

C++ Arcade

0.0.1

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Chapter 1

Namespace Index

1.1 Namespace List

Here is a list of all namespaces with brief descriptions:

arc	9
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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

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arc::AShape	13
arc::ShapeCircle	83
arc::SFShapeCircle	71
arc::ShapeRect	86
arc::SFShapeRect	77
arc::ShapeText	88
arc::SFShapeText	80
arc::EventHandler	35
exception	
arc::Exception	36
arc::GameLoader	38
arc::IGame	41
arc::BasicGame	22
arc::IGraphic	42
arc::SFGraphic	61
arc::IShape	43
arc::AShape	13
arc::SFShape	68
arc::SFShapeCircle	71
arc::SFShapeRect	77
arc::SFShapeText	80
arc::IShapeLoader	47
arc::AShapeLoader	20
arc::SFShapeLoader	74
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Chapter 3

Class Index

3.1 Class List

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

arc::AShape	13
arc::AShapeLoader	20
arc::BasicGame	22
arc::Color	26
arc::CoreBuild	32
arc::EventHandler	35
arc::Exception	36
arc::GameLoader	38
arc::IGame	41
arc::IGraphic	42
arc::IShape	43
arc::IShapeLoader	47
KeyEvent	49
arc::LibLoader	49
arc::MouseEvent	52
arc::Rect< T >	55
arc::SFGraphic	61
arc::SFMainWindow	64
arc::SFShape	68
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arc::SFShapeRect	77
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arc::ShapeCircle	83
arc::ShapeRect	86
arc::ShapeText	88
arc::Texture	91
arc::uintVal	95
arc::Vertex< T >	96

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

/home/louis_mallez/delivery/b4/cpp_arcade/src/main.cpp	142
/home/louis_mallez/delivery/b4/cpp_arcade/src/core/corebuild/CoreBuild.cpp	103
/home/louis_mallez/delivery/b4/cpp_arcade/src/core/corebuild/CoreBuild.hpp	103
/home/louis_mallez/delivery/b4/cpp_arcade/src/core/loader/GameLoader.cpp	105
/home/louis_mallez/delivery/b4/cpp_arcade/src/core/loader/GameLoader.hpp	105
/home/louis_mallez/delivery/b4/cpp_arcade/src/core/loader/LibLoader.cpp	107
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/home/louis_mallez/delivery/b4/cpp_arcade/src/events/EventHandler.cpp	108
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/home/louis_mallez/delivery/b4/cpp_arcade/src/events/KeyEvent.cpp	109
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/home/louis_mallez/delivery/b4/cpp_arcade/src/games/BasicGame/extern.cpp	115
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/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/IShapeLoader.hpp	122
/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/extern.cpp	116
/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFGraphic.cpp	127
/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFGraphic.hpp	128
/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFMainWindow.cpp	129
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/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFShape.cpp	130
/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFShape.hpp	131
/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFShapeLoader.cpp	132
/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFShapeLoader.hpp	132
/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeCircle.cpp	122
/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeCircle.hpp	123

/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeRect.cpp	124
/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeRect.hpp	124
/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeText.cpp	125
/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeText.hpp	126
/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/AShape.cpp	134
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/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeCircle.hpp	136
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/home/louis_mallez/delivery/b4/cpp_arcade/src/std/Color.cpp	143
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/home/louis_mallez/delivery/b4/cpp_arcade/src/std/Texture.cpp	146
/home/louis_mallez/delivery/b4/cpp_arcade/src/std/Texture.hpp	147
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Chapter 5

Namespace Documentation

5.1 arc Namespace Reference

Classes

- class [AShape](#)
- class [AShapeLoader](#)
- class [BasicGame](#)
- class [Color](#)
- class [CoreBuild](#)
- class [EventHandler](#)
- class [Exception](#)
- class [GameLoader](#)
- class [IGame](#)
- class [IGraphic](#)
- class [IShape](#)
- class [IShapeLoader](#)
- class [LibLoader](#)
- class [MouseEvent](#)
- class [Rect](#)
- class [SFGraphic](#)
- class [SFMainWindow](#)
- class [SFShape](#)
- class [SFShapeCircle](#)
- class [SFShapeLoader](#)
- class [SFShapeRect](#)
- class [SFShapeText](#)
- class [ShapeCircle](#)
- class [ShapeRect](#)
- class [ShapeText](#)
- class [Texture](#)
- union [uintVal](#)
- class [Vertex](#)

Typedefs

- typedef [Rect](#)< int > [RectI](#)
- typedef [Rect](#)< float > [RectF](#)
- typedef [Rect](#)< double > [RectD](#)
- typedef [Rect](#)< size_t > [RectS](#)
- typedef [Vertex](#)< size_t > [VertexS](#)
- typedef [Vertex](#)< int > [VertexI](#)
- typedef [Vertex](#)< float > [VertexF](#)
- typedef [Vertex](#)< double > [VertexD](#)

5.1.1 Typedef Documentation

5.1.1.1 RectD

```
typedef Rect<double> arc::RectD
```

Definition at line 48 of file Rect.hpp.

5.1.1.2 RectF

```
typedef Rect<float> arc::RectF
```

Definition at line 47 of file Rect.hpp.

5.1.1.3 RectI

```
typedef Rect<int> arc::RectI
```

Definition at line 46 of file Rect.hpp.

5.1.1.4 RectS

```
typedef Rect<size_t> arc::RectS
```

Definition at line 49 of file Rect.hpp.

5.1.1.5 VertexD

```
typedef Vertex<double> arc::VertexD
```

Definition at line 46 of file Vertex.hpp.

5.1.1.6 VertexF

```
typedef Vertex<float> arc::VertexF
```

Definition at line 45 of file Vertex.hpp.

5.1.1.7 VertexI

```
typedef Vertex<int> arc::VertexI
```

Definition at line 44 of file Vertex.hpp.

5.1.1.8 VertexS

```
typedef Vertex<size_t> arc::VertexS
```

Definition at line 43 of file Vertex.hpp.

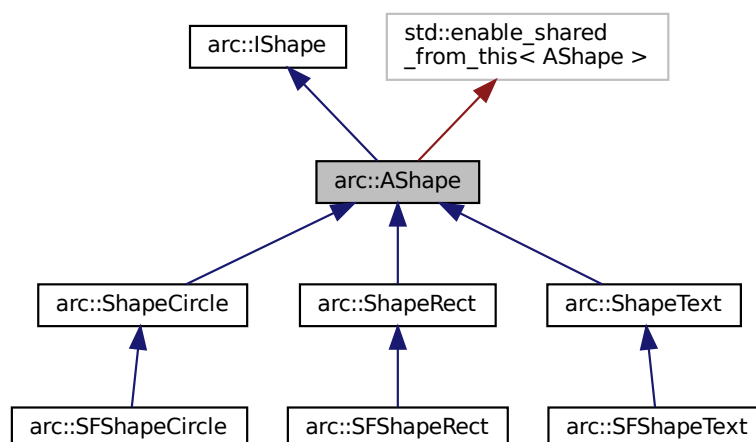
Chapter 6

Class Documentation

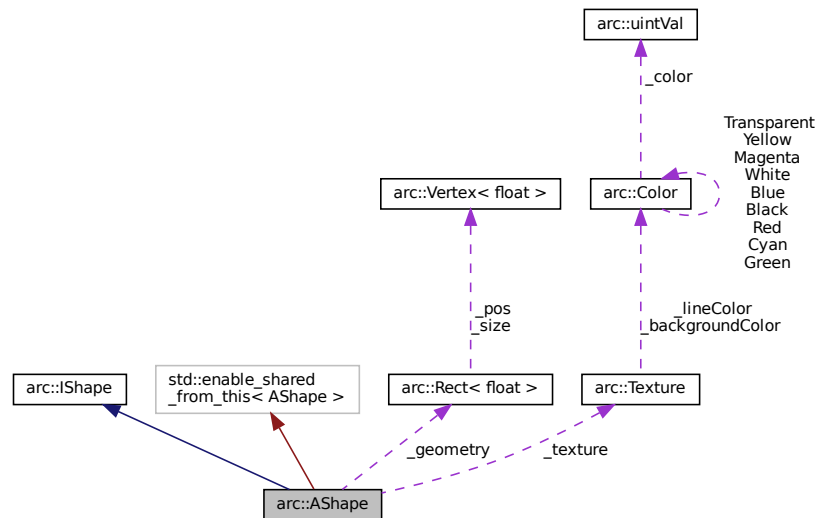
6.1 arc::AShape Class Reference

```
#include <AShape.hpp>
```

Inheritance diagram for arc::AShape:



Collaboration diagram for `arc::AShape`:



Public Member Functions

- `AShape` (`std::shared_ptr< IShape > parent`, `const arc::Texture &texture`, `const RectF &geometry`)
- `AShape` (`const IShape &ex`)
- `virtual ~AShape ()=default`
- `virtual const std::shared_ptr< IShape > & getParent ()` const override
- `virtual IShape & getChild (size_t pos)` const override
- `virtual void addChild (std::unique_ptr< IShape > child)` override
- `virtual void addChild (std::shared_ptr< IShape > child)` override
- `virtual size_t nbChild ()` const override
- `virtual void setGeometry (const RectF &geometry)` override
- `virtual void setTexture (const Texture &texture)` override
- `virtual const Texture & getTexture ()` const override
- `virtual const RectF & getGeometry ()` const override
- `virtual RectF winPos ()` const override
- `virtual void draw ()` const override
- `virtual void drawChild ()` const override
- `virtual IShape & operator[] (size_t pos)` const override
- `virtual void operator<< (std::unique_ptr< IShape > child)` override
- `virtual void operator<< (std::shared_ptr< IShape > child)` override

Protected Attributes

- `std::shared_ptr< IShape > _parent`
- `RectF _geometry`
- `arc::Texture _texture`

Private Attributes

- `std::vector< std::shared_ptr< IShape > > _children`

Additional Inherited Members

6.1.1 Detailed Description

Definition at line 16 of file AShape.hpp.

6.1.2 Constructor & Destructor Documentation

6.1.2.1 AShape() [1/2]

```
arc::AShape::AShape (
    std::shared_ptr< IShape > parent,
    const arc::Texture & texture,
    const RectF & geometry ) [explicit]
```

Definition at line 11 of file AShape.cpp.

6.1.2.2 AShape() [2/2]

```
arc::AShape::AShape (
    const IShape & ex ) [explicit]
```

Definition at line 20 of file AShape.cpp.

6.1.2.3 ~AShape()

```
virtual arc::AShape::~AShape ( ) [virtual], [default]
```

6.1.3 Member Function Documentation

6.1.3.1 addChild() [1/2]

```
virtual void arc::AShape::addChild (
    std::unique_ptr< IShape > child ) [override], [virtual]
```

Implements [arc::IShape](#).

6.1.3.2 addChild() [2/2]

```
virtual void arc::AShape::addChild (
    std::shared_ptr< IShape > child ) [override], [virtual]
```

Implements [arc::IShape](#).

6.1.3.3 draw()

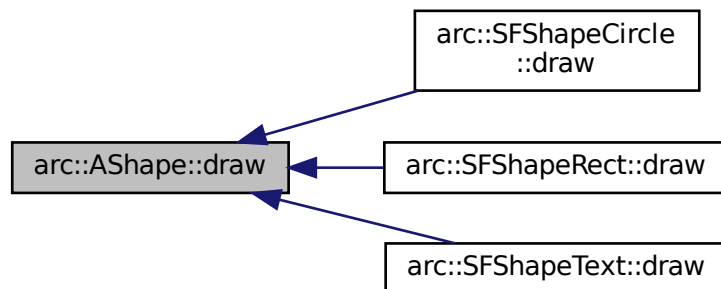
```
void arc::AShape::draw ( ) const [override], [virtual]
```

Implements [arc::IShape](#).

Reimplemented in [arc::SFShapeCircle](#), [arc::SFShapeText](#), and [arc::SFShapeRect](#).

Definition at line 109 of file AShape.cpp.

Here is the caller graph for this function:



6.1.3.4 drawChild()

```
void arc::AShape::drawChild ( ) const [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 103 of file AShape.cpp.

6.1.3.5 getChild()

```
arc::IShape & arc::AShape::getChild (
    size_t pos ) const [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 30 of file AShape.cpp.

6.1.3.6 getGeometry()

```
const arc::RectF & arc::AShape::getGeometry ( ) const [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 57 of file AShape.cpp.

6.1.3.7 getParent()

```
const std::shared_ptr< arc::IShape > & arc::AShape::getParent ( ) const [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 25 of file AShape.cpp.

6.1.3.8 getTexture()

```
const arc::Texture & arc::AShape::getTexture ( ) const [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 52 of file AShape.cpp.

6.1.3.9 nbChild()

```
size_t arc::AShape::nbChild ( ) const [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 47 of file AShape.cpp.

6.1.3.10 operator<<() [1/2]

```
virtual void arc::AShape::operator<< (
    std::unique_ptr< IShape > child ) [override], [virtual]
```

Implements [arc::IShape](#).

6.1.3.11 operator<<() [2/2]

```
virtual void arc::AShape::operator<< (
    std::shared_ptr< IShape > child ) [override], [virtual]
```

Implements [arc::IShape](#).

6.1.3.12 operator[]()

```
arc::IShape & arc::AShape::operator[] (
    size_t pos ) const [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 72 of file AShape.cpp.

6.1.3.13 setGeometry()

```
void arc::AShape::setGeometry (
    const RectF & geometry ) [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 67 of file AShape.cpp.

6.1.3.14 setTexture()

```
void arc::AShape::setTexture (
    const Texture & texture ) [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 62 of file AShape.cpp.

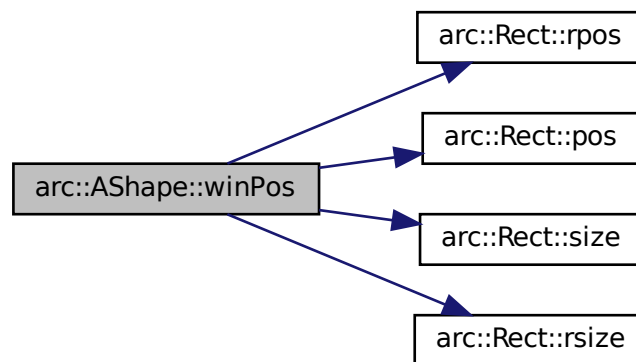
6.1.3.15 winPos()

```
arc::RectF arc::AShape::winPos ( ) const [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 87 of file AShape.cpp.

Here is the call graph for this function:



6.1.4 Member Data Documentation

6.1.4.1 _children

```
std::vector<std::shared_ptr<IShape> > arc::AShape::_children [private]
```

Definition at line 52 of file AShape.hpp.

6.1.4.2 _geometry

```
RectF arc::AShape::_geometry [protected]
```

Definition at line 48 of file AShape.hpp.

6.1.4.3 _parent

```
std::shared_ptr<IShape> arc::AShape::_parent [protected]
```

Definition at line 47 of file AShape.hpp.

6.1.4.4 _texture

```
arc::Texture arc::AShape::_texture [protected]
```

Definition at line 49 of file AShape.hpp.

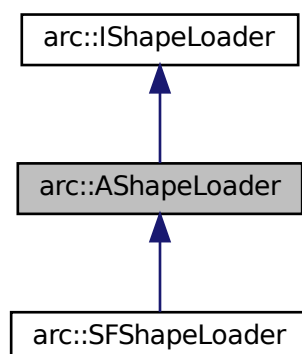
The documentation for this class was generated from the following files:

- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/AShape.hpp](#)
- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/AShape.cpp](#)

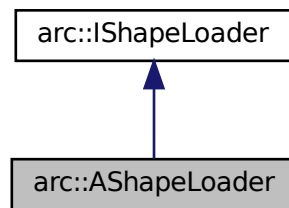
6.2 arc::AShapeLoader Class Reference

```
#include <AShapeLoader.hpp>
```

Inheritance diagram for arc::AShapeLoader:



Collaboration diagram for arc::AShapeLoader:



Protected Member Functions

- virtual void `loadChild` (const `arc::IShape` &from, std::unique_ptr< `IShape` > &dest) const override

Additional Inherited Members

6.2.1 Detailed Description

Definition at line 15 of file `AShapeLoader.hpp`.

6.2.2 Member Function Documentation

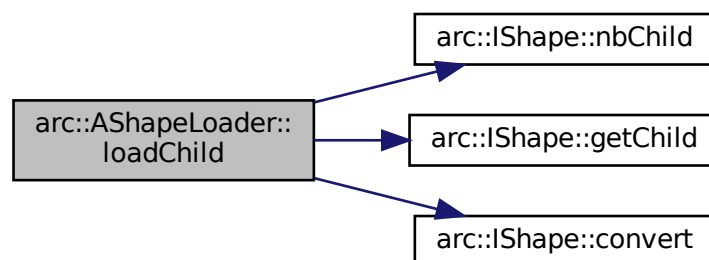
6.2.2.1 loadChild()

```
void arc::AShapeLoader::loadChild (  
    const arc::IShape & from,  
    std::unique_ptr< IShape > & dest ) const [override], [protected], [virtual]
```

Implements `arc::IShapeLoader`.

Definition at line 10 of file `AShapeLoader.cpp`.

Here is the call graph for this function:



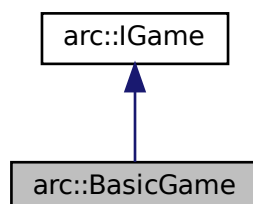
The documentation for this class was generated from the following files:

- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/AShapeLoader.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/AShapeLoader.cpp

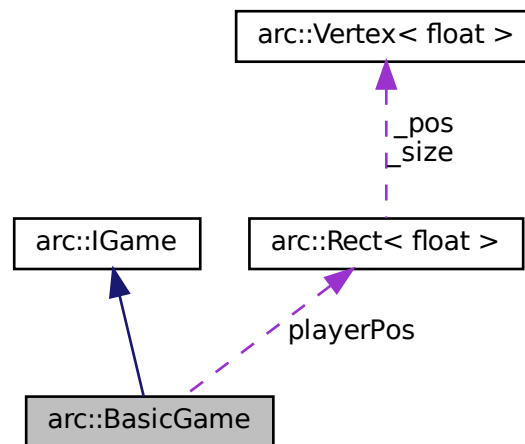
6.3 arc::BasicGame Class Reference

```
#include <BasicGame.hpp>
```

Inheritance diagram for `arc::BasicGame`:



Collaboration diagram for arc::BasicGame:



Public Member Functions

- virtual std::shared_ptr< [IShape](#) > [start](#) () override
- virtual std::shared_ptr< [IShape](#) > [update](#) ([EventHandler](#) &event) override

Static Public Member Functions

- static std::unique_ptr< [IGame](#) > & [getInstance](#) ()

Private Member Functions

- [BasicGame](#) ()

Private Attributes

- [RectF](#) [playerPos](#)
- size_t [frame](#) = 0

6.3.1 Detailed Description

Definition at line 17 of file BasicGame.hpp.

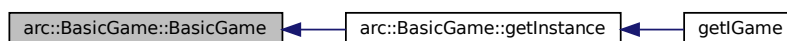
6.3.2 Constructor & Destructor Documentation

6.3.2.1 BasicGame()

```
arc::BasicGame::BasicGame ( ) [private]
```

Definition at line 19 of file BasicGame.cpp.

Here is the caller graph for this function:



6.3.3 Member Function Documentation

6.3.3.1 getInstance()

```
std::unique_ptr< arc::IGame > & arc::BasicGame::getInstance ( ) [static]
```

Definition at line 10 of file BasicGame.cpp.

Here is the call graph for this function:



Here is the caller graph for this function:



6.3.3.2 start()

```
std::shared_ptr< arc::IShape > arc::BasicGame::start ( ) [override], [virtual]
```

Implements [arc::IGame](#).

Definition at line 24 of file BasicGame.cpp.

6.3.3.3 update()

```
std::shared_ptr< arc::IShape > arc::BasicGame::update (
    EventHandler & event ) [override], [virtual]
```

Implements [arc::IGame](#).

Definition at line 34 of file BasicGame.cpp.

6.3.4 Member Data Documentation

6.3.4.1 frame

```
size_t arc::BasicGame::frame = 0 [private]
```

Definition at line 27 of file BasicGame.hpp.

6.3.4.2 playerPos

```
RectF arc::BasicGame::playerPos [private]
```

Definition at line 26 of file BasicGame.hpp.

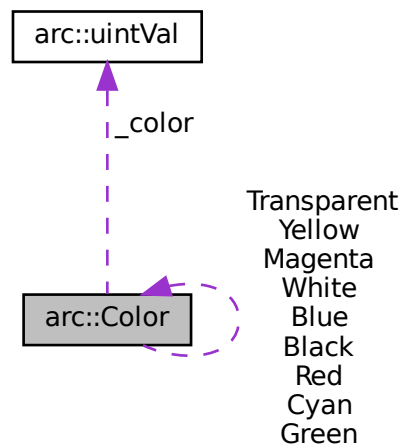
The documentation for this class was generated from the following files:

- /home/louis_mallez/delivery/b4/cpp_arcade/src/games/BasicGame/[BasicGame.hpp](#)
- /home/louis_mallez/delivery/b4/cpp_arcade/src/games/BasicGame/[BasicGame.cpp](#)

6.4 arc::Color Class Reference

```
#include <Color.hpp>
```

Collaboration diagram for arc::Color:



Public Member Functions

- [Color](#) (uint8_t=0, uint8_t=0, uint8_t=0, uint8_t=255)
- [Color](#) (uint64_t)
- [Color](#) (const [Color](#) &)
- uint8_t [r](#) () const
- uint8_t [g](#) () const
- uint8_t [b](#) () const
- uint8_t [a](#) () const
- uint64_t [values](#) () const

Static Public Attributes

- static const [Color](#) [Black](#)
- static const [Color](#) [White](#)
- static const [Color](#) [Red](#)
- static const [Color](#) [Green](#)
- static const [Color](#) [Blue](#)
- static const [Color](#) [Yellow](#)
- static const [Color](#) [Magenta](#)
- static const [Color](#) [Cyan](#)
- static const [Color](#) [Transparent](#)

Private Attributes

- [uintVal _color](#)

6.4.1 Detailed Description

Definition at line 20 of file Color.hpp.

6.4.2 Constructor & Destructor Documentation

6.4.2.1 Color() [1/3]

```
arc::Color::Color (
    uint8_t red = 0,
    uint8_t green = 0,
    uint8_t blue = 0,
    uint8_t alpha = 255 ) [explicit]
```

Definition at line 20 of file Color.cpp.

6.4.2.2 Color() [2/3]

```
arc::Color::Color (
    uint64_t values ) [explicit]
```

Definition at line 33 of file Color.cpp.

6.4.2.3 Color() [3/3]

```
arc::Color::Color (
    const Color & cpy )
```

Definition at line 28 of file Color.cpp.

Here is the call graph for this function:



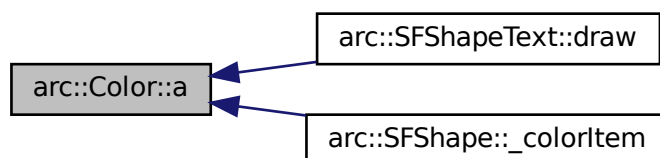
6.4.3 Member Function Documentation

6.4.3.1 a()

```
uint8_t arc::Color::a ( ) const
```

Definition at line 53 of file Color.cpp.

Here is the caller graph for this function:

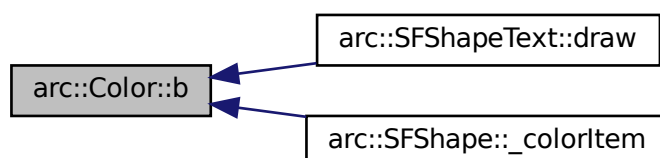


6.4.3.2 b()

```
uint8_t arc::Color::b ( ) const
```

Definition at line 48 of file Color.cpp.

Here is the caller graph for this function:

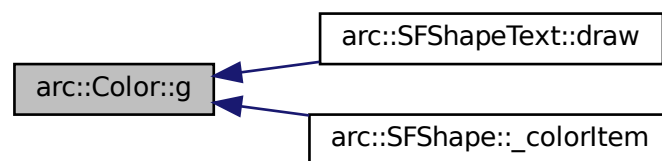


6.4.3.3 g()

```
uint8_t arc::Color::g ( ) const
```

Definition at line 43 of file Color.cpp.

Here is the caller graph for this function:

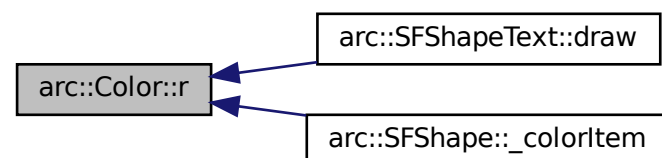


6.4.3.4 r()

```
uint8_t arc::Color::r ( ) const
```

Definition at line 38 of file Color.cpp.

Here is the caller graph for this function:



6.4.3.5 values()

```
uint64_t arc::Color::values ( ) const
```

Definition at line 58 of file Color.cpp.

Here is the caller graph for this function:



6.4.4 Member Data Documentation

6.4.4.1 _color

```
uintVal arc::Color::_color [private]
```

Definition at line 43 of file Color.hpp.

6.4.4.2 Black

```
const arc::Color arc::Color::Black [static]
```

Definition at line 33 of file Color.hpp.

6.4.4.3 Blue

```
const arc::Color arc::Color::Blue [static]
```

Definition at line 37 of file Color.hpp.

6.4.4.4 Cyan

```
const arc::Color arc::Color::Cyan [static]
```

Definition at line 40 of file Color.hpp.

6.4.4.5 Green

```
const arc::Color arc::Color::Green [static]
```

Definition at line 36 of file Color.hpp.

6.4.4.6 Magenta

```
const arc::Color arc::Color::Magenta [static]
```

Definition at line 39 of file Color.hpp.

6.4.4.7 Red

```
const arc::Color arc::Color::Red [static]
```

Definition at line 35 of file Color.hpp.

6.4.4.8 Transparent

```
const arc::Color arc::Color::Transparent [static]
```

Definition at line 41 of file Color.hpp.

6.4.4.9 White

```
const arc::Color arc::Color::White [static]
```

Definition at line 34 of file Color.hpp.

6.4.4.10 Yellow

```
const arc::Color arc::Color::Yellow [static]
```

Definition at line 38 of file Color.hpp.

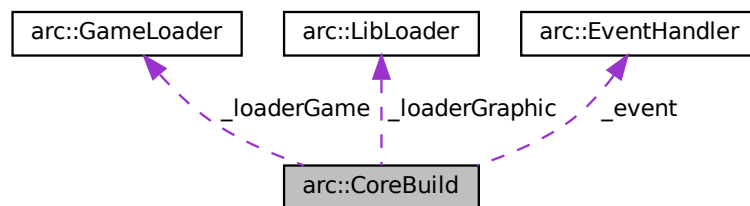
The documentation for this class was generated from the following files:

- [/home/louis_mallez/delivery/b4/cpp_arcade/src/std/Color.hpp](#)
- [/home/louis_mallez/delivery/b4/cpp_arcade/src/std/Color.cpp](#)

6.5 arc::CoreBuild Class Reference

```
#include <CoreBuild.hpp>
```

Collaboration diagram for arc::CoreBuild:



Public Member Functions

- [CoreBuild](#) (const std::string &lib="", const std::string &game="")
- bool [setGraphic](#) (const std::string &name)
- bool [setGame](#) (const std::string &name)
- void [start](#) ()
- void [update](#) ()
- void [run](#) ()

Private Attributes

- [GameLoader](#) [_loaderGame](#)
- [LibLoader](#) [_loaderGraphic](#)
- [EventHandler](#) [_event](#)

6.5.1 Detailed Description

Definition at line 16 of file CoreBuild.hpp.

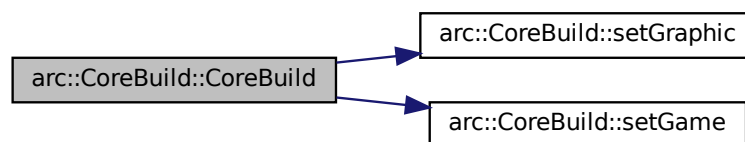
6.5.2 Constructor & Destructor Documentation

6.5.2.1 CoreBuild()

```
arc::CoreBuild::CoreBuild (
    const std::string & lib = "",
    const std::string & game = "" )
```

Definition at line 10 of file CoreBuild.cpp.

Here is the call graph for this function:



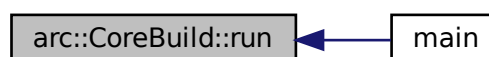
6.5.3 Member Function Documentation

6.5.3.1 run()

```
void arc::CoreBuild::run ( )
```

Definition at line 46 of file CoreBuild.cpp.

Here is the caller graph for this function:



6.5.3.2 setGame()

```
bool arc::CoreBuild::setGame (
    const std::string & name )
```

Definition at line 23 of file CoreBuild.cpp.

Here is the caller graph for this function:



6.5.3.3 setGraphic()

```
bool arc::CoreBuild::setGraphic (
    const std::string & name )
```

Definition at line 18 of file CoreBuild.cpp.

Here is the caller graph for this function:



6.5.3.4 start()

```
void arc::CoreBuild::start ( )
```

Definition at line 28 of file CoreBuild.cpp.

6.5.3.5 update()

```
void arc::CoreBuild::update ( )
```

Definition at line 37 of file CoreBuild.cpp.

6.5.4 Member Data Documentation

6.5.4.1 _event

```
EventHandler arc::CoreBuild::_event [private]
```

Definition at line 30 of file CoreBuild.hpp.

6.5.4.2 _loaderGame

```
GameLoader arc::CoreBuild::_loaderGame [private]
```

Definition at line 28 of file CoreBuild.hpp.

6.5.4.3 _loaderGraphic

```
LibLoader arc::CoreBuild::_loaderGraphic [private]
```

Definition at line 29 of file CoreBuild.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/core/corebuild/CoreBuild.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/core/corebuild/CoreBuild.cpp

6.6 arc::EventHandler Class Reference

```
#include <EventHandler.hpp>
```

Public Member Functions

- [EventHandler](#) ()=default

6.6.1 Detailed Description

Definition at line 12 of file EventHandler.hpp.

6.6.2 Constructor & Destructor Documentation

6.6.2.1 EventHandler()

```
arc::EventHandler::EventHandler ( ) [default]
```

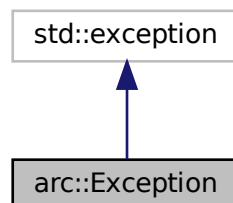
The documentation for this class was generated from the following file:

- /home/louis_mallez/delivery/b4/cpp_arcade/src/events/[EventHandler.hpp](#)

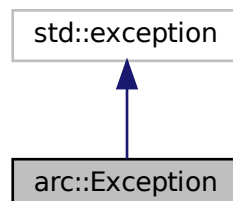
6.7 arc::Exception Class Reference

```
#include <Exception.hpp>
```

Inheritance diagram for arc::Exception:



Collaboration diagram for arc::Exception:



Public Member Functions

- [Exception](#) (const std::string &context="Undefined", const std::string &message="Unknown Error")
- [~Exception](#) ()=default
- virtual const char * [what](#) () const override throw ()

Private Attributes

- std::string [_error](#)

6.7.1 Detailed Description

Definition at line 15 of file Exception.hpp.

6.7.2 Constructor & Destructor Documentation

6.7.2.1 Exception()

```
arc::Exception::Exception (
    const std::string & context = "Undefined",
    const std::string & message = "Unknown Error" ) [explicit]
```

Definition at line 10 of file Exception.cpp.

6.7.2.2 ~Exception()

```
arc::Exception::~Exception ( ) [default]
```

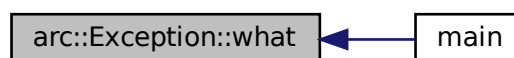
6.7.3 Member Function Documentation

6.7.3.1 what()

```
const char * arc::Exception::what ( ) const throw ( ) [override], [virtual]
```

Definition at line 17 of file Exception.cpp.

Here is the caller graph for this function:



6.7.4 Member Data Documentation

6.7.4.1 `_error`

```
std::string arc::Exception::_error [private]
```

Definition at line 25 of file `Exception.hpp`.

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

- `/home/louis_mallez/delivery/b4/cpp_arcade/src/exception/Exception.hpp`
- `/home/louis_mallez/delivery/b4/cpp_arcade/src/exception/Exception.cpp`

6.8 `arc::GameLoader` Class Reference

```
#include <GameLoader.hpp>
```

Public Member Functions

- `GameLoader` (const std::string &= "")
- bool `operator!` () const
- bool `load` (const std::string &)
- bool `unload` ()
- std::unique_ptr< `arc::IGame` > & `getIGame` ()

Private Attributes

- std::string `_libName`
- void * `_sym`
- std::unique_ptr< `arc::IGame` > & (* `_getIGame`)()

6.8.1 Detailed Description

Definition at line 17 of file `GameLoader.hpp`.

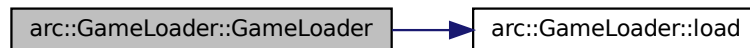
6.8.2 Constructor & Destructor Documentation

6.8.2.1 GameLoader()

```
arc::GameLoader::GameLoader (
    const std::string & libName = "" ) [explicit]
```

Definition at line 10 of file GameLoader.cpp.

Here is the call graph for this function:



6.8.3 Member Function Documentation

6.8.3.1 getGame()

```
std::unique_ptr< arc::IGame > & arc::GameLoader::getIGame ( )
```

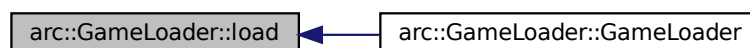
Definition at line 45 of file GameLoader.cpp.

6.8.3.2 load()

```
bool arc::GameLoader::load (
    const std::string & libName )
```

Definition at line 22 of file GameLoader.cpp.

Here is the caller graph for this function:



6.8.3.3 operator!()

```
bool arc::GameLoader::operator! ( ) const
```

Definition at line 17 of file GameLoader.cpp.

6.8.3.4 unload()

```
bool arc::GameLoader::unload ( )
```

Definition at line 34 of file GameLoader.cpp.

6.8.4 Member Data Documentation

6.8.4.1 _getIGame

```
std::unique_ptr<arc::IGame>&(* arc::GameLoader::_getIGame) () [private]
```

Definition at line 33 of file GameLoader.hpp.

6.8.4.2 _libName

```
std::string arc::GameLoader::_libName [private]
```

Definition at line 31 of file GameLoader.hpp.

6.8.4.3 _sym

```
void* arc::GameLoader::_sym [private]
```

Definition at line 32 of file GameLoader.hpp.

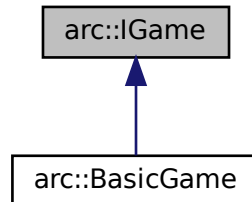
The documentation for this class was generated from the following files:

- /home/louis_mallez/delivery/b4/cpp_arcade/src/core/loader/[GameLoader.hpp](#)
- /home/louis_mallez/delivery/b4/cpp_arcade/src/core/loader/[GameLoader.cpp](#)

6.9 arc::IGame Class Reference

```
#include <IGame.hpp>
```

Inheritance diagram for arc::IGame:



Public Member Functions

- virtual `std::shared_ptr< IShape > start ()=0`
- virtual `std::shared_ptr< IShape > update (EventHandler &event)=0`

6.9.1 Detailed Description

Definition at line 15 of file `IGame.hpp`.

6.9.2 Member Function Documentation

6.9.2.1 start()

```
virtual std::shared_ptr<IShape> arc::IGame::start ( ) [pure virtual]
```

Implemented in [arc::BasicGame](#).

6.9.2.2 update()

```
virtual std::shared_ptr<IShape> arc::IGame::update (
    EventHandler & event ) [pure virtual]
```

Implemented in [arc::BasicGame](#).

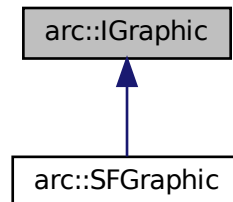
The documentation for this class was generated from the following file:

- `/home/louis_mallez/delivery/b4/cpp_arcade/src/games/IGame.hpp`

6.10 arc::IGraphic Class Reference

```
#include <IGraphic.hpp>
```

Inheritance diagram for arc::IGraphic:



Public Member Functions

- virtual [~IGraphic](#) ()=default
- virtual void [display](#) () const =0
- virtual const [IShapeLoader](#) & [getShapeLoader](#) () const =0

6.10.1 Detailed Description

Definition at line 22 of file IGraphic.hpp.

6.10.2 Constructor & Destructor Documentation

6.10.2.1 ~IGraphic()

```
virtual arc::IGraphic::~~IGraphic ( ) [virtual], [default]
```

6.10.3 Member Function Documentation

6.10.3.1 display()

```
virtual void arc::IGraphic::display ( ) const [pure virtual]
```

Implemented in [arc::SFGraphic](#).

6.10.3.2 getShapeLoader()

```
virtual const IShapeLoader& arc::IGraphic::getShapeLoader ( ) const [pure virtual]
```

Implemented in [arc::SFGraphic](#).

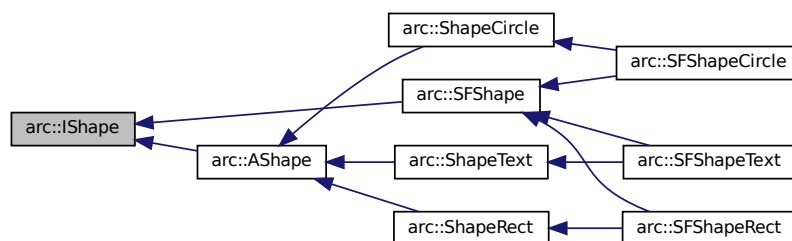
The documentation for this class was generated from the following file:

- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/IGraphic.hpp](#)

6.11 arc::IShape Class Reference

```
#include <IShape.hpp>
```

Inheritance diagram for arc::IShape:



Public Member Functions

- virtual `~IShape()` = default
- virtual const `std::shared_ptr< IShape > & getParent()` const = 0
- virtual `IShape & getChild(size_t pos)` const = 0
- virtual `size_t nbChild()` const = 0
- virtual void `addChild(std::unique_ptr< IShape > child)` = 0
- virtual void `addChild(std::shared_ptr< IShape > child)` = 0
- virtual void `setTexture(const Texture &texture)` = 0
- virtual const `Texture & getTexture()` const = 0
- virtual void `setGeometry(const RectF &rect)` = 0
- virtual const `RectF & getGeometry()` const = 0
- virtual `arc::RectF winPos()` const = 0
- virtual void `draw()` const = 0
- virtual `std::unique_ptr< IShape > convert(const arc::IShapeLoader &loader)` const = 0
- virtual `IShape & operator[] (size_t pos)` const = 0
- virtual void `operator<< (std::unique_ptr< IShape > child)` = 0
- virtual void `operator<< (std::shared_ptr< IShape > child)` = 0

Protected Member Functions

- virtual void `drawChild()` const = 0

6.11.1 Detailed Description

Definition at line 18 of file IShape.hpp.

6.11.2 Constructor & Destructor Documentation

6.11.2.1 ~IShape()

```
virtual arc::IShape::~IShape ( ) [virtual], [default]
```

6.11.3 Member Function Documentation

6.11.3.1 addChild() [1/2]

```
virtual void arc::IShape::addChild (
    std::unique_ptr< IShape > child ) [pure virtual]
```

Implemented in [arc::AShape](#).

6.11.3.2 addChild() [2/2]

```
virtual void arc::IShape::addChild (
    std::shared_ptr< IShape > child ) [pure virtual]
```

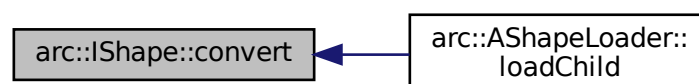
Implemented in [arc::AShape](#).

6.11.3.3 convert()

```
virtual std::unique_ptr<IShape> arc::IShape::convert (
    const arc::IShapeLoader & loader ) const [pure virtual]
```

Implemented in [arc::ShapeCircle](#), [arc::ShapeText](#), and [arc::ShapeRect](#).

Here is the caller graph for this function:



6.11.3.4 draw()

```
virtual void arc::IShape::draw ( ) const [pure virtual]
```

Implemented in [arc::AShape](#), [arc::SFShapeCircle](#), [arc::SFShapeText](#), and [arc::SFShapeRect](#).

6.11.3.5 drawChild()

```
virtual void arc::IShape::drawChild ( ) const [protected], [pure virtual]
```

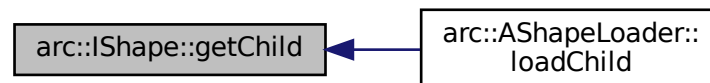
Implemented in [arc::AShape](#).

6.11.3.6 getChild()

```
virtual IShape& arc::IShape::getChild (
    size_t pos ) const [pure virtual]
```

Implemented in [arc::AShape](#).

Here is the caller graph for this function:



6.11.3.7 getGeometry()

```
virtual const RectF& arc::IShape::getGeometry ( ) const [pure virtual]
```

Implemented in [arc::AShape](#).

6.11.3.8 getParent()

```
virtual const std::shared_ptr<IShape>& arc::IShape::getParent ( ) const [pure virtual]
```

Implemented in [arc::AShape](#).

6.11.3.9 `getTexture()`

```
virtual const Texture& arc::IShape::getTexture ( ) const [pure virtual]
```

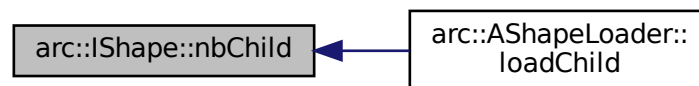
Implemented in [arc::AShape](#).

6.11.3.10 `nbChild()`

```
virtual size_t arc::IShape::nbChild ( ) const [pure virtual]
```

Implemented in [arc::AShape](#).

Here is the caller graph for this function:



6.11.3.11 `operator<<()` [1/2]

```
virtual void arc::IShape::operator<< (
    std::unique_ptr< IShape > child ) [pure virtual]
```

Implemented in [arc::AShape](#).

6.11.3.12 `operator<<()` [2/2]

```
virtual void arc::IShape::operator<< (
    std::shared_ptr< IShape > child ) [pure virtual]
```

Implemented in [arc::AShape](#).

6.11.3.13 operator[]()

```
virtual IShape& arc::IShape::operator[] (
    size_t pos ) const [pure virtual]
```

Implemented in [arc::AShape](#).

6.11.3.14 setGeometry()

```
virtual void arc::IShape::setGeometry (
    const RectF & rect ) [pure virtual]
```

Implemented in [arc::AShape](#).

6.11.3.15 setTexture()

```
virtual void arc::IShape::setTexture (
    const Texture & texture ) [pure virtual]
```

Implemented in [arc::AShape](#).

6.11.3.16 winPos()

```
virtual arc::RectF arc::IShape::winPos ( ) const [pure virtual]
```

Implemented in [arc::AShape](#).

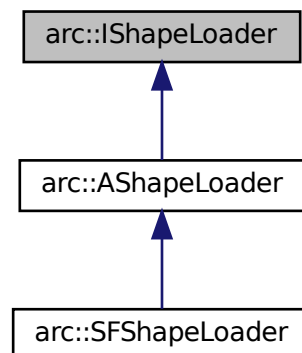
The documentation for this class was generated from the following file:

- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/IShape.hpp](#)

6.12 arc::IShapeLoader Class Reference

```
#include <IShapeLoader.hpp>
```

Inheritance diagram for arc::IShapeLoader:



Public Member Functions

- virtual std::unique_ptr< [arc::IShape](#) > [load](#) (const [arc::ShapeRect](#) &item) const =0
- virtual std::unique_ptr< [arc::IShape](#) > [load](#) (const [arc::ShapeCircle](#) &item) const =0
- virtual std::unique_ptr< [arc::IShape](#) > [load](#) (const [arc::ShapeText](#) &item) const =0

Protected Member Functions

- virtual void [loadChild](#) (const [arc::IShape](#) &from, std::unique_ptr< [IShape](#) > &dest) const =0

6.12.1 Detailed Description

Definition at line 17 of file [IShapeLoader.hpp](#).

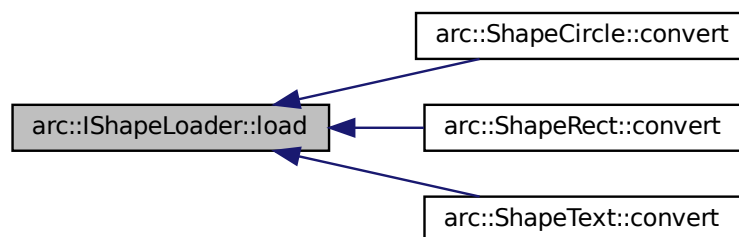
6.12.2 Member Function Documentation

6.12.2.1 [load\(\)](#) [1/3]

```
virtual std::unique_ptr<arc::IShape> arc::IShapeLoader::load (
    const arc::ShapeRect & item ) const [pure virtual]
```

Implemented in [arc::SFShapeLoader](#).

Here is the caller graph for this function:



6.12.2.2 [load\(\)](#) [2/3]

```
virtual std::unique_ptr<arc::IShape> arc::IShapeLoader::load (
    const arc::ShapeCircle & item ) const [pure virtual]
```

Implemented in [arc::SFShapeLoader](#).

6.12.2.3 load() [3/3]

```
virtual std::unique_ptr<arc::IShape> arc::IShapeLoader::load (
    const arc::ShapeText & item ) const [pure virtual]
```

Implemented in [arc::SFShapeLoader](#).

6.12.2.4 loadChild()

```
virtual void arc::IShapeLoader::loadChild (
    const arc::IShape & from,
    std::unique_ptr< IShape > & dest ) const [protected], [pure virtual]
```

Implemented in [arc::AShapeLoader](#).

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

- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/IShapeLoader.hpp](#)

6.13 KeyEvent Class Reference

```
#include <KeyEvent.hpp>
```

6.13.1 Detailed Description

Definition at line 12 of file KeyEvent.hpp.

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

- [/home/louis_mallez/delivery/b4/cpp_arcade/src/events/KeyEvent.hpp](#)

6.14 arc::LibLoader Class Reference

```
#include <LibLoader.hpp>
```

Public Member Functions

- [LibLoader](#) (const std::string &= "")
- bool [operator!](#) () const
- bool [load](#) (const std::string &)
- bool [unload](#) ()
- std::unique_ptr< [arc::IGraphic](#) > & [getIGraphic](#) ()

Private Attributes

- `std::string _libName`
- `void * _sym`
- `std::unique_ptr< arc::IGraphic > &(* _getIGraphic)()`

6.14.1 Detailed Description

Definition at line 18 of file LibLoader.hpp.

6.14.2 Constructor & Destructor Documentation

6.14.2.1 LibLoader()

```
arc::LibLoader::LibLoader (  
    const std::string & libName = "" ) [explicit]
```

Definition at line 10 of file LibLoader.cpp.

Here is the call graph for this function:



6.14.3 Member Function Documentation

6.14.3.1 getIGraphic()

```
std::unique_ptr< arc::IGraphic > & arc::LibLoader::getIGraphic ( )
```

Definition at line 45 of file LibLoader.cpp.

6.14.3.2 load()

```
bool arc::LibLoader::load (
    const std::string & libName )
```

Definition at line 22 of file LibLoader.cpp.

Here is the caller graph for this function:



6.14.3.3 operator"!"()

```
bool arc::LibLoader::operator! ( ) const
```

Definition at line 17 of file LibLoader.cpp.

6.14.3.4 unload()

```
bool arc::LibLoader::unload ( )
```

Definition at line 34 of file LibLoader.cpp.

6.14.4 Member Data Documentation

6.14.4.1 _getIGraphic

```
std::unique_ptr<arc::IGraphic>&(* arc::LibLoader::_getIGraphic) () [private]
```

Definition at line 34 of file LibLoader.hpp.

6.14.4.2 _libName

```
std::string arc::LibLoader::_libName [private]
```

Definition at line 32 of file LibLoader.hpp.

6.14.4.3 _sym

```
void* arc::LibLoader::_sym [private]
```

Definition at line 33 of file LibLoader.hpp.

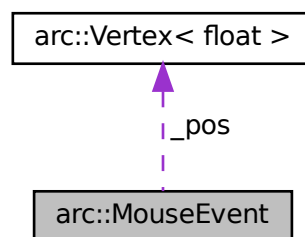
The documentation for this class was generated from the following files:

- [/home/louis_mallez/delivery/b4/cpp_arcade/src/core/loader/LibLoader.hpp](#)
- [/home/louis_mallez/delivery/b4/cpp_arcade/src/core/loader/LibLoader.cpp](#)

6.15 arc::MouseEvent Class Reference

```
#include <MouseEvent.hpp>
```

Collaboration diagram for arc::MouseEvent:



Public Member Functions

- [MouseEvent](#) ()
- [Vertex< float > getPos](#) () const
- void [setPos](#) ([Vertex< float >](#))
- [MouseButton getButtonPressed](#) () const
- void [setButtonPressed](#) ([MouseButton](#))

Private Types

- enum [MouseButton](#) { [NONE](#), [LEFT_BUTTON](#), [MIDDLE_BUTTON](#), [RIGHT_BUTTON](#) }

Private Attributes

- [Vertex](#)< float > [_pos](#)
- [MouseButton](#) [_buttonClicked](#)

6.15.1 Detailed Description

Definition at line 15 of file MouseEvent.hpp.

6.15.2 Member Enumeration Documentation

6.15.2.1 MouseButton

```
enum arc::MouseEvent::MouseButton [private]
```

Enumerator

NONE	
LEFT_BUTTON	
MIDDLE_BUTTON	
RIGHT_BUTTON	

Definition at line 17 of file MouseEvent.hpp.

6.15.3 Constructor & Destructor Documentation

6.15.3.1 MouseEvent()

```
arc::MouseEvent::MouseEvent ( )
```

Definition at line 10 of file MouseEvent.cpp.

6.15.4 Member Function Documentation

6.15.4.1 `getButtonPressed()`

```
arc::MouseEvent::MouseButton arc::MouseEvent::getButtonPressed ( ) const
```

Definition at line 25 of file MouseEvent.cpp.

6.15.4.2 `getPos()`

```
arc::Vertex< float > arc::MouseEvent::getPos ( ) const
```

Definition at line 15 of file MouseEvent.cpp.

6.15.4.3 `setButtonPressed()`

```
void arc::MouseEvent::setButtonPressed (
    MouseButton btnClicked )
```

Definition at line 30 of file MouseEvent.cpp.

6.15.4.4 `setPos()`

```
void arc::MouseEvent::setPos (
    arc::Vertex< float > pos )
```

Definition at line 20 of file MouseEvent.cpp.

6.15.5 Member Data Documentation

6.15.5.1 `_buttonClicked`

```
MouseButton arc::MouseEvent::_buttonClicked [private]
```

Definition at line 32 of file MouseEvent.hpp.

6.15.5.2 _pos

```
Vertex<float> arc::MouseEvent::_pos [private]
```

Definition at line 31 of file MouseEvent.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/events/[MouseEvent.hpp](#)
- /home/louis_mallez/delivery/b4/cpp_arcade/src/events/[MouseEvent.cpp](#)

6.16 arc::Rect< T > Class Template Reference

```
#include <Rect.hpp>
```

Public Member Functions

- [Rect](#) (const [Rect](#)< T > &rect)
- [Rect](#) (const [Vertex](#)< T > &pos, const [Vertex](#)< T > &size)
- [Rect](#) (T x=0, T y=0, T w=0, T h=0)
- [~Rect](#) ()=default
- [Vertex](#)< T > [pos](#) () const
- [Vertex](#)< T > [size](#) () const
- [Vertex](#)< T > & [rpos](#) ()
- [Vertex](#)< T > & [rsize](#) ()
- [Rect](#)< T > & [operator=](#) (const [Rect](#)< T > &other)
- [Rect](#)< T > [operator*](#) (const [Rect](#)< T > &other) const
- [Rect](#)< T > [operator+](#) (const [Vertex](#)< T > &other) const
- [Rect](#)< T > [operator-](#) (const [Vertex](#)< T > &other) const
- [Rect](#)< T > [operator*](#) (const [Vertex](#)< T > &other) const
- [Rect](#)< T > [operator/](#) (const [Vertex](#)< T > &other) const
- [Rect](#)< T > [operator+](#) (T other) const
- [Rect](#)< T > [operator-](#) (T other) const
- [Rect](#)< T > [operator*](#) (T other) const
- [Rect](#)< T > [operator/](#) (T other) const

Private Attributes

- [Vertex](#)< T > [_pos](#)
- [Vertex](#)< T > [_size](#)

6.16.1 Detailed Description

```
template<typename T>
class arc::Rect< T >
```

Definition at line 15 of file Rect.hpp.

6.16.2 Constructor & Destructor Documentation

6.16.2.1 Rect() [1/3]

```
template<typename T>
arc::Rect< T >::Rect (
    const Rect< T > & rect )
```

Definition at line 12 of file Rect.cpp.

6.16.2.2 Rect() [2/3]

```
template<typename T>
arc::Rect< T >::Rect (
    const Vertex< T > & pos,
    const Vertex< T > & size )
```

Definition at line 18 of file Rect.cpp.

6.16.2.3 Rect() [3/3]

```
template<typename T>
arc::Rect< T >::Rect (
    T x = 0,
    T y = 0,
    T w = 0,
    T h = 0 ) [explicit]
```

Definition at line 24 of file Rect.cpp.

6.16.2.4 ~Rect()

```
template<typename T>
arc::Rect< T >::~~Rect ( ) [default]
```

6.16.3 Member Function Documentation

6.16.3.1 operator*() [1/3]

```
template<typename T>
arc::Rect< T > arc::Rect< T >::operator* (
    const Rect< T > & other ) const
```

Definition at line 62 of file Rect.cpp.

6.16.3.2 operator*() [2/3]

```
template<typename T>
arc::Rect< T > arc::Rect< T >::operator* (
    const Vertex< T > & other ) const
```

Definition at line 72 of file Rect.cpp.

6.16.3.3 operator*() [3/3]

```
template<typename T>
arc::Rect< T > arc::Rect< T >::operator* (
    T other ) const
```

Definition at line 92 of file Rect.cpp.

6.16.3.4 operator+() [1/2]

```
template<typename T>
arc::Rect< T > arc::Rect< T >::operator+ (
    const Vertex< T > & other ) const
```

Definition at line 112 of file Rect.cpp.

6.16.3.5 operator+() [2/2]

```
template<typename T>
arc::Rect< T > arc::Rect< T >::operator+ (
    T other ) const
```

Definition at line 131 of file Rect.cpp.

6.16.3.6 operator-() [1/2]

```
template<typename T>
arc::Rect< T > arc::Rect< T >::operator- (
    const Vertex< T > & other ) const
```

Definition at line 121 of file Rect.cpp.

6.16.3.7 operator-() [2/2]

```
template<typename T>
arc::Rect< T > arc::Rect< T >::operator- (
    T other ) const
```

Definition at line 141 of file Rect.cpp.

6.16.3.8 operator/() [1/2]

```
template<typename T>
arc::Rect< T > arc::Rect< T >::operator/ (
    const Vertex< T > & other ) const
```

Definition at line 82 of file Rect.cpp.

6.16.3.9 operator/() [2/2]

```
template<typename T>
arc::Rect< T > arc::Rect< T >::operator/ (
    T other ) const
```

Definition at line 102 of file Rect.cpp.

6.16.3.10 operator=()

```
template<typename T>
arc::Rect< T > & arc::Rect< T >::operator= (
    const Rect< T > & other )
```

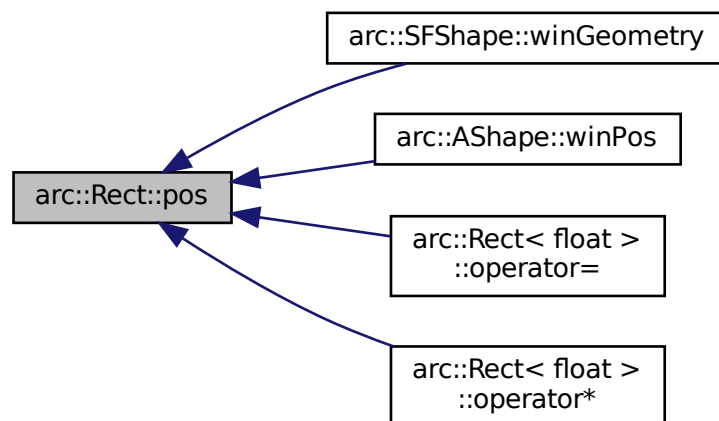
Definition at line 54 of file Rect.cpp.

6.16.3.11 pos()

```
template<typename T >  
arc::Vertex< T > arc::Rect< T >::pos ( ) const
```

Definition at line 30 of file Rect.cpp.

Here is the caller graph for this function:



6.16.3.12 rpos()

```
template<typename T >  
arc::Vertex< T > & arc::Rect< T >::rpos ( )
```

Definition at line 42 of file Rect.cpp.

Here is the caller graph for this function:



6.16.3.13 rsize()

```
template<typename T >
arc::Vertex< T > & arc::Rect< T >::rsize ( )
```

Definition at line 48 of file Rect.cpp.

Here is the caller graph for this function:

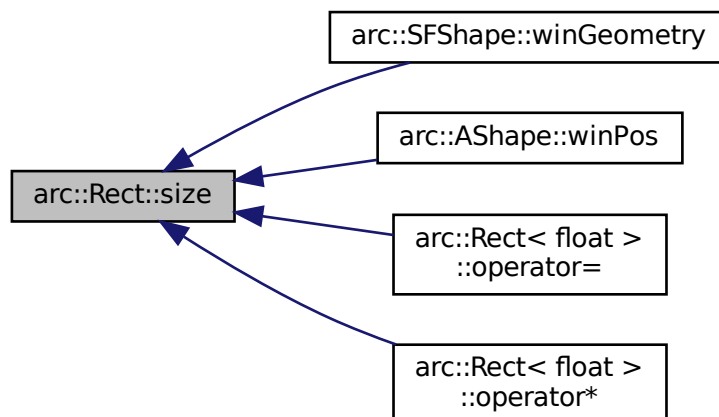


6.16.3.14 size()

```
template<typename T >
arc::Vertex< T > arc::Rect< T >::size ( ) const
```

Definition at line 36 of file Rect.cpp.

Here is the caller graph for this function:



6.16.4 Member Data Documentation

6.16.4.1 _pos

```
template<typename T>
Vertex<T> arc::Rect< T >::_pos [private]
```

Definition at line 42 of file Rect.hpp.

6.16.4.2 _size

```
template<typename T>
Vertex<T> arc::Rect< T >::_size [private]
```

Definition at line 43 of file Rect.hpp.

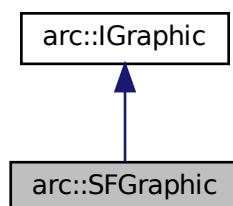
The documentation for this class was generated from the following files:

- /home/louis_mallez/delivery/b4/cpp_arcade/src/std/[Rect.hpp](#)
- /home/louis_mallez/delivery/b4/cpp_arcade/src/std/[Rect.cpp](#)

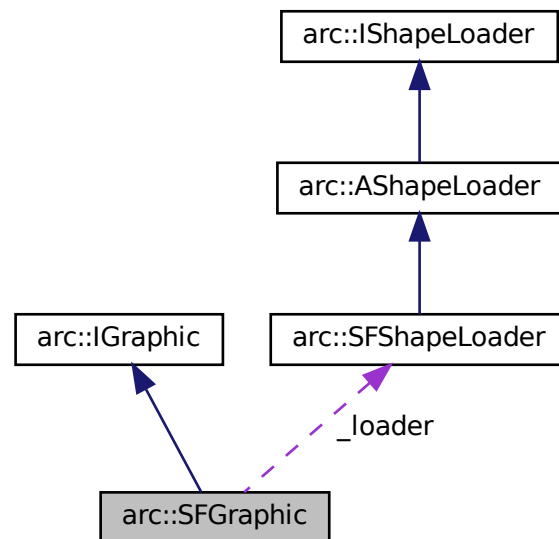
6.17 arc::SFGraphic Class Reference

```
#include <SFGraphic.hpp>
```

Inheritance diagram for arc::SFGraphic:



Collaboration diagram for `arc::SFGraphic`:



Public Member Functions

- void `display ()` const
- virtual const `IShapeLoader & getShapeLoader ()` const override

Static Public Member Functions

- static `std::unique_ptr< IGraphic > & getInstance ()`

Private Attributes

- `arc::SFSShapeLoader _loader`

6.17.1 Detailed Description

Definition at line 19 of file `SFGraphic.hpp`.

6.17.2 Member Function Documentation

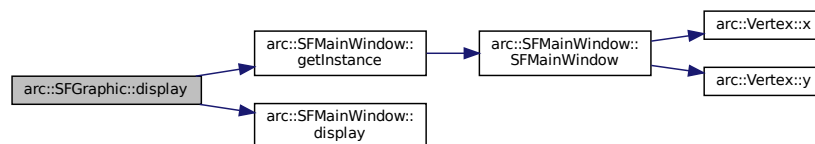
6.17.2.1 display()

```
void arc::SFGraphic::display ( ) const [virtual]
```

Implements [arc::IGraphic](#).

Definition at line 26 of file SFGraphic.cpp.

Here is the call graph for this function:

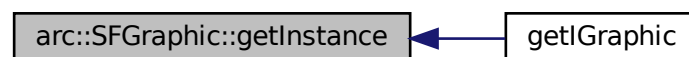


6.17.2.2 getInstance()

```
std::unique_ptr< arc::IGraphic > & arc::SFGraphic::getInstance ( ) [static]
```

Definition at line 15 of file SFGraphic.cpp.

Here is the caller graph for this function:



6.17.2.3 getShapeLoader()

```
const arc::IShapeLoader & arc::SFGraphic::getShapeLoader ( ) const [override], [virtual]
```

Implements [arc::IGraphic](#).

Definition at line 31 of file SFGraphic.cpp.

6.17.3 Member Data Documentation

6.17.3.1 _loader

`arc::SFShapeLoader arc::SFGraphic::_loader [private]`

Definition at line 27 of file SFGraphic.hpp.

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

- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFGraphic.hpp](#)
- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFGraphic.cpp](#)

6.18 arc::SFMainWindow Class Reference

```
#include <SFMainWindow.hpp>
```

Public Member Functions

- void [setWindowSize](#) (size_t x, size_t y)
- void [draw](#) (const sf::Drawable &)
- void [display](#) ()
- [VertexF](#) [getSize](#) () const
- void [close](#) ()

Static Public Member Functions

- static [SFMainWindow](#) & [getInstance](#) ()

Private Member Functions

- [SFMainWindow](#) ([VertexI](#)={400, 400})

Private Attributes

- std::unique_ptr< sf::RenderWindow > [_window](#)

6.18.1 Detailed Description

Definition at line 18 of file SFMainWindow.hpp.

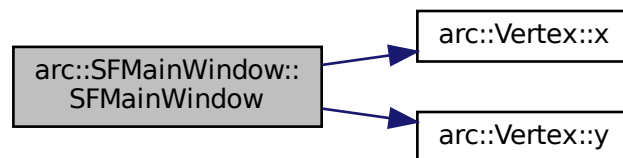
6.18.2 Constructor & Destructor Documentation

6.18.2.1 SFMainWindow()

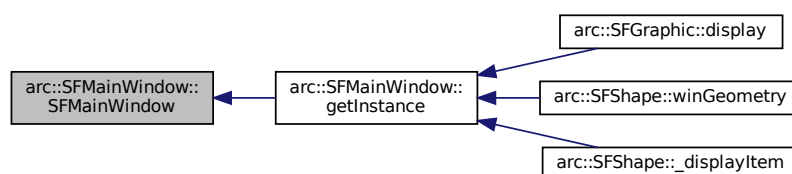
```
arc::SFMainWindow::SFMainWindow (
    arc::VertexI size = {400, 400} ) [explicit], [private]
```

Definition at line 19 of file SFMainWindow.cpp.

Here is the call graph for this function:



Here is the caller graph for this function:



6.18.3 Member Function Documentation

6.18.3.1 close()

```
void arc::SFMainWindow::close ( )
```

Definition at line 40 of file SFMainWindow.cpp.

6.18.3.2 display()

```
void arc::SFMainWindow::display ( )
```

Definition at line 52 of file SFMainWindow.cpp.

Here is the caller graph for this function:



6.18.3.3 draw()

```
void arc::SFMainWindow::draw (
    const sf::Drawable & toDraw )
```

Definition at line 35 of file SFMainWindow.cpp.

Here is the caller graph for this function:

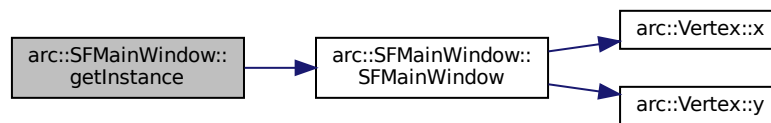


6.18.3.4 getInstance()

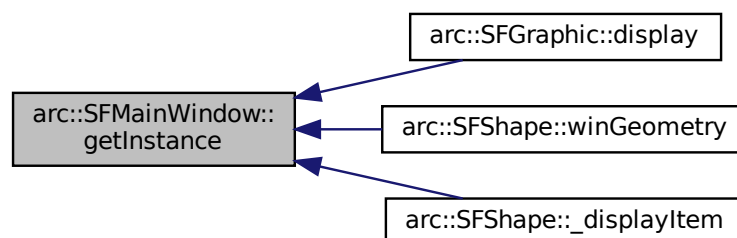
```
arc::SFMainWindow & arc::SFMainWindow::getInstance ( ) [static]
```

Definition at line 10 of file SFMainWindow.cpp.

Here is the call graph for this function:



Here is the caller graph for this function:

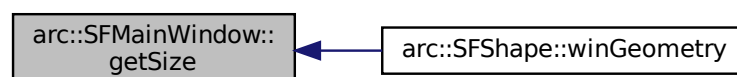


6.18.3.5 getSize()

```
arc::VertexF arc::SFMainWindow::getSize ( ) const
```

Definition at line 45 of file `SFMainWindow.cpp`.

Here is the caller graph for this function:



6.18.3.6 setWindowSize()

```
void arc::SFMainWindow::setWindowSize (
    size_t x,
    size_t y )
```

Definition at line 30 of file SFMainWindow.cpp.

6.18.4 Member Data Documentation

6.18.4.1 _window

```
std::unique_ptr<sf::RenderWindow> arc::SFMainWindow::_window [private]
```

Definition at line 28 of file SFMainWindow.hpp.

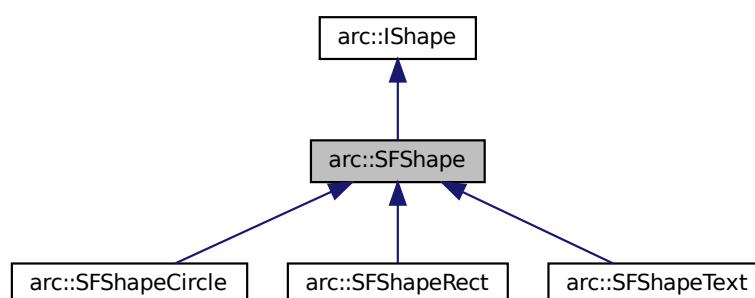
The documentation for this class was generated from the following files:

- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFMainWindow.hpp](#)
- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFMainWindow.cpp](#)

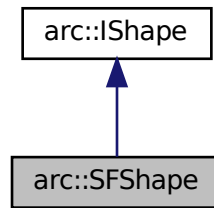
6.19 arc::SFShape Class Reference

```
#include <SFShape.hpp>
```

Inheritance diagram for arc::SFShape:



Collaboration diagram for arc::SFShape:



Public Member Functions

- [SFShape](#) ()

Protected Member Functions

- `sf::FloatRect` [winGeometry](#) () const
- void [_colorItem](#) (sf::Shape &item) const
- void [_displayItem](#) (const sf::Drawable &item) const

6.19.1 Detailed Description

Definition at line 19 of file `SFShape.hpp`.

6.19.2 Constructor & Destructor Documentation

6.19.2.1 SFShape()

```
arc::SFShape::SFShape ( )
```

Definition at line 11 of file `SFShape.cpp`.

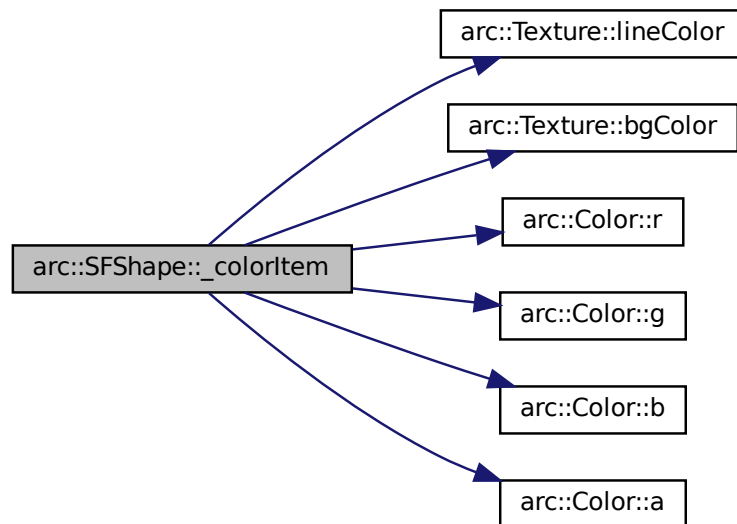
6.19.3 Member Function Documentation

6.19.3.1 _colorItem()

```
void arc::SFShape::_colorItem (
    sf::Shape & item ) const [protected]
```

Definition at line 23 of file SFShape.cpp.

Here is the call graph for this function:

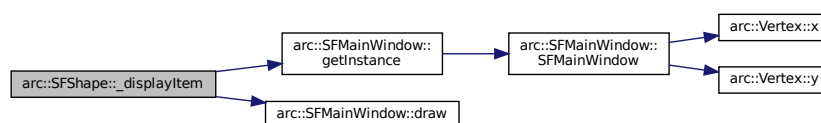


6.19.3.2 _displayItem()

```
void arc::SFShape::_displayItem (
    const sf::Drawable & item ) const [protected]
```

Definition at line 33 of file SFShape.cpp.

Here is the call graph for this function:

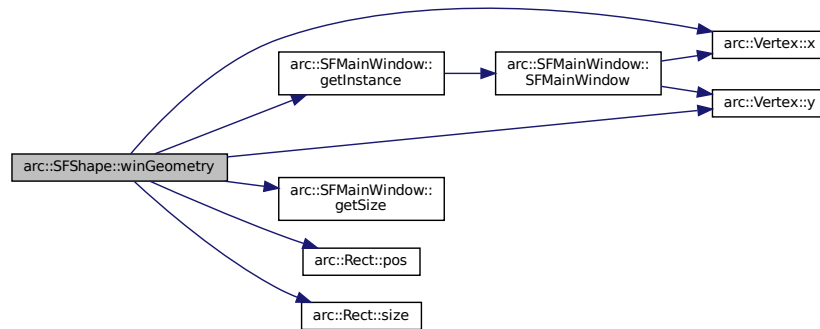


6.19.3.3 winGeometry()

```
sf::FloatRect arc::SFShape::winGeometry ( ) const [protected]
```

Definition at line 15 of file SFShape.cpp.

Here is the call graph for this function:



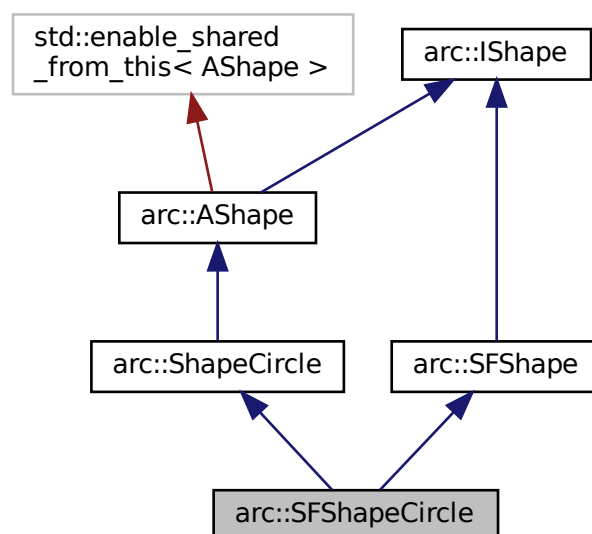
The documentation for this class was generated from the following files:

- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFShape.hpp](#)
- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFShape.cpp](#)

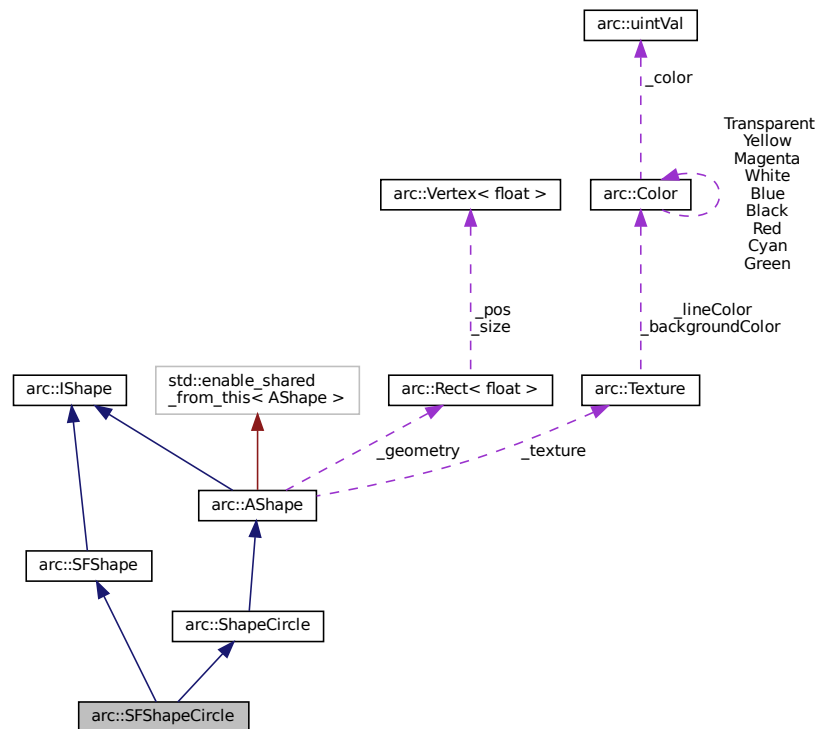
6.20 arc::SFShapeCircle Class Reference

```
#include <SFShapeCircle.hpp>
```

Inheritance diagram for `arc::SFShapeCircle`:



Collaboration diagram for `arc::SFShapeCircle`:



Public Member Functions

- `SFShapeCircle` (`std::shared_ptr< IShape > parent=nullptr`, `const arc::Texture &texture=arc::Texture()`, `const VertexF &pos=VertexF(0, 0)`, `float radius=0`)
- `SFShapeCircle` (`std::shared_ptr< IShape > parent=nullptr`, `const arc::Texture &texture=arc::Texture()`, `const RectF &rect=RectF(0, 0, 0, 0)`)
- `SFShapeCircle` (`const ShapeCircle &shape`)
- `~SFShapeCircle` ()=default
- virtual void `draw` () const override

Additional Inherited Members

6.20.1 Detailed Description

Definition at line 17 of file `SFShapeCircle.hpp`.

6.20.2 Constructor & Destructor Documentation

6.20.2.1 SFShapeCircle() [1/3]

```
arc::SFShapeCircle::SFShapeCircle (
    std::shared_ptr< IShape > parent = nullptr,
    const arc::Texture & texture = arc::Texture(),
    const VertexF & pos = VertexF(0, 0),
    float radius = 0 ) [explicit]
```

6.20.2.2 SFShapeCircle() [2/3]

```
arc::SFShapeCircle::SFShapeCircle (
    std::shared_ptr< IShape > parent = nullptr,
    const arc::Texture & texture = arc::Texture(),
    const RectF & rect = RectF(0, 0, 0, 0) ) [explicit]
```

6.20.2.3 SFShapeCircle() [3/3]

```
arc::SFShapeCircle::SFShapeCircle (
    const ShapeCircle & shape ) [explicit]
```

Definition at line 23 of file SFShapeCircle.cpp.

6.20.2.4 ~SFShapeCircle()

```
arc::SFShapeCircle::~~SFShapeCircle ( ) [default]
```

6.20.3 Member Function Documentation

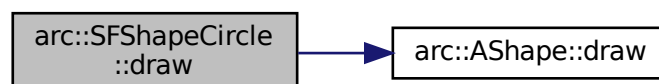
6.20.3.1 draw()

```
void arc::SFShapeCircle::draw ( ) const [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 28 of file SFShapeCircle.cpp.

Here is the call graph for this function:



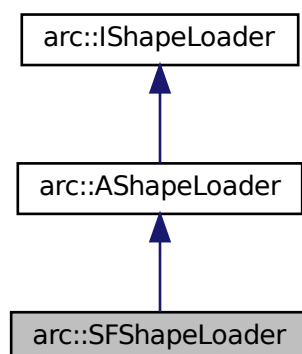
The documentation for this class was generated from the following files:

- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeCircle.hpp](#)
- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeCircle.cpp](#)

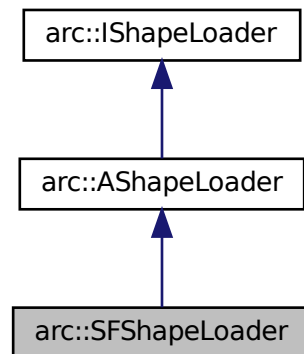
6.21 arc::SFShapeLoader Class Reference

```
#include <SFShapeLoader.hpp>
```

Inheritance diagram for `arc::SFShapeLoader`:



Collaboration diagram for arc::SFShapeLoader:



Public Member Functions

- [SFShapeLoader](#) ()
- virtual `std::unique_ptr< IShape > load` (const [arc::ShapeRect](#) &item) const override
- virtual `std::unique_ptr< IShape > load` (const [arc::ShapeCircle](#) &item) const override
- virtual `std::unique_ptr< IShape > load` (const [arc::ShapeText](#) &item) const override

Additional Inherited Members

6.21.1 Detailed Description

Definition at line 17 of file `SFShapeLoader.hpp`.

6.21.2 Constructor & Destructor Documentation

6.21.2.1 SFShapeLoader()

```
arc::SFShapeLoader::SFShapeLoader ( )
```

Definition at line 13 of file `SFShapeLoader.cpp`.

6.21.3 Member Function Documentation

6.21.3.1 `load()` [1/3]

```
std::unique_ptr< arc::IShape > arc::SFShapeLoader::load (  
    const arc::ShapeRect & item ) const [override], [virtual]
```

Implements [arc::IShapeLoader](#).

Definition at line 18 of file SFShapeLoader.cpp.

6.21.3.2 `load()` [2/3]

```
std::unique_ptr< arc::IShape > arc::SFShapeLoader::load (  
    const arc::ShapeCircle & item ) const [override], [virtual]
```

Implements [arc::IShapeLoader](#).

Definition at line 26 of file SFShapeLoader.cpp.

6.21.3.3 `load()` [3/3]

```
std::unique_ptr< arc::IShape > arc::SFShapeLoader::load (  
    const arc::ShapeText & item ) const [override], [virtual]
```

Implements [arc::IShapeLoader](#).

Definition at line 34 of file SFShapeLoader.cpp.

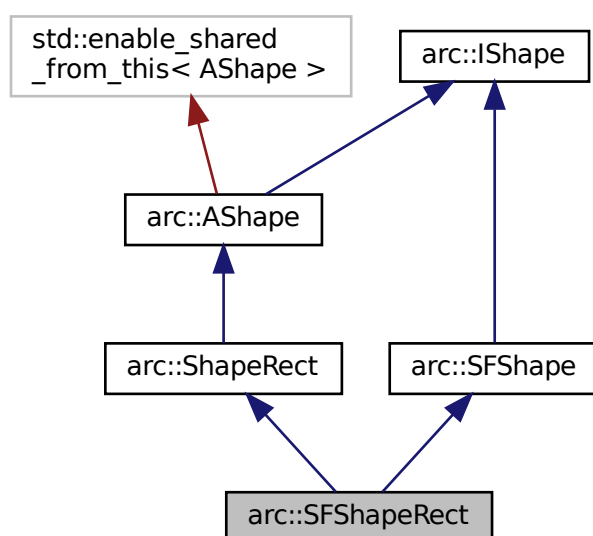
The documentation for this class was generated from the following files:

- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFShapeLoader.hpp](#)
- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFShapeLoader.cpp](#)

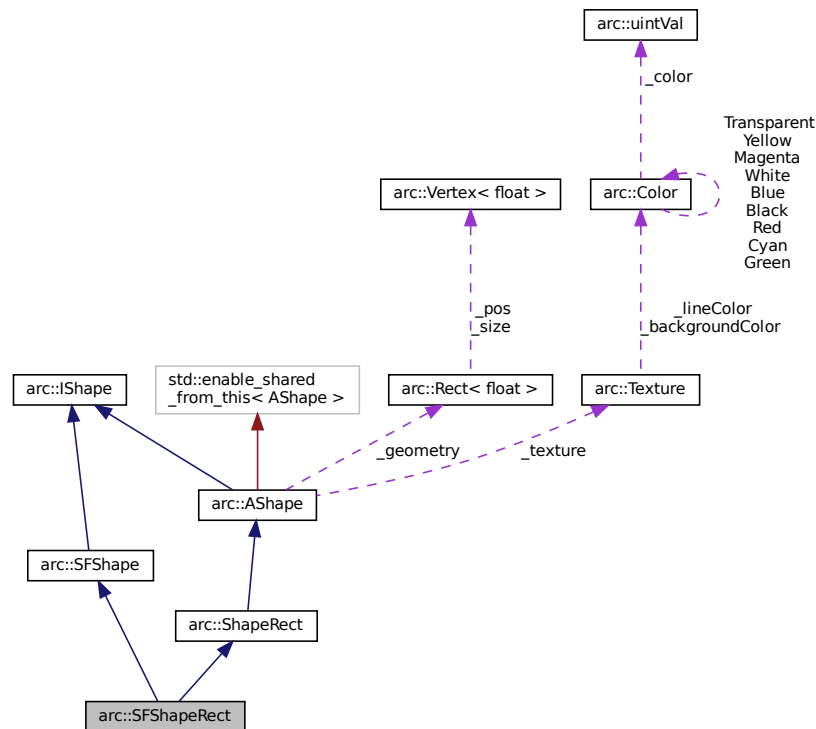
6.22 arc::SFShapeRect Class Reference

```
#include <SFShapeRect.hpp>
```

Inheritance diagram for arc::SFShapeRect:



Collaboration diagram for `arc::SFShapeRect`:



Public Member Functions

- `SFShapeRect` (`std::shared_ptr< IShape > parent=nullptr, const arc::Texture &texture=arc::Texture(), const RectF &rect=RectF(0, 0, 0, 0)`)
- `SFShapeRect` (`const ShapeRect &shape`)
- `~SFShapeRect` ()=default
- virtual void `draw` () const override

Additional Inherited Members

6.22.1 Detailed Description

Definition at line 17 of file `SFShapeRect.hpp`.

6.22.2 Constructor & Destructor Documentation

6.22.2.1 SFShapeRect() [1/2]

```
arc::SFShapeRect::SFShapeRect (
    std::shared_ptr< IShape > parent = nullptr,
    const arc::Texture & texture = arc::Texture(),
    const RectF & rect = RectF(0, 0, 0, 0) ) [explicit]
```

6.22.2.2 SFShapeRect() [2/2]

```
arc::SFShapeRect::SFShapeRect (
    const ShapeRect & shape ) [explicit]
```

Definition at line 16 of file SFShapeRect.cpp.

6.22.2.3 ~SFShapeRect()

```
arc::SFShapeRect::~~SFShapeRect ( ) [default]
```

6.22.3 Member Function Documentation

6.22.3.1 draw()

```
void arc::SFShapeRect::draw ( ) const [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 21 of file SFShapeRect.cpp.

Here is the call graph for this function:



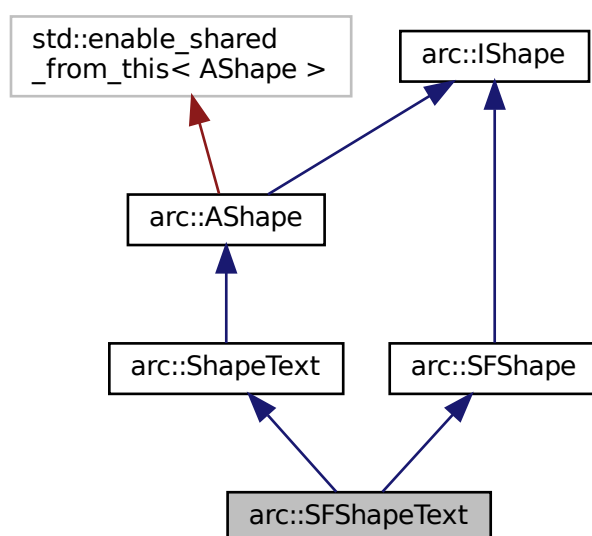
The documentation for this class was generated from the following files:

- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeRect.hpp](#)
- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeRect.cpp](#)

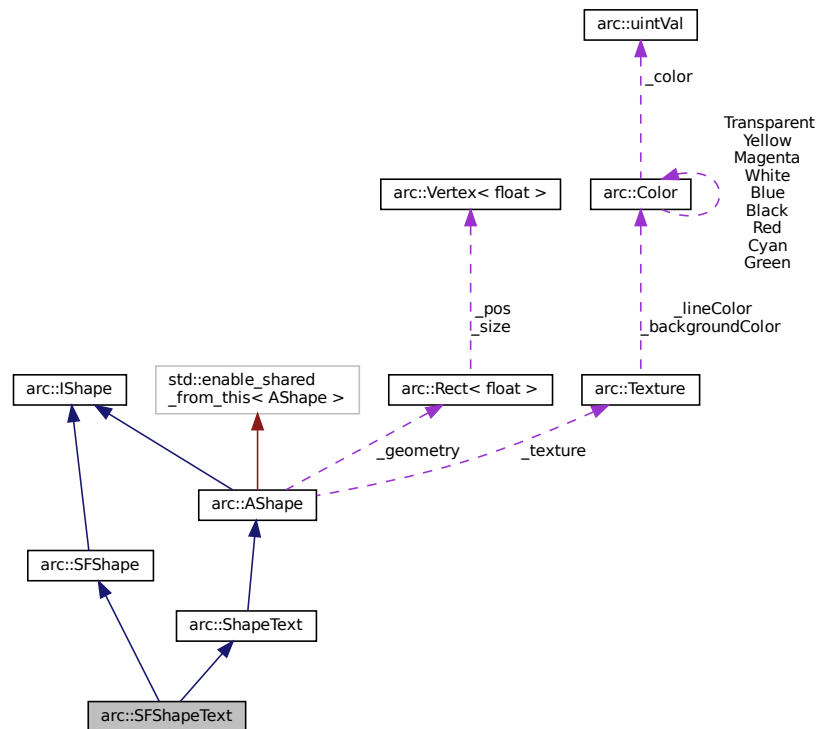
6.23 arc::SFShapeText Class Reference

```
#include <SFShapeText.hpp>
```

Inheritance diagram for arc::SFShapeText:



Collaboration diagram for arc::SFShapeText:



Public Member Functions

- `SFShapeText` (`std::shared_ptr< IShape > parent=nullptr`, `const arc::Texture &texture=arc::Texture()`, `const RectF &rect=RectF(0, 0, 0, 0)`, `const std::string &text=0`)
- `SFShapeText` (`const ShapeText &shape`)
- `~SFShapeText` ()=default
- `virtual void draw ()` const override

Additional Inherited Members

6.23.1 Detailed Description

Definition at line 20 of file `SFShapeText.hpp`.

6.23.2 Constructor & Destructor Documentation

6.23.2.1 SFShapeText() [1/2]

```
arc::SFShapeText::SFShapeText (
    std::shared_ptr< IShape > parent = nullptr,
    const arc::Texture & texture = arc::Texture(),
    const RectF & rect = RectF(0, 0, 0, 0),
    const std::string & text = 0 ) [explicit]
```

6.23.2.2 SFShapeText() [2/2]

```
arc::SFShapeText::SFShapeText (
    const ShapeText & shape ) [explicit]
```

Definition at line 19 of file SFShapeText.cpp.

6.23.2.3 ~SFShapeText()

```
arc::SFShapeText::~~SFShapeText ( ) [default]
```

6.23.3 Member Function Documentation

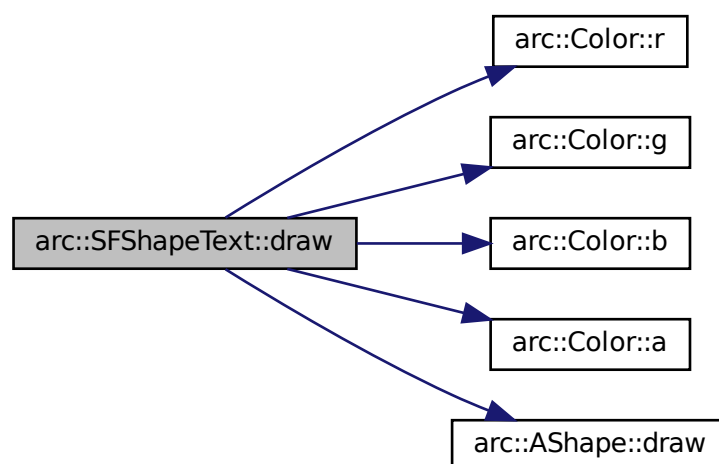
6.23.3.1 draw()

```
void arc::SFShapeText::draw ( ) const [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 24 of file SFShapeText.cpp.

Here is the call graph for this function:



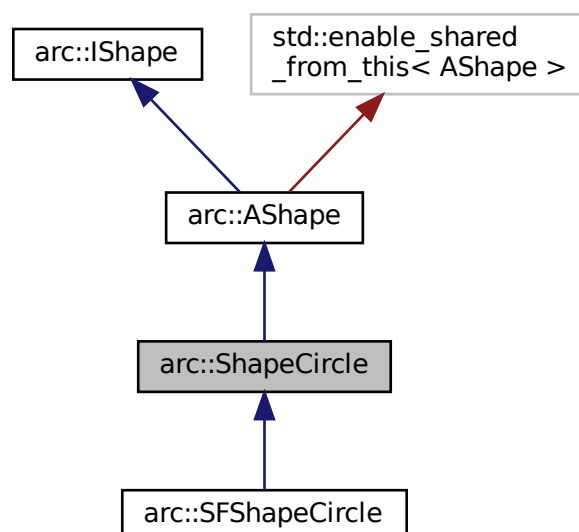
The documentation for this class was generated from the following files:

- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeText.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeText.cpp

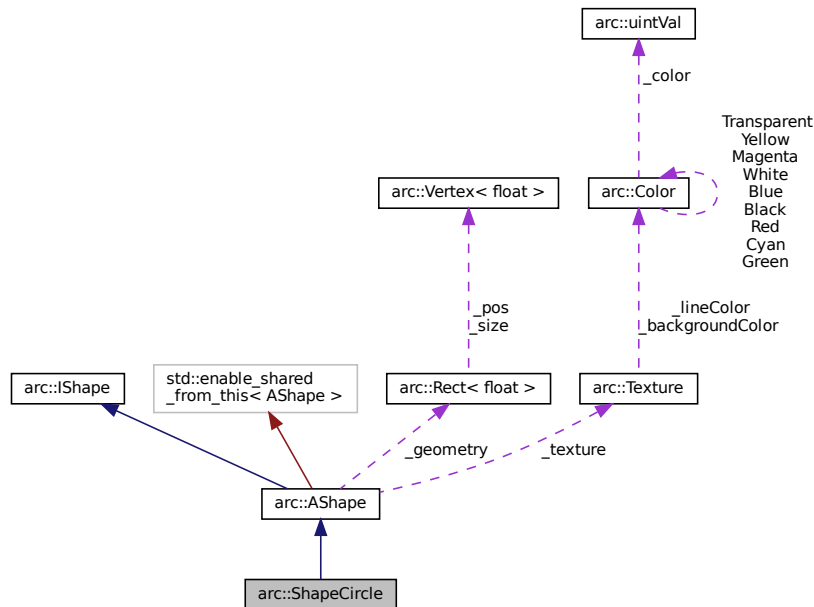
6.24 arc::ShapeCircle Class Reference

```
#include <ShapeCircle.hpp>
```

Inheritance diagram for arc::ShapeCircle:



Collaboration diagram for `arc::ShapeCircle`:



Public Member Functions

- `ShapeCircle` (const std::shared_ptr< `IShape` > &parent, const `Texture` &texture, `VertexF` pos, float radius)
- `ShapeCircle` (const std::shared_ptr< `IShape` > &parent, const `Texture` &texture, `RectF` geometry)
- `ShapeCircle` (const `ShapeCircle` &ex)
- virtual std::unique_ptr< `IShape` > `convert` (const `arc::IShapeLoader` &loader) const override

Additional Inherited Members

6.24.1 Detailed Description

Definition at line 16 of file `ShapeCircle.hpp`.

6.24.2 Constructor & Destructor Documentation

6.24.2.1 `ShapeCircle()` [1/3]

```

arc::ShapeCircle::ShapeCircle (
    const std::shared_ptr< IShape > & parent,
    const Texture & texture,
    VertexF pos,
    float radius )

```

6.24.2.2 ShapeCircle() [2/3]

```
arc::ShapeCircle::ShapeCircle (
    const std::shared_ptr< IShape > & parent,
    const Texture & texture,
    RectF geometry )
```

6.24.2.3 ShapeCircle() [3/3]

```
arc::ShapeCircle::ShapeCircle (
    const ShapeCircle & ex )
```

Definition at line 26 of file ShapeCircle.cpp.

6.24.3 Member Function Documentation

6.24.3.1 convert()

```
std::unique_ptr< arc::IShape > arc::ShapeCircle::convert (
    const arc::IShapeLoader & loader ) const [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 32 of file ShapeCircle.cpp.

Here is the call graph for this function:



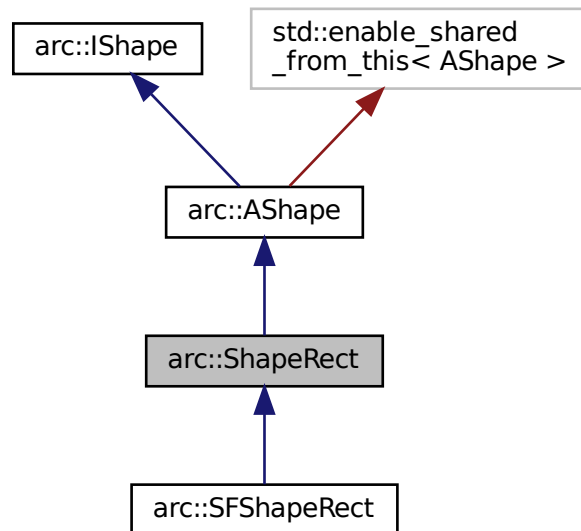
The documentation for this class was generated from the following files:

- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeCircle.hpp](#)
- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeCircle.cpp](#)

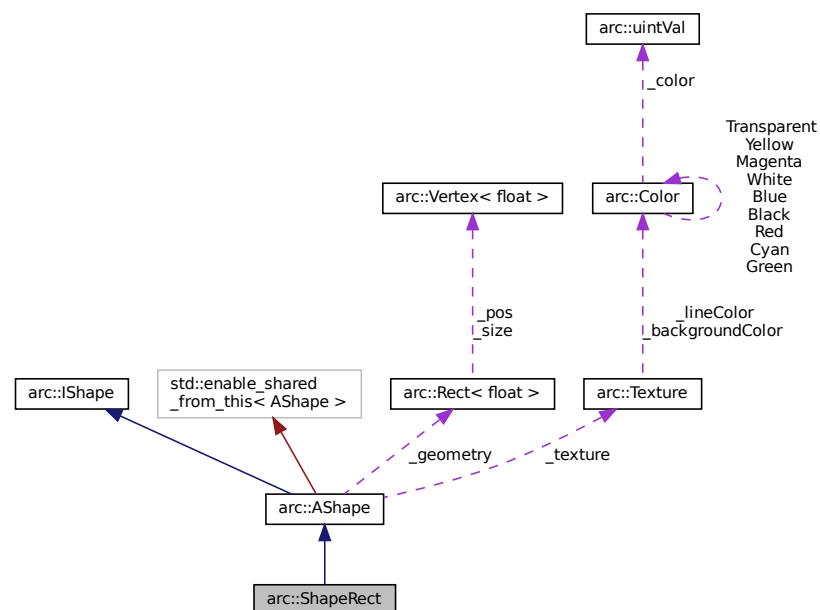
6.25 arc::ShapeRect Class Reference

```
#include <ShapeRect.hpp>
```

Inheritance diagram for arc::ShapeRect:



Collaboration diagram for arc::ShapeRect:



Public Member Functions

- [ShapeRect](#) (const std::shared_ptr< [IShape](#) > &parent, const [Texture](#) &texture, [RectF](#) geometry)
- [ShapeRect](#) (const [ShapeRect](#) &ex)
- virtual std::unique_ptr< [IShape](#) > [convert](#) (const [arc::IShapeLoader](#) &loader) const override

Additional Inherited Members

6.25.1 Detailed Description

Definition at line 16 of file ShapeRect.hpp.

6.25.2 Constructor & Destructor Documentation

6.25.2.1 ShapeRect() [1/2]

```
arc::ShapeRect::ShapeRect (
    const std::shared_ptr< IShape > & parent,
    const Texture & texture,
    RectF geometry )
```

Definition at line 10 of file ShapeRect.cpp.

6.25.2.2 ShapeRect() [2/2]

```
arc::ShapeRect::ShapeRect (
    const ShapeRect & ex )
```

Definition at line 18 of file ShapeRect.cpp.

6.25.3 Member Function Documentation

6.25.3.1 convert()

```
std::unique_ptr< arc::IShape > arc::ShapeRect::convert (
    const arc::IShapeLoader & loader ) const [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 24 of file ShapeRect.cpp.

Here is the call graph for this function:



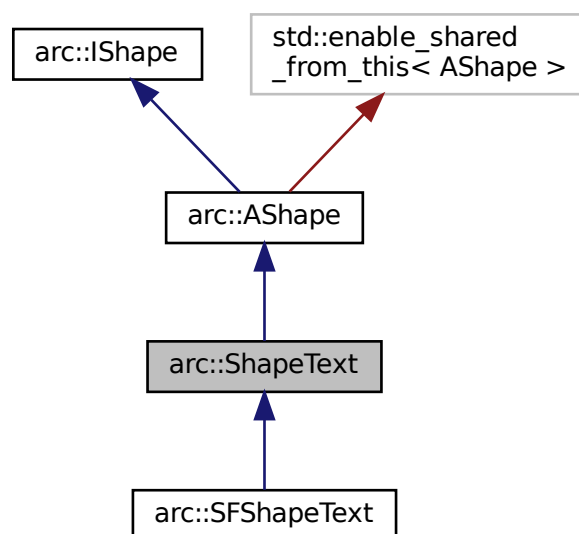
The documentation for this class was generated from the following files:

- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeRect.hpp](#)
- [/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeRect.cpp](#)

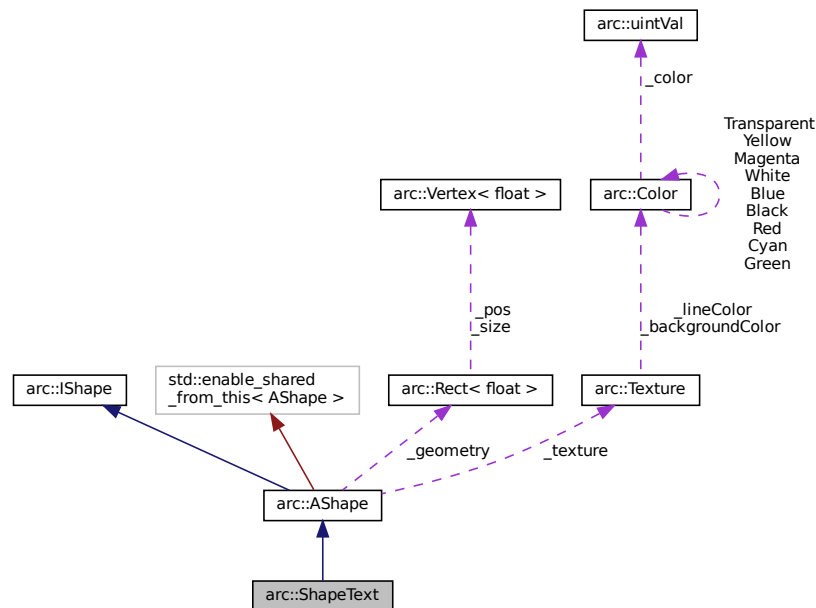
6.26 arc::ShapeText Class Reference

```
#include <ShapeText.hpp>
```

Inheritance diagram for `arc::ShapeText`:



Collaboration diagram for arc::ShapeText:



Public Member Functions

- [ShapeText](#) (const std::shared_ptr< [IShape](#) > &parent, const [Texture](#) &texture, [RectF](#) geometry, const std::string &text)
- [ShapeText](#) (const [ShapeText](#) &ex)
- const std::string & [getText](#) () const
- virtual std::unique_ptr< [IShape](#) > [convert](#) (const [arc::IShapeLoader](#) &loader) const override

Private Attributes

- std::string [_text](#)

Additional Inherited Members

6.26.1 Detailed Description

Definition at line 15 of file ShapeText.hpp.

6.26.2 Constructor & Destructor Documentation

6.26.2.1 ShapeText() [1/2]

```
arc::ShapeText::ShapeText (
    const std::shared_ptr< IShape > & parent,
    const Texture & texture,
    RectF geometry,
    const std::string & text )
```

6.26.2.2 ShapeText() [2/2]

```
arc::ShapeText::ShapeText (
    const ShapeText & ex )
```

Definition at line 17 of file ShapeText.cpp.

6.26.3 Member Function Documentation

6.26.3.1 convert()

```
std::unique_ptr< arc::IShape > arc::ShapeText::convert (
    const arc::IShapeLoader & loader ) const [override], [virtual]
```

Implements [arc::IShape](#).

Definition at line 28 of file ShapeText.cpp.

Here is the call graph for this function:



6.26.3.2 getText()

```
const std::string & arc::ShapeText::getText ( ) const
```

Definition at line 22 of file ShapeText.cpp.

6.26.4 Member Data Documentation

6.26.4.1 _text

```
std::string arc::ShapeText::_text [private]
```

Definition at line 30 of file ShapeText.hpp.

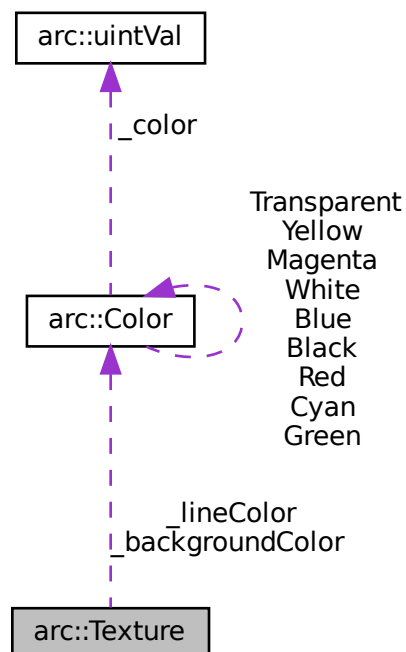
The documentation for this class was generated from the following files:

- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeText.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeText.cpp

6.27 arc::Texture Class Reference

```
#include <Texture.hpp>
```

Collaboration diagram for arc::Texture:



Public Member Functions

- [Texture](#) ()=default
- [Texture](#) (const std::string &)
- [Texture](#) (const [arc::Color](#) &fill, const [arc::Color](#) &line=[arc::Color](#)())
- [Texture](#) (const [arc::Texture](#) &)
- [arc::Texture](#) & [operator=](#) (const [arc::Texture](#) &)
- std::string [getFilePath](#) () const
- [arc::Color](#) [bgColor](#) () const
- [arc::Color](#) [lineColor](#) () const

Private Attributes

- [arc::Color](#) [_backgroundColor](#)
- [arc::Color](#) [_lineColor](#)
- std::string [_filePath](#)

6.27.1 Detailed Description

Definition at line 17 of file Texture.hpp.

6.27.2 Constructor & Destructor Documentation

6.27.2.1 [Texture\(\)](#) [1/4]

```
arc::Texture::Texture ( ) [explicit], [default]
```

6.27.2.2 [Texture\(\)](#) [2/4]

```
arc::Texture::Texture (
    const std::string & filePath ) [explicit]
```

Definition at line 10 of file Texture.cpp.

6.27.2.3 [Texture\(\)](#) [3/4]

```
arc::Texture::Texture (
    const arc::Color & fill,
    const arc::Color & line = arc::Color() ) [explicit]
```

Definition at line 15 of file Texture.cpp.

6.27.2.4 Texture() [4/4]

```
arc::Texture::Texture (
    const arc::Texture & cpy )
```

Definition at line 20 of file Texture.cpp.

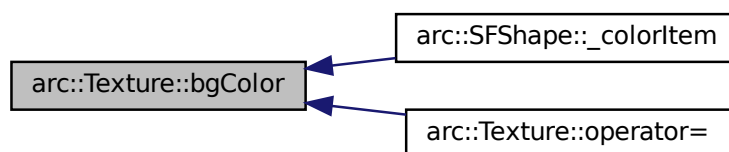
6.27.3 Member Function Documentation

6.27.3.1 bgColor()

```
arc::Color arc::Texture::bgColor ( ) const
```

Definition at line 39 of file Texture.cpp.

Here is the caller graph for this function:



6.27.3.2 getFilePath()

```
std::string arc::Texture::getFilePath ( ) const
```

Definition at line 34 of file Texture.cpp.

Here is the caller graph for this function:

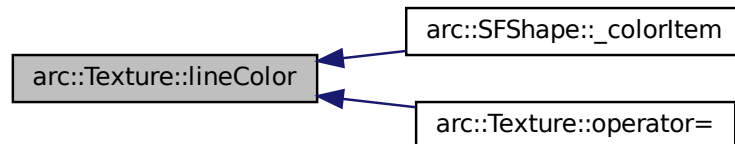


6.27.3.3 lineColor()

```
arc::Color arc::Texture::lineColor ( ) const
```

Definition at line 44 of file Texture.cpp.

Here is the caller graph for this function:

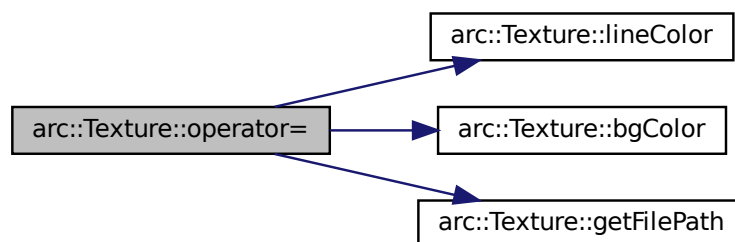


6.27.3.4 operator=()

```
arc::Texture & arc::Texture::operator= (
    const arc::Texture & arg )
```

Definition at line 26 of file Texture.cpp.

Here is the call graph for this function:



6.27.4 Member Data Documentation

6.27.4.1 _backgroundColor

```
arc::Color arc::Texture::_backgroundColor [private]
```

Definition at line 30 of file Texture.hpp.

6.27.4.2 _filePath

```
std::string arc::Texture::_filePath [private]
```

Definition at line 32 of file Texture.hpp.

6.27.4.3 _lineColor

```
arc::Color arc::Texture::_lineColor [private]
```

Definition at line 31 of file Texture.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/std/[Texture.hpp](#)
- /home/louis_mallez/delivery/b4/cpp_arcade/src/std/[Texture.cpp](#)

6.28 arc::uintVal Union Reference

```
#include <Color.hpp>
```

Public Attributes

- [uint64_t _all](#)
- [uint8_t _part](#) [4]

6.28.1 Detailed Description

Definition at line 15 of file Color.hpp.

6.28.2 Member Data Documentation

6.28.2.1 _all

```
uint64_t arc::uintVal::_all
```

Definition at line 16 of file Color.hpp.

6.28.2.2 _part

```
uint8_t arc::uintVal::_part[4]
```

Definition at line 17 of file Color.hpp.

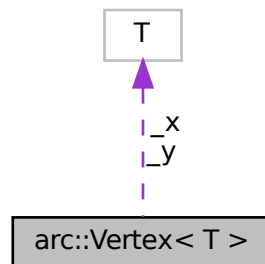
The documentation for this union was generated from the following file:

- /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Color.hpp

6.29 arc::Vertex< T > Class Template Reference

```
#include <Vertex.hpp>
```

Collaboration diagram for arc::Vertex< T >:



Public Member Functions

- [Vertex](#) ()
- [Vertex](#) (const [Vertex](#)< T > &)
- [Vertex](#) (T x, T y)
- [~Vertex](#) ()=default
- T x () const
- T y () const
- T & rx ()
- T & ry ()
- [Vertex](#) & operator= (const [Vertex](#)< T > &)
- [Vertex](#) operator+ (const [Vertex](#)< T > &) const
- [Vertex](#) operator- (const [Vertex](#)< T > &) const
- [Vertex](#) operator* (const [Vertex](#)< T > &) const
- [Vertex](#) operator/ (const [Vertex](#)< T > &) const
- [Vertex](#) operator+ (T) const
- [Vertex](#) operator- (T) const
- [Vertex](#) operator* (T) const
- [Vertex](#) operator/ (T) const

Private Attributes

- [T_x](#)
- [T_y](#)

6.29.1 Detailed Description

```
template<class T>
class arc::Vertex< T >
```

Definition at line 16 of file Vertex.hpp.

6.29.2 Constructor & Destructor Documentation

6.29.2.1 Vertex() [1/3]

```
template<typename T >
arc::Vertex< T >::Vertex ( )
```

Definition at line 12 of file Vertex.cpp.

6.29.2.2 Vertex() [2/3]

```
template<typename T>
arc::Vertex< T >::Vertex (
    const Vertex< T > & cpy )
```

Definition at line 24 of file Vertex.cpp.

6.29.2.3 Vertex() [3/3]

```
template<typename T>
arc::Vertex< T >::Vertex (
    T x,
    T y )
```

Definition at line 18 of file Vertex.cpp.

6.29.2.4 ~Vertex()

```
template<class T>
arc::Vertex< T >::~~Vertex ( ) [default]
```

6.29.3 Member Function Documentation

6.29.3.1 operator*() [1/2]

```
template<typename T>
arc::Vertex< T > arc::Vertex< T >::operator* (
    const Vertex< T > & other ) const
```

Definition at line 92 of file Vertex.cpp.

6.29.3.2 operator*() [2/2]

```
template<typename T>
arc::Vertex< T > arc::Vertex< T >::operator* (
    T other ) const
```

Definition at line 122 of file Vertex.cpp.

6.29.3.3 operator+() [1/2]

```
template<typename T>
arc::Vertex< T > arc::Vertex< T >::operator+ (
    const Vertex< T > & other ) const
```

Definition at line 62 of file Vertex.cpp.

6.29.3.4 operator+() [2/2]

```
template<typename T>
arc::Vertex< T > arc::Vertex< T >::operator+ (
    T other ) const
```

Definition at line 102 of file Vertex.cpp.

6.29.3.5 operator-() [1/2]

```
template<typename T>
arc::Vertex< T > arc::Vertex< T >::operator- (
    const Vertex< T > & other ) const
```

Definition at line 72 of file Vertex.cpp.

6.29.3.6 operator-() [2/2]

```
template<typename T>
arc::Vertex< T > arc::Vertex< T >::operator- (
    T other ) const
```

Definition at line 112 of file Vertex.cpp.

6.29.3.7 operator/() [1/2]

```
template<typename T>
arc::Vertex< T > arc::Vertex< T >::operator/ (
    const Vertex< T > & other ) const
```

Definition at line 82 of file Vertex.cpp.

6.29.3.8 operator/() [2/2]

```
template<typename T>
arc::Vertex< T > arc::Vertex< T >::operator/ (
    T other ) const
```

Definition at line 132 of file Vertex.cpp.

6.29.3.9 operator=()

```
template<typename T>
arc::Vertex< T > & arc::Vertex< T >::operator= (
    const Vertex< T > & other )
```

Definition at line 54 of file Vertex.cpp.

6.29.3.10 rx()

```
template<typename T >
T & arc::Vertex< T >::rx ( )
```

Definition at line 42 of file Vertex.cpp.

6.29.3.11 ry()

```
template<typename T >
T & arc::Vertex< T >::ry ( )
```

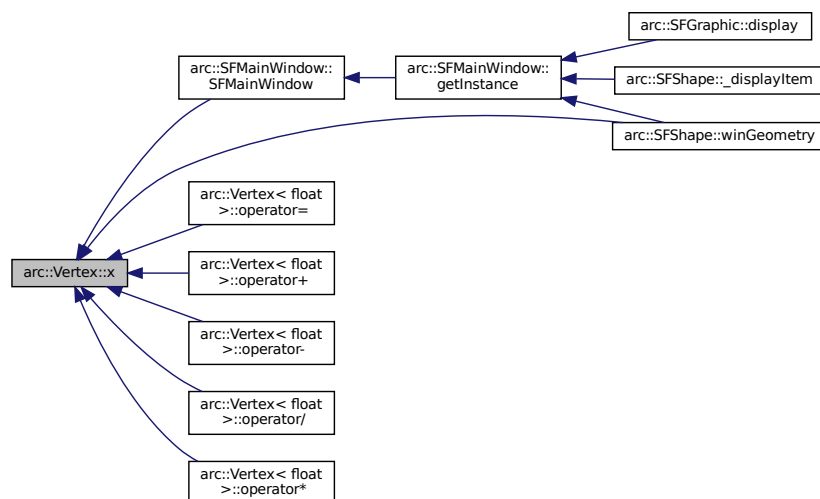
Definition at line 48 of file Vertex.cpp.

6.29.3.12 x()

```
template<typename T >
T arc::Vertex< T >::x ( ) const
```

Definition at line 30 of file Vertex.cpp.

Here is the caller graph for this function:



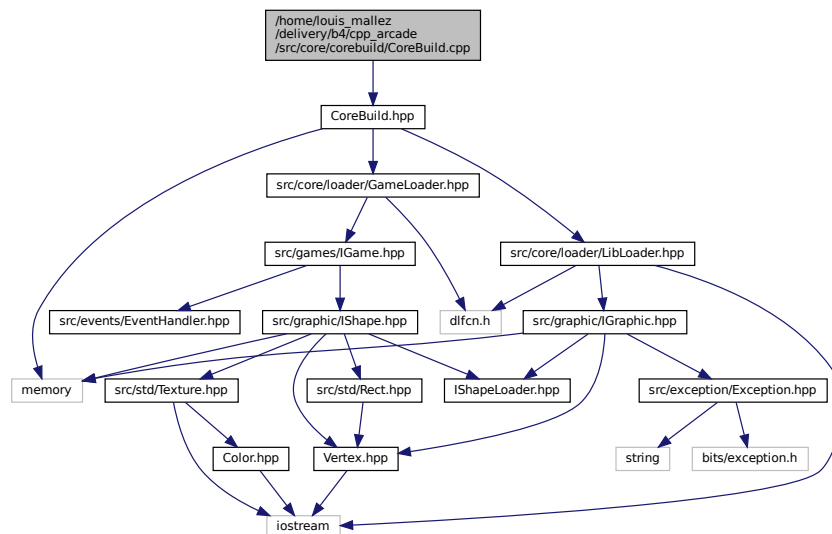
Chapter 7

File Documentation

7.1 `/home/louis_mallez/delivery/b4/cpp_arcade/src/core/corebuild/CoreBuild.cpp` File Reference

```
#include "CoreBuild.hpp"
```

Include dependency graph for CoreBuild.cpp:

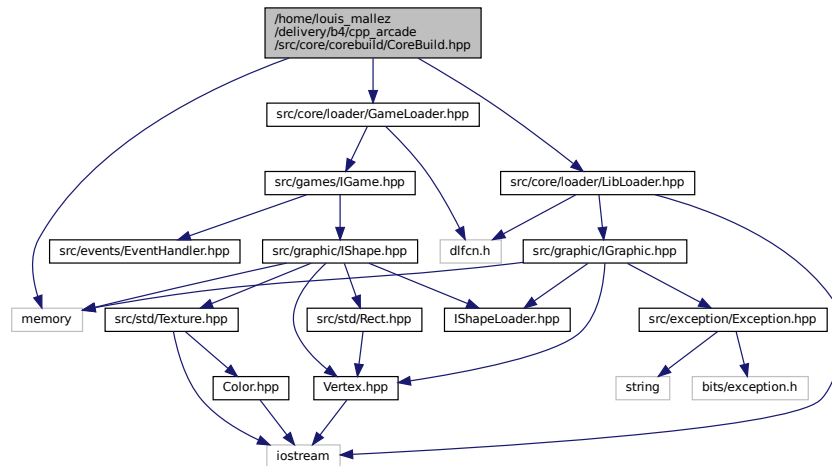


7.2 `/home/louis_mallez/delivery/b4/cpp_arcade/src/core/corebuild/CoreBuild.hpp` File Reference

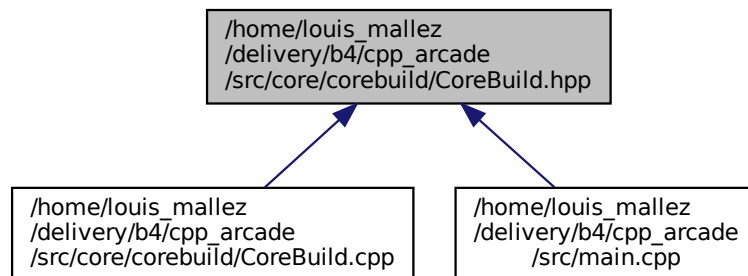
```
#include <memory>
#include <src/core/loader/GameLoader.hpp>
```

```
#include <src/core/loader/LibLoader.hpp>
```

Include dependency graph for CoreBuild.hpp:



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



Classes

- class [arc::CoreBuild](#)

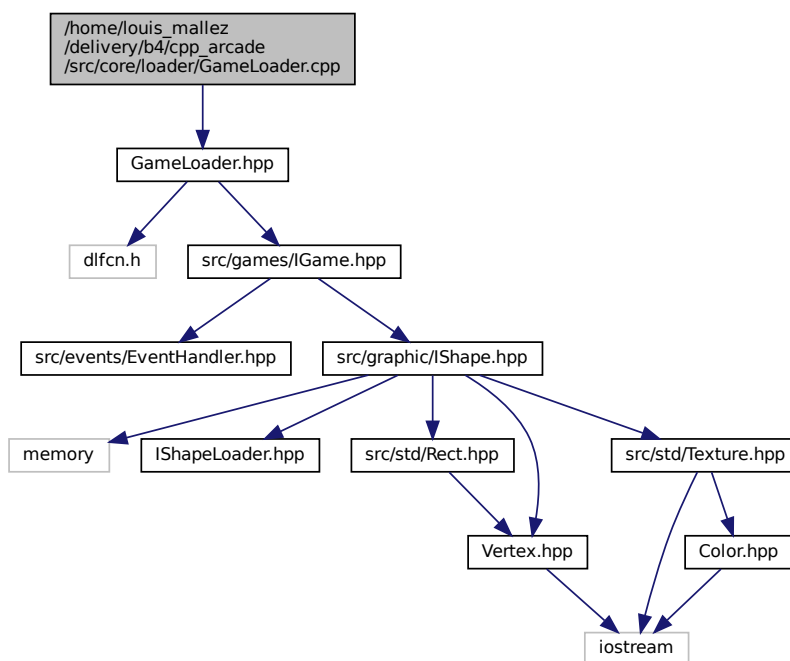
Namespaces

- [arc](#)

7.3 /home/louis_mallez/delivery/b4/cpp_arcade/src/core/loader/GameLoader.cpp File Reference

```
#include "GameLoader.hpp"
```

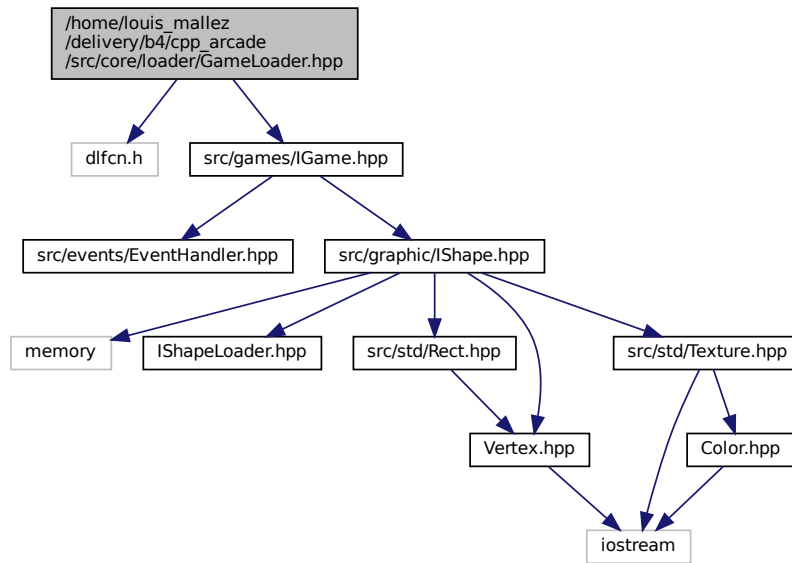
Include dependency graph for GameLoader.cpp:



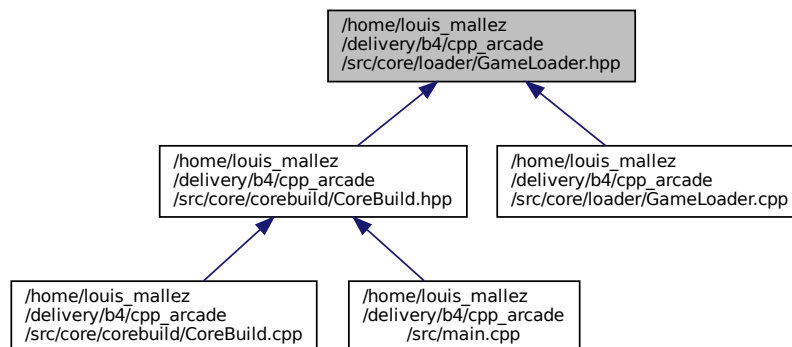
7.4 /home/louis_mallez/delivery/b4/cpp_arcade/src/core/loader/GameLoader.hpp File Reference

```
#include <dlfcn.h>
#include "src/games/IGame.hpp"
```

Include dependency graph for GameLoader.hpp:



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



Classes

- class [arc::GameLoader](#)

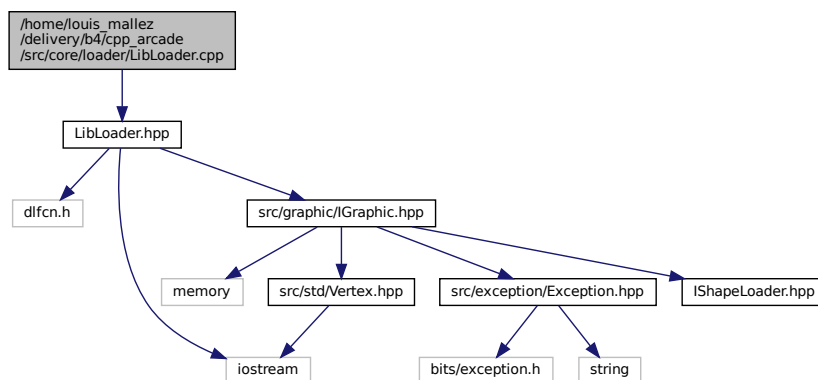
Namespaces

- [arc](#)

7.5 /home/louis_mallez/delivery/b4/cpp_arcade/src/core/loader/LibLoader.cpp File Reference

```
#include "LibLoader.hpp"
```

Include dependency graph for LibLoader.cpp:



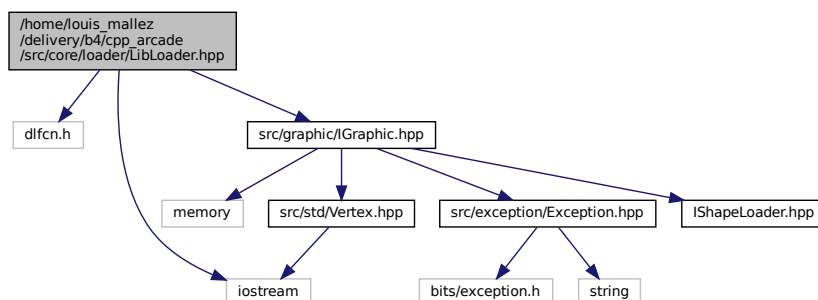
7.6 /home/louis_mallez/delivery/b4/cpp_arcade/src/core/loader/LibLoader.hpp File Reference

```
#include <dlfcn.h>
```

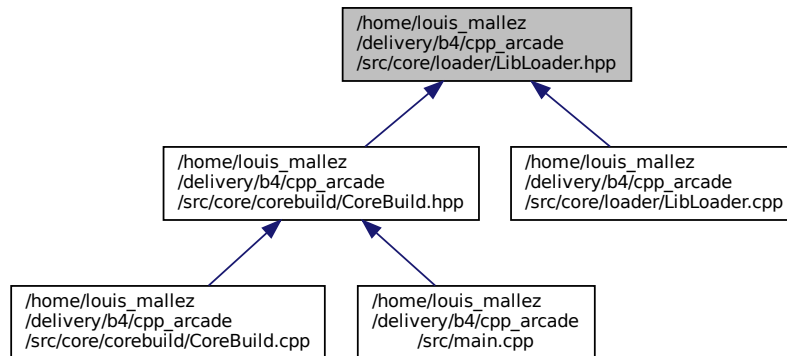
```
#include <iostream>
```

```
#include <src/graphic/IGraphic.hpp>
```

Include dependency graph for LibLoader.hpp:



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



Classes

- class [arc::LibLoader](#)

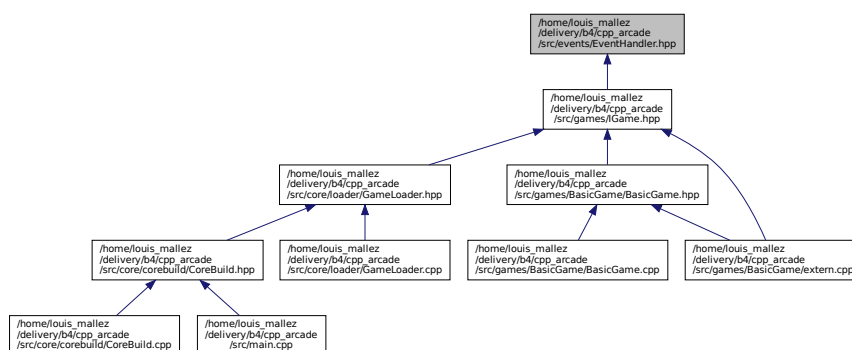
Namespaces

- [arc](#)

7.7 /home/louis_mallez/delivery/b4/cpp_arcade/src/events/EventHandler.cpp File Reference

7.8 /home/louis_mallez/delivery/b4/cpp_arcade/src/events/EventHandler.hpp File Reference

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



Classes

- class [arc::EventHandler](#)

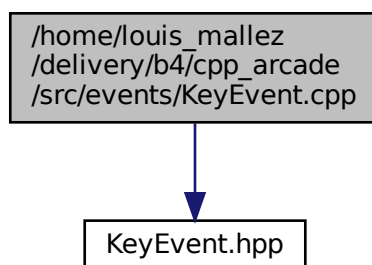
Namespaces

- [arc](#)

7.9 /home/louis_mallez/delivery/b4/cpp_arcade/src/events/KeyEvent.cpp File Reference

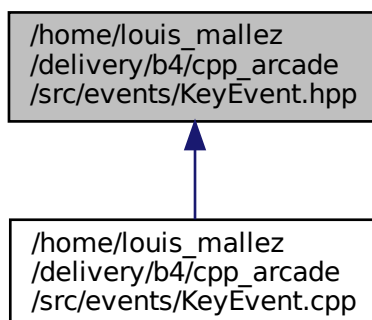
```
#include "KeyEvent.hpp"
```

Include dependency graph for KeyEvent.cpp:



7.10 /home/louis_mallez/delivery/b4/cpp_arcade/src/events/KeyEvent.hpp File Reference

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



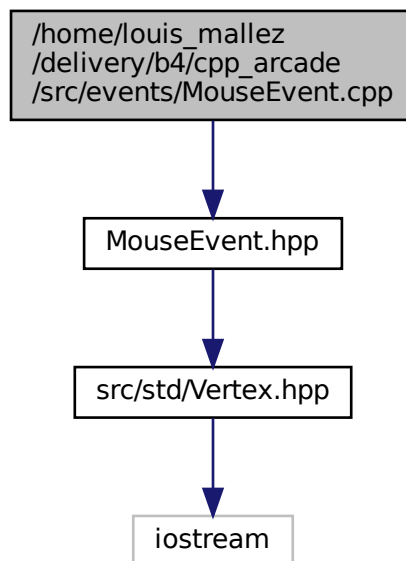
Classes

- class [KeyEvent](#)

7.11 `/home/louis_mallez/delivery/b4/cpp_arcade/src/events/MouseEvent.cpp` File Reference

```
#include "MouseEvent.hpp"
```

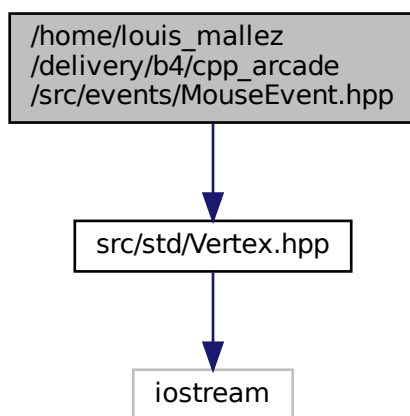
Include dependency graph for `MouseEvent.cpp`:



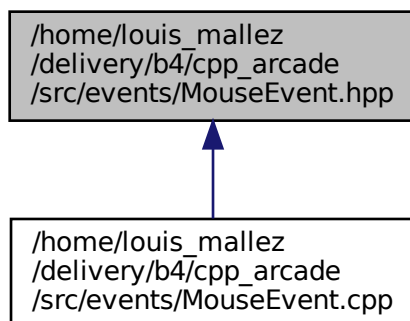
7.12 `/home/louis_mallez/delivery/b4/cpp_arcade/src/events/MouseEvent.hpp` File Reference

```
#include <src/std/Vertex.hpp>
```


Include dependency graph for MouseEvent.hpp:



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



Classes

- class [arc::MouseEvent](#)

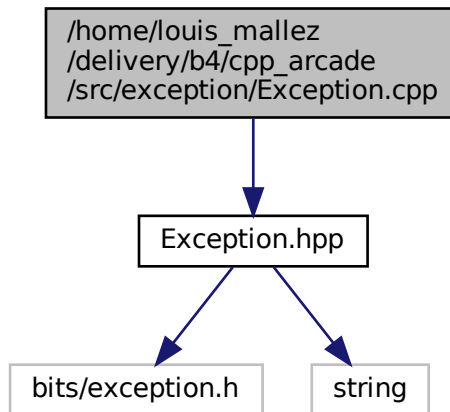
Namespaces

- [arc](#)

7.13 /home/louis_mallez/delivery/b4/cpp_arcade/src/exception/Exception.cpp File Reference

```
#include "Exception.hpp"
```

Include dependency graph for Exception.cpp:

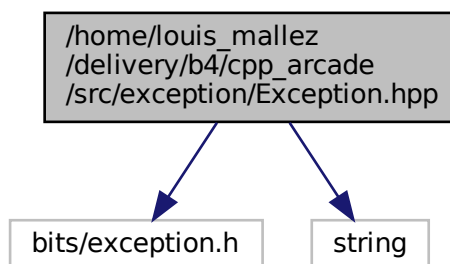


7.14 /home/louis_mallez/delivery/b4/cpp_arcade/src/exception/Exception.hpp File Reference

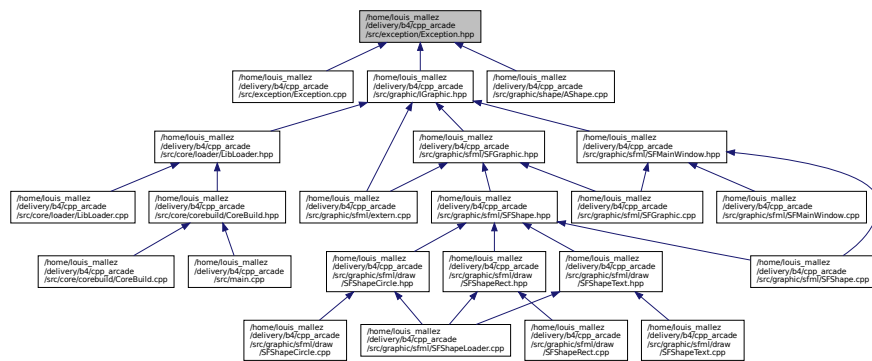
```
#include <bits/exception.h>
```

```
#include <string>
```

Include dependency graph for Exception.hpp:



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



Classes

- class [arc::Exception](#)

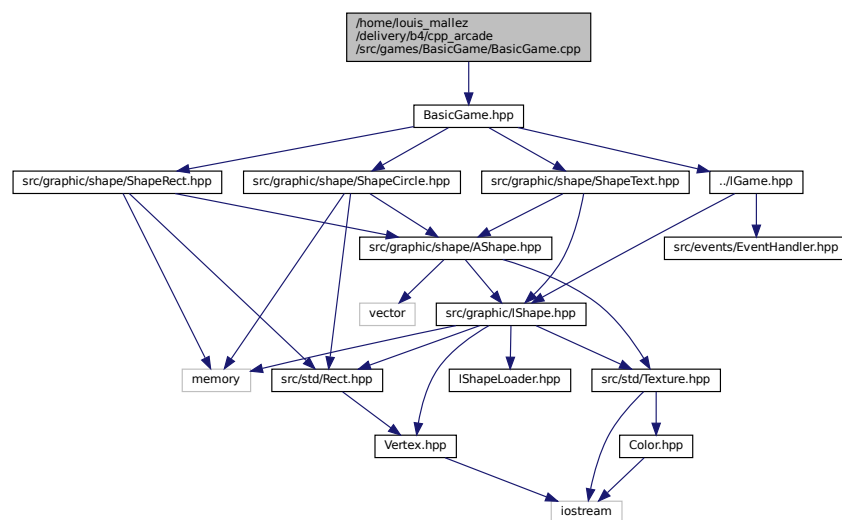
Namespaces

- [arc](#)

7.15 /home/louis_mallez/delivery/b4/cpp_arcade/src/games/BasicGame/BasicGame.cpp File Reference

```
#include "BasicGame.hpp"
```

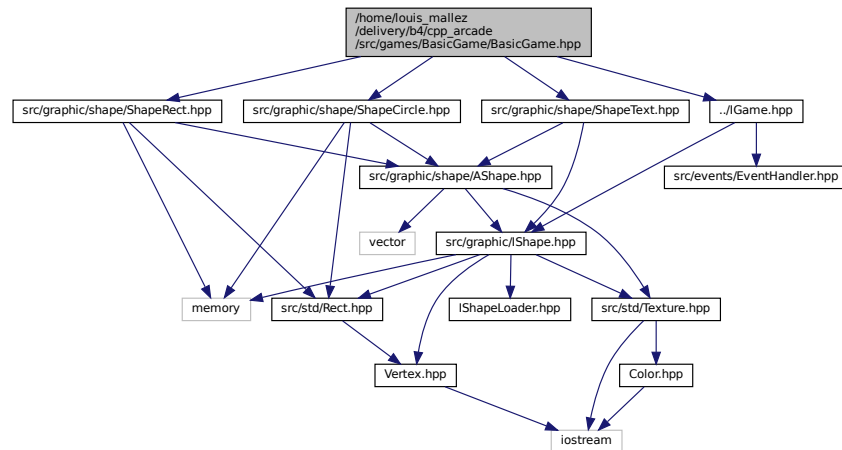
Include dependency graph for BasicGame.cpp:



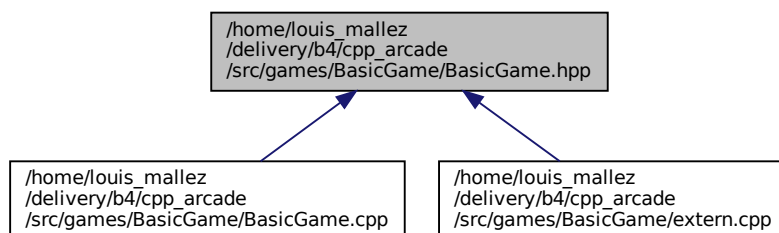
7.16 /home/louis_mallez/delivery/b4/cpp_arcade/src/games/BasicGame/BasicGame.hpp File Reference

```
#include "src/graphic/shape/ShapeCircle.hpp"
#include "src/graphic/shape/ShapeText.hpp"
#include "src/graphic/shape/ShapeRect.hpp"
#include "../IGame.hpp"
```

Include dependency graph for BasicGame.hpp:



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



Classes

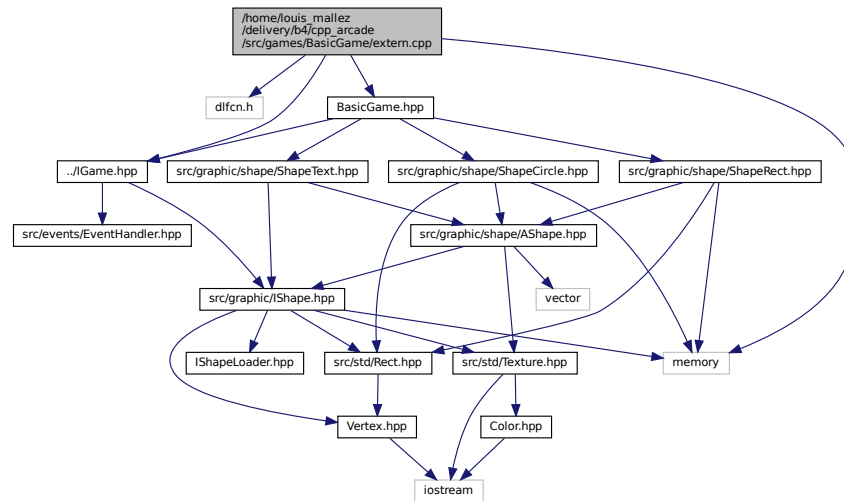
- class [arc::BasicGame](#)

Namespaces

- [arc](#)

7.17 /home/louis_mallez/delivery/b4/cpp_arcade/src/games/BasicGame/extern.cpp File Reference

```
#include <dlfcn.h>
#include <memory>
#include "../IGame.hpp"
#include "BasicGame.hpp"
Include dependency graph for extern.cpp:
```



Functions

- `std::unique_ptr< arc::IGame > & getIGame ()`

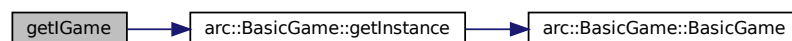
7.17.1 Function Documentation

7.17.1.1 getIGame()

```
std::unique_ptr<arc::IGame>& getIGame ( )
```

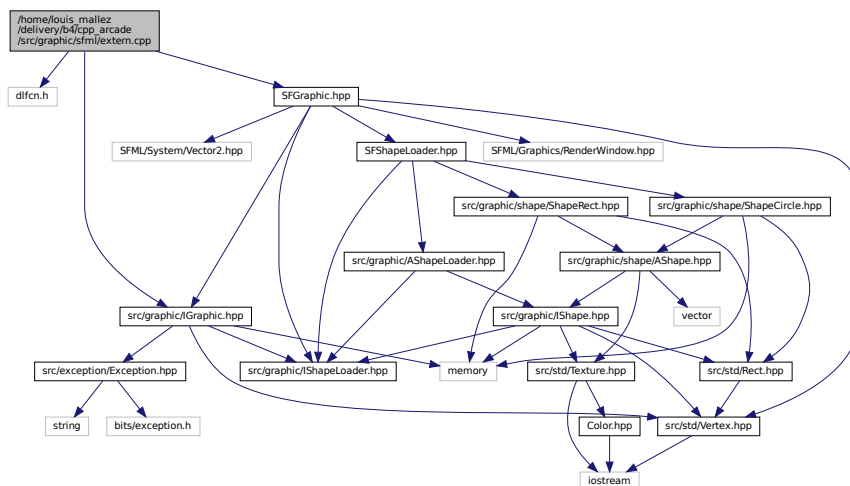
Definition at line 13 of file extern.cpp.

Here is the call graph for this function:



7.18 /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/extern.cpp File Reference

```
#include <dlfcn.h>
#include "SFGraphic.hpp"
#include "../IGraphic.hpp"
Include dependency graph for extern.cpp:
```



Functions

- `std::unique_ptr< arc::IGraphic > & getIGraphic ()`

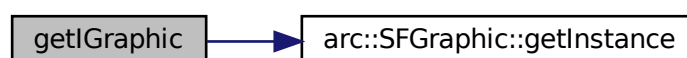
7.18.1 Function Documentation

7.18.1.1 `getIGraphic()`

```
std::unique_ptr<arc::IGraphic>& getIGraphic ( )
```

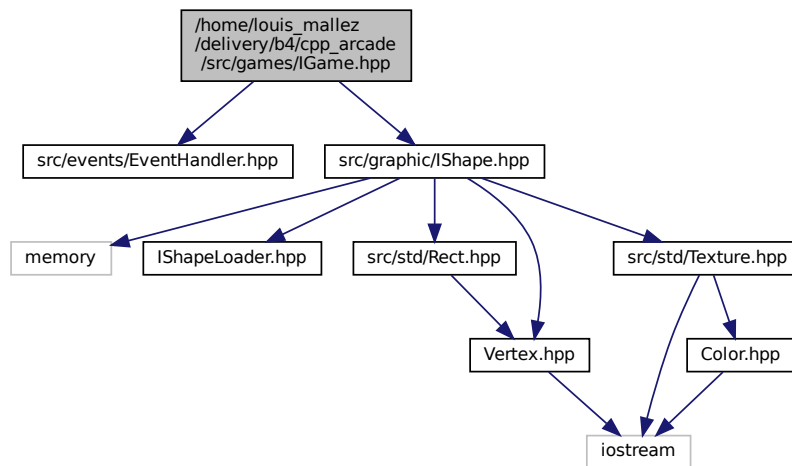
Definition at line 12 of file `extern.cpp`.

Here is the call graph for this function:

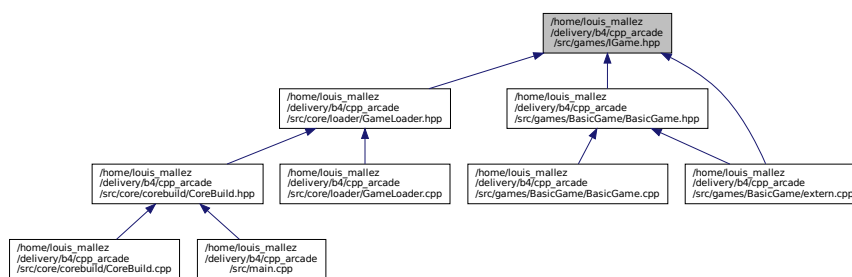


7.19 /home/louis_mallez/delivery/b4/cpp_arcade/src/games/IGame.hpp File Reference

```
#include "src/events/EventHandler.hpp"
#include "src/graphic/IShape.hpp"
Include dependency graph for IGame.hpp:
```



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



Classes

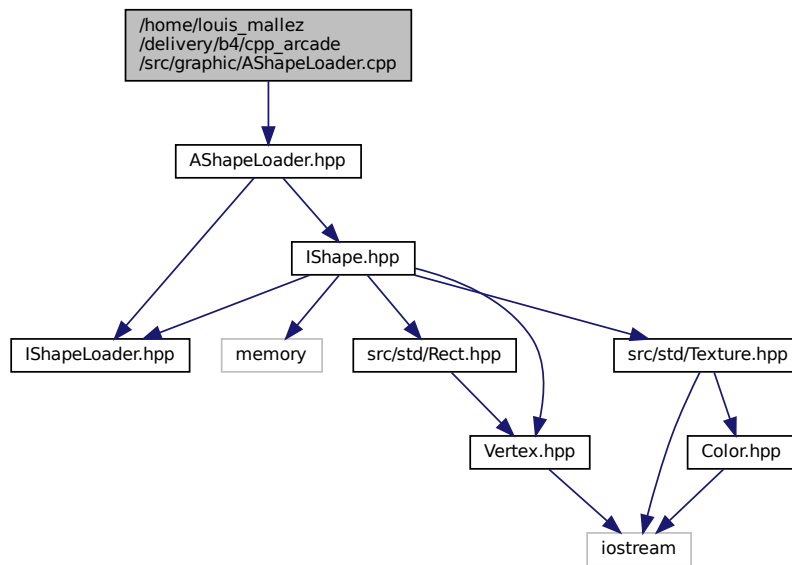
- class `arc::IGame`

Namespaces

- `arc`

7.20 /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/AShapeLoader.cpp File Reference

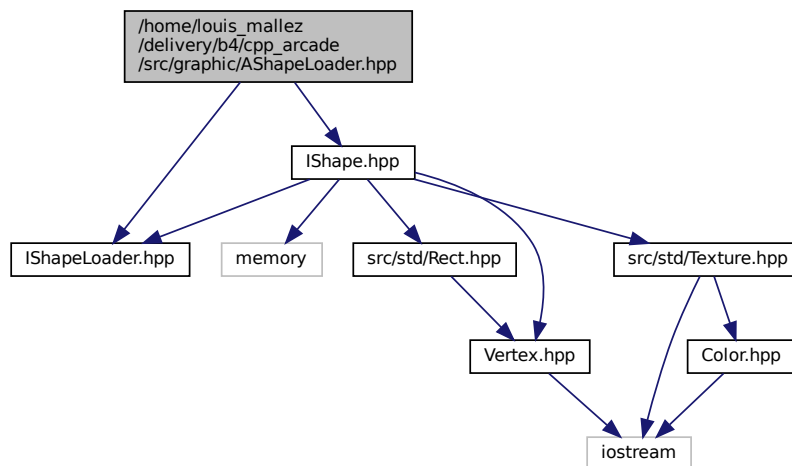
```
#include "AShapeLoader.hpp"
Include dependency graph for AShapeLoader.cpp:
```



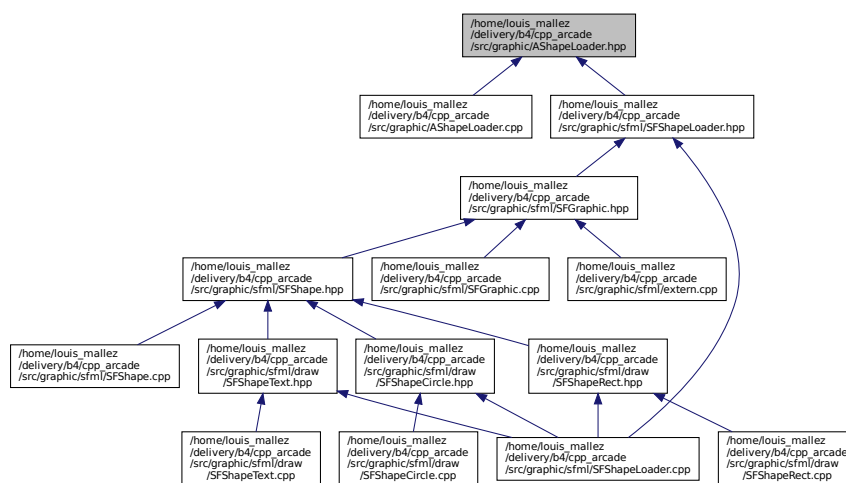
7.21 /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/AShapeLoader.hpp File Reference

```
#include "IShape.hpp"
#include "IShapeLoader.hpp"
```


Include dependency graph for AShapeLoader.hpp:



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



Classes

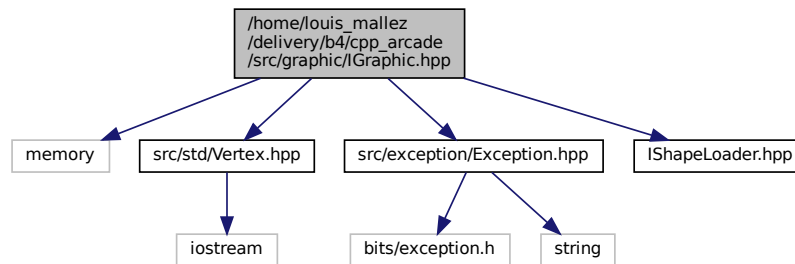
- class [arc::AShapeLoader](#)

Namespaces

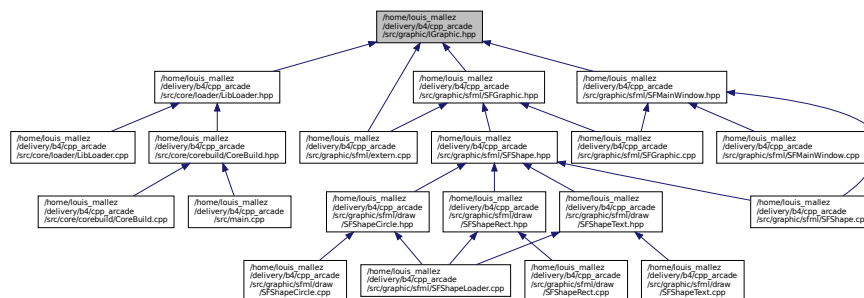
- [arc](#)

7.22 /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/IGraphic.hpp File Reference

```
#include <memory>
#include <src/std/Vertex.hpp>
#include "src/exception/Exception.hpp"
#include "IShapeLoader.hpp"
Include dependency graph for IGraphic.hpp:
```



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



Classes

- class [arc::IGraphic](#)

Namespaces

- [arc](#)

Macros

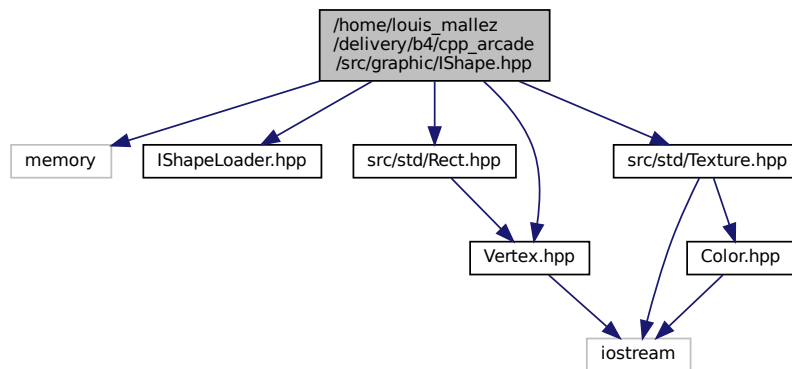
- `#define` [WNAME](#) "Arcade"

7.22.1 Macro Definition Documentation

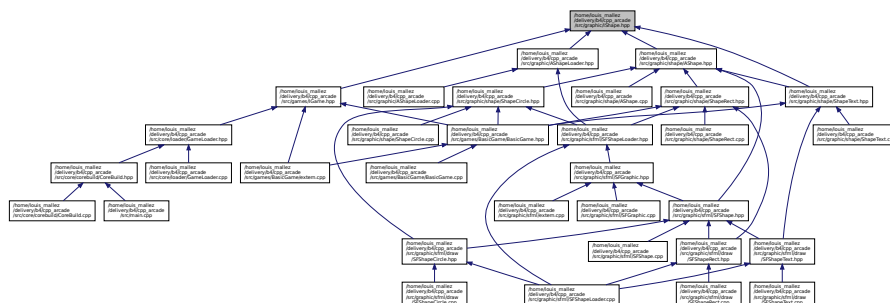
```
#define WNAME "Arcade"
```

Definition at line 16 of file IGraphic.hpp.

```
#include <memory>
#include "IShapeLoader.hpp"
#include "src/std/Rect.hpp"
#include "src/std/Vertex.hpp"
#include "src/std/Texture.hpp"
Include dependency graph for IShape.hpp:
```



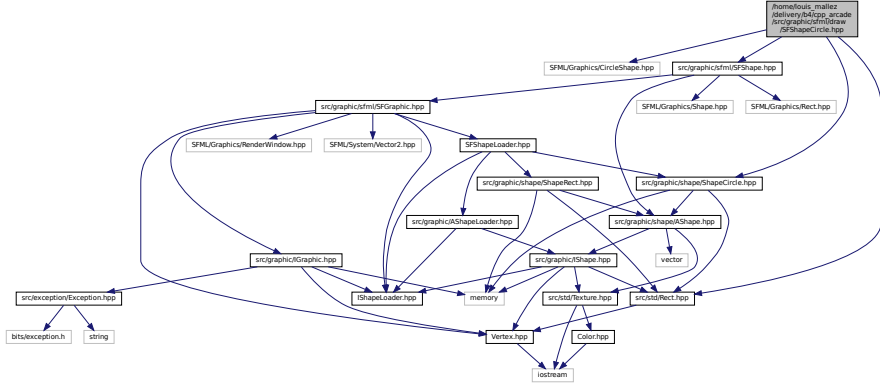
This graph shows which files directly or indirectly include this file:



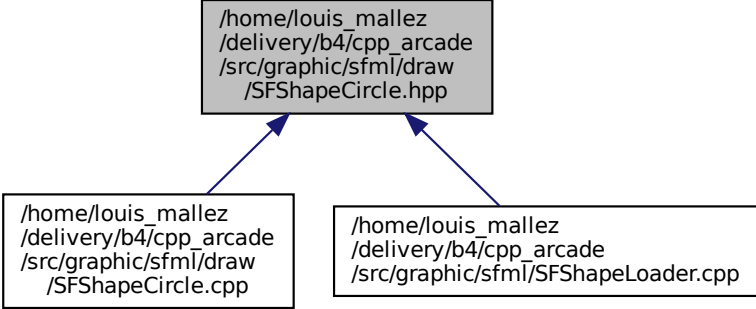
- class `arc::IShape`

File Reference

Include dependency graph for SFShapeCircle.hpp:



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



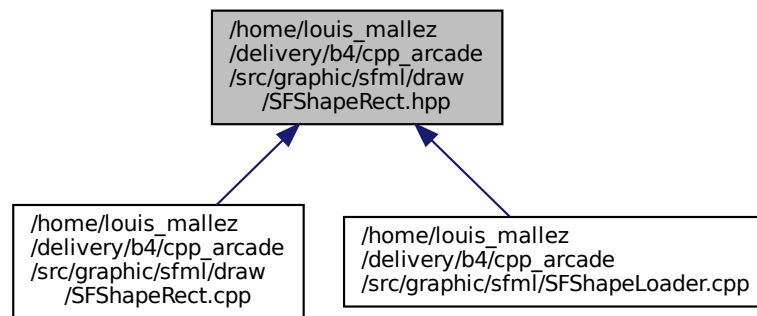
Classes

- class `arc::SFShapeCircle`

Namespaces

- arc

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



Classes

- class `arc::SFShapeRect`

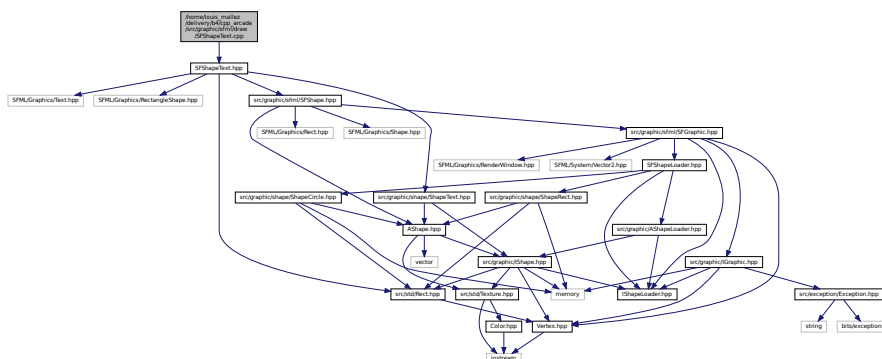
Namespaces

- arc

7.29 `/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeText.cpp`
File Reference

```
#include "SFShapeText.hpp"
```

Include dependency graph for SFShapeText.cpp:



Variables

- sf::Font **consolasFont**

7.31.1 Variable Documentation

7.31.1.1 consolasFont

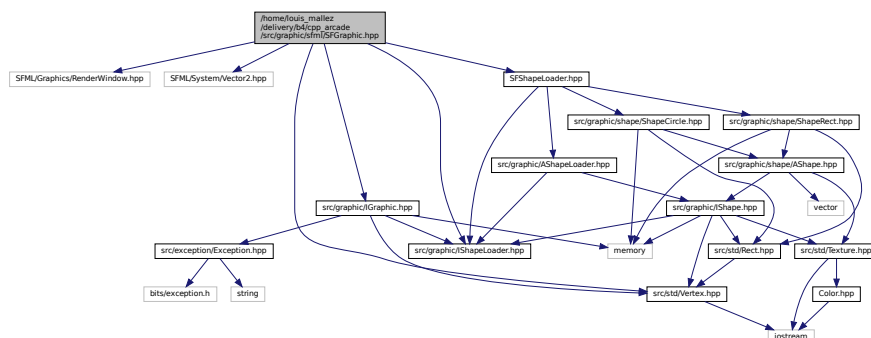
```
sf::Font consolasFont
```

Definition at line 10 of file SFShapeText.cpp.

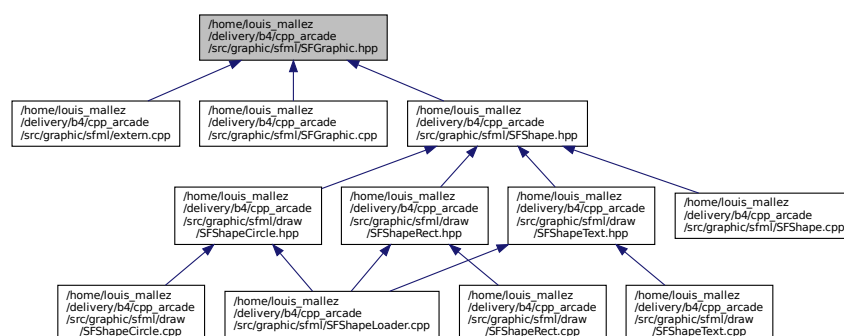
7.32 /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFGraphic.hpp File Reference

```
#include <SFML/Graphics/RenderWindow.hpp>
#include <SFML/System/Vector2.hpp>
#include <src/graphic/IShapeLoader.hpp>
#include "src/graphic/IGraphic.hpp"
#include "src/std/Vertex.hpp"
#include "SFShapeLoader.hpp"
```

Include dependency graph for SFGraphic.hpp:



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



Classes

- class [arc::SFGraphic](#)

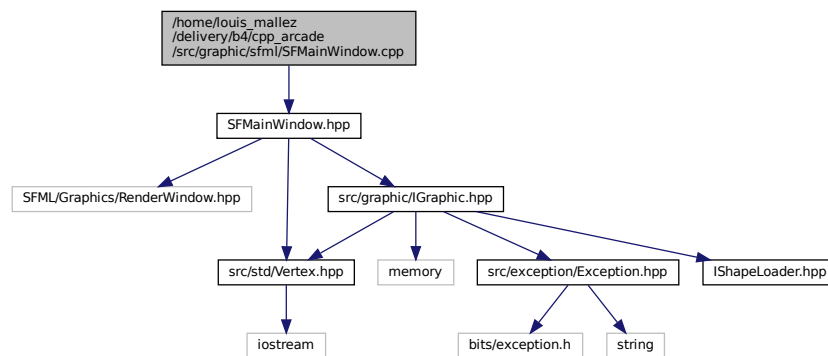
Namespaces

- [arc](#)

7.33 /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFMainWindow.cpp File Reference

```
#include "SFMainWindow.hpp"
```

Include dependency graph for SFMainWindow.cpp:



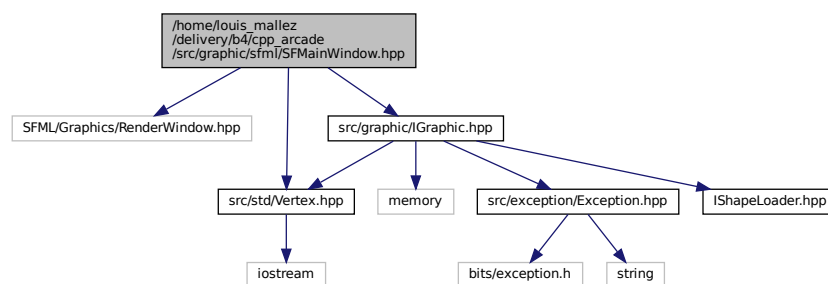
7.34 /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFMainWindow.hpp File Reference

```
#include <SFML/Graphics/RenderWindow.hpp>
```

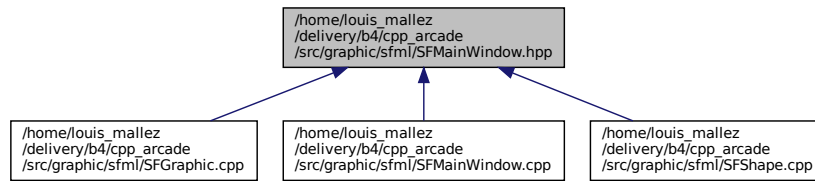
```
#include <src/graphic/IGraphic.hpp>
```

```
#include <src/std/Vertex.hpp>
```

Include dependency graph for SFMainWindow.hpp:



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



Classes

- class [arc::SFMainWindows](#)

Namespaces

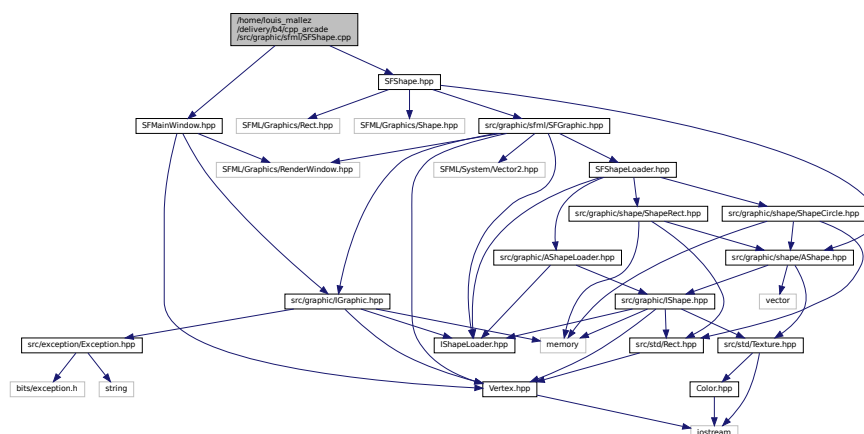
- [arc](#)

7.35 /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFShape.cpp File Reference

```
#include "SFShape.hpp"
```

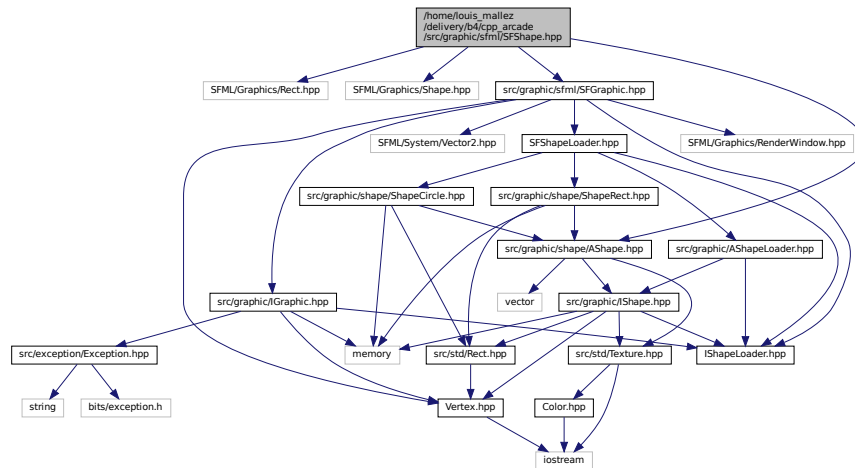
```
#include "SFMainWindows.hpp"
```

Include dependency graph for SFShape.cpp:

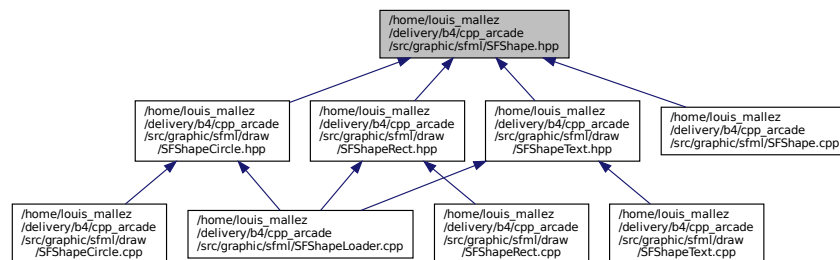


7.36 /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFShape.hpp File Reference

```
#include <SFML/Graphics/Rect.hpp>
#include <SFML/Graphics/Shape.hpp>
#include "src/graphic/shape/AShape.hpp"
#include "src/graphic/sfml/SFGraphic.hpp"
Include dependency graph for SFShape.hpp:
```



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



Classes

- class [arc::SFShape](#)

Namespaces

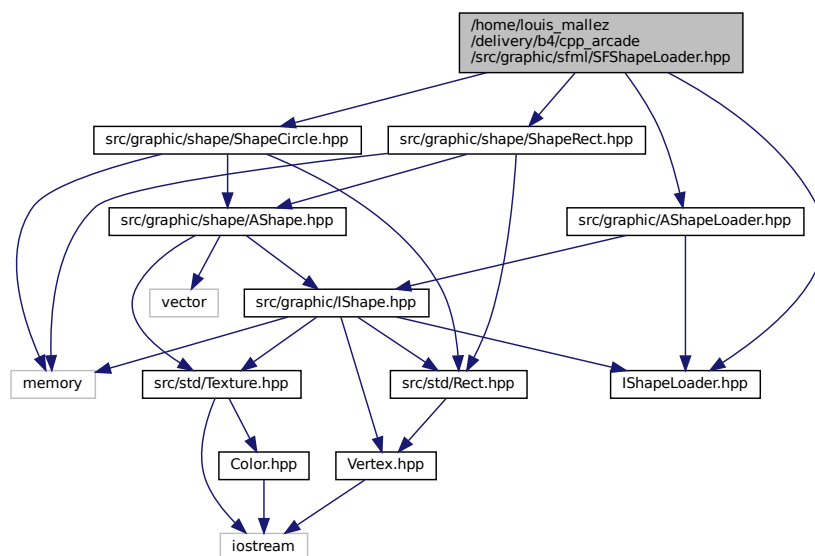
- [arc](#)

Macros

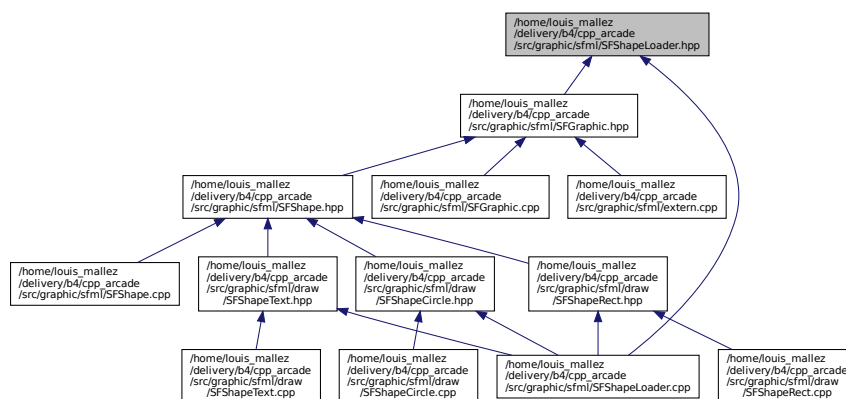
- `#define` [SFML_BORDER_SIZE](#) 0.01


```
#include "src/graphic/shape/ShapeRect.hpp"
```

Include dependency graph for SFShapeLoader.hpp:



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



Classes

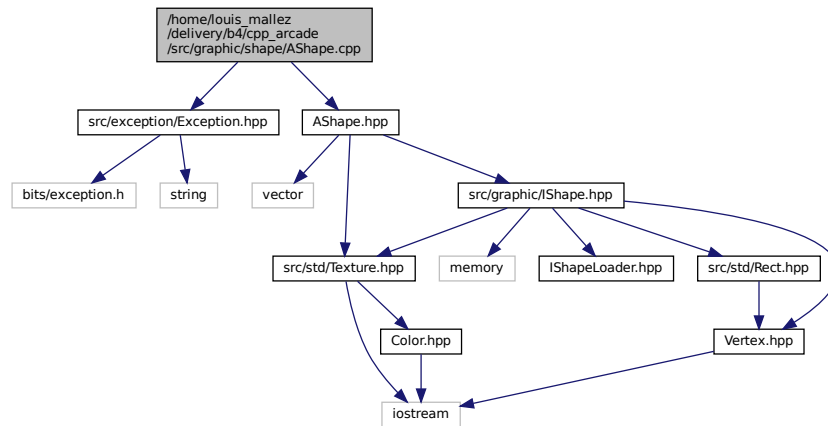
- class [arc::SFShapeLoader](#)

Namespaces

- [arc](#)

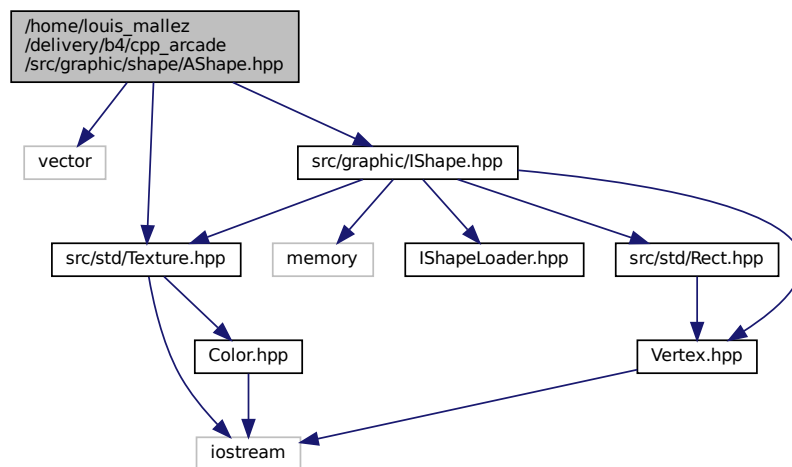
7.39 /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/AShape.cpp File Reference

```
#include "src/exception/Exception.hpp"
#include "AShape.hpp"
Include dependency graph for AShape.cpp:
```

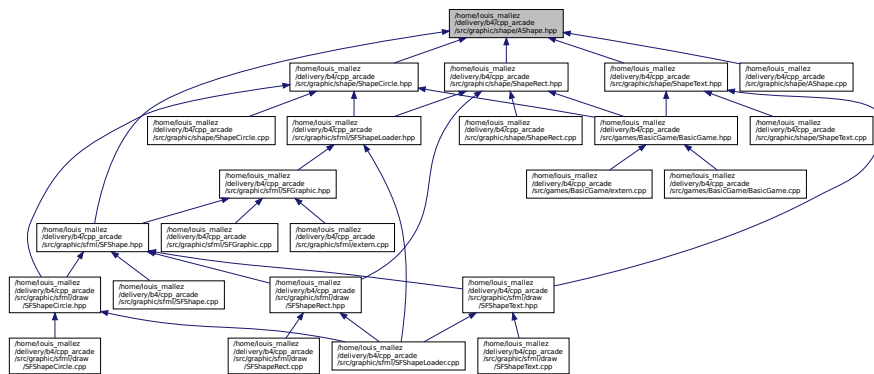


7.40 /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/AShape.hpp File Reference

```
#include <vector>
#include "src/std/Texture.hpp"
#include "src/graphic/IShape.hpp"
Include dependency graph for AShape.hpp:
```



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



Classes

- class `arc::AShape`

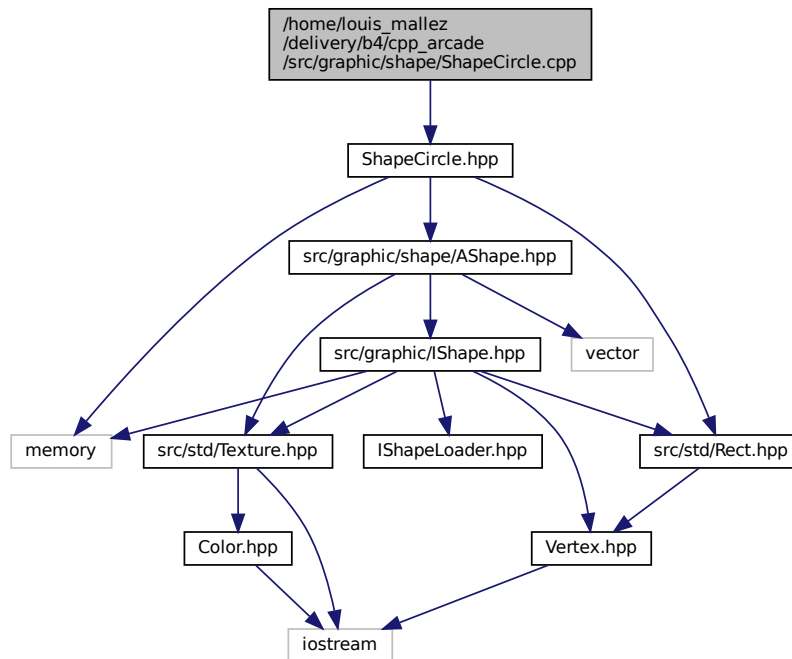
Namespaces

- arc

7.41 /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeCircle.cpp File Reference

```
#include "ShapeCircle.hpp"
```

Include dependency graph for ShapeCircle.cpp:



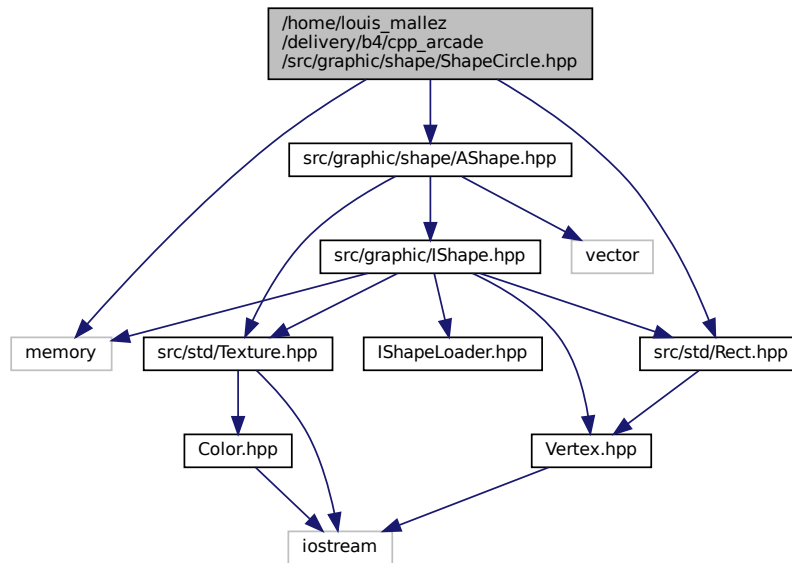
7.42 /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeCircle.hpp File Reference

```

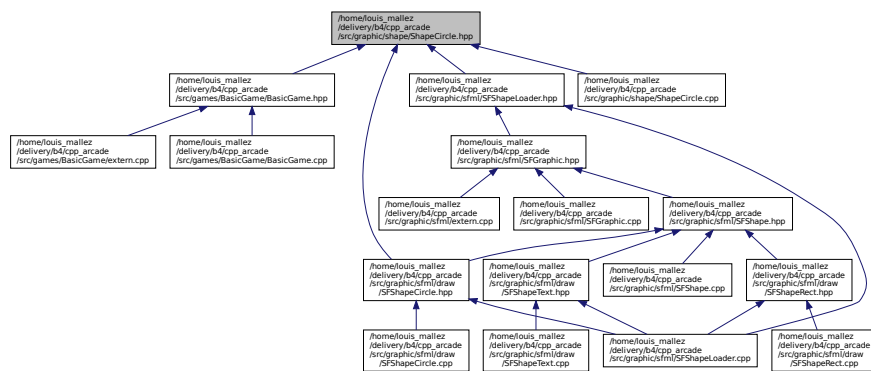
#include <memory>
#include "src/graphic/shape/AShape.hpp"
#include "src/std/Rect.hpp"

```

Include dependency graph for ShapeCircle.hpp:



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



Classes

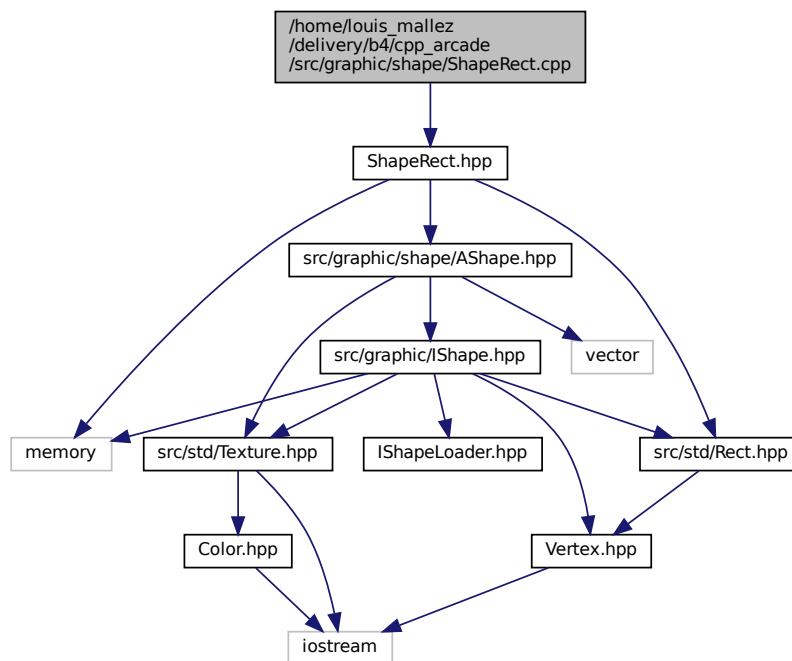
- class `arc::ShapeCircle`

Namespaces

- arc

7.43 /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeRect.cpp File Reference

```
#include "ShapeRect.hpp"
Include dependency graph for ShapeRect.cpp:
```



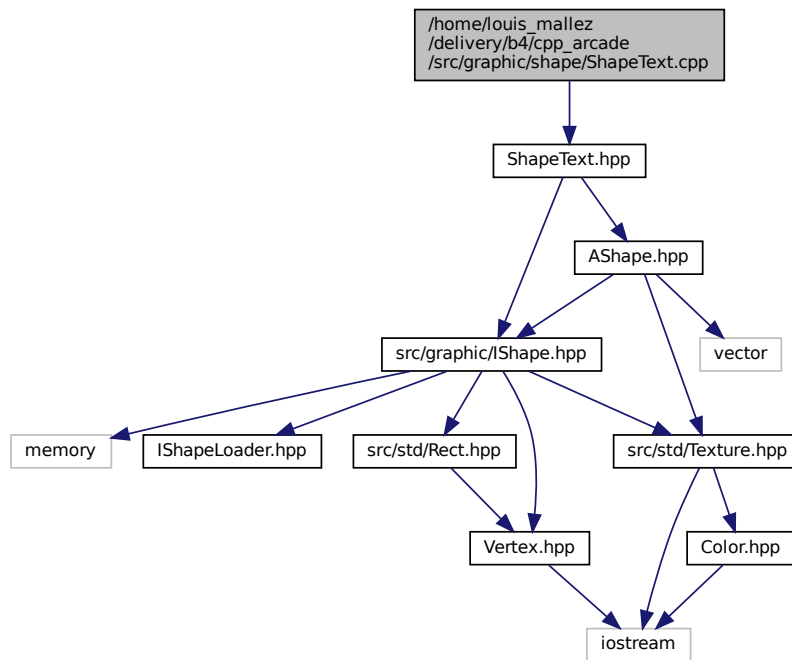
7.44 /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeRect.hpp File Reference

```
#include <memory>
#include "src/graphic/shape/AShape.hpp"
#include "src/std/Rect.hpp"
```


7.45 `/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeText.cpp` File Reference

```
#include "ShapeText.hpp"
```

Include dependency graph for ShapeText.cpp:

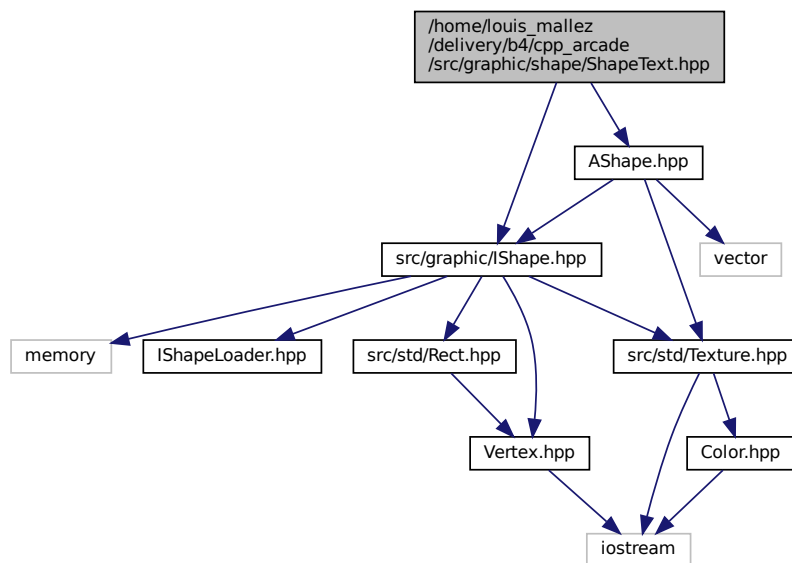


7.46 `/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeText.hpp` File Reference

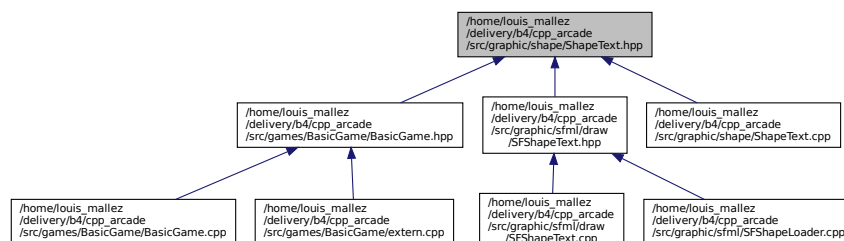
```
#include "src/graphic/IShape.hpp"
```

```
#include "AShape.hpp"
```

Include dependency graph for ShapeText.hpp:



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



Classes

- class [arc::ShapeText](#)

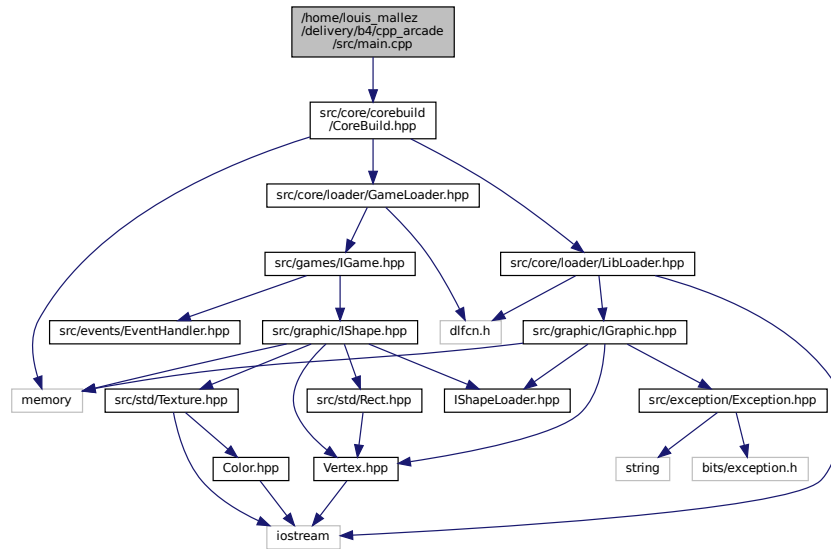
Namespaces

- [arc](#)

7.47 /home/louis_mallez/delivery/b4/cpp_arcade/src/main.cpp File Reference

```
#include "src/core/corebuild/CoreBuild.hpp"
```

Include dependency graph for main.cpp:



Functions

- int [main](#) (int ac, char **av)

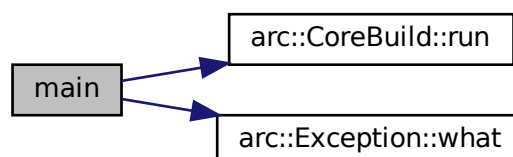
7.47.1 Function Documentation

7.47.1.1 main()

```
int main (
    int ac,
    char ** av )
```

Definition at line 10 of file main.cpp.

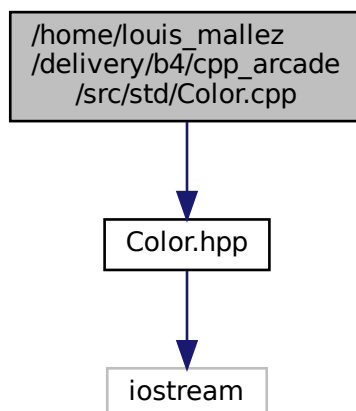
Here is the call graph for this function:



7.48 /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Color.cpp File Reference

```
#include "Color.hpp"
```

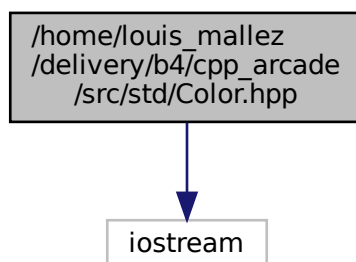
Include dependency graph for Color.cpp:



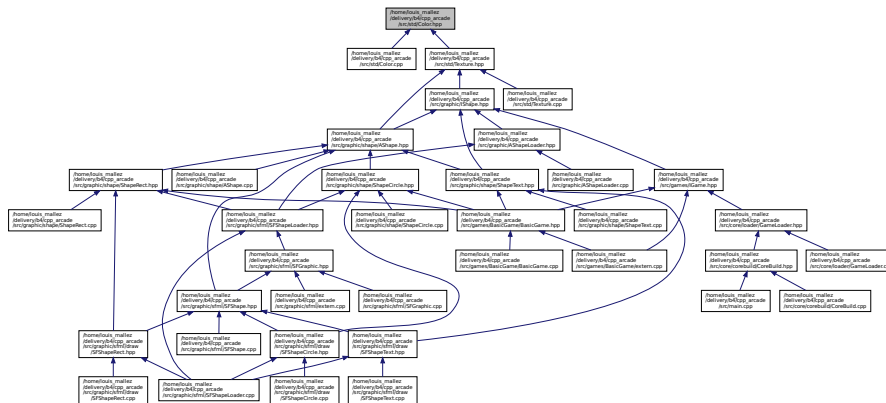
7.49 /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Color.hpp File Reference

```
#include <iostream>
```

Include dependency graph for Color.hpp:



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



Classes

- union `arc::uintVal`
- class `arc::Color`

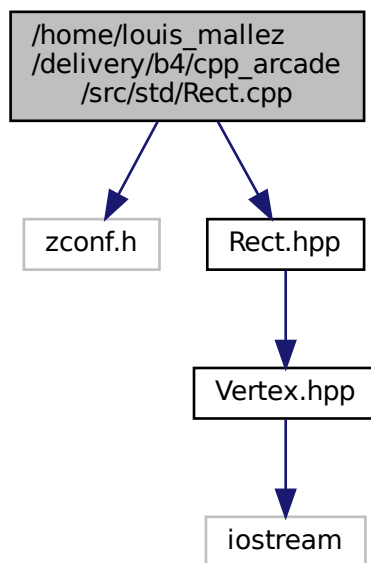
Namespaces

- arc

7.50 /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Rect.cpp File Reference

```
#include <zconf.h>
#include "Rect.hpp"
```

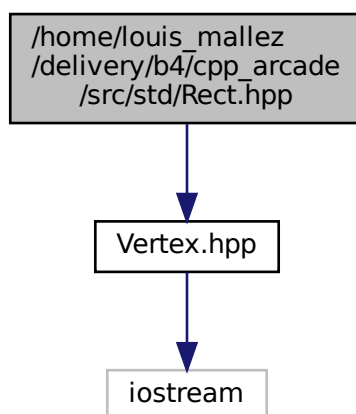
Include dependency graph for Rect.cpp:



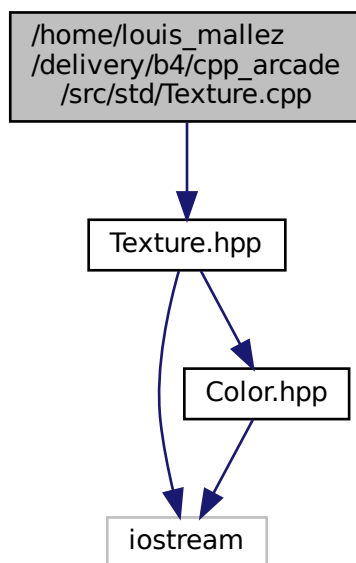
7.51 /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Rect.hpp File Reference

```
#include "Vertex.hpp"
```

Include dependency graph for Rect.hpp:



Include dependency graph for Texture.cpp:

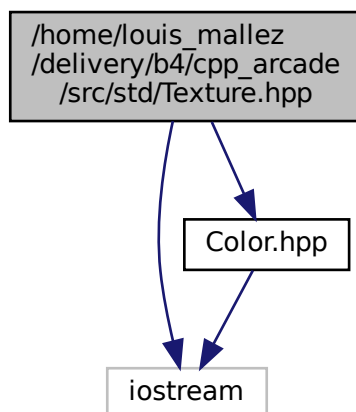


7.53 /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Texture.hpp File Reference

```
#include <iostream>
```

```
#include "Color.hpp"
```

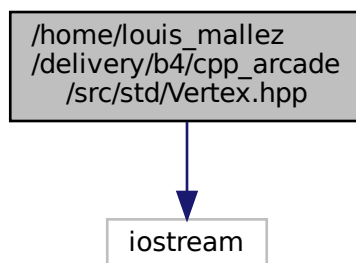
Include dependency graph for Texture.hpp:



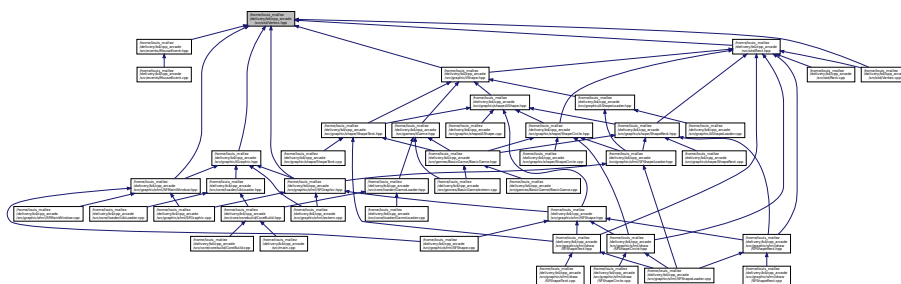
7.55 /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Vertex.hpp File Reference

```
#include <iostream>
```

Include dependency graph for Vertex.hpp:



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



Classes

- class [arc::Vertex< T >](#)

Namespaces

- [arc](#)

Typedefs

- typedef `Vertex< size_t >` [arc::VertexS](#)
- typedef `Vertex< int >` [arc::VertexI](#)
- typedef `Vertex< float >` [arc::VertexF](#)
- typedef `Vertex< double >` [arc::VertexD](#)

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