

# Tangram

Generated by Doxygen 1.8.13



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# Chapter 1

## Tangram

A student project about the tangram's game

### How to run

When you're in the repository

```
cd cmake-build-debug
make
./tangram
```

### Documentation

Here there is HTML files, LaTeX files and PDF.

#### HTML

```
cd doc/html
```

#### LaTeX

```
cd doc/latex
```

#### PDF

```
cd doc/latex
./refman.pdf
```

### Regenerate Documentation

You can generate this document as you wish. If you're updating the code and the doc, you should do :

In the root directory of this project :

```
doxygen config-file
cd doc/latex
make
```



## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

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

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## Chapter 3

# Class Index

### 3.1 Class List

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

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## Chapter 4

# File Index

### 4.1 File List

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

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## Chapter 5

# Class Documentation

### 5.1 Button Class Reference

[Button](#) of the [Menu](#).

```
#include <Button.hpp>
```

#### Public Member Functions

- [~Button](#) ()  
*Destructor of the [Button](#).*
- [Button](#) ([Point](#)< int > point, [Point](#)< int > sizing, std::string text)  
*Constructor of a [Button](#).*
- [Button](#) ([Point](#)< int > point, [Point](#)< int > sizing, std::string text, std::function< int(int)> callback)  
*Constructor of a [Button](#).*
- bool [click\\_in\\_button](#) (const [Point](#)< int > &[click](#))  
*Check if a click is in the button.*
- int [click](#) (int)  
*Define a value about a click.*
- void [draw](#) ()  
*Draw the button.*
- void [set\\_callback](#) (std::function< int(int)> callback)  
*Set a callback for a button.*

#### 5.1.1 Detailed Description

[Button](#) of the [Menu](#).

This class manage all buttons of the menu

#### 5.1.2 Constructor & Destructor Documentation

#### 5.1.2.1 Button() [1/2]

```
Button::Button (
    Point< int > point,
    Point< int > sizing,
    std::string text )
```

Constructor of a [Button](#).

##### Parameters

<i>point</i>	: Top left point position of the button
<i>sizing</i>	: Sizing of the button, (width , height)
<i>text</i>	: Text of the button

#### 5.1.2.2 Button() [2/2]

```
Button::Button (
    Point< int > point,
    Point< int > sizing,
    std::string text,
    std::function< int(int)> callback )
```

Constructor of a [Button](#).

##### Parameters

<i>point</i>	: Top left point position of the button
<i>sizing</i>	: Sizing of the button, (width , height)
<i>text</i>	: Text of the button
<i>callback</i>	: Pointer of function for callback

### 5.1.3 Member Function Documentation

#### 5.1.3.1 click()

```
int Button::click (
    int val )
```

Define a value about a click.

##### Returns

Return a value about a click

### 5.1.3.2 click\_in\_button()

```
bool Button::click_in_button (
    const Point< int > & click )
```

Check if a click is in the button.

#### Parameters

<i>click</i>	: <a href="#">Point</a> to check
--------------	----------------------------------

#### Returns

True if the click is in this button, false if not

### 5.1.3.3 set\_callback()

```
void Button::set_callback (
    std::function< int(int)> callback )
```

Set a callback for a button.

#### Parameters

<i>callback</i>	: Requires a pointer of function for set the callback
-----------------	---

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

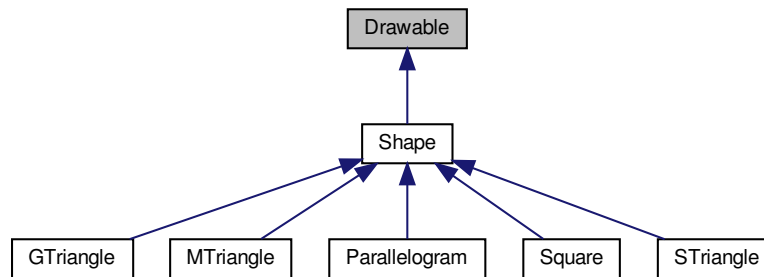
- include/drawable/[Button.hpp](#)
- src/drawable/Button.cpp

## 5.2 Drawable Class Reference

[Drawable](#) is everything to draw.

```
#include <Drawable.h>
```

Inheritance diagram for Drawable:



## Public Member Functions

- virtual void `draw` ()=0  
*Pure virtual function. Draw everything which needs to be draw.*

### 5.2.1 Detailed Description

`Drawable` is everything to draw.

This class manage everything drawing

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

- include/drawable/Drawable.h

## 5.3 Game Class Reference

Class of the main `Game`.

```
#include <Game.hpp>
```

## Public Member Functions

- void `main_loop` ()  
*Main loop of the game.*
- `Game` (int w, int h)  
*Constructor of the game, initialize a game with an sizing.*
- void `add_shape` (`Shape` \*s)  
*Add a shape in the game.*
- void `clear` ()  
*Clear the game / the board.*

### 5.3.1 Detailed Description

Class of the main [Game](#).

This class manage everything about the main game

### 5.3.2 Constructor & Destructor Documentation

#### 5.3.2.1 Game()

```
Game::Game (
    int w,
    int h )
```

Constructor of the game, initialize a game with an sizing.

##### Parameters

<i>w</i>	: Width of the window
<i>h</i>	: Height of the window

### 5.3.3 Member Function Documentation

#### 5.3.3.1 add\_shape()

```
void Game::add_shape (
    Shape * s )
```

Add a shape in the game.

##### Parameters

<i>s</i>	: <a href="#">Shape</a> to add
----------	--------------------------------

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

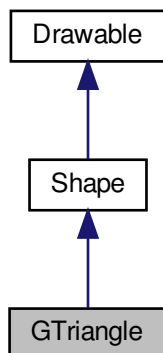
- include/game/[Game.hpp](#)
- src/game/[Game.cpp](#)

## 5.4 GTriangle Class Reference

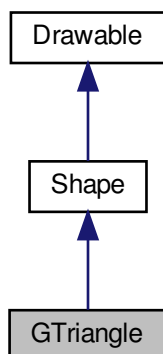
Class of the greatest triangle.

```
#include <GTriangle.hpp>
```

Inheritance diagram for GTriangle:



Collaboration diagram for GTriangle:



### Public Member Functions

- [~GTriangle](#) () override  
*Destructor of [GTriangle](#).*
- [GTriangle](#) ()

- Constructor by default of [GTriangle](#), make a triangle as default.*
- [GTriangle](#) (const std::vector< [STriangle](#) > &triangle)
  - Constructor of [GTriangle](#), requires a vector of triangles.*
- [GTriangle](#) ([Point](#)< double > origin, double angular=0.0)
  - Constructor of [GTriangle](#), calls the delegate Default Constructor.*
- void [move](#) ([Point](#)< double > translation) override
  - Move the [GTriangle](#) by point translation.*
- void [rotate](#) (double angular) override
  - Rotate the [GTriangle](#) with specified angular.*
- void [flip](#) () override
  - Flip the figure as symmetry.*
- void [draw](#) () override
  - Draw this shape on IHM.*
- bool [is\\_in\\_shape](#) ([Point](#)< double > click) override
  - Check if a point is in this shape.*
- std::vector< [Point](#)< double > > [get\\_Points](#) () override
  - Get points of this shape.*
- std::string [toString](#) () override
  - Convert all data of [GTriangle](#) in a string.*

### 5.4.1 Detailed Description

Class of the greatest triangle.

This class manage everything about the greatest triangle

### 5.4.2 Constructor & Destructor Documentation

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

```
GTriangle::GTriangle (
    const std::vector< STriangle > & triangle ) [explicit]
```

Constructor of [GTriangle](#), requires a vector of triangles.

Parameters

<i>triangle</i>	: The <a href="#">GTriangle</a> will created with a vector of <a href="#">STriangle</a> (4)
-----------------	---

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

```
GTriangle::GTriangle (
    Point< double > origin,
    double angular = 0.0 ) [explicit]
```

Constructor of [GTriangle](#), calls the delegate Default Constructor.

#### Parameters

<i>origin</i>	: shifts the figure of a translation of the origin
<i>angular</i>	: Optional parameter (angular=0.0 as default), rotate the figure with an angular

### 5.4.3 Member Function Documentation

#### 5.4.3.1 `get_Points()`

```
std::vector< Point< double > > GTriangle::get_Points ( ) [override], [virtual]
```

Get points of this shape.

#### Returns

Return a vector of points of this shape

Implements [Shape](#).

#### 5.4.3.2 `is_in_shape()`

```
bool GTriangle::is_in_shape (
    Point< double > click ) [override], [virtual]
```

Check if a point is in this shape.

#### Parameters

<i>click</i>	: <a href="#">Point</a> to check
--------------	----------------------------------

#### Returns

true if click is in this shape, false if not

Implements [Shape](#).



#### 5.4.3.3 move()

```
void GTriangle::move (
    Point< double > translation )  [override], [virtual]
```

Move the [GTriangle](#) by point translation.

**Parameters**

<i>translation</i>	: Every points of this shape will be translate by this parameter
--------------------	--

Implements [Shape](#).

**5.4.3.4 rotate()**

```
void GTriangle::rotate (
    double angular ) [override], [virtual]
```

Rotate the [GTriangle](#) with specified angular.

**Parameters**

<i>angular</i>	: This angular should be between (0, 2PI)
----------------	---

Implements [Shape](#).

**5.4.3.5 toString()**

```
std::string GTriangle::toString ( ) [override], [virtual]
```

Convert all data of [GTriangle](#) in a string.

**Returns**

Return a string which contains every points of this shape

Implements [Shape](#).

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

- include/shape/[GTriangle.hpp](#)
- src/shape/GTriangle.cpp

## 5.5 Loader Class Reference

Class of the main [Loader](#).

```
#include <Loader.hpp>
```

## Static Public Member Functions

- static bool [parse\\_file](#) (const std::string &filename, [Game](#) &game)  
*Parse a file to make a board.*

### 5.5.1 Detailed Description

Class of the main [Loader](#).

This class manage everything about the loader

### 5.5.2 Member Function Documentation

#### 5.5.2.1 [parse\\_file\(\)](#)

```
bool Loader::parse_file (  
    const std::string & filename,  
    Game & game ) [static]
```

Parse a file to make a board.

#### Parameters

<i>filename</i>	: name of the file
<i>game</i>	: The current game / board

#### Returns

True if the game has been created, false if not

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

- include/parser/[Loader.hpp](#)
- src/parser/Loader.cpp

## 5.6 Menu Class Reference

[Menu](#) of the game.

```
#include <Menu.hpp>
```

## Public Member Functions

- void `add_button` (`Button` button)  
*Add a button in the `Menu`.*
- void `main_loop` ()  
*Main loop of the `Menu`.*

### 5.6.1 Detailed Description

`Menu` of the game.

This class manage everything about Tangram's menu

### 5.6.2 Member Function Documentation

#### 5.6.2.1 `add_button()`

```
void Menu::add_button (  
    Button button )
```

Add a button in the `Menu`.

#### Parameters

<code>button</code>	: <code>Button</code> to add
---------------------	------------------------------

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

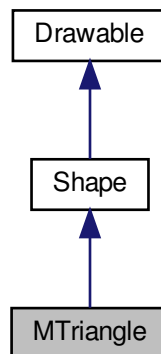
- include/drawable/`Menu.hpp`
- src/drawable/`Menu.cpp`

## 5.7 MTriangle Class Reference

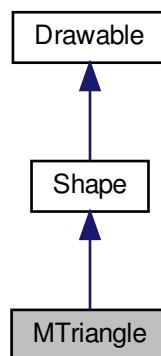
Class of the medium triangle.

```
#include <MTriangle.hpp>
```

Inheritance diagram for MTriangle:



Collaboration diagram for MTriangle:



## Public Member Functions

- `~MTriangle ()` override  
*Destructor of `MTriangle`.*
- `MTriangle ()`  
*Constructor by default of `MTriangle`, make a `MTriangle` as default.*
- `MTriangle (const std::vector< STriangle > &triangle)`  
*Constructor of `MTriangle`, requires a vector of `STriangles`.*
- `MTriangle (Point< double > origin, double angular=0.0)`  
*Constructor of `MTriangle`, calls the delegate Default Constructor.*
- `void move (Point< double > translation)` override

- Move the *MTriangle* by point translation.
- void *rotate* (double angular) override  
Rotate the *MTriangle* with specified angular.
- void *flip* () override  
Flip the figure as symmetry.
- void *draw* () override  
Draw this shape on IHM.
- bool *is\_in\_shape* (Point< double > click) override  
Check if a point is in this shape.
- std::vector< Point< double > > *get\_Points* () override  
Get points of this shape.
- std::string *toString* () override  
Convert all data of *MTriangle* in a string.

### 5.7.1 Detailed Description

Class of the medium triangle.

This class manage everything about the medium triangle

### 5.7.2 Constructor & Destructor Documentation

#### 5.7.2.1 MTriangle() [1/2]

```
MTriangle::MTriangle (
    const std::vector< STriangle > & triangle ) [explicit]
```

Constructor of *MTriangle*, requires a vector of STriangles.

Parameters

<i>triangle</i>	: The <i>MTriangle</i> will created with a vector of <i>STriangle</i> (4)
-----------------	---

#### 5.7.2.2 MTriangle() [2/2]

```
MTriangle::MTriangle (
    Point< double > origin,
    double angular = 0.0 ) [explicit]
```

Constructor of *MTriangle*, calls the delegate Default Constructor.

## Parameters

<i>origin</i>	: shifts the figure of a translation of the origin
<i>angular</i>	: Optional parameter (angular=0.0 as default), rotate the figure with an angular

### 5.7.3 Member Function Documentation

#### 5.7.3.1 get\_Points()

```
std::vector< Point< double > > MTriangle::get_Points ( ) [override], [virtual]
```

Get points of this shape.

## Returns

Return a vector of points of this shape

Implements [Shape](#).

#### 5.7.3.2 is\_in\_shape()

```
bool MTriangle::is_in_shape (
    Point< double > click ) [override], [virtual]
```

Check if a point is in this shape.

## Parameters

<i>click</i>	: <a href="#">Point</a> to check
--------------	----------------------------------

## Returns

true if click is in this shape, false if not

Implements [Shape](#).

#### 5.7.3.3 move()

```
void MTriangle::move (
    Point< double > translation ) [override], [virtual]
```

Move the [MTriangle](#) by point translation.

**Parameters**

<i>translation</i>	: Every points of this shape will be translate by this parameter
--------------------	--

Implements [Shape](#).

**5.7.3.4 rotate()**

```
void MTriangle::rotate (
    double angular ) [override], [virtual]
```

Rotate the [MTriangle](#) with specified angular.

**Parameters**

<i>angular</i>	: This angular should be between (0, 2PI)
----------------	---

Implements [Shape](#).

**5.7.3.5 toString()**

```
std::string MTriangle::toString ( ) [override], [virtual]
```

Convert all data of [MTriangle](#) in a string.

**Returns**

Return a string which contains every points of this shape

Implements [Shape](#).

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

- include/shape/[MTriangle.hpp](#)
- src/shape/[MTriangle.cpp](#)

## 5.8 Objective Class Reference

Class of the board [Objective](#).

```
#include <Objective.hpp>
```



## Public Member Functions

- bool `boardCompleted` (std::vector< [Shape](#) \*> objective, std::vector< [Shape](#) \*> game)  
*Check if the board is completed.*

### 5.8.1 Detailed Description

Class of the board [Objective](#).

This class manage everything about the objective

### 5.8.2 Member Function Documentation

#### 5.8.2.1 `boardCompleted()`

```
bool Objective::boardCompleted (
    std::vector< Shape *> objective,
    std::vector< Shape *> game )
```

Check if the board is completed.

#### Parameters

<i>objective</i>	: Vector of objective's shape
<i>game</i>	: Vector of current game's shape

#### Returns

True if the board is completed, false if not

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

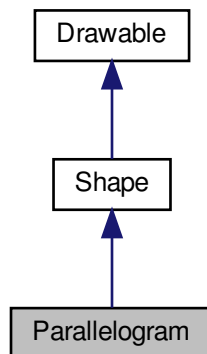
- include/game/[Objective.hpp](#)
- src/game/Objective.cpp

## 5.9 Parallelogram Class Reference

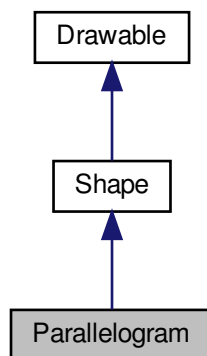
Class of the parallelogram.

```
#include <Parallelogram.hpp>
```

Inheritance diagram for Parallelogram:



Collaboration diagram for Parallelogram:



## Public Member Functions

- [~Parallelogram](#) () override  
*Destructor of [Parallelogram](#).*
- [Parallelogram](#) ()  
*Constructor by default of [Parallelogram](#), make a [Parallelogram](#) as default.*
- [Parallelogram](#) (const std::vector< [STriangle](#) > &triangle)  
*Constructor of [Parallelogram](#), requires a vector of [STriangles](#).*
- [Parallelogram](#) ([Point](#)< double > origin, double angular=0.0)  
*Constructor of [Parallelogram](#), calls the delegate Default Constructor.*
- void [move](#) ([Point](#)< double > translation) override

- Move the [Parallelogram](#) by point translation.
- void [rotate](#) (double angular) override  
Rotate the [Parallelogram](#) with specified angular.
- void [flip](#) () override  
Flip the figure as symmetry.
- void [draw](#) () override  
Draw this shape on IHM.
- bool [is\\_in\\_shape](#) ([Point](#)< double > click) override  
Check if a point is in this shape.
- std::vector< [Point](#)< double > > [get\\_Points](#) () override  
Get points of this shape.
- std::string [toString](#) () override  
Convert all data of [Parallelogram](#) in a string.

### 5.9.1 Detailed Description

Class of the parallelogram.

This class manage everything about the [Parallelogram](#)

### 5.9.2 Constructor & Destructor Documentation

#### 5.9.2.1 [Parallelogram](#)() [1/2]

```
Parallelogram::Parallelogram (
    const std::vector< STriangle > & triangle ) [explicit]
```

Constructor of [Parallelogram](#), requires a vector of STriangles.

Parameters

<i>triangle</i>	: The <a href="#">Parallelogram</a> will created with a vector of <a href="#">STriangle</a> (4)
-----------------	---

#### 5.9.2.2 [Parallelogram](#)() [2/2]

```
Parallelogram::Parallelogram (
    Point< double > origin,
    double angular = 0.0 ) [explicit]
```

Constructor of [Parallelogram](#), calls the delegate Default Constructor.

## Parameters

<i>origin</i>	: shifts the figure of a translation of the origin
<i>angular</i>	: Optional parameter (angular=0.0 as default), rotate the figure with an angular

### 5.9.3 Member Function Documentation

#### 5.9.3.1 get\_Points()

```
std::vector< Point< double > > Parallelogram::get_Points ( ) [override], [virtual]
```

Get points of this shape.

## Returns

Return a vector of points of this shape

Implements [Shape](#).

#### 5.9.3.2 is\_in\_shape()

```
bool Parallelogram::is_in_shape (
    Point< double > click ) [override], [virtual]
```

Check if a point is in this shape.

## Parameters

<i>click</i>	: <a href="#">Point</a> to check
--------------	----------------------------------

## Returns

true if click is in this shape, false if not

Implements [Shape](#).

#### 5.9.3.3 move()

```
void Parallelogram::move (
    Point< double > translation ) [override], [virtual]
```

Move the [Parallelogram](#) by point translation.

## Parameters

<i>translation</i>	: Every points of this shape will be translate by this parameter
--------------------	--

Implements [Shape](#).

## 5.9.3.4 rotate()

```
void Parallelogram::rotate (
    double angular ) [override], [virtual]
```

Rotate the [Parallelogram](#) with specified angular.

## Parameters

<i>angular</i>	: This angular should be between (0, 2PI)
----------------	---

Implements [Shape](#).

## 5.9.3.5 toString()

```
std::string Parallelogram::toString ( ) [override], [virtual]
```

Convert all data of [Parallelogram](#) in a string.

## Returns

Return a string which contains every points of this shape

Implements [Shape](#).

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

- include/shape/[Parallelogram.hpp](#)
- src/shape/Parallelogram.cpp

## 5.10 Point&lt; T &gt; Class Template Reference

Class of a [Point](#).

```
#include <Point.hpp>
```

## Public Member Functions

- [Point](#) ()  
*Constructor for a point with initialisation list.*
- [Point](#) (const [T](#) [x](#), const [T](#) [y](#))  
*Constructor for a point. Requires a X and a Y coordinate.*
- [Point](#) & [operator=](#) (const [Point](#)< [T](#) > p)  
*Operator = of a point.*
- bool [operator==](#) (const [Point](#)< [T](#) > p) const  
*Operator == of a point.*
- bool [operator!=](#) (const [Point](#)< [T](#) > p) const  
*Operator != of a point.*
- bool [operator<](#) (const [Point](#)< [T](#) > p) const  
*Operator < of a point.*
- bool [operator>](#) (const [Point](#)< [T](#) > p) const  
*Operator > of a point.*

## Public Attributes

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

### 5.10.1 Detailed Description

```
template<typename T>
class Point< T >
```

Class of a [Point](#).

#### Template Parameters

<a href="#">T</a>	: Template parameter This class manage everything about a point
-------------------	---

### 5.10.2 Constructor & Destructor Documentation

#### 5.10.2.1 Point()

```
template<typename T>
Point< T >::Point (
    const T x,
    const T y ) [inline]
```

Constructor for a point. Requires a X and a Y coordinate.

## Parameters

<i>x</i>	: Template X coordinate
<i>y</i>	: Template Y coordinate

## 5.10.3 Member Function Documentation

## 5.10.3.1 operator"!=()"

```
template<typename T>
bool Point< T >::operator!= (
    const Point< T > p ) const [inline]
```

Operator != of a point.

## Parameters

<i>p</i>	: <a href="#">Point</a> to compare
----------	------------------------------------

## Returns

Return True if the point is different, false if not

## 5.10.3.2 operator&lt;()

```
template<typename T>
bool Point< T >::operator< (
    const Point< T > p ) const [inline]
```

Operator < of a point.

## Parameters

<i>p</i>	: <a href="#">Point</a> to compare
----------	------------------------------------

## Returns

Return True if the point is strictly weaker, false if not

### 5.10.3.3 operator=()

```
template<typename T>
Point& Point< T >::operator= (
    const Point< T > p ) [inline]
```

Operator = of a point.

#### Parameters

$p$	: <a href="#">Point</a> to "copy"
-----	-----------------------------------

#### Returns

Return a reference to a point

### 5.10.3.4 operator==()

```
template<typename T>
bool Point< T >::operator== (
    const Point< T > p ) const [inline]
```

Operator == of a point.

#### Parameters

$p$	: <a href="#">Point</a> to compare
-----	------------------------------------

#### Returns

Return True if the point is the same, false if not

### 5.10.3.5 operator>()

```
template<typename T>
bool Point< T >::operator> (
    const Point< T > p ) const [inline]
```

Operator > of a point.

#### Parameters

$p$	: <a href="#">Point</a> to compare
-----	------------------------------------



**Returns**

Return True if the point is strictly greater, false if not

**5.10.4 Member Data Documentation****5.10.4.1 x**

```
template<typename T>  
T Point< T >::x
```

Template x for a point

**5.10.4.2 y**

```
template<typename T>  
T Point< T >::y
```

Template y for a point

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

- include/utlis/[Point.hpp](#)

**5.11 Save Class Reference**

Class of the main Saver.

```
#include <Save.hpp>
```

**5.11.1 Detailed Description**

Class of the main Saver.

This class manage everything about the save

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

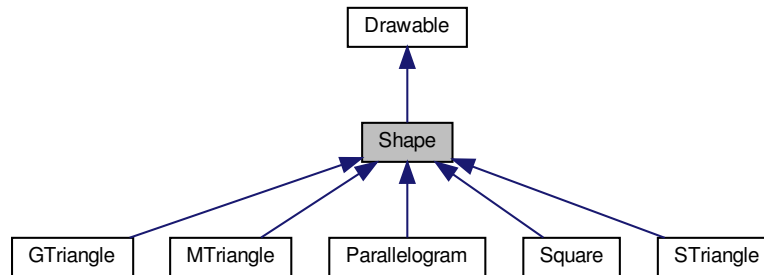
- include/parser/[Save.hpp](#)

## 5.12 Shape Class Reference

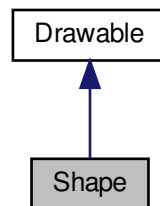
Abstract Class of every [Shape](#).

```
#include <Shape.hpp>
```

Inheritance diagram for Shape:



Collaboration diagram for Shape:



### Public Member Functions

- virtual `~Shape()`=0  
*Destructor of Abstract [Shape](#).*
- virtual void `move(Point< double > translation)`=0  
*Pure virtual function. Move the [Shape](#) by point translation.*
- virtual void `rotate(double angular)`=0  
*Pure virtual function. Rotate the [GTriangle](#) with specified angular.*
- virtual void `flip()`=0  
*Pure virtual function. Flip the figure as symmetry.*
- virtual bool `is_in_shape(Point< double > point)`=0  
*Pure virtual function. Check if a point is in this shape.*
- virtual std::vector< `Point< double >` > `get_Points()`=0  
*Pure virtual function. Get all points of this shape.*
- virtual std::string `toString()`=0  
*Pure virtual function. Convert all data of [GTriangle](#) in a string.*

### 5.12.1 Detailed Description

Abstract Class of every [Shape](#).

This class manage everything other shape ([STriangle](#), [MTriangle](#), [GTriangle](#), [Square](#), [Parallelogram](#))

### 5.12.2 Member Function Documentation

#### 5.12.2.1 `get_Points()`

```
virtual std::vector<Point<double> > Shape::get_Points ( ) [pure virtual]
```

Pure virtual function. Get all points of this shape.

##### Returns

Return a vector of points of this shape

Implemented in [STriangle](#), [GTriangle](#), [MTriangle](#), [Parallelogram](#), and [Square](#).

#### 5.12.2.2 `is_in_shape()`

```
virtual bool Shape::is_in_shape (
    Point< double > point ) [pure virtual]
```

Pure virtual function. Check if a point is in this shape.

##### Parameters

<i>point</i>	: <a href="#">Point</a> to check
--------------	----------------------------------

##### Returns

true if click is in this shape, false if not

Implemented in [STriangle](#), [GTriangle](#), [MTriangle](#), [Parallelogram](#), and [Square](#).

#### 5.12.2.3 `move()`

```
virtual void Shape::move (
    Point< double > translation ) [pure virtual]
```

Pure virtual function. Move the [Shape](#) by point translation.

**Parameters**

<i>translation</i>	: Every points of this shape will be translate by this parameter
--------------------	--

Implemented in [STriangle](#), [GTriangle](#), [MTriangle](#), [Parallelogram](#), and [Square](#).

**5.12.2.4 rotate()**

```
virtual void Shape::rotate (
    double angular ) [pure virtual]
```

Pure virtual function. Rotate the [GTriangle](#) with specified angular.

**Parameters**

<i>angular</i>	: This angular should be between (0, 2PI)
----------------	---

Implemented in [GTriangle](#), [MTriangle](#), [Parallelogram](#), and [Square](#).

**5.12.2.5 toString()**

```
virtual std::string Shape::toString ( ) [pure virtual]
```

Pure virtual function. Convert all data of [GTriangle](#) in a string.

**Returns**

Return a string which contains every points of this shape

Implemented in [STriangle](#), [GTriangle](#), [MTriangle](#), [Parallelogram](#), and [Square](#).

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

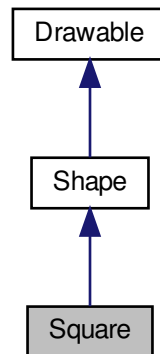
- [include/drawable/Shape.hpp](#)
- [src/drawable/Shape.cpp](#)

## 5.13 Square Class Reference

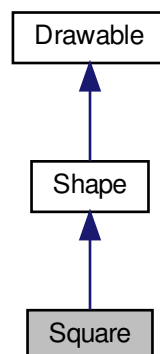
Class of the square.

```
#include <Square.hpp>
```

Inheritance diagram for Square:



Collaboration diagram for Square:



### Public Member Functions

- [~Square](#) () override  
*Destructor of [Square](#).*
- [Square](#) ()

- Constructor by default of [Square](#), make a [Square](#) as default.
- [Square](#) (const std::vector< [STriangle](#) > &triangle)

Constructor of [Square](#), requires a vector of STriangles.
- [Square](#) ([Point](#)< double > origin, double angular=0.0)

Constructor of [Square](#), calls the delegate Default Constructor.
- void [move](#) ([Point](#)< double > translation) override

Move the [Square](#) by point translation.
- void [rotate](#) (double angular) override

Rotate the [Square](#) with specified angular.
- void [flip](#) () override

Flip the figure as symmetry.
- void [draw](#) () override

Draw this shape on IHM.
- bool [is\\_in\\_shape](#) ([Point](#)< double > click) override

Check if a point is in this shape.
- std::vector< [Point](#)< double > > [get\\_Points](#) () override

Get points of this shape.
- std::string [toString](#) () override

Convert all data of [Square](#) in a string.

### 5.13.1 Detailed Description

Class of the square.

This class manage everything about the [Square](#)

### 5.13.2 Constructor & Destructor Documentation

#### 5.13.2.1 [Square\(\)](#) [1/2]

```
Square::Square (
    const std::vector< STriangle > & triangle ) [explicit]
```

Constructor of [Square](#), requires a vector of STriangles.

#### Parameters

<i>triangle</i>	: The <a href="#">Square</a> will created with a vector of <a href="#">STriangle</a> (4)
-----------------	--

#### 5.13.2.2 [Square\(\)](#) [2/2]

```
Square::Square (
    Point< double > origin,
    double angular = 0.0 ) [explicit]
```

Constructor of [Square](#), calls the delegate Default Constructor.

#### Parameters

<i>origin</i>	: shifts the figure of a translation of the origin
<i>angular</i>	: Optional parameter (angular=0.0 as default), rotate the figure with an angular

### 5.13.3 Member Function Documentation

#### 5.13.3.1 `get_Points()`

```
std::vector< Point< double > > Square::get_Points ( ) [override], [virtual]
```

Get points of this shape.

#### Returns

Return a vector of points of this shape

Implements [Shape](#).

#### 5.13.3.2 `is_in_shape()`

```
bool Square::is_in_shape (
    Point< double > click ) [override], [virtual]
```

Check if a point is in this shape.

#### Parameters

<i>click</i>	: <a href="#">Point</a> to check
--------------	----------------------------------

#### Returns

true if click is in this shape, false if not

Implements [Shape](#).

#### 5.13.3.3 move()

```
void Square::move (  
    Point< double > translation )    [override], [virtual]
```

Move the [Square](#) by point translation.



## Parameters

<i>translation</i>	: Every points of this shape will be translate by this parameter
--------------------	--

Implements [Shape](#).

## 5.13.3.4 rotate()

```
void Square::rotate (
    double angular ) [override], [virtual]
```

Rotate the [Square](#) with specified angular.

## Parameters

<i>angular</i>	: This angular should be between (0, 2PI)
----------------	---

Implements [Shape](#).

## 5.13.3.5 toString()

```
std::string Square::toString ( ) [override], [virtual]
```

Convert all data of [Square](#) in a string.

## Returns

Return a string which contains every points of this shape

Implements [Shape](#).

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

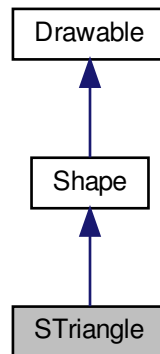
- [include/shape/Square.hpp](#)
- [src/shape/Square.cpp](#)

## 5.14 STriangle Class Reference

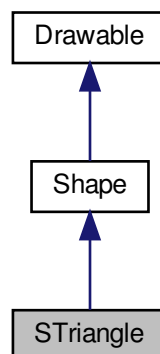
Class of the small triangle.

```
#include <STriangle.hpp>
```

Inheritance diagram for STriangle:



Collaboration diagram for STriangle:



### Public Member Functions

- [~STriangle](#) () override  
*Destructor of [STriangle](#).*
- [STriangle](#) ()

- Constructor by default of *MTriangle*, make a *STriangle* as default.

  - **STriangle** (**Point**< double > p1, **Point**< double > p2, **Point**< double > p3)

Constructor of *STriangle*, requires 3 points.
- **STriangle** (const std::vector< **Point**< double >> &points)

Constructor of *STriangle*, requires a vector of 3 points.
- **STriangle** (**Point**< double > origin, double angular=0.0)

Constructor of *STriangle*, calls the delegate Default Constructor.
- void **move** (**Point**< double > translation) override

Move the *MTriangle* by point translation.
- void **rotate** (double angular, **Point**< double > center\_point)

Rotate an *STriangle* with specified angular, used only for an other shape.
- void **flip** () override

Flip the figure as symmetry.
- void **draw** () override

Draw this shape on IHM.
- void **draw** (MLV\_Color Color)

Draw this shape on IHM with specific color.
- bool **is\_in\_shape** (**Point**< double > click) override

Check if a point is in this shape.
- bool **is\_in\_triangle** (**Point**< double > click)

Check if a point is in this *STriangle*.
- std::string **toString** () override

Convert all data of *MTriangle* in a string.
- double **computeDistance** (**Point**< double > point1, **Point**< double > point2)

Compute distance between 2 points.
- std::vector< **Point**< double > > **get\_Points** () override

Get every points of this *STriangle*.
- **Point**< double > **get\_center\_point** ()

Get the current center point of this *STriangle*.

### Static Public Member Functions

- static **Point**< double > **center\_point** (const std::vector< **Point**< double >> &list\_points)

Compute the center point of N points.

#### 5.14.1 Detailed Description

Class of the small triangle.

This class manage everything about the small triangle

#### 5.14.2 Constructor & Destructor Documentation

##### 5.14.2.1 STriangle() [1/3]

```
STriangle::STriangle (
    Point< double > p1,
    Point< double > p2,
    Point< double > p3 )
```

Constructor of *STriangle*, requires 3 points.

## Parameters

<i>p1</i>	: First point of the <a href="#">STriangle</a>
<i>p2</i>	: Second point of the <a href="#">STriangle</a>
<i>p3</i>	: Third point of the <a href="#">STriangle</a>

5.14.2.2 [STriangle\(\)](#) [2/3]

```
STriangle::STriangle (
    const std::vector< Point< double >> & points ) [explicit]
```

Constructor of [STriangle](#), requires a vector of 3 points.

## Parameters

<i>points</i>	: vector of 3 points
---------------	----------------------

5.14.2.3 [STriangle\(\)](#) [3/3]

```
STriangle::STriangle (
    Point< double > origin,
    double angular = 0.0 ) [explicit]
```

Constructor of [STriangle](#), calls the delegate Default Constructor.

## Parameters

<i>origin</i>	: shifts the figure of a translation of the origin
<i>angular</i>	: Optional parameter (angular=0.0 as default), rotate the figure with an angular

## 5.14.3 Member Function Documentation

5.14.3.1 [center\\_point\(\)](#)

```
Point< double > STriangle::center_point (
    const std::vector< Point< double >> & list_points ) [static]
```

Compute the center point of N points.

## Parameters

<i>list_points</i>	: vector of N points
--------------------	----------------------

## Returns

Return the center point of these N points

## 5.14.3.2 computeDistance()

```
double STriangle::computeDistance (
    Point< double > point1,
    Point< double > point2 )
```

Compute distance between 2 points.

## Parameters

<i>point1</i>	: First point
<i>point2</i>	: Second point

## Returns

Return the distance between these two points

## 5.14.3.3 draw()

```
void STriangle::draw (
    MLV_Color Color )
```

Draw this shape on IHM with specific color.

## Parameters

<i>Color</i>	: Color from the graphic library MLV like MLV_COLOR_XXX
--------------	---

## 5.14.3.4 get\_center\_point()

```
Point< double > STriangle::get_center_point ( )
```

Get the current center point of this [STriangle](#).

**Returns**

Return the current center point of this [STriangle](#)

**5.14.3.5 get\_Points()**

```
std::vector< Point< double > > STriangle::get_Points ( ) [override], [virtual]
```

Get every points of this [STriangle](#).

**Returns**

Return a vector of these points

Implements [Shape](#).

**5.14.3.6 is\_in\_shape()**

```
bool STriangle::is_in_shape (
    Point< double > click ) [override], [virtual]
```

Check if a point is in this shape.

**Parameters**

<i>click</i>	: <a href="#">Point</a> to check
--------------	----------------------------------

**Returns**

true if click is in this shape, false if not

Implements [Shape](#).

**5.14.3.7 is\_in\_triangle()**

```
bool STriangle::is_in_triangle (
    Point< double > click )
```

Check if a point is in this [STriangle](#).

**Parameters**

<i>click</i>	: <a href="#">Point</a> to check
--------------	----------------------------------

**Returns**

true if click is in this shape, false if not

**5.14.3.8 move()**

```
void STriangle::move (
    Point< double > translation ) [override], [virtual]
```

Move the [MTriangle](#) by point translation.

**Parameters**

<i>translation</i>	: Every points of this shape will be translate by this parameter
--------------------	--

Implements [Shape](#).

**5.14.3.9 rotate()**

```
void STriangle::rotate (
    double angular,
    Point< double > center_point )
```

Rotate an [STriangle](#) with specified angular, used only for an other shape.

**Parameters**

<i>angular</i>	: This angular should be between (0, 2PI)
<i>center_point</i>	: Rotate an <a href="#">STriangle</a> around this point

**5.14.3.10 toString()**

```
std::string STriangle::toString ( ) [override], [virtual]
```

Convert all data of [MTriangle](#) in a string.

**Returns**

Return a string which contains every points of this shape

Implements [Shape](#).

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

- include/shape/STriangle.hpp
- src/shape/STriangle.cpp





## Chapter 6

# File Documentation

### 6.1 include/drawable/Button.hpp File Reference

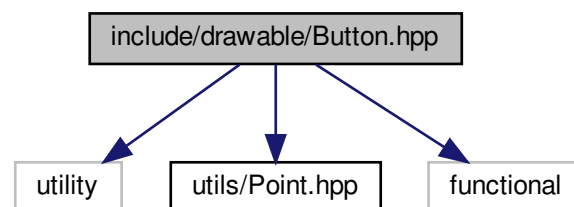
Every buttons of menu.

```
#include <utility>
```

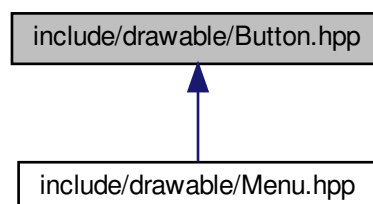
```
#include <utils/Point.hpp>
```

```
#include <functional>
```

Include dependency graph for Button.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Button](#)  
*Button of the [Menu](#).*

### 6.1.1 Detailed Description

Every buttons of menu.

#### Author

J  r  mie LE BASTARD

#### Version

1.0

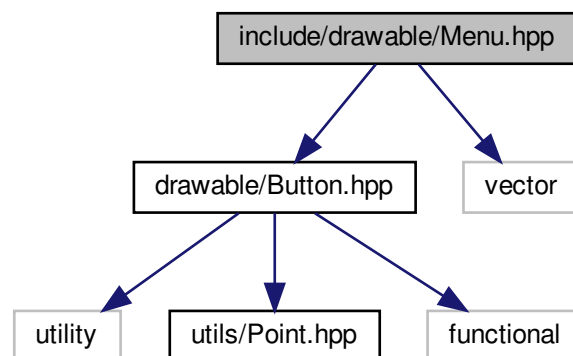
## 6.2 include/drawable/Menu.hpp File Reference

[Menu](#) of the Tangram's [Game](#).

```
#include <drawable/Button.hpp>
```

```
#include <vector>
```

Include dependency graph for Menu.hpp:



## Classes

- class [Menu](#)  
*Menu of the game.*

### 6.2.1 Detailed Description

Menu of the Tangram's [Game](#).

#### Author

J  r  mie LE BASTARD

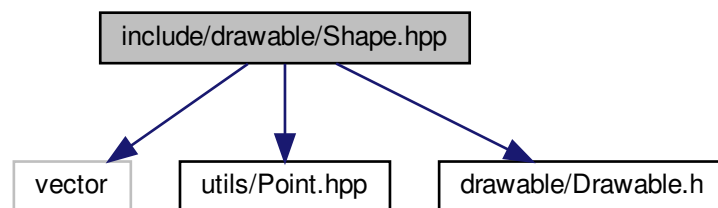
#### Version

1.0

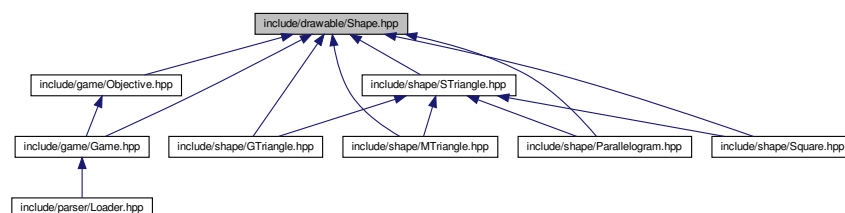
## 6.3 include/drawable/Shape.hpp File Reference

Abstract Class [Shape](#) of every shape in Tangram.

```
#include <vector>
#include <utils/Point.hpp>
#include <drawable/Drawable.h>
Include dependency graph for Shape.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Shape](#)  
Abstract Class of every [Shape](#).

### 6.3.1 Detailed Description

Abstract Class [Shape](#) of every shape in Tangram.

#### Author

Jérémie LE BASTARD

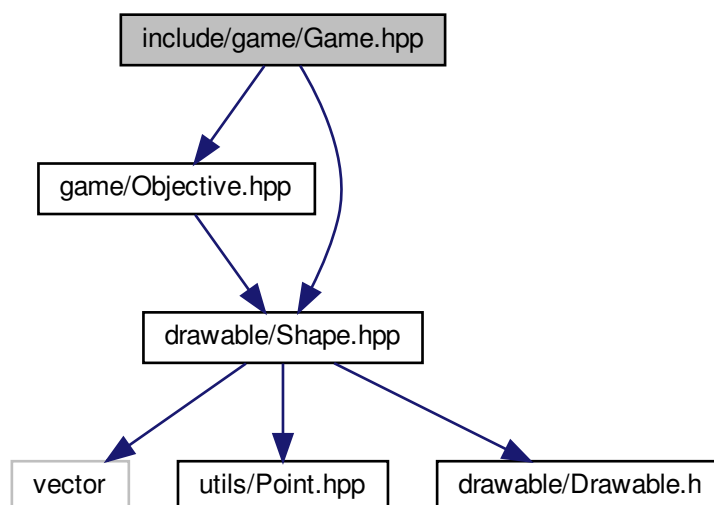
#### Version

1.0

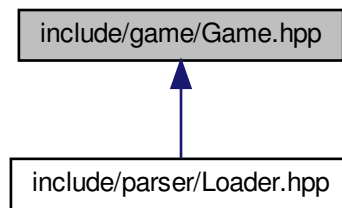
## 6.4 include/game/Game.hpp File Reference

Main [Game](#) of the Tangram.

```
#include <game/Objective.hpp>
#include <drawable/Shape.hpp>
Include dependency graph for Game.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Game](#)

*Class of the main [Game](#).*

### 6.4.1 Detailed Description

Main [Game](#) of the Tangram.

#### Author

J  r  mie LE BASTARD

#### Version

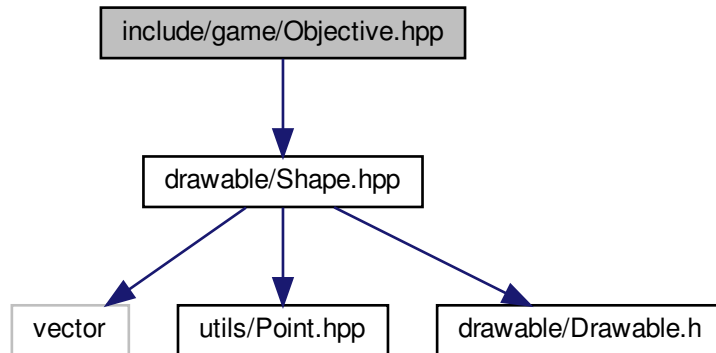
1.0

## 6.5 include/game/Objective.hpp File Reference

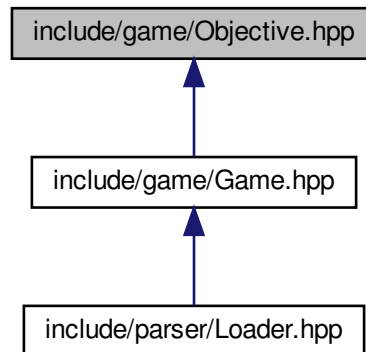
[Objective](#) of the Tangram's board.

```
#include <drawable/Shape.hpp>
```

Include dependency graph for Objective.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Objective](#)  
*Class of the board [Objective](#).*

### 6.5.1 Detailed Description

[Objective](#) of the Tangram's board.

## Author

J  r  mie LE BASTARD

## Version

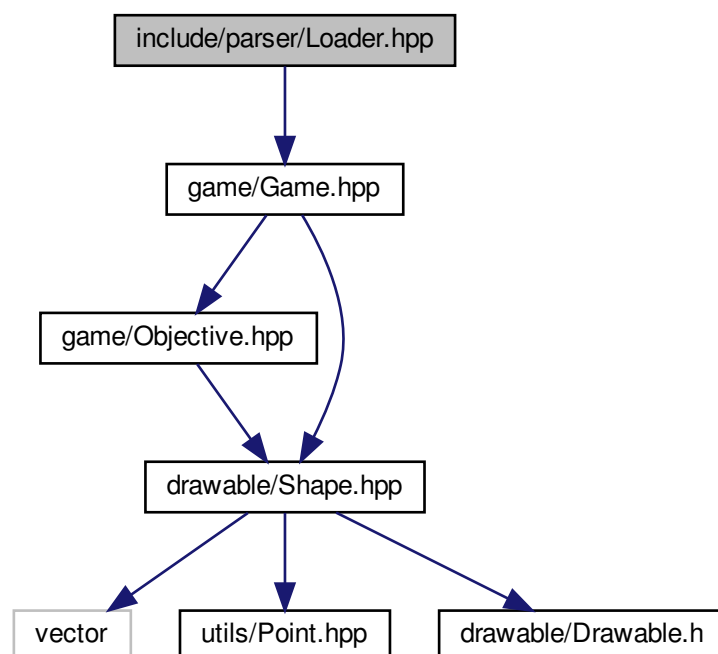
1.0

## 6.6 include/parser/Loader.hpp File Reference

Load a board of Tangram.

```
#include <game/Game.hpp>
```

Include dependency graph for Loader.hpp:



### Classes

- class [Loader](#)

Class of the main [Loader](#).

### 6.6.1 Detailed Description

Load a board of Tangram.

Author

Jérémie LE BASTARD

Version

1.0

## 6.7 include/parser/Save.hpp File Reference

[Save](#) a board of Tangram.

### Classes

- class [Save](#)  
*Class of the main Saver.*

### 6.7.1 Detailed Description

[Save](#) a board of Tangram.

Author

Jérémie LE BASTARD

Version

1.0

## 6.8 include/shape/GTriangle.hpp File Reference

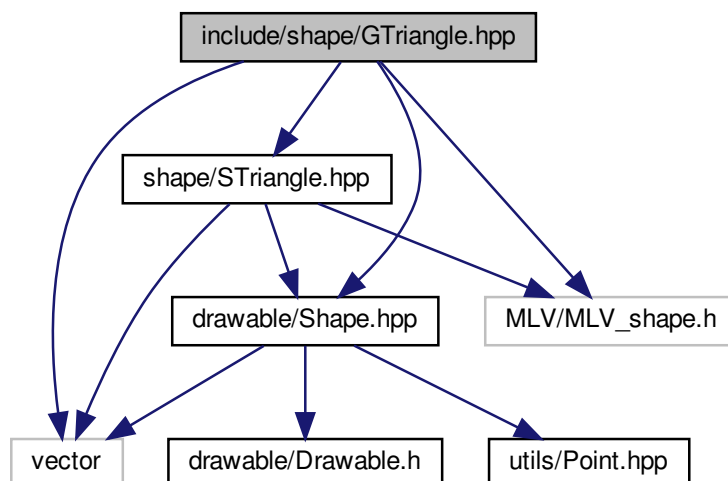
[Shape](#) of Great Triangle.

```
#include <vector>
#include <shape/STriangle.hpp>
#include <drawable/Shape.hpp>
```



```
#include <MLV/MLV_shape.h>
```

Include dependency graph for GTriangle.hpp:



## Classes

- class [GTriangle](#)  
*Class of the greatest triangle.*

### 6.8.1 Detailed Description

[Shape](#) of Great Triangle.

#### Author

Jérémie LE BASTARD

#### Version

1.0

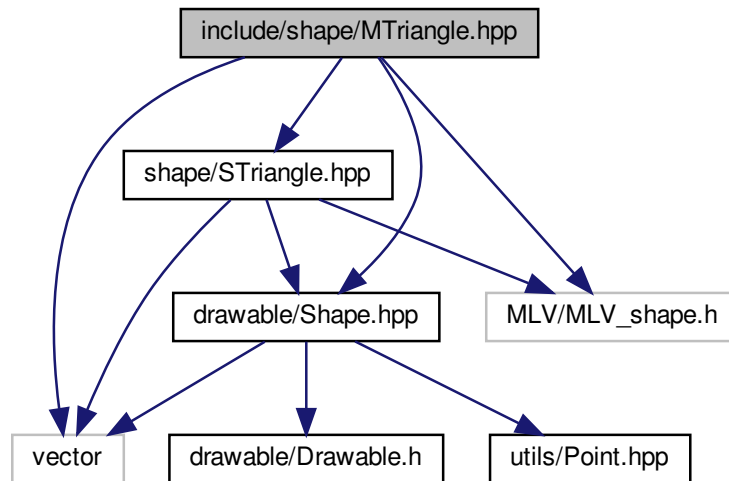
## 6.9 include/shape/MTriangle.hpp File Reference

[Shape](#) of Medium Triangle.

```
#include <vector>
#include <shape/STriangle.hpp>
#include <drawable/Shape.hpp>
```

```
#include <MLV/MLV_shape.h>
```

Include dependency graph for MTriangle.hpp:



## Classes

- class [MTriangle](#)

*Class of the medium triangle.*

### 6.9.1 Detailed Description

[Shape](#) of Medium Triangle.

[Shape](#) of Small Triangle.

#### Author

J  r  mie LE BASTARD

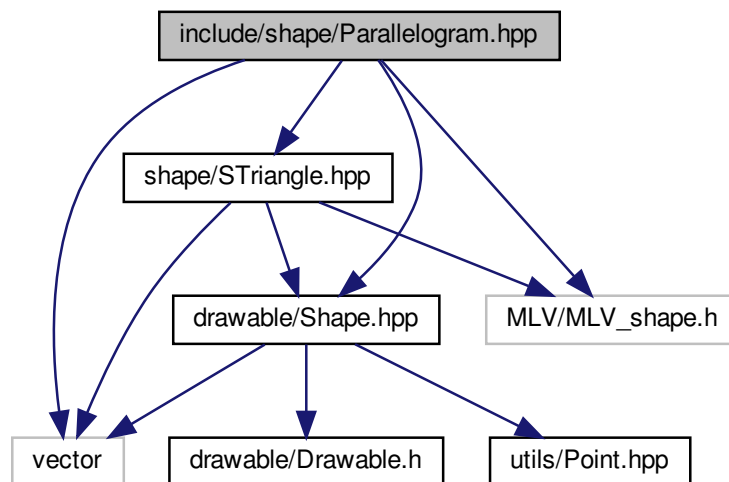
#### Version

1.0

## 6.10 include/shape/Parallelogram.hpp File Reference

Shape of [Parallelogram](#).

```
#include <vector>
#include <shape/STriangle.hpp>
#include <drawable/Shape.hpp>
#include <MLV/MLV_shape.h>
Include dependency graph for Parallelogram.hpp:
```



### Classes

- class [Parallelogram](#)  
*Class of the parallelogram.*

### 6.10.1 Detailed Description

Shape of [Parallelogram](#).

#### Author

Jérémie LE BASTARD

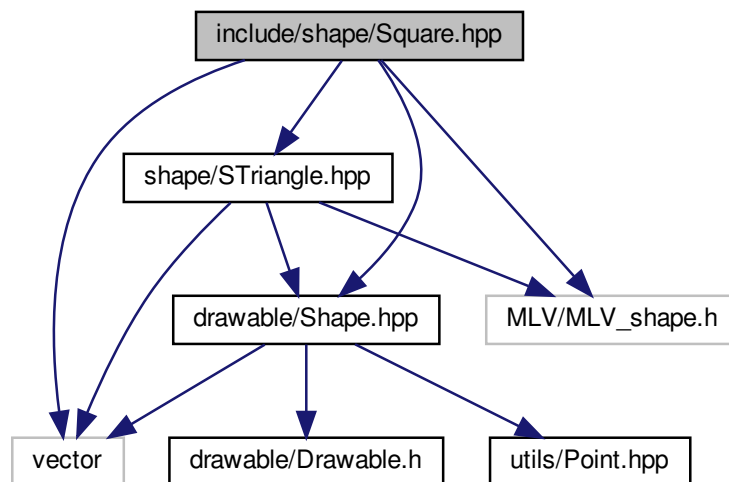
#### Version

1.0

## 6.11 include/shape/Square.hpp File Reference

Shape of Square.

```
#include <vector>
#include <shape/STriangle.hpp>
#include <drawable/Shape.hpp>
#include <MLV/MLV_shape.h>
Include dependency graph for Square.hpp:
```



### Classes

- class [Square](#)  
*Class of the square.*

### 6.11.1 Detailed Description

Shape of Square.

#### Author

J  r  mie LE BASTARD

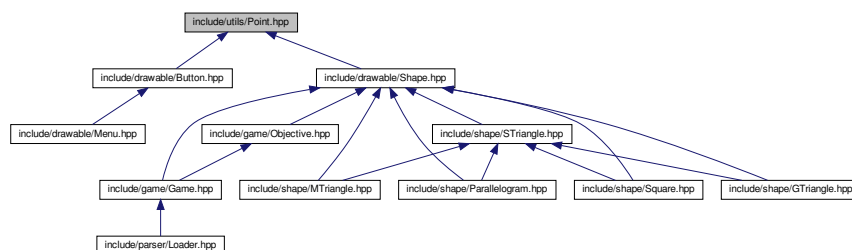
#### Version

1.0

## 6.12 include/utils/Point.hpp File Reference

[Point](#) for every shape and menu.

This graph shows which files directly or indirectly include this file:



### Classes

- class [Point< T >](#)  
*Class of a [Point](#).*

### 6.12.1 Detailed Description

[Point](#) for every shape and menu.

#### Author

J  r  mie LE BASTARD

#### Version

1.0



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