ICP Project 2023/2024

1.0

1 File Documentation

1.1 src/autorobot.cpp File Reference

This file contains the implementation of the AutoRobot class.

```
#include "autorobot.hpp"
```

1.1.1 Detailed Description

This file contains the implementation of the AutoRobot class.

It is a subclass of the Robot class and represents an autonomous robot.

Authors

    Tomáš Hobza, Jakub Všetečka

Date

    02.05.2024

1.2 src/checkablebutton.cpp File Reference

This file contains the implementation of the CheckableButton class.

```
#include "checkablebutton.hpp"
```

1.2.1 Detailed Description

This file contains the implementation of the CheckableButton class.

It is a subclass of the QPushButton class and represents a checkable button.

Authors

Tomáš Hobza, Jakub Všetečka

Date

02.05.2024

1.3 src/expbutton.cpp File Reference

This file contains the implementation of the ExpButton class.

```
#include "expbutton.hpp"
```

1.3.1 Detailed Description

This file contains the implementation of the ExpButton class.

It is a subclass of the QPushButton class and represents an expandable button.

Authors

Tomáš Hobza, Jakub Všetečka

Date

02.05.2024

1.4 src/expbuttonwidget.cpp File Reference

This file contains the implementation of the ExpandableButtonWidget class.

```
#include "expbuttonwidget.hpp"
```

1.4.1 Detailed Description

This file contains the implementation of the ExpandableButtonWidget class.

It is a subclass of the QWidget class and represents a widget with expandable buttons.

Authors

Tomáš Hobza, Jakub Všetečka

Date

02.05.2024

1.5 src/mainwindow.cpp File Reference

This file contains the implementation of the MainWindow class.

```
#include "mainwindow.h"
#include "obstacle.hpp"
#include "ui_mainwindow.h"
#include <QKeyEvent>
#include <qdir.h>
```

1.5.1 Detailed Description

This file contains the implementation of the MainWindow class.

It is a subclass of the QMainWindow class and represents the main window of the application.

Authors

Tomáš Hobza, Jakub Všetečka

Date

02.05.2024

1.6 src/obstacle.cpp File Reference

This file contains the implementation of the Obstacle class.

```
#include "obstacle.hpp"
```

1.6.1 Detailed Description

This file contains the implementation of the Obstacle class.

It is a subclass of the QGraphicsRectItem class and represents an obstacle in the game.

Authors

Tomáš Hobza, Jakub Všetečka

Date

02.05.2024

1.7 src/overlaywidget.cpp File Reference

This file contains the implementation of the OverlayWidget class.

```
#include "overlaywidget.hpp"
```

1.7.1 Detailed Description

This file contains the implementation of the OverlayWidget class.

It is a subclass of the QWidget class and represents an overlay widget for the QGraphicsView.

Authors

Tomáš Hobza, Jakub Všetečka

Date

02.05.2024

1.8 src/paramwidget.cpp File Reference

This file contains the implementation of the ParamWidget class.

```
#include "paramwidget.hpp"
```

1.8.1 Detailed Description

This file contains the implementation of the ParamWidget class.

It is a subclass of the QWidget class and represents a widget for editing parameters of game objects.

Authors

Tomáš Hobza, Jakub Všetečka

Date

03.05.2024

1.9   src/popupsavewindow.cpp File Reference

This file contains the implementation of the PopupSaveWindow class.

```
#include "popupsavewindow.h"
```

1.9.1   Detailed Description

This file contains the implementation of the PopupSaveWindow class.

It is a subclass of the QDialog class and represents a popup save window.

Authors

>   Tomáš Hobza, Jakub Všetečka

Date

>   02.05.2024

1.10   src/robot.cpp File Reference

This file contains the implementation of the Robot class.

```
#include "robot.hpp"
```

1.10.1   Detailed Description

This file contains the implementation of the Robot class.

It is a subclass of the QGraphicsEllipseItem class and represents a robot in the simulation.

Authors

>   Tomáš Hobza, Jakub Všetečka

Date

>   02.05.2024

1.11   src/simulationengine.cpp File Reference

This file contains the implementation of the SimulationEngine class.

```
#include "simulationengine.hpp"
#include "obstacle.hpp"
#include <QGraphicsSceneMouseEvent>
#include <qdir.h>
```

1.11.1 Detailed Description

This file contains the implementation of the SimulationEngine class.

It is a subclass of the QGraphicsScene class and represents the simulation engine for the game.

Authors

Tomáš Hobza, Jakub Všetečka

Date

02.05.2024

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