Simulation Laby

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

handle 7
ModelSED 18
ModelGhost 10
ModelLaby 12
ModelPacman 16
ModelWalls 20
StopCondition 23
ModelCommand 7
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Chapter 2

Class Index

2.1 Class List

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

handle 7
ModelCommand 7
ModelGhost 10
ModelLaby
Class which contains the "fmg" structure of the labyrinth for 2 players 12
ModelPacman 16
ModelSED 18
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Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

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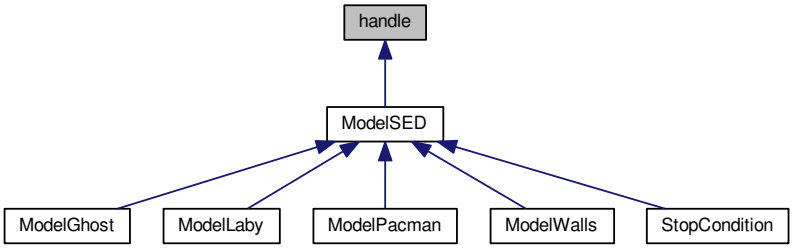
Chapter 4

Class Documentation

4.1 handle Class Reference

Inheritance diagram for handle:



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

- ModelSED.m

4.2 ModelCommand Class Reference

Public Member Functions

- function f (in obj, in presentState)
- function m (in obj, in presentState, in init)
- function g (in obj)

Public Attributes

- Property sizeTab
- Property knowCompart
- Property presentState
- Property Down
- Property Left
- Property Up
- Property Right

4.2.1 Member Function Documentation

4.2.1.1 f()

```
function f (
            in obj,
            in presentState )
```

4.2.1.2 g()

```
function g (
            in obj )
```

4.2.1.3 m()

```
function m (
            in obj,
            in presentState,
            in init )
```

4.2.2 Member Data Documentation

4.2.2.1 Down

```
Property Down
```

4.2.2.2 knowCompart

```
Property knowCompart
```

4.2.2.3 Left

```
Property Left
```

4.2.2.4 presentState

```
Property presentState
```

4.2.2.5 Right

```
Property Right
```

4.2.2.6 sizeTab

```
Property sizeTab
```

4.2.2.7 Up

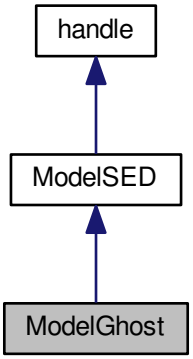
```
Property Up
```

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

- ModelCommand.m

4.3 ModelGhost Class Reference

Inheritance diagram for ModelGhost:



Public Member Functions

- function ModelGhost (in initialValue)
- function f (in obj, in in, in in_view, in wallsV, in wallsH, in ghost_position)
- function m (in obj, in nextState, in init)
- function g (in obj)
- virtual f (in obj, in in)
- virtual g (in obj, in in)

Public Attributes

- Property presentState
- Property initialState

4.3.1 Constructor & Destructor Documentation

4.3.1.1 ModelGhost()

```
function ModelGhost (
            in initialValue )
```

4.3.2 Member Function Documentation

4.3.2.1 f() [1/2]

```
virtual f (
            in obj,
            in in )  [virtual], [inherited]
```

Reimplemented in ModelLaby, and ModelPacman.

4.3.2.2 f() [2/2]

```
function f (
            in obj,
            in in,
            in in_view,
            in wallsV,
            in wallsH,
            in ghost_position )
```

4.3.2.3 g() [1/2]

```
virtual g (
            in obj,
            in in )  [virtual], [inherited]
```

4.3.2.4 g() [2/2]

```
function g (
            in obj )
```

4.3.2.5 m()

```
function m (
            in obj,
            in nextState,
            in init )  [virtual]
```

Reimplemented from ModelSED.

4.3.3 Member Data Documentation

4.3.3.1 initialState

`Property initialState`

4.3.3.2 presentState

`Property presentState`

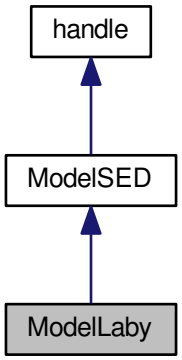
The documentation for this class was generated from the following file:

- ModelGhost.m

4.4 ModelLaby Class Reference

Class which contains the "fmg" structure of the labyrinth for 2 players

Inheritance diagram for ModelLaby:



Public Member Functions

- function ModelLaby (in wallsV_init, in wallsH_init, in pacman_init, in ghost_init, in escape_init, in caught_init)
  Class constructor of.
- function f (in obj, in in)
- function m (in obj, in nextState, in init)
- function g (in obj)
- function sameX_position (in obj)
- function sameY_position (in obj)
- function wallsVBetween (in obj, in obj1, in obj2)
- function wallsHBetween (in obj, in obj1, in obj2)
- function wallsVBetweenOne (in obj, in obj1, in obj2)
- function wallsHBetweenOne (in obj, in obj1, in obj2)
- virtual g (in obj, in in)

Public Attributes

- Property presentState

  Data Structure of the current state of Labyrinth.
- Property initialState

4.4.1 Detailed Description

Class which contains the "fmg" structure of the labyrinth for 2 players

Input : necessary information for compute the next state of the model

Output : output's action of the model State : minimal information necessary who evolute

4.4.2 Constructor & Destructor Documentation

4.4.2.1 ModelLaby()

```
function ModelLaby (
            in wallsV_init,
            in wallsH_init,
            in pacman_init,
            in ghost_init,
            in escape_init,
            in caught_init )
```

Class constructor of.

Parameters

wallsV_init	Contain a matrix (N, N-1) of Initial Vertical Walls.
wallsH_init	Contain a matrix (N-1, N) of Initial Horizontal Walls.
pacman_init	Contain a vector (x, y) of Initial Position of Pacman.
pacman_init	Contain a vector (x, y) of Initial Position of Ghost.
escape_init	Contain a vector (x, y) of Escape's Position.
caught_init	Contain a integer of the number of times the Pacman was caught by the ghost.

Returns

instance of the ModelLaby class.

4.4.3 Member Function Documentation

4.4.3.1 f()

```
function f (
            in obj,
            in in )  [virtual]
```

Reimplemented from ModelSED.

4.4.3.2 g() [1/2]

```
virtual g (
            in obj,
            in in )  [virtual], [inherited]
```

4.4.3.3 g() [2/2]

```
function g (
            in obj )
```

4.4.3.4 m()

```
function m (
            in obj,
            in nextState,
            in init )  [virtual]
```

Reimplemented from ModelSED.

4.4.3.5 sameX_position()

```
function sameX_position (
            in obj )
```

4.4.3.6 sameY_position()

```
function sameY_position (
            in obj )
```

4.4.3.7 wallsHBetween()

```
function wallsHBetween (
            in obj,
            in obj1,
            in obj2 )
```

4.4.3.8 wallsHBetweenOne()

```
function wallsHBetweenOne (
            in obj,
            in obj1,
            in obj2 )
```

4.4.3.9 wallsVBetween()

```
function wallsVBetween (
            in obj,
            in obj1,
            in obj2 )
```

4.4.3.10 wallsVBetweenOne()

```
function wallsVBetweenOne (
            in obj,
            in obj1,
            in obj2 )
```

4.4.4 Member Data Documentation

4.4.4.1 initialState

```
Property initialState
```

4.4.4.2 presentState

`Property presentState`

Data Structure of the current state of Labyrinth.

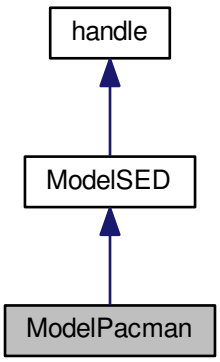
It contains "wallsV", "wallsH" (2 matrix for the walls), "ghost", "pacman" and "escape" , a Cartesian position of current position of ghost, pacman and escape.
There is also 3 vectors : 'wallsAroundPacman', 'wallsAroundGhost' and 'ghostSeesPacman' A vector indicating the presence of a wall around the Pacman and ghost for the 4 directions Up Down Left Right

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

- ModelLaby.m

4.5 ModelPacman Class Reference

Inheritance diagram for ModelPacman:



Public Member Functions

- function ModelPacman (in initialValue)
- function f (in obj, in in)
- function m (in obj, in nextState, in init)
- function g (in obj)
- virtual g (in obj, in in)

Public Attributes

- Property presentState
- Property initialState
- Property memory
- Property i

4.5.1 Constructor & Destructor Documentation

4.5.1.1 ModelPacman()

```
function ModelPacman (
            in initialValue )
```

4.5.2 Member Function Documentation

4.5.2.1 f()

```
function f (
            in obj,
            in in )  [virtual]
```

Reimplemented from ModelSED.

4.5.2.2 g() [1/2]

```
virtual g (
            in obj,
            in in )  [virtual], [inherited]
```

4.5.2.3 g() [2/2]

```
function g (
            in obj )
```

4.5.2.4 m()

```
function m (
            in obj,
            in nextState,
            in init )  [virtual]
```

Reimplemented from ModelSED.

4.5.3 Member Data Documentation

4.5.3.1 i

```
Property i
```

4.5.3.2 initialState

```
Property initialState
```

4.5.3.3 memory

```
Property memory
```

4.5.3.4 presentState

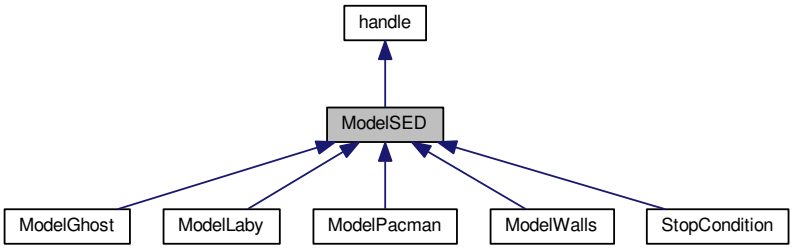
```
Property presentState
```

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

- ModelPacman.m

4.6 ModelSED Class Reference

Inheritance diagram for ModelSED:



Public Member Functions

- virtual f (in obj, in in)
- virtual m (in obj, in nextState, in init)
- virtual g (in obj, in in)

Public Attributes

- Property presentState
- Property initialState

4.6.1 Member Function Documentation

4.6.1.1 f()

```
virtual f (
            in obj,
            in in )  [virtual]
```

Reimplemented in ModelLaby, and ModelPacman.

4.6.1.2 g()

```
virtual g (
            in obj,
            in in )  [virtual]
```

4.6.1.3 m()

```
virtual m (
            in obj,
            in nextState,
            in init )  [virtual]
```

Reimplemented in ModelGhost, ModelLaby, ModelPacman, ModelWalls, and StopCondition.

4.6.2 Member Data Documentation

4.6.2.1 initialState

`Property initialState`

4.6.2.2 presentState

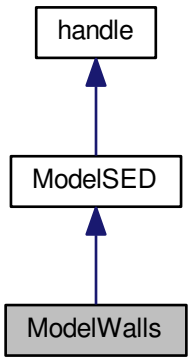
`Property presentState`

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

- ModelSED.m

4.7 ModelWalls Class Reference

Inheritance diagram for ModelWalls:



Public Member Functions

- function ModelWalls (in initValue)
- function f (in obj)
- function m (in obj, in nextState, in init)
- function g (in obj)
- virtual f (in obj, in in)
- virtual g (in obj, in in)

Public Attributes

- Property presentState
- Property initialState
- Property i
- Property val

4.7.1 Constructor & Destructor Documentation

4.7.1.1 ModelWalls()

```
function ModelWalls (
            in initValue )
```

4.7.2 Member Function Documentation

4.7.2.1 f() [1/2]

```
virtual f (
            in obj,
            in in )  [virtual], [inherited]
```

Reimplemented in ModelLaby, and ModelPacman.

4.7.2.2 f() [2/2]

```
function f (
            in obj )
```

4.7.2.3 g() [1/2]

```
virtual g (
            in obj,
            in in )  [virtual], [inherited]
```

4.7.2.4 g() [2/2]

```
function g (
            in obj )
```

4.7.2.5 m()

```
function m (
             in obj,
             in nextState,
             in init )  [virtual]
```

Reimplemented from ModelSED.

4.7.3 Member Data Documentation

4.7.3.1 i

```
Property i
```

4.7.3.2 initialState

```
Property initialState
```

4.7.3.3 presentState

```
Property presentState
```

4.7.3.4 val

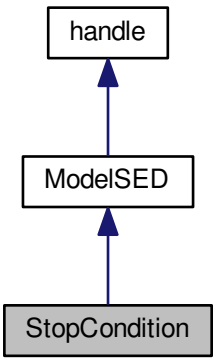
```
Property val
```

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

- ModelWalls.m

4.8 StopCondition Class Reference

Inheritance diagram for StopCondition:



Public Member Functions

- function StopCondition (in initCondition)
- function f (in obj, in noEscape, in caught, in pacmanWallsBreak, in ghostWallsBreak)
- function m (in obj, in nextState, in init)
- function g (in obj)
- virtual f (in obj, in in)
- virtual g (in obj, in in)

Public Attributes

- Property presentState
- Property initialState

4.8.1 Constructor & Destructor Documentation

4.8.1.1 StopCondition()

```
function StopCondition (
            in initCondition )
```

4.8.2 Member Function Documentation

4.8.2.1 f() [1/2]

```
virtual f (
            in obj,
            in in )  [virtual], [inherited]
```

Reimplemented in ModelLaby, and ModelPacman.

4.8.2.2 f() [2/2]

```
function f (
            in obj,
            in noEscape,
            in caught,
            in pacmanWallsBreak,
            in ghostWallsBreak )
```

4.8.2.3 g() [1/2]

```
virtual g (
            in obj,
            in in )  [virtual], [inherited]
```

4.8.2.4 g() [2/2]

```
function g (
            in obj )
```

4.8.2.5 m()

```
function m (
            in obj,
            in nextState,
            in init )  [virtual]
```

Reimplemented from ModelSED.

4.8.3 Member Data Documentation

4.8.3.1 initialState

```
Property initialState
```

4.8.3.2 presentState

```
Property presentState
```

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

- StopCondition.m

4.9 Wrapper Class Reference

Public Member Functions

- function Wrapper (in inSize, in outSize, in initLaby, in initWalls, in initPac, in initGhost, in initStop)
- function updateConnexion (in obj, in indBit, in value)
- function init (in obj)
- function orderer (in obj, in vectIn)
- function get_stop (in obj)
- function get_out (in obj)

Public Attributes

- Property wallsBit
- Property pacmanBit
- Property ghostBit
- Property modelLaby
- Property commandWalls
- Property commandGhost
- Property commandPacman
- Property stopCondition
- Property in
- Property out
- Property stop
- Property whoPlay

4.9.1 Constructor & Destructor Documentation

4.9.1.1 Wrapper()

```
function Wrapper (
            in inSize,
            in outSize,
            in initLaby,
            in initWalls,
            in initPac,
            in initGhost,
            in initStop )
```

4.9.2 Member Function Documentation

4.9.2.1 get_out()

```
function get_out (
            in obj )
```

4.9.2.2 get_stop()

```
function get_stop (
            in obj )
```

4.9.2.3 init()

```
function init (
            in obj )
```

4.9.2.4 orderer()

```
function orderer (
            in obj,
            in vectIn )
```

4.9.2.5 updateConnexion()

```
function updateConnexion (
            in obj,
            in indBit,
            in value )
```

4.9.3 Member Data Documentation

4.9.3.1 commandGhost

Property commandGhost

4.9.3.2 commandPacman

Property commandPacman

4.9.3.3 commandWalls

Property commandWalls

4.9.3.4 ghostBit

Property ghostBit

4.9.3.5 in

Property in

4.9.3.6 modelLaby

Property modelLaby

4.9.3.7 out

Property out

4.9.3.8 pacmanBit

```
Property pacmanBit
```

4.9.3.9 stop

```
Property stop
```

4.9.3.10 stopCondition

```
Property stopCondition
```

4.9.3.11 wallsBit

```
Property wallsBit
```

4.9.3.12 whoPlay

```
Property whoPlay
```

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

- Wrapper.m

Chapter 5

File Documentation

5.1 CreatePituresAndVideo.m File Reference

Functions

- function CreatePituresAndVideo (in n, in escape_i, in labyState)

5.1.1 Function Documentation

5.1.1.1 CreatePituresAndVideo()

```
function CreatePituresAndVideo (
            in n,
            in escape_i,
            in labyState )
```

5.2 CreatePituresAndVideo_textured.m File Reference

Functions

- function CreatePituresAndVideo_textured (in n, in escape_i, in labyState)

5.2.1 Function Documentation

5.2.1.1 CreatePituresAndVideo_textured()

```
function CreatePituresAndVideo_textured (
            in n,
            in escape_i,
            in labyState )
```

5.3 figure_Laby.m File Reference

Functions

- function figure_Laby (in varargin)
- function figure_Laby_OpeningFcn (in hObject, in eventdata, in handles, in varargin)
- function figure_Laby_OutputFcn (in hObject, in eventdata, in handles)
- function ui_Callback (in hObject, in eventdata, in handles)
- function connect_Callback (in hObject, in eventdata, in handles)
- function createUIPacman (in handles)
- function createUIGhost (in handles)
- function createUIWalls (in handles)
- function createUIEscape (in handles)
- function updateUI (in handles, in out)
- function updateUIActiveCammand (in handles)
- function updateUIButton (in handles)
- function updateUIPlayer (in handles, in strPlayer, in position)
- function updateUICaught (in elementToSet, in caughtInt, in stp)
- function updateUIEscape (in elementToSet, in boolState)
- function updateUIWallsAround (in handles, in strElement, in wallsAround)
- function updateUIWalls (in wallsUI, in vertWalls, in horizWalls)
- function isOne (in boolCond)
- function updatePresenceDetectorDisplay (in elementToSet, in boolCondition)
- function resetUIConnection (in handles)

5.3.1 Function Documentation

5.3.1.1 connect_Callback()

```
function connect_Callback (
            in hObject,
            in eventdata,
            in handles )
```

5.3.1.2 createUIEscape()

```
function createUIEscape (
            in handles )
```

5.3.1.3 createUIGhost()

```
function createUIGhost (
             in handles )
```

5.3.1.4 createUIPacman()

```
function createUIPacman (
             in handles )
```

5.3.1.5 createUIWalls()

```
function createUIWalls (
             in handles )
```

5.3.1.6 figure_Laby()

```
function figure_Laby (
             in varargin )
```

5.3.1.7 figure_Laby_OpeningFcn()

```
function figure_Laby_OpeningFcn (
             in hObject,
             in eventdata,
             in handles,
             in varargin )
```

5.3.1.8 figure_Laby_OutputFcn()

```
function figure_Laby_OutputFcn (
             in hObject,
             in eventdata,
             in handles )
```

5.3.1.9 isOne()

```
function isOne (
            in boolCond )
```

5.3.1.10 resetUIConnection()

```
function resetUIConnection (
            in handles )
```

5.3.1.11 ui_Callback()

```
function ui_Callback (
            in hObject,
            in eventdata,
            in handles )
```

5.3.1.12 updatePresenceDetectorDisplay()

```
function updatePresenceDetectorDisplay (
            in elementToSet,
            in boolCondition )
```

5.3.1.13 updateUI()

```
function updateUI (
            in handles,
            in out )
```

5.3.1.14 updateUIActiveCammand()

```
function updateUIActiveCammand (
            in handles )
```

5.3.1.15 updateUIButton()

```
function updateUIButton (
             in handles )
```

5.3.1.16 updateUICaught()

```
function updateUICaught (
             in elementToSet,
             in caughtInt,
             in stp )
```

5.3.1.17 updateUIEscape()

```
function updateUIEscape (
             in elementToSet,
             in boolState )
```

5.3.1.18 updateUIPlayer()

```
function updateUIPlayer (
             in handles,
             in strPlayer,
             in position )
```

5.3.1.19 updateUIWalls()

```
function updateUIWalls (
             in wallsUI,
             in vertWalls,
             in horizWalls )
```

5.3.1.20 updateUIWallsAround()

```
function updateUIWallsAround (
             in handles,
             in strElement,
             in wallsAround )
```

5.4 LabyMenu.m File Reference

Functions

- function LabyMenu (in varargin)
- function LabyMenu_OpeningFcn (in hObject, in eventdata, in handles, in varargin)
- function LabyMenu_OutputFcn (in hObject, in eventdata, in handles)
- function OneEasy_Callback (in hObject, in eventdata, in handles)
- function TwoHard_Callback (in hObject, in eventdata, in handles)
- function TwoMedium_Callback (in hObject, in eventdata, in handles)
- function TwoEasy_Callback (in hObject, in eventdata, in handles)
- function OneMedium_Callback (in hObject, in eventdata, in handles)
- function OneHard_Callback (in hObject, in eventdata, in handles)
- function slider1_Callback (in hObject, in eventdata, in handles)
- function slider1_CreateFcn (in hObject, in eventdata, in handles)

5.4.1 Function Documentation

5.4.1.1 LabyMenu()

```
function LabyMenu (
             in varargin )
```

5.4.1.2 LabyMenu_OpeningFcn()

```
function LabyMenu_OpeningFcn (
             in hObject,
             in eventdata,
             in handles,
             in varargin )
```

5.4.1.3 LabyMenu_OutputFcn()

```
function LabyMenu_OutputFcn (
             in hObject,
             in eventdata,
             in handles )
```

5.4.1.4 OneEasy_Callback()

```
function OneEasy_Callback (
             in hObject,
             in eventdata,
             in handles )
```

5.4.1.5 OneHard_Callback()

```
function OneHard_Callback (
             in hObject,
             in eventdata,
             in handles )
```

5.4.1.6 OneMedium_Callback()

```
function OneMedium_Callback (
             in hObject,
             in eventdata,
             in handles )
```

5.4.1.7 slider1_Callback()

```
function slider1_Callback (
             in hObject,
             in eventdata,
             in handles )
```

5.4.1.8 slider1_CreateFcn()

```
function slider1_CreateFcn (
             in hObject,
             in eventdata,
             in handles )
```

5.4.1.9 TwoEasy_Callback()

```
function TwoEasy_Callback (
             in hObject,
             in eventdata,
             in handles )
```

5.4.1.10 TwoHard_Callback()

```
function TwoHard_Callback (
             in hObject,
             in eventdata,
             in handles )
```

5.4.1.11 TwoMedium_Callback()

```
function TwoMedium_Callback (
             in hObject,
             in eventdata,
             in handles )
```

5.5 main.m File Reference

5.6 matrixAllPossible.m File Reference

5.7 ModelCommand.m File Reference

Classes

- class ModelCommand

5.8 ModelGenerator/AutomatonSchedulingCreation.m File Reference

Functions

- function ()

5.8.1 Function Documentation

5.8.1.1 function()

```
function ( )
```

5.9 ModelGenerator/AutomatonStrutureLabyCreation.m File Reference

Functions

- function AutomatonStrutureLabyCreation (in labySize, in playerPosition, in escapePosition, in playerName)

5.9.1 Function Documentation

5.9.1.1 AutomatonStrutureLabyCreation()

```
function AutomatonStrutureLabyCreation (
            in labySize,
            in playerPosition,
            in escapePosition,
            in playerName )
```

5.10 ModelGenerator/AutomatonWallsContraintsCreation.m File Reference

Functions

- function AutomatonWallsContraintsCreation (in verticalsWalls, in horizontalsWalls, in FirstWallsMove)

5.10.1 Function Documentation

5.10.1.1 AutomatonWallsContraintsCreation()

```
function AutomatonWallsContraintsCreation (
            in verticalsWalls,
            in horizontalsWalls,
            in FirstWallsMove )
```

5.11 ModelGenerator/generer_lab.m File Reference

Functions

- function generer_lab (in Matrice_Horizontale, in Matrice_Verticale)

5.11.1 Function Documentation

5.11.1.1 generer_lab()

```
function generer_lab (
            in Matrice_Horizontale,
            in Matrice_Verticale )
```

5.12 ModelGenerator/modelGenerator.m File Reference

5.13 ModelGenerator/Plan_desumaFunctions_2Players.m File Reference

Functions

- function writeStates (in prefix, in nbrOfStates, in initialIndice, in markedStatesIndices)
- function writeTransitions (in prefix, in datas)
- function SaveDESUMAFile (in transitionsString, in statesString, in fileName)
- function AutomatonStrutureLabyCreation (in labySize, in playerPosition, in escapePosition, in playerName)
- function ()

5.13.1 Function Documentation

5.13.1.1 AutomatonStrutureLabyCreation()

```
function AutomatonStrutureLabyCreation (
            in labySize,
            in playerPosition,
            in escapePosition,
            in playerName )
```

5.13.1.2 function()

```
function ( )
```

5.13.1.3 SaveDESUMAFile()

```
function SaveDESUMAFile (
             in transitionsString,
             in statesString,
             in fileName )
```

5.13.1.4 writeStates()

```
function writeStates (
             in prefix,
             in nbrOfStates,
             in initialIndice,
             in markedStatesIndices )
```

5.13.1.5 writeTransitions()

```
function writeTransitions (
             in prefix,
             in datas )
```

5.14 ModelGenerator/SaveDESUMAFile.m File Reference

Functions

- function SaveDESUMAFile (in transitionsString, in statesString, in fileName)

5.14.1 Function Documentation

5.14.1.1 SaveDESUMAFile()

```
function SaveDESUMAFile (
             in transitionsString,
             in statesString,
             in fileName )
```

5.15 ModelGenerator/writeStates.m File Reference

Functions

- function writeStates (in prefix, in nbrOfStates, in initialIndice, in markedStatesIndices)

5.15.1 Function Documentation

5.15.1.1 writeStates()

```
function writeStates (
            in prefix,
            in nbrOfStates,
            in initialIndice,
            in markedStatesIndices )
```

5.16 ModelGenerator/writeTransitions.m File Reference

Functions

- function writeTransitions (in prefix, in datas)

5.16.1 Function Documentation

5.16.1.1 writeTransitions()

```
function writeTransitions (
            in prefix,
            in datas )
```

5.17 ModelGhost.m File Reference

Classes

- class ModelGhost

5.18 ModelLaby.m File Reference

Classes

- class ModelLaby

  Class which contains the "fmg" structure of the labyrinth for 2 players

5.19 ModelPacman.m File Reference

Classes

- class ModelPacman

5.20 ModelSED.m File Reference

Classes

- class ModelSED

5.21 ModelWalls.m File Reference

Classes

- class ModelWalls

5.22 setColor.m File Reference

Functions

- function setColor (in img, in imgRef, in colors, in indice)

5.22.1 Function Documentation

5.22.1.1 setColor()

```
function setColor (
            in img,
            in imgRef,
            in colors,
            in indice )
```

5.23 Simulation.m File Reference

5.24 Simulation2_allpossiblewalls.m File Reference

5.25 StopCondition.m File Reference

Classes

- class StopCondition

5.26 validation/Validation 2/Test1/validation2.m File Reference

5.27 validation/Validation 2/Test10/validation2.m File Reference

5.28 validation/Validation 2/Test11/validation2.m File Reference

5.29 validation/Validation 2/Test12/validation2.m File Reference

5.30 validation/Validation 2/Test13/validation2.m File Reference

5.31 validation/Validation 2/Test14/validation2.m File Reference

5.32 validation/Validation 2/Test15/validation2.m File Reference

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5.50 validation/Validation 8/Test1/validation8.m File Reference

5.51 visupacman.m File Reference

5.52 visupacman2.m File Reference

5.53 wallsBorder.m File Reference

Functions

- function wallsBorder (in walls)

5.53.1 Function Documentation

5.53.1.1 wallsBorder()

```
function wallsBorder (
            in walls )
```

5.54 Wrapper.m File Reference

Classes

- class Wrapper

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