2.1 Grassland()

```
Grassland::Grassland ( )
```

ctor, [Land](#)('')

## 2.18.3 Member Function Documentation

### 2.18.3.1 eaten()

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

[removeGrass\(\)](#), [setSymbol](#)('')

Implements [Land](#).

### 2.18.3.2 grow()

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

[growGrass\(\)](#), [setSymbol](#)('')

Implements [Land](#).

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

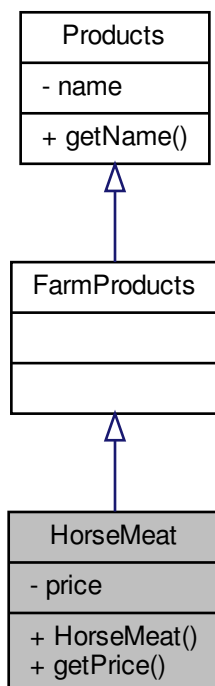
- [Grassland.h](#)

## 2.19 HorseMeat Class Reference

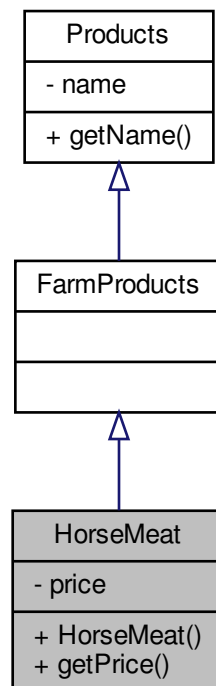
Kelas [DuckEgg](#) yang diturunkan dari [FarmProducts](#).

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

Inheritance diagram for HorseMeat:



Collaboration diagram for HorseMeat:



### Public Member Functions

- [HorseMeat](#) ()

### Static Public Member Functions

- static long [getPrice](#) ()

### Static Private Attributes

- static const long [price](#)

#### 2.19.1 Detailed Description

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

#### 2.19.2 Constructor & Destructor Documentation

### 2.19.2.1 HorseMeat()

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

ctor default

## 2.19.3 Member Function Documentation

### 2.19.3.1 getPrice()

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

getter price

## 2.19.4 Member Data Documentation

### 2.19.4.1 price

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

Harga dari produk

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

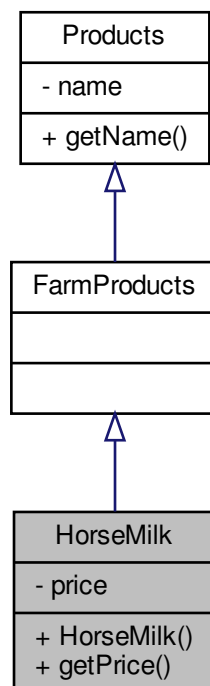
- [FarmProducts.h](#)

## 2.20 HorseMilk Class Reference

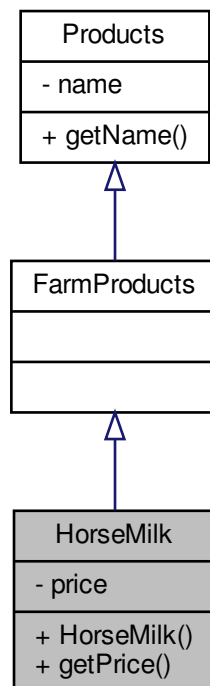
Kelas [DuckEgg](#) yang diturunkan dari [FarmProducts](#).

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

Inheritance diagram for HorseMilk:



Collaboration diagram for HorseMilk:



### Public Member Functions

- [HorseMilk](#) ()

### Static Public Member Functions

- static long [getPrice](#) ()

### Static Private Attributes

- static const long [price](#)

### 2.20.1 Detailed Description

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

### 2.20.2 Constructor & Destructor Documentation

### 2.20.2.1 HorseMilk()

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

ctor default

## 2.20.3 Member Function Documentation

### 2.20.3.1 getPrice()

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

getter price

## 2.20.4 Member Data Documentation

### 2.20.4.1 price

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

Harga dari produk

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

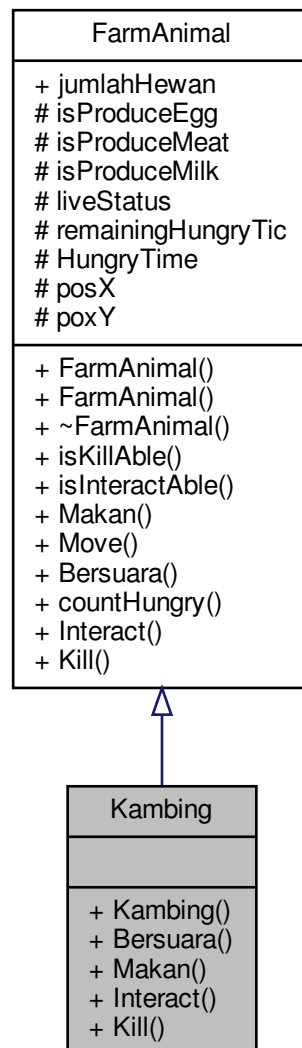
- [FarmProducts.h](#)

## 2.21 Kambing Class Reference

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

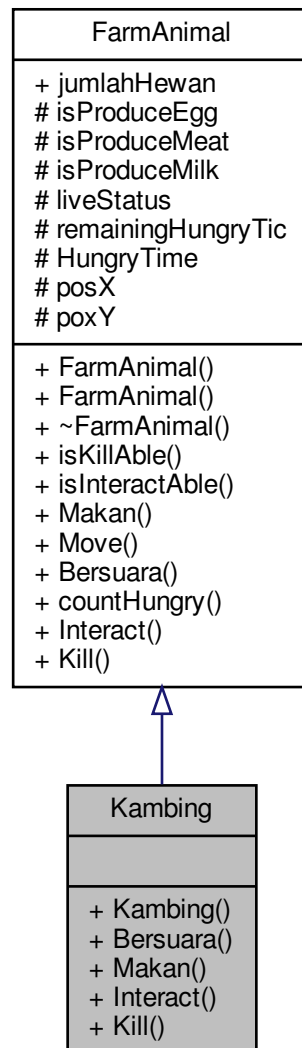
```
#include <FarmAnimal.h>
```

Inheritance diagram for Kambing:





Collaboration diagram for Kambing:



## Public Member Functions

- [Kambing](#) (int \_posX, int \_posY, int \_HungryTime)  
*ctor dengan parameter*
- void [Bersuara](#) ()
- void [Makan](#) ()
- [FarmProducts Interact](#) ()  
*Kambing menghasilkan susu.*
- [FarmProducts Kill](#) ()  
*Kambing menghasilkan daging dan mati.*

## Additional Inherited Members

### 2.21.1 Detailed Description

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

### 2.21.2 Constructor & Destructor Documentation

#### 2.21.2.1 Kambing()

```
Kambing::Kambing (
    int _posX,
    int _posY,
    int _HungryTime )
```

ctor dengan parameter

#### Parameters

<code>_posX</code>	Posisi X
<code>_posY</code>	Posisi Y
<code>_HungryTime</code>	Waktu lapar hewan

### 2.21.3 Member Function Documentation

#### 2.21.3.1 Bersuara()

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

[Kambing](#) bersuara

Implements [FarmAnimal](#).

#### 2.21.3.2 Interact()

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

[Kambing](#) menghasilkan susu.

#### Returns

[FarmProducts](#)

Implements [FarmAnimal](#).

### 2.21.3.3 Kill()

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

[Kambing](#) menghasilkan daging dan mati.

#### Returns

[FarmProducts](#)

Implements [FarmAnimal](#).

### 2.21.3.4 Makan()

```
void Kambing::Makan ( ) [virtual]
```

[Kambing](#) makan

Implements [FarmAnimal](#).

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

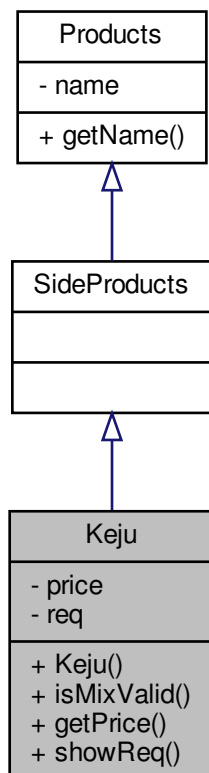
- [FarmAnimal.h](#)

## 2.22 Keju Class Reference

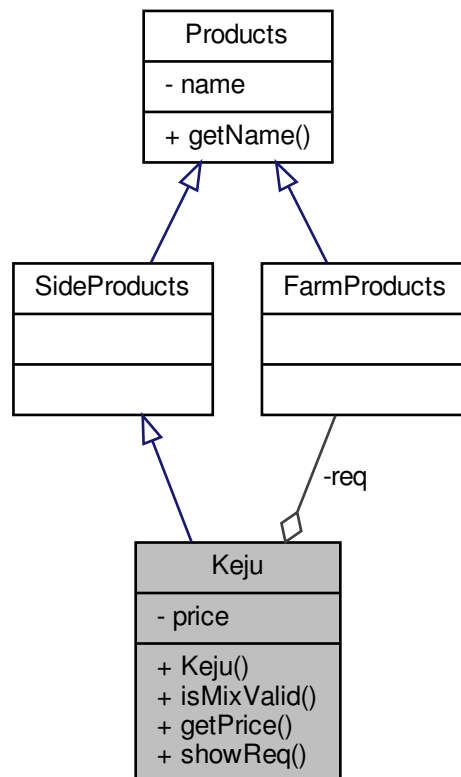
Kelas [Keju](#) diturunkan dari [SideProducts](#).

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

Inheritance diagram for Keju:



Collaboration diagram for Keju:



### Public Member Functions

- [Keju \(\)](#)

### Static Public Member Functions

- static bool [isMixValid \(\)](#)
- static long [getPrice \(\)](#)
- static void [showReq \(\)](#)

### Static Private Attributes

- static const long [price](#)
- static const [FarmProducts](#) \* [req](#)

#### 2.22.1 Detailed Description

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

## 2.22.2 Constructor & Destructor Documentation

### 2.22.2.1 Keju()

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

ctor default

## 2.22.3 Member Function Documentation

### 2.22.3.1 getPrice()

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

getter price

### 2.22.3.2 isMixValid()

```
static bool Keju::isMixValid ( ) [static]
```

checker apakah isi ransel cukup untuk membuat objek

### 2.22.3.3 showReq()

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

menunjukkan resep pencampuran untuk produk

## 2.22.4 Member Data Documentation

### 2.22.4.1 price

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

Harga dari produk

## 2.22.4.2 req

```
const FarmProducts* Keju::req [static], [private]
```

Resep susu sapi + susu sapi

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

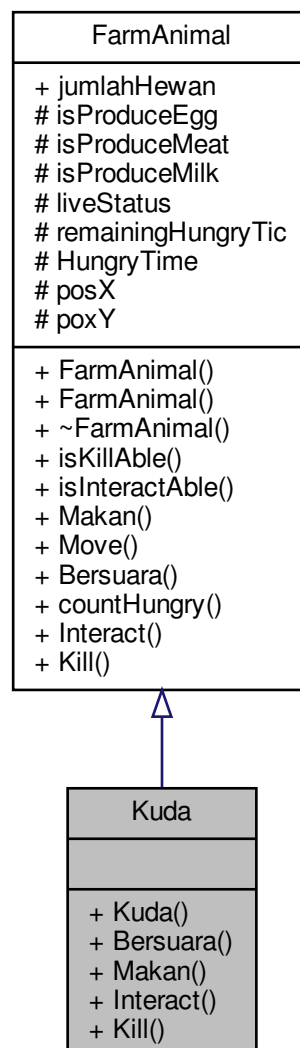
- [SideProducts.h](#)

## 2.23 Kuda Class Reference

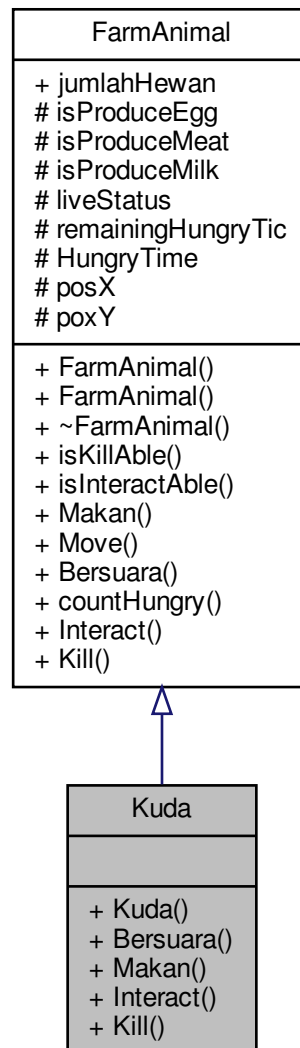
Kelas [Kuda](#) diturunkan dari [FarmAnimal](#).

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

Inheritance diagram for Kuda:



Collaboration diagram for Kuda:



## Public Member Functions

- [Kuda](#) (int \_posX, int \_posY, int \_HungryTime)  
*ctor dengan parameter*
- void [Bersuara](#) ()
- void [Makan](#) ()
- [FarmProducts Interact](#) ()  
*Kuda menghasilkan susu.*
- [FarmProducts Kill](#) ()  
*Kuda menghasilkan daging dan mati.*



## Additional Inherited Members

### 2.23.1 Detailed Description

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

### 2.23.2 Constructor & Destructor Documentation

#### 2.23.2.1 Kuda()

```
Kuda::Kuda (
    int _posX,
    int _posY,
    int _HungryTime )
```

ctor dengan parameter

#### Parameters

<code>_posX</code>	Posisi X
<code>_posY</code>	Posisi Y
<code>_HungryTime</code>	Waktu lapar hewan

### 2.23.3 Member Function Documentation

#### 2.23.3.1 Bersuara()

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

[Kuda](#) bersuara

Implements [FarmAnimal](#).

#### 2.23.3.2 Interact()

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

[Kuda](#) menghasilkan susu.

#### Returns

[FarmProducts](#)

Implements [FarmAnimal](#).

#### 2.23.3.3 Kill()

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

[Kuda](#) menghasilkan daging dan mati.

##### Returns

[FarmProducts](#)

Implements [FarmAnimal](#).

#### 2.23.3.4 Makan()

```
void Kuda::Makan ( ) [virtual]
```

[Kuda](#) makan

Implements [FarmAnimal](#).

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

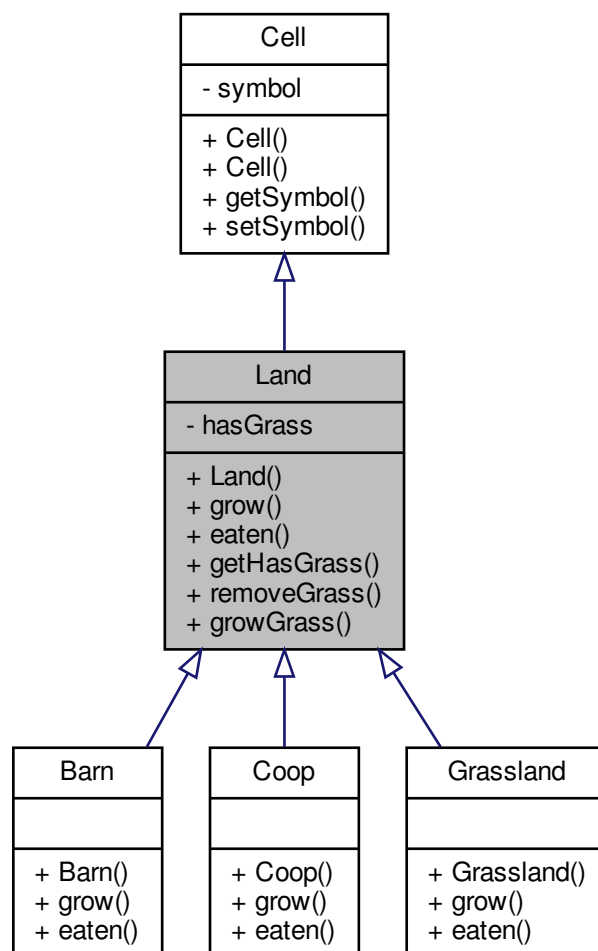
- [FarmAnimal.h](#)

## 2.24 Land Class Reference

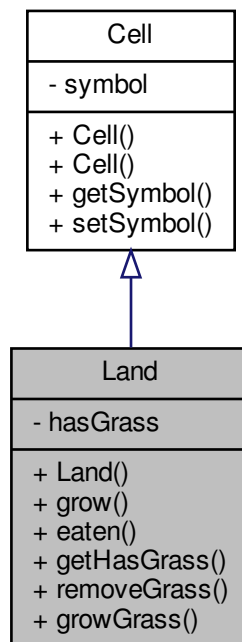
Kelas [Land](#) adalah daerah untuk beternak hewan.

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

Inheritance diagram for Land:



Collaboration diagram for Land:



## Public Member Functions

- [Land](#) (char [symbol](#))  
*ctor parameter, setSymbol(symbol)*
- virtual void [grow](#) ()=0  
*merubah nilai symbol sesuai jenis land, asumsi pemanggilan sudah benar. [grow\(\)](#) saat hasGrass = false*
- virtual void [eaten](#) ()=0  
*merubah nilai symbol sesuai jenis land, asumsi pemanggilan sudah benar. [eaten\(\)](#) saat hasGrass = true*
- bool [getHasGrass](#) ()  
*getter hasGrass*
- void [removeGrass](#) ()  
*hasGrass = false*
- void [growGrass](#) ()  
*setter hasGrass = true*

## Private Attributes

- bool [hasGrass](#)

### 2.24.1 Detailed Description

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

## 2.24.2 Constructor & Destructor Documentation

### 2.24.2.1 Land()

```
Land::Land (
    char symbol )
```

ctor parameter, setSymbol(symbol)

#### Parameters

<i>symbol</i>	Char symbol
---------------	-------------

## 2.24.3 Member Function Documentation

### 2.24.3.1 eaten()

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

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

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

### 2.24.3.2 getHasGrass()

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

getter hasGrass

### 2.24.3.3 grow()

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

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

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

#### 2.24.3.4 growGrass()

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

setter hasGrass = true

#### 2.24.3.5 removeGrass()

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

hasGrass = false

### 2.24.4 Member Data Documentation

#### 2.24.4.1 hasGrass

```
bool Land::hasGrass [private]
```

bool ditumbuhi grass

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

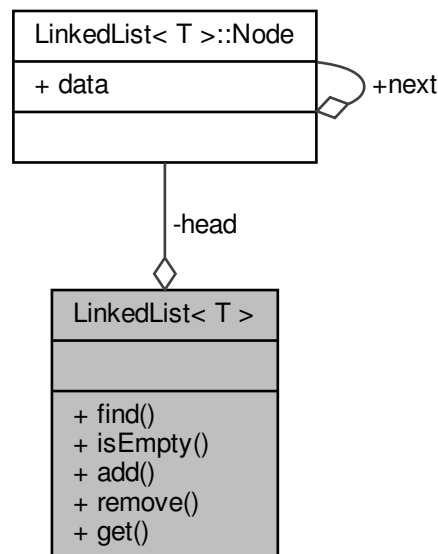
- [Land.h](#)

## 2.25 LinkedList< T > Class Template Reference

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

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

Collaboration diagram for LinkedList< T >:



## Classes

- struct [Node](#)  
*Node* untuk menyimpan tiap elemen.

## Public Member Functions

- 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.*

## Private Attributes

- struct [Node](#) \* [head](#)

### 2.25.1 Detailed Description

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

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

### Template Parameters

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

## 2.25.2 Member Function Documentation

### 2.25.2.1 add()

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

Menambahkan elemen sebagai elemen paling akhir.

#### Parameters

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

### 2.25.2.2 find()

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

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

#### Parameters

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

#### Returns

int Indeks dimana elemen ditemukan

### 2.25.2.3 get()

```
template<class T>
T LinkedList< T >::get (
    int idx ) const
```

Mengembalikan elemen pada indeks.



**Parameters**

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

**Returns**

T Elemen yang diperiksa

**2.25.2.4 isEmpty()**

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

Mengembalikan True jika linked list kosong.

**Returns**

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

**2.25.2.5 remove()**

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

Menghapus elemen dari linked list.

**Parameters**

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

**2.25.3 Member Data Documentation****2.25.3.1 head**

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

head of linkedlist

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

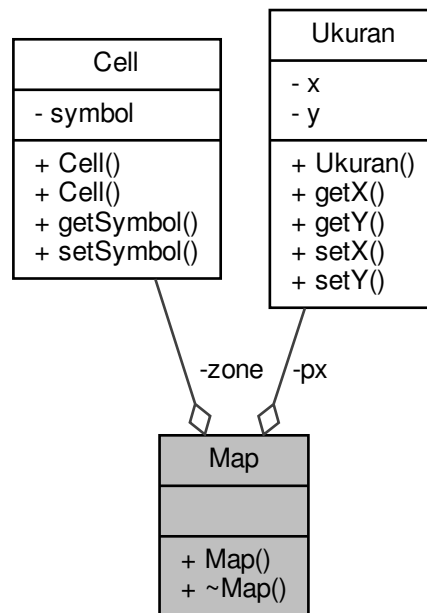
- [LinkedList.h](#)

## 2.26 Map Class Reference

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

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

Collaboration diagram for Map:



### Public Member Functions

- [Map](#) (char \*filename)  
*ctor parameter*
- [~Map](#) ()  
*Destroy the [Map](#) object.*

### Private Attributes

- [Ukuran](#) px
- [Cell](#) \*\* zone

#### 2.26.1 Detailed Description

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

## 2.26.2 Constructor & Destructor Documentation

### 2.26.2.1 Map()

```
Map::Map (
    char * filename )
```

ctor parameter

#### Parameters

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

### 2.26.2.2 ~Map()

```
Map::~Map ( )
```

Destroy the [Map](#) object.

## 2.26.3 Member Data Documentation

### 2.26.3.1 px

```
Ukuran Map::px [private]
```

ukuran map

### 2.26.3.2 zone

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

array of array of [Cell](#)

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

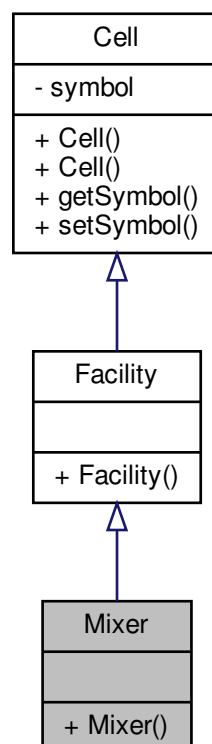
- [Map.h](#)

## 2.27 Mixer Class Reference

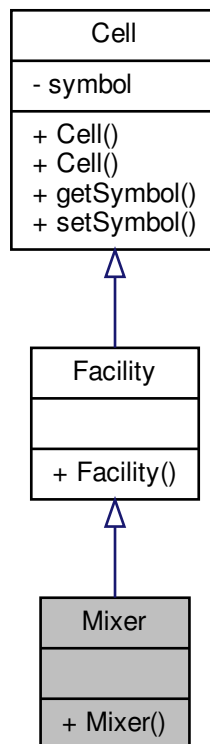
kelas [Mixer](#) digunakan untuk membuat produk sampingan dari produk hewan

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

Inheritance diagram for Mixer:



Collaboration diagram for Mixer:



## Public Member Functions

- [Mixer](#) ()  
*ctor, [Facility](#)('M')*

### 2.27.1 Detailed Description

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

### 2.27.2 Constructor & Destructor Documentation

#### 2.27.2.1 Mixer()

```
Mixer::Mixer ( )
```

ctor, [Facility](#)('M')

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

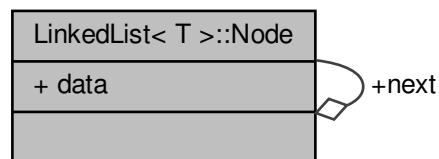
- [Mixer.h](#)

## 2.28 LinkedList< T >::Node Struct Reference

[Node](#) untuk menyimpan tiap elemen.

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

Collaboration diagram for LinkedList< T >::Node:



### Public Attributes

- [T data](#)
- struct [Node](#) \* [next](#)

### 2.28.1 Detailed Description

```
template<class T>
struct LinkedList< T >::Node
```

[Node](#) untuk menyimpan tiap elemen.

### 2.28.2 Member Data Documentation

#### 2.28.2.1 data

```
template<class T>
T LinkedList< T >::Node::data
```

```
struct data
```

## 2.28.2.2 next

```
template<class T>
struct Node* LinkedList< T >::Node::next
```

struct next pointer

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

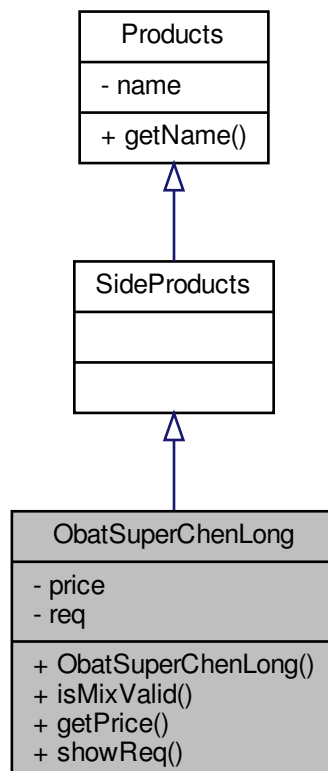
- [LinkedList.h](#)

## 2.29 ObatSuperChenLong Class Reference

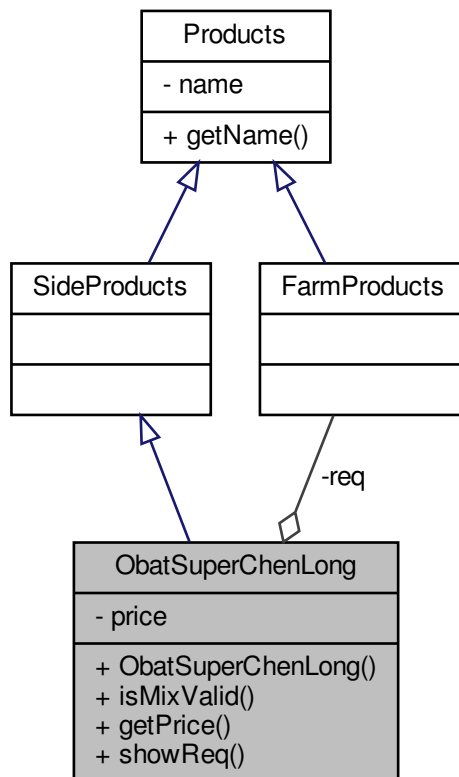
Kelas [ObatSuperChenLong](#) diturunkan dari [SideProducts](#).

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

Inheritance diagram for ObatSuperChenLong:



Collaboration diagram for ObatSuperChenLong:



### Public Member Functions

- [ObatSuperChenLong \(\)](#)

### Static Public Member Functions

- static bool [isMixValid \(\)](#)
- static long [getPrice \(\)](#)
- static void [showReq \(\)](#)

### Static Private Attributes

- static const long [price](#)
- static const [FarmProducts](#) \* [req](#)

## 2.29.1 Detailed Description

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



## 2.29.2 Constructor & Destructor Documentation

### 2.29.2.1 ObatSuperChenLong()

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

ctor default

## 2.29.3 Member Function Documentation

### 2.29.3.1 getPrice()

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

getter price

### 2.29.3.2 isMixValid()

```
static bool ObatSuperChenLong::isMixValid ( ) [static]
```

checker apakah isi ransel cukup untuk membuat objek

### 2.29.3.3 showReq()

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

menunjukkan resep pencampuran untuk produk

## 2.29.4 Member Data Documentation

### 2.29.4.1 price

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

Harga dari produk

#### 2.29.4.2 req

```
const FarmProducts* ObatSuperChenLong::req [static], [private]
```

Resep daging kambing + daging kuda

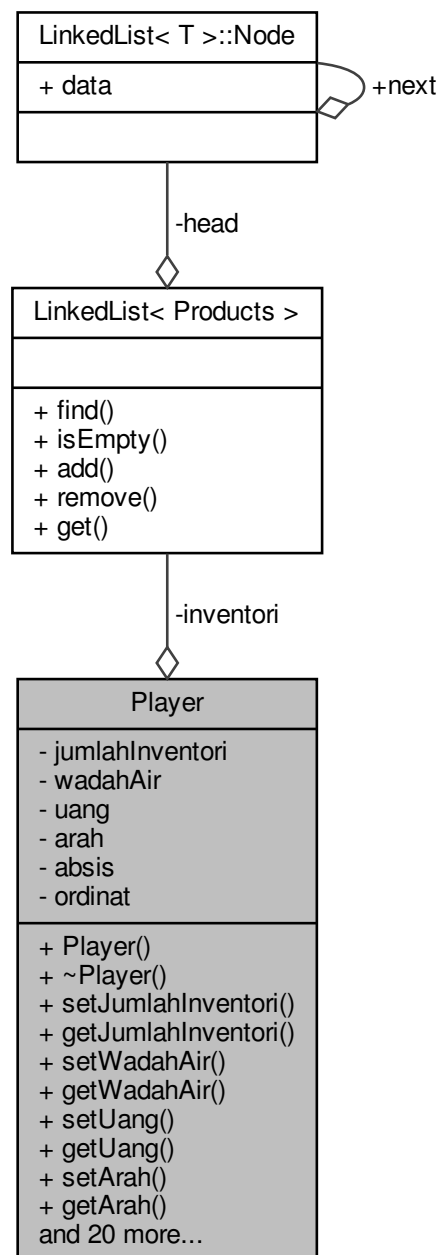
The documentation for this class was generated from the following file:

- [SideProducts.h](#)

## 2.30 Player Class Reference

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

Collaboration diagram for Player:



## Public Member Functions

- [Player](#) ()
- [~Player](#) ()
- void [setJumlahInventori](#) (int jumlah)
- int [getJumlahInventori](#) ()
- void [setWadahAir](#) (int jumlah)

- int [getWadahAir](#) ()
- void [setUang](#) (int nilai)
- int [getUang](#) ()
- void [setArah](#) ([ArahEnum](#) arah)
- [ArahEnum](#) [getArah](#) ()
- void [setAbsis](#) (int [absis](#))
- int [getAbsis](#) ()
- void [setOrdinat](#) (int [ordinat](#))
- int [setOrdinat](#) ()
- void [up](#) ()
- void [down](#) ()
- void [left](#) ()
- void [right](#) ()
- void [lookUp](#) ()
- void [lookDown](#) ()
- void [lookLeft](#) ()
- void [lookRight](#) ()
- void [talk](#) ()
- void [interact](#) ([FarmAnimal](#) &animal)
- void [cmdKill](#) ()
- void [cmdGrow](#) ()
- void [cekInventory](#) ()
- void [fillWater](#) ()
- void [truck](#) ()
- void [mixProduct](#) ()

### Private Attributes

- int [jumlahInventori](#)
- [LinkedList](#)< [Products](#) > [inventori](#)
- int [wadahAir](#)
- int [uang](#)
- [ArahEnum](#) [arah](#)
- int [absis](#)
- int [ordinat](#)

### 2.30.1 Detailed Description

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

### 2.30.2 Constructor & Destructor Documentation

#### 2.30.2.1 [Player](#)()

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

default constructor

### 2.30.2.2 ~Player()

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

destructor

## 2.30.3 Member Function Documentation

### 2.30.3.1 cekInventory()

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

Command dengan facility Melihat inventori

### 2.30.3.2 cmdGrow()

```
void Player::cmdGrow ( )
```

User memberi perintah grow

### 2.30.3.3 cmdKill()

```
void Player::cmdKill ( )
```

User memberi perintah kill

### 2.30.3.4 down()

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

Player pindah ke bawah

### 2.30.3.5 fillWater()

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

Isi air

### 2.30.3.6 getAbsis()

```
int Player::getAbsis ( )
```

Get posisi absis player

#### 2.30.3.7 getArah()

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

Get arah player menghadap

#### 2.30.3.8 getJumlahInventori()

```
int Player::getJumlahInventori ( )
```

Get jumlah inventori

#### 2.30.3.9 getUang()

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

Get nilai uang

#### 2.30.3.10 getWadahAir()

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

Get jumlah air

#### 2.30.3.11 interact()

```
void Player::interact (
    FarmAnimal & animal )
```

Berinteraksi dengan Farm Animal

#### 2.30.3.12 left()

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

Player pindah ke kiri

#### 2.30.3.13 lookDown()

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

Player menghadap ke bawah

**2.30.3.14 lookLeft()**

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

[Player](#) menghadap ke kiri

**2.30.3.15 lookRight()**

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

[Player](#) menghadap ke kanan

**2.30.3.16 lookUp()**

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

[Player](#) menghadap ke atas

**2.30.3.17 mixProduct()**

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

Mix dengan mixer

**2.30.3.18 right()**

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

[Player](#) pindah ke kanan

**2.30.3.19 setAbsis()**

```
void Player::setAbsis (
    int absis )
```

Set posisi absis player

**2.30.3.20 setArah()**

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

Set arah player menghadap

**2.30.3.21 setJumlahInventori()**

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

Getter dan setter Set jumlah inventori

**2.30.3.22 setOrdinat()** [1/2]

```
void Player::setOrdinat (
    int ordinat )
```

Set posisi ordinat player

**2.30.3.23 setOrdinat()** [2/2]

```
int Player::setOrdinat ( )
```

Get posisi ordinat player

**2.30.3.24 setUang()**

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

Set nilai uang

**2.30.3.25 setWadahAir()**

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

Set jumlah air

**2.30.3.26 talk()**

```
void Player::talk ( )
```

Command dengan animal Berbicara dengan hewan

**2.30.3.27 truck()**

```
void Player::truck ( )
```

Mengosongkan bag dan jual



### 2.30.3.28 up()

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

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

## 2.30.4 Member Data Documentation

### 2.30.4.1 absis

```
int Player::absis [private]
```

Position X

### 2.30.4.2 arah

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

Arah player menghadap

### 2.30.4.3 inventori

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

Array Inventori

### 2.30.4.4 jumlahInventori

```
int Player::jumlahInventori [private]
```

Jumlah Barang saat ini

### 2.30.4.5 ordinat

```
int Player::ordinat [private]
```

Position Y

### 2.30.4.6 uang

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

Uang yang dimiliki



## 2.31.2 Member Function Documentation

### 2.31.2.1 getName()

```
char* Products::getName ( )
```

Getter name

## 2.31.3 Member Data Documentation

### 2.31.3.1 name

```
char* Products::name [private]
```

Penampung nama produk

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

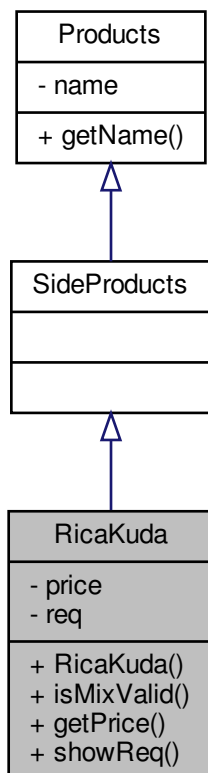
- [Products.h](#)

## 2.32 RicaKuda Class Reference

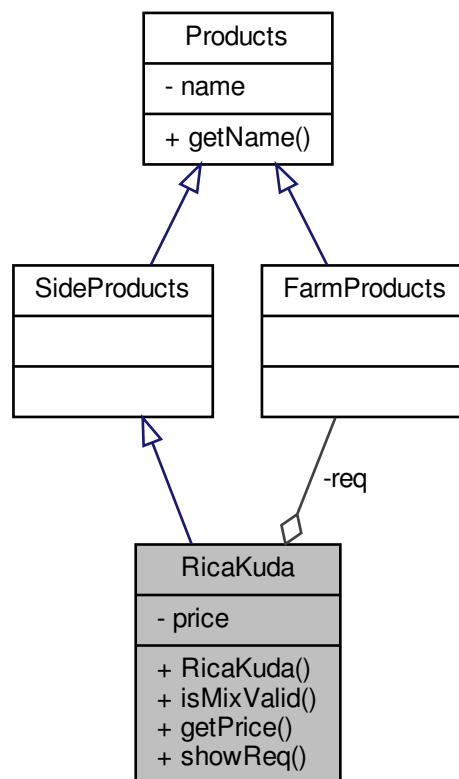
Kelas [RicaKuda](#) diturunkan dari [SideProducts](#).

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

Inheritance diagram for RicaKuda:



Collaboration diagram for RicaKuda:



### Public Member Functions

- [RicaKuda \(\)](#)

### Static Public Member Functions

- static bool [isMixValid \(\)](#)
- static long [getPrice \(\)](#)
- static void [showReq \(\)](#)

### Static Private Attributes

- static const long [price](#)
- static const [FarmProducts](#) \* [req](#)

### 2.32.1 Detailed Description

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

## 2.32.2 Constructor & Destructor Documentation

### 2.32.2.1 RicaKuda()

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

ctor default

## 2.32.3 Member Function Documentation

### 2.32.3.1 getPrice()

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

getter price

### 2.32.3.2 isMixValid()

```
static bool RicaKuda::isMixValid ( ) [static]
```

checker apakah isi ransel cukup untuk membuat objek

### 2.32.3.3 showReq()

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

menunjukkan resep pencampuran untuk produk

## 2.32.4 Member Data Documentation

### 2.32.4.1 price

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

Harga dari produk

## 2.32.4.2 req

```
const FarmProducts* RicaKuda::req [static], [private]
```

Resep daging kuda + daging sapi

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

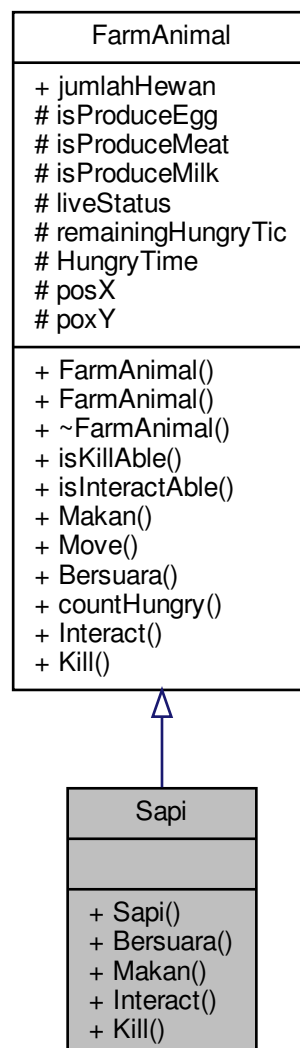
- [SideProducts.h](#)

## 2.33 Sapi Class Reference

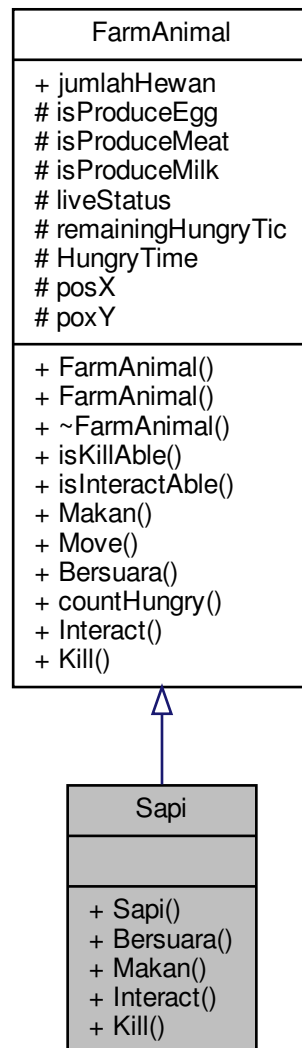
Kelas [Sapi](#) diturunkan dari [FarmAnimal](#).

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

Inheritance diagram for Sapi:



Collaboration diagram for Sapi:



## Public Member Functions

- [Sapi](#) (int \_posX, int \_posY, int \_HungryTime)  
*ctor dengan parameter*
- void [Bersuara](#) ()
- void [Makan](#) ()
- [FarmProducts Interact](#) ()  
*Sapi menghasilkan susu.*
- [FarmProducts Kill](#) ()  
*Sapi menghasilkan daging dan mati.*



## Additional Inherited Members

### 2.33.1 Detailed Description

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

### 2.33.2 Constructor & Destructor Documentation

#### 2.33.2.1 Sapi()

```
Sapi::Sapi (
    int _posX,
    int _posY,
    int _HungryTime )
```

ctor dengan parameter

#### Parameters

<code>_posX</code>	Posisi X
<code>_posY</code>	Posisi Y
<code>_HungryTime</code>	Waktu lapar hewan

### 2.33.3 Member Function Documentation

#### 2.33.3.1 Bersuara()

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

[Sapi](#) bersuara

Implements [FarmAnimal](#).

#### 2.33.3.2 Interact()

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

[Sapi](#) menghasilkan susu.

#### Returns

[FarmProducts](#)

Implements [FarmAnimal](#).

### 2.33.3.3 Kill()

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

[Sapi](#) menghasilkan daging dan mati.

#### Returns

[FarmProducts](#)

Implements [FarmAnimal](#).

### 2.33.3.4 Makan()

```
void Sapi::Makan ( ) [virtual]
```

[Sapi](#) makan

Implements [FarmAnimal](#).

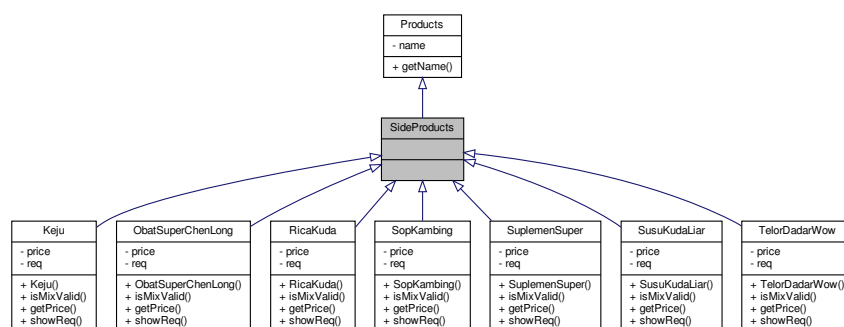
The documentation for this class was generated from the following file:

- [FarmAnimal.h](#)

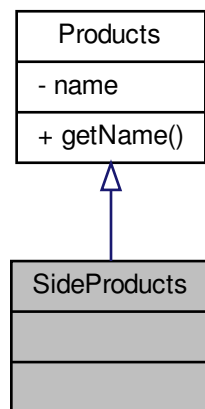
## 2.34 SideProducts Class Reference

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

Inheritance diagram for SideProducts:



Collaboration diagram for SideProducts:



### Additional Inherited Members

#### 2.34.1 Detailed Description

Header untuk kelas kelas produk olahan hasil peternakan

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

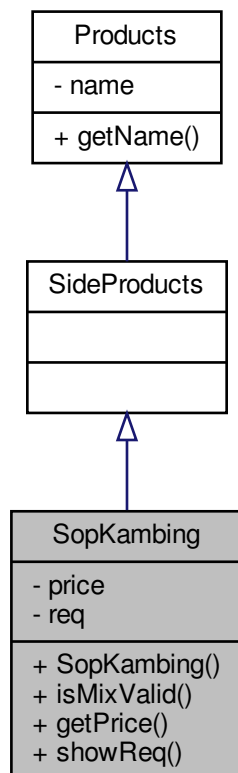
- [SideProducts.h](#)

## 2.35 SopKambing Class Reference

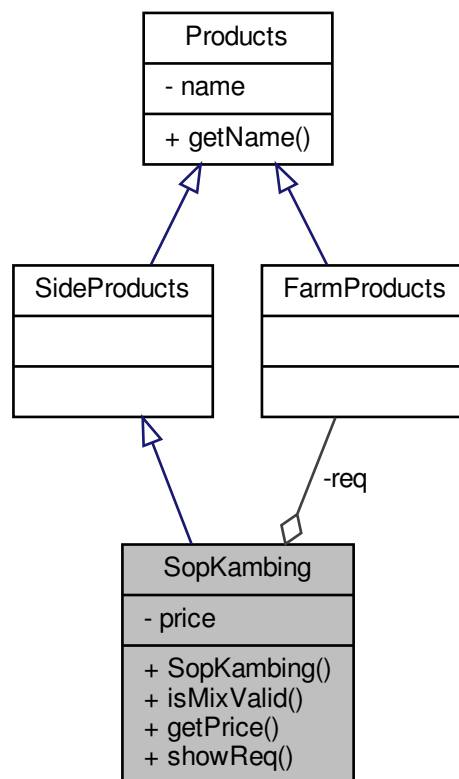
Kelas [SopKambing](#) diturunkan dari [SideProducts](#).

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

Inheritance diagram for SopKambing:



Collaboration diagram for SopKambing:



### Public Member Functions

- [SopKambing](#) ()

### Static Public Member Functions

- static bool [isMixValid](#) ()
- static long [getPrice](#) ()
- static void [showReq](#) ()

### Static Private Attributes

- static const long [price](#)
- static const [FarmProducts](#) \* [req](#)

### 2.35.1 Detailed Description

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

## 2.35.2 Constructor & Destructor Documentation

### 2.35.2.1 SopKambing()

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

ctor default

## 2.35.3 Member Function Documentation

### 2.35.3.1 getPrice()

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

getter price

### 2.35.3.2 isMixValid()

```
static bool SopKambing::isMixValid ( ) [static]
```

checker apakah isi ransel cukup untuk membuat objek

### 2.35.3.3 showReq()

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

menunjukkan resep pencampuran untuk produk

## 2.35.4 Member Data Documentation

### 2.35.4.1 price

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

Harga dari produk

## 2.35.4.2 req

```
const FarmProducts* SopKambing::req [static], [private]
```

Resep daging kambing + daging kambing

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

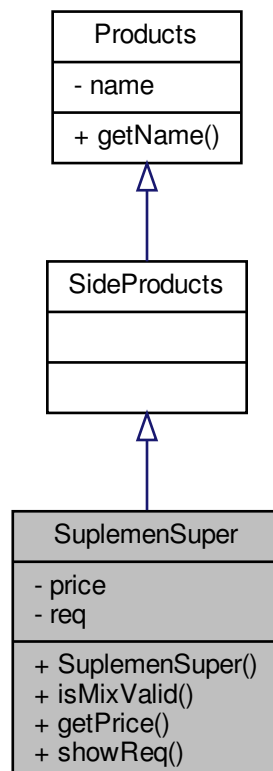
- [SideProducts.h](#)

## 2.36 SuplemenSuper Class Reference

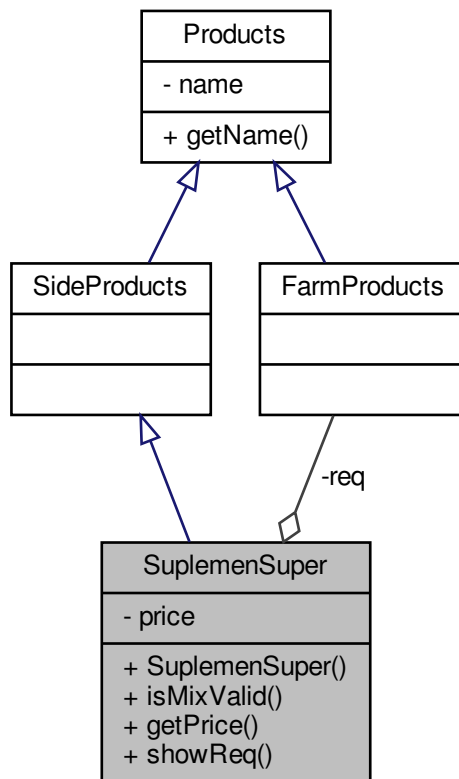
Kelas [SuplemenSuper](#) diturunkan dari [SideProducts](#).

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

Inheritance diagram for SuplemenSuper:



Collaboration diagram for SuplemenSuper:



### Public Member Functions

- [SuplemenSuper \(\)](#)

### Static Public Member Functions

- static bool [isMixValid \(\)](#)
- static long [getPrice \(\)](#)
- static void [showReq \(\)](#)

### Static Private Attributes

- static const long [price](#)
- static const [FarmProducts](#) \* [req](#)

## 2.36.1 Detailed Description

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



## 2.36.2 Constructor & Destructor Documentation

### 2.36.2.1 SuplemenSuper()

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

ctor default

## 2.36.3 Member Function Documentation

### 2.36.3.1 getPrice()

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

getter price

### 2.36.3.2 isMixValid()

```
static bool SuplemenSuper::isMixValid ( ) [static]
```

checker apakah isi ransel cukup untuk membuat objek

### 2.36.3.3 showReq()

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

menunjukkan resep pencampuran untuk produk

## 2.36.4 Member Data Documentation

### 2.36.4.1 price

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

Harga dari produk

#### 2.36.4.2 req

```
const FarmProducts* SuplemenSuper::req [static], [private]
```

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

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

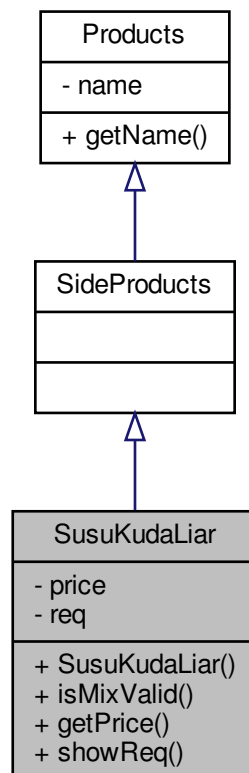
- [SideProducts.h](#)

### 2.37 SusuKudaLiar Class Reference

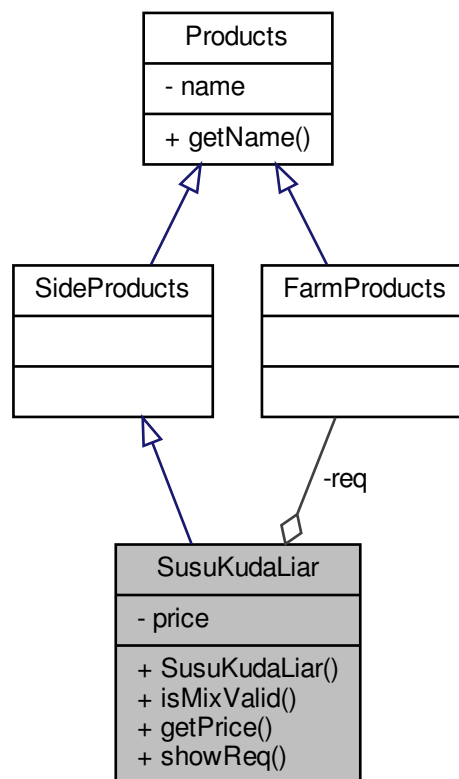
Kelas [SusuKudaLiar](#) diturunkan dari [SideProducts](#).

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

Inheritance diagram for SusuKudaLiar:



Collaboration diagram for SusuKudaLiar:



### Public Member Functions

- [SusuKudaLiar \(\)](#)

### Static Public Member Functions

- static bool [isMixValid \(\)](#)
- static long [getPrice \(\)](#)
- static void [showReq \(\)](#)

### Static Private Attributes

- static const long [price](#)
- static const [FarmProducts](#) \* [req](#)

### 2.37.1 Detailed Description

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

## 2.37.2 Constructor & Destructor Documentation

### 2.37.2.1 SusuKudaLiar()

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

ctor default

## 2.37.3 Member Function Documentation

### 2.37.3.1 getPrice()

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

getter price

### 2.37.3.2 isMixValid()

```
static bool SusuKudaLiar::isMixValid ( ) [static]
```

checker apakah isi ransel cukup untuk membuat objek

### 2.37.3.3 showReq()

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

menunjukkan resep pencampuran untuk produk

## 2.37.4 Member Data Documentation

### 2.37.4.1 price

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

Harga dari produk

## 2.37.4.2 req

```
const FarmProducts* SusuKudaLiar::req [static], [private]
```

Resep susu kuda + daging kuda

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

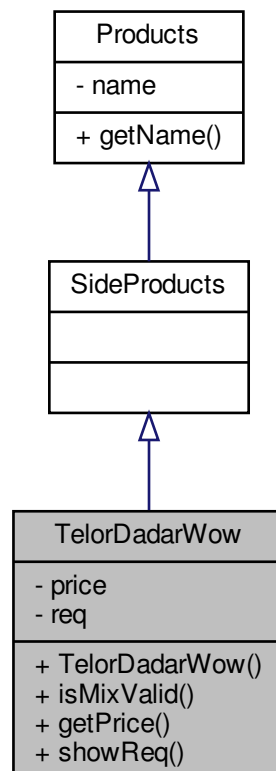
- [SideProducts.h](#)

## 2.38 TelorDadarWow Class Reference

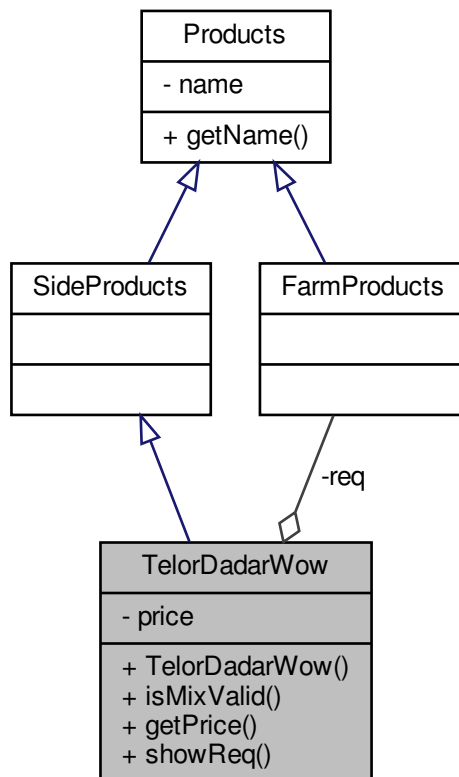
Kelas [TelorDadarWow](#) diturunkan dari [SideProducts](#).

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

Inheritance diagram for TelorDadarWow:



Collaboration diagram for TelorDadarWow:



### Public Member Functions

- [TelorDadarWow](#) ()

### Static Public Member Functions

- static bool [isMixValid](#) ()
- static long [getPrice](#) ()
- static void [showReq](#) ()

### Static Private Attributes

- static const long [price](#)
- static const [FarmProducts](#) \* [req](#)

### 2.38.1 Detailed Description

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

## 2.38.2 Constructor & Destructor Documentation

### 2.38.2.1 TelorDadarWow()

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

ctor default

## 2.38.3 Member Function Documentation

### 2.38.3.1 getPrice()

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

getter price

### 2.38.3.2 isMixValid()

```
static bool TelorDadarWow::isMixValid ( ) [static]
```

checker apakah isi ransel cukup untuk membuat objek

### 2.38.3.3 showReq()

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

menunjukkan resep pencampuran untuk produk

## 2.38.4 Member Data Documentation

### 2.38.4.1 price

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

Harga dari produk

#### 2.38.4.2 req

```
const FarmProducts* TelorDadarWow::req [static], [private]
```

Resep susu kambing + daging kuda + telur bebek

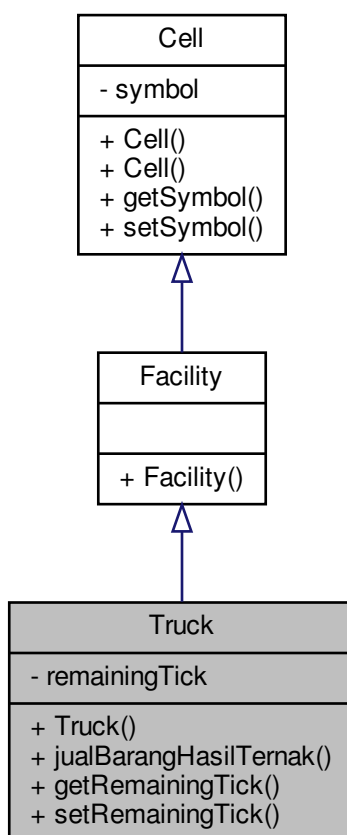
The documentation for this class was generated from the following file:

- [SideProducts.h](#)

## 2.39 Truck Class Reference

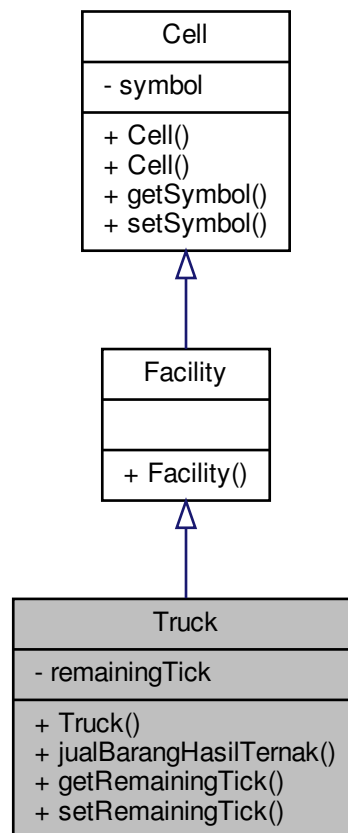
```
#include <Truck.h>
```

Inheritance diagram for Truck:





Collaboration diagram for Truck:



## Public Member Functions

- [Truck](#) ()  
*ctor, [Facility](#)('T')*
- void [jualBarangHasilTernak](#) ()  
*Jual seluruh product pada inventory, menambah uang.*
- int [getRemainingTick](#) ()  
*getter remainingTick*
- void [setRemainingTick](#) (int [remainingTick](#))  
*setter remainingTick*

## Private Attributes

- int [remainingTick](#)

### 2.39.1 Constructor & Destructor Documentation

### 2.39.1.1 Truck()

```
Truck::Truck ( )
```

ctor, [Facility](#)('T')

## 2.39.2 Member Function Documentation

### 2.39.2.1 getRemainingTick()

```
int Truck::getRemainingTick ( )
```

getter remainingTick

### 2.39.2.2 jualBarangHasilTernak()

```
void Truck::jualBarangHasilTernak ( )
```

Jual seluruh product pada inventory, menambah uang.

### 2.39.2.3 setRemainingTick()

```
void Truck::setRemainingTick (
    int remainingTick )
```

setter remainingTick

## 2.39.3 Member Data Documentation

### 2.39.3.1 remainingTick

```
int Truck::remainingTick [private]
```

Tick > 0 apabila [Truck](#) tidak berada di tempat

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

- [Truck.h](#)

## 2.40 Ukuran Class Reference

Kelas `Ukuran` berisi atribut integer `x` dan `y`.

```
#include <Ukuran.h>
```

Collaboration diagram for `Ukuran`:

Ukuran
- x - y
+ Ukuran() + getX() + getY() + setX() + setY()

### Public Member Functions

- `Ukuran` (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*

### Private Attributes

- int `x`
- int `y`

#### 2.40.1 Detailed Description

Kelas `Ukuran` berisi atribut integer `x` dan `y`.

#### 2.40.2 Constructor & Destructor Documentation

#### 2.40.2.1 Ukuran()

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

ctor parameter

##### Parameters

x	panjang
y	tinggi

### 2.40.3 Member Function Documentation

#### 2.40.3.1 getX()

```
int Ukuran::getX ( ) const
```

getter X

#### 2.40.3.2 getY()

```
int Ukuran::getY ( ) const
```

getter Y

#### 2.40.3.3 setX()

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

setter X

#### 2.40.3.4 setY()

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

setter Y

### 2.40.4 Member Data Documentation

#### 2.40.4.1 x

```
int Ukuran::x [private]
```

#### 2.40.4.2 y

```
int Ukuran::y [private]
```

x: panjang, y: tinggi

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

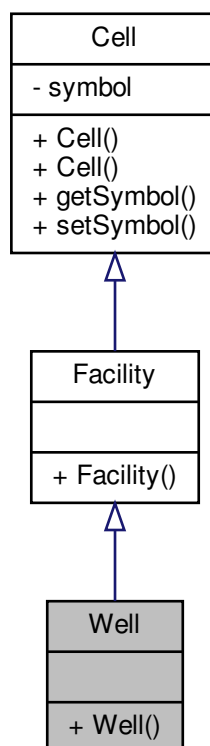
- [Ukuran.h](#)

## 2.41 Well Class Reference

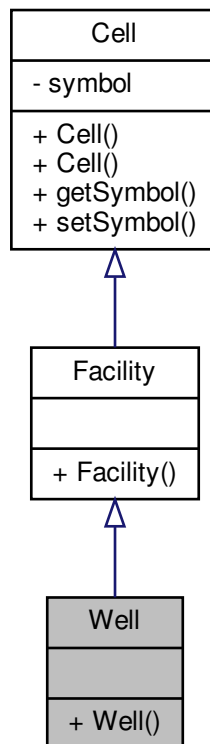
Kelas [Well](#) digunakan untuk mengisi wadah air yang dimiliki [Player](#).

```
#include <Well.h>
```

Inheritance diagram for Well:



Collaboration diagram for Well:



## Public Member Functions

- [Well](#) ()  
*ctor, [Facility](#)('W')*

### 2.41.1 Detailed Description

Kelas [Well](#) digunakan untuk mengisi wadah air yang dimiliki [Player](#).

### 2.41.2 Constructor & Destructor Documentation

#### 2.41.2.1 Well()

```
Well::Well ( )
```

ctor, [Facility](#)('W')

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

- [Well.h](#)

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