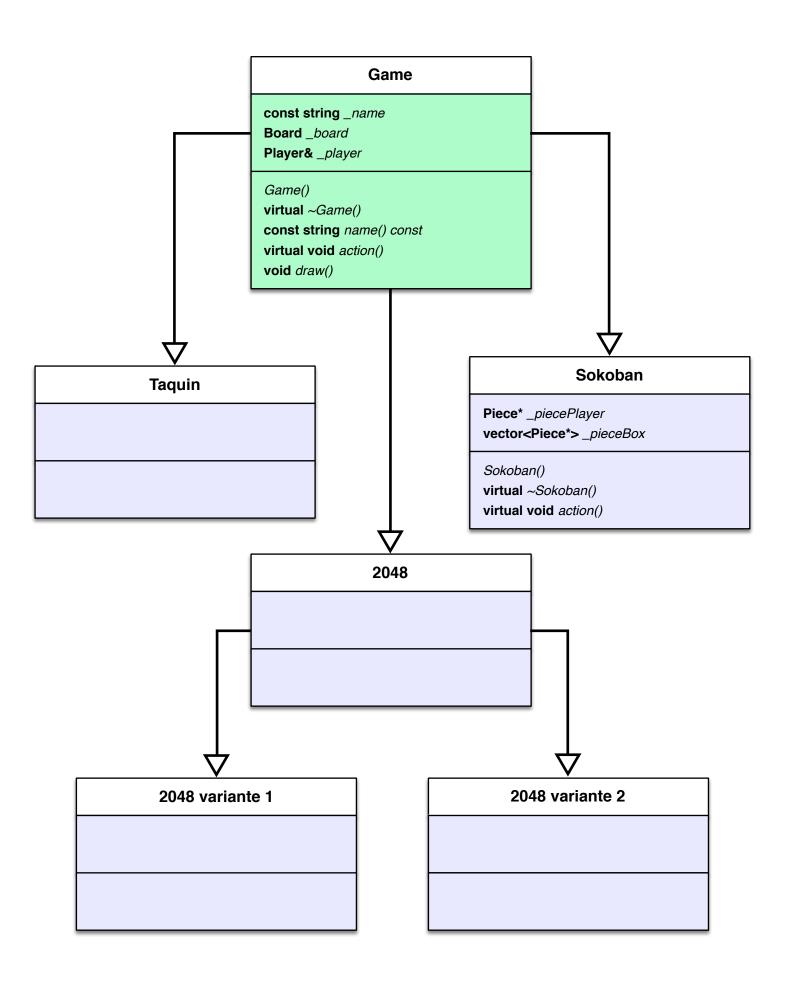
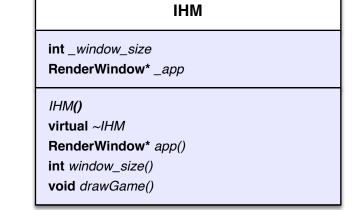
Project C++ v.i

Légendes :

Classes mères : Classes héritées : Namespaces: Enumérations : Héritage : Implémentation :







Board

int _size

Piece*** _matrice

Pos2D

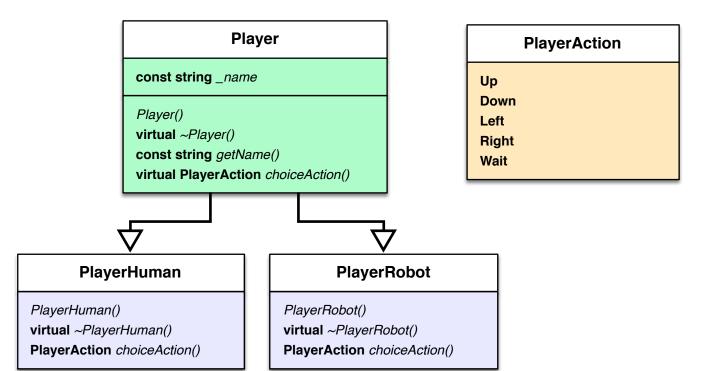
int _x int _y

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



PieceType

Empty Integer **Factor** Box **EndPoint** Wall Player

const PieceType _type Board* _board Pos2D _pos friend Board Piece() virtual ~Piece() PieceType type() const bool hasBoard() const Board board() const Pos2D pos() const virtual void draw() const virtual bool canMovedBy() const virtual bool onMoveBy() const virtual bool canMovedTo() const

virtual bool onMovedTo() const

Piece

GraphicsPiece

Texture _texture **Texture** _background

GraphicsPiece() virtual ~GraphicsPiece() virtual void draw()