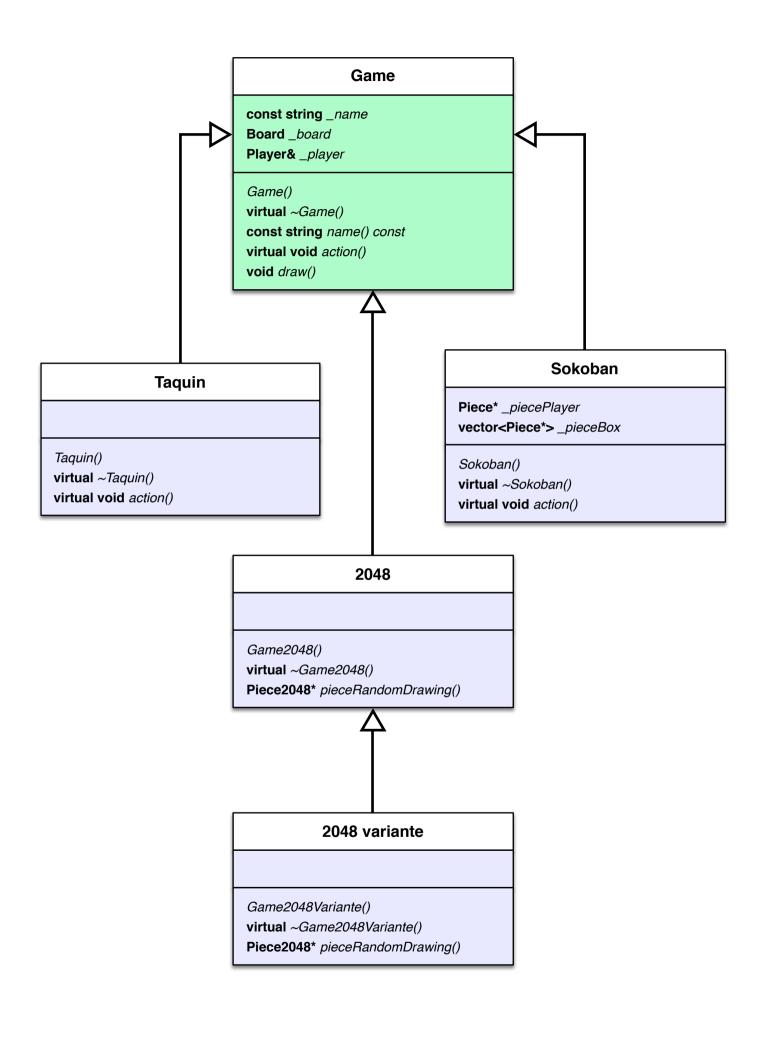
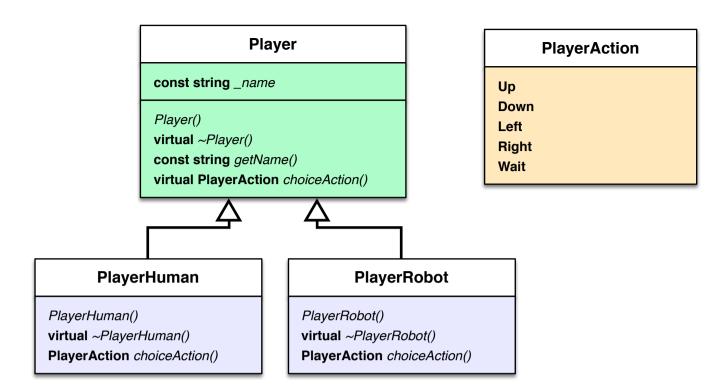
Project C++

• V.I.2

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Légendes :	
Classes mères :	
Classes héritées :	
Namespaces :	
Enumérations :	
Héritage :	$\longrightarrow \triangleright$
Implémentation :	>





int _x int _y Pos2D() virtual ~Pos2D() int x() const int y() const void x() const void y() const Pos2D operator+() Pos2D operator-() Pos2D operator*() Pos2D operator*() bool operator==()

Direction

const Pos2D one_up
const Pos2D one_down
const Pos2D one_left
const Pos2D one_right

Board IHM int _size int _window_size Piece*** _matrice RenderWindow* _app IHM() Board() virtual ~IHM virtual ~Board() RenderWindow* app() bool hasPos() const bool has() const int window_size() void drawGame() Piece* get() const int size() const bool canMoveAbs() const void moveAbs() bool canMoveRel() const **Piece** void moveRel() void push() const int _type void pull() int _size Pos2D _pos Piece() virtual ~Piece() int type() const Pos2D pos() virtual void draw() const virtual bool canMovedBy() const virtual bool onMoveBy() const virtual bool canMovedTo() const virtual bool onMovedTo() const void setSize() void setPos() **StringPiece GraphicsPiece Texture** _texture **Texture** _background Texture _texture StringPiece() Texture _background virtual ~StringPiece() GraphicsPiece() StringPiece& setText() virtual ~GraphicsPiece() string text()

virtual void draw()

virtual void draw()