Csuper - Compteur de Score Universel Permettant l'Exemption de Reflexion

2.2.1

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2.1 File List

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Chapter 3

Data Structure Documentation

3.1 csuStruct Struct Reference

```
#include <csu_struct.h>
```

Data Fields

- float version
- float size_max_name
- float day
- float month
- float year
- float nb_player
- game_config config
- char ** player_names
- float * total_points
- float * rank
- float * nb_turn
- float distributor
- float ** point

3.1.1 Detailed Description

Represent a csu file

Represent a list of game configuration

3.1.2 Field Documentation

3.1.2.1 game_config config

The game configuration.

3.1.2.2 float day

Day of the structure creation.

3.1.2.3 float distributor

Index of the distributor.

3.1.2.4 float month

Month of the structure creation.

3.1.2.5 float nb_player

Number of player.

3.1.2.6 float* nb_turn

Array containing the number of turn of all players.

3.1.2.7 char** player_names

Array containing the name of all players.

3.1.2.8 float** point

Array containing the points of all players in each turn.

3.1.2.9 float* rank

Array containing the rank of all players.

3.1.2.10 float size_max_name

Maximum size that can reach a player name.

3.1.2.11 float* total_points

Array containing the total score of all players.

3.1.2.12 float version

Version of the structure.

3.1.2.13 float year

Year of the structure creation.

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

- csu_struct.h

3.2 game_config Struct Reference

```
#include <csu_struct.h>
```

Data Fields

- float nb_max
- char first_way
- char turn_by_turn
- char use_distributor
- char decimal_place
- char max
- char name [SIZE_MAX_NAME]
- float begin_score

3.2.1 Detailed Description

Represent a game configuration

3.2.2 Field Documentation

3.2.2.1 float begin_score

The score of all players in the beginning of the game

3.2.2.2 char decimal_place

The number of decimal place which are display

3.2.2.3 char first_way

Is 1 if the first those has the maximum of points, -1 otherwise

3.2.2.4 char max

Is 1 if the game use a maximum, 0 if it's a minimum

3.2.2.5 char name[SIZE_MAX_NAME]

The name of the game configuration

3.2.2.6 float nb_max

Number maximum or minimum that can reach a player.

3.2.2.7 char turn_by_turn

Is 1 if the game is on turn by turn, 0 otherwise

3.2.2.8 char use_distributor

Is 1 if the game use a distributor, 0 otherwise

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

- csu_struct.h

3.3 list_game_config Struct Reference

```
#include <game_config.h>
```

Data Fields

- int nb_config
- char ** name_game_config

3.3.1 Field Documentation

3.3.1.1 char** name_game_config

The list of the game configuration.

3.3.1.2 int nb_config

Number of game configuration.

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

- game_config.h

Chapter 4

File Documentation

4.1 csu_files.c File Reference

Files management.

```
#include "csu_files.h"
```

Functions

- FILE ∗ openFileCsuExtension (char file_name[ ], char mode[ ])
- csuStruct ∗ readCsuFile (char ∗file_name)
- int writeCsuFile (char ∗file_name, csuStruct ∗ptr_csu_struct)
- int writeFileNewTurn (char ∗file_name, csuStruct ∗ptr_csu_struct)

4.1.1 Detailed Description

Files management.

Author

Remi BERTHO

Date

27/04/14

Version

2.2.0

4.1.2 Function Documentation

4.1.2.1 FILE ∗ openFileCsuExtension (char *file_name[ ],* char *mode[ ]*)

Open a file with his name and with a specific mode and add the file extension if necessary.

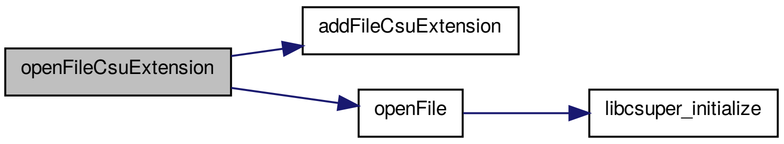
Parameters

in	*file_name[]*	the filename
in	*mode[]*	the mode

Returns

a pointer on the open file, NULL if there is a problem

Here is the call graph for this function:



4.1.2.2 csuStruct ∗ readCsuFile (char ∗ *file_name*)

Read the file with the name file_name and copy the result in a new csu structure.

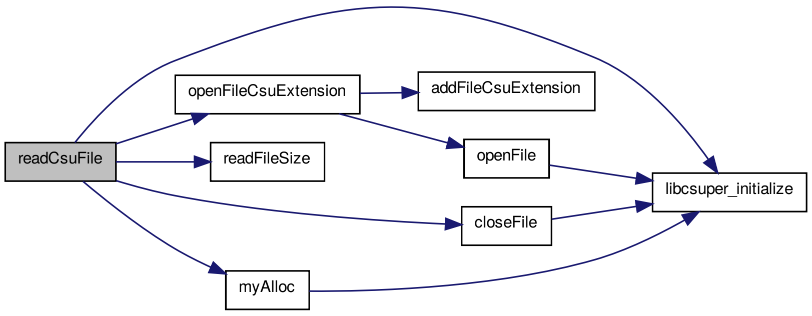
Parameters

in	*file_name[]*	the filename

Returns

a pointer on the new csu structure, NULL if there is a problem

Here is the call graph for this function:



4.1.2.3 int writeCsuFile (char ∗ *file_name*, csuStruct ∗ *ptr_csu_struct*)

Write a csu file

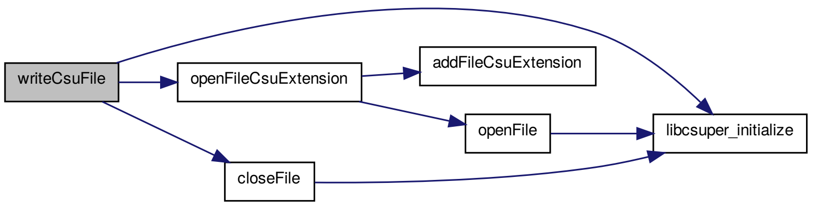
Parameters

`in`	**file_name*	the filename
`in`	**ptr_csu_struct*	a pointer on a csuStruct

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.1.2.4 void writeFileNewTurn (char * *file_name,* csuStruct * *ptr_csu_struct*)

Update the file with the new scores

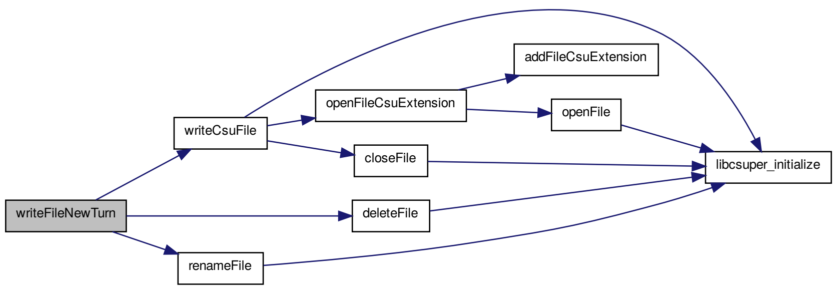
Parameters

`in`	**file_name*	the filename
`in`	**ptr_csu_struct*	a pointer on a csuStruct

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.2 csu_files.h File Reference

Files management.

```
#include "csu_struct.h"
#include <unistd.h>
```

Macros

- #define SIZE_MAX_FILE_NAME 250
- #define FILE_EXTENSION "csu"
- #define STRING_CHECK_CSU_FILE "CompteurScoreUniversel"

Functions

- FILE ∗ openFileCsuExtension (char file_name[ ], char mode[ ])
- csuStruct ∗ readCsuFile (char ∗file_name)
- int writeCsuFile (char ∗file_name, csuStruct ∗ptr_csu_struct)
- int writeFileNewTurn (char ∗file_name, csuStruct ∗ptr_csu_struct)

4.2.1 Detailed Description

Files management.

Author

Remi BERTHO

Date

16/04/14

Version

2.2.0

4.2.2 Macro Definition Documentation

4.2.2.1 #define FILE_EXTENSION "csu"

Define the file extension to "csu"

4.2.2.2 #define SIZE_MAX_FILE_NAME 250

Define the size maximum of a filename to 250

4.2.2.3 #define STRING_CHECK_CSU_FILE "CompteurScoreUniversel"

String for checking if the file is a csu file.

4.2.3 Function Documentation

4.2.3.1 FILE∗ openFileCsuExtension (char *file_name[ ],* char *mode[ ]*)

Open a file with his name and with a specific mode and add the file extension if necessary.

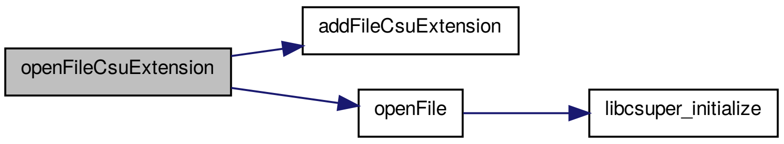
Parameters

in	*file_name[]*	the filename
in	*mode[]*	the mode

Returns

a pointer on the open file, NULL if there is a problem

Here is the call graph for this function:



4.2.3.2 csuStruct∗ readCsuFile (char ∗ *file_name*)

Read the file with the name file_name and copy the result in a new csu structure.

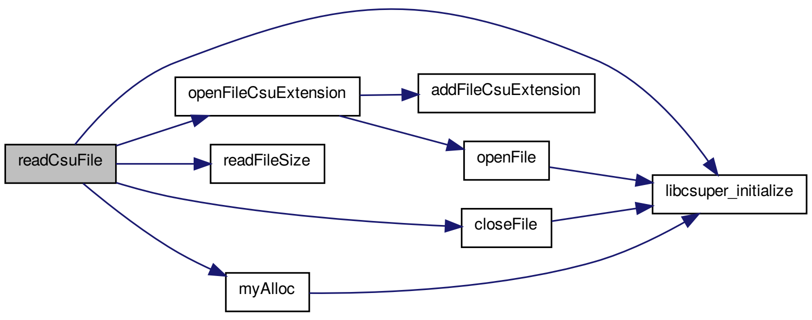
Parameters

in	*file_name[]*	the filename

Returns

a pointer on the new csu structure, NULL if there is a problem

Here is the call graph for this function:



4.2.3.3 int writeCsuFile (char ∗ *file_name,* csuStruct ∗ *ptr_csu_struct*)

Write a csu file

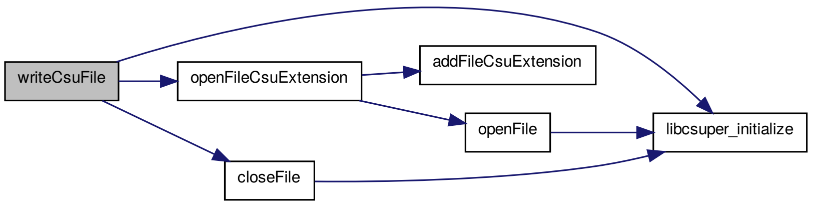
Parameters

in	**file_name*	the filename
in	**ptr_csu_struct*	a pointer on a csuStruct

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.2.3.4 int writeFileNewTurn (char * *file_name,* csuStruct * *ptr_csu_struct*)

Update the file with the new scores

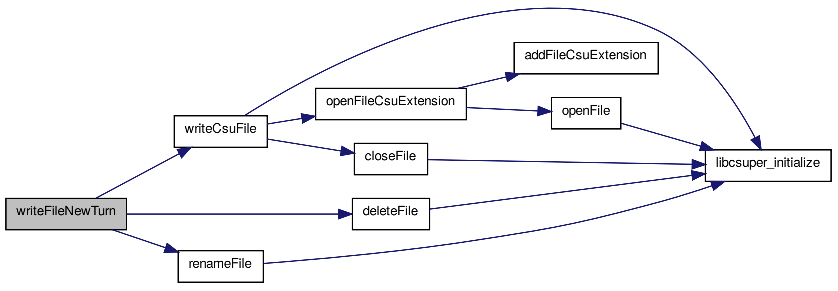
Parameters

in	**file_name*	the filename
in	**ptr_csu_struct*	a pointer on a csuStruct

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.3 csu_struct.c File Reference

Management of the csu files.

```
#include "csu_struct.h"
```

Functions

- csuStruct ∗ newCsuStruct (float nb_player, game_config config)
- void closeCsuStruct (csuStruct ∗ptr_csu_struct)
- void startNewTurn (csuStruct ∗ptr_csu_struct, int index_player)
- void endNewTurn (csuStruct ∗ptr_csu_struct, int index_player)
- void rankCalculation (csuStruct ∗ptr_csu_struct)
- void addDistributorCsuStruct (csuStruct ∗ptr_csu_struct, char ∗distributor_name)
- int exceedMaxNumber (csuStruct ∗ptr_csu_struct)
- int maxNbTurn (csuStruct ∗ptr_csu_struct)
- int searchPlayerIndex (csuStruct ∗ptr_csu_struct, char ∗player_name)

4.3.1 Detailed Description

Management of the csu files.

Author

Remi BERTHO

Date

15/04/14

Version

2.2.0

4.3.2 Function Documentation

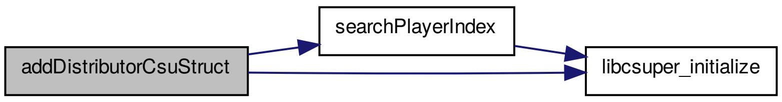
4.3.2.1 void addDistributorCsuStruct (csuStruct ∗ *ptr_csu_struct,* char ∗ *distributor_name*)

Add the distributor on the structure

Parameters

`in`	∗*distributor_-name*	the name of the distributor
`in`	∗*ptr_csu_struct*	a pointer on a csuStruct

Here is the call graph for this function:



4.3.2.2 void closeCsuStruct (csuStruct ∗ *ptr_csu_struct*)

Free a csuStruct

Parameters

in,out	**ptr_csu_struct*	a pointer to the csuStruct

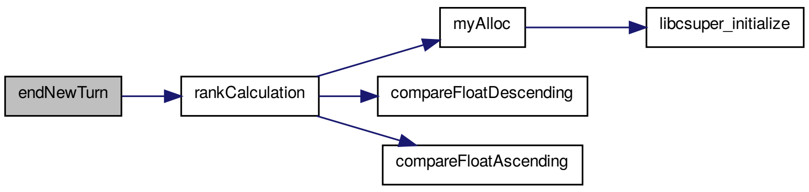
4.3.2.3 void endNewTurn (csuStruct * *ptr_csu_struct,* int *index_player*)

Update the total points, the number of turn, the distributor and the rank for a new turn

Parameters

in,out	**ptr_csu_struct*	a pointer on a csuStruct
in,out	*index_player*	index_player the index of the player who begin a new turn, -1 if everybody begin a new turn

Here is the call graph for this function:



4.3.2.4 int exceedMaxNumber (csuStruct * *ptr_csu_struct*)

Check if someone exceed the maximum number

Parameters

in	**ptr_csu_struct*	a pointer on a csuStruct

Returns

TRUE if someone exceed, FALSE otherwise

4.3.2.5 int maxNbTurn (csuStruct * *ptr_csu_struct*)

Search the maximal number of turn

Parameters

in	**ptr_csu_struct*	a pointer on a csuStruct

Returns

the maximal number of turn

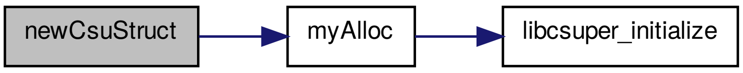
4.3.2.6 csuStruct * newCsuStruct (float *nb_player,* game_config *config*)

Create a new csuStruct from a game configuration and the number of player.

Parameters

in	*nb_player*	the number of player
in	*config*	the game configuration

Here is the call graph for this function:



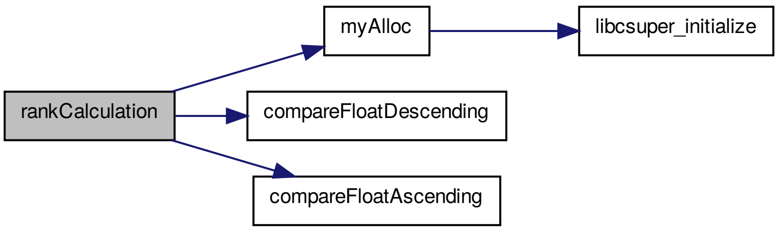
4.3.2.7 void rankCalculation (csuStruct ∗ *ptr_csu_struct*)

Calculate the rank

Parameters

in,out	∗*ptr_csu_struct*	a pointer on a csuStruct

Here is the call graph for this function:



4.3.2.8 int searchPlayerIndex (csuStruct ∗ *ptr_csu_struct,* char ∗ *player_name*)

Search the index of a person

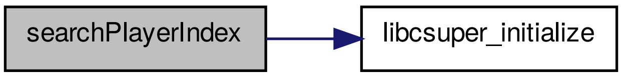
Parameters

in	∗*player_name*	the name of the player
in	∗*ptr_csu_struct*	a pointer on a csuStruct

Returns

the index, -1 if there is not found

Here is the call graph for this function:



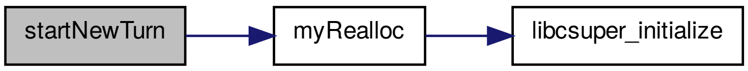
4.3.2.9 void startNewTurn (csuStruct ∗ *ptr_csu_struct,* int *index_player*)

Reallocate the memory for the point to begin a new turn.

Parameters

`in,out`	∗*ptr_csu_struct*	a pointer on a csuStruct
`in,out`	*index_player*	the index of the player who begin a new turn, -1 if everybody begin a new turn

Here is the call graph for this function:



4.4 csu_struct.h File Reference

Management of the csu files header.

```
#include <time.h>
#include <float.h>
#include "share.h"
```

Data Structures

- struct game_config
- struct csuStruct

Macros

- #define SIZE_MAX_NAME 30
- #define VERSION 1.4

Functions

- csuStruct ∗ newCsuStruct (float nb_player, game_config config)
- void closeCsuStruct (csuStruct ∗ptr_csu_struct)
- void startNewTurn (csuStruct ∗ptr_csu_struct, int index_player)
- void endNewTurn (csuStruct ∗ptr_csu_struct, int index_player)
- void rankCalculation (csuStruct ∗ptr_csu_struct)
- void addDistributorCsuStruct (csuStruct ∗ptr_csu_struct, char ∗distributor_name)
- int exceedMaxNumber (csuStruct ∗ptr_csu_struct)
- int maxNbTurn (csuStruct ∗ptr_csu_struct)
- int searchPlayerIndex (csuStruct ∗ptr_csu_struct, char ∗player_name)

4.4.1 Detailed Description

Management of the csu files header.

Author

Remi BERTHO

Date

16/04/14

Version

2.2.0

4.4.2 Macro Definition Documentation

4.4.2.1 #define SIZE_MAX_NAME 30

Define size max of name to 30

4.4.2.2 #define VERSION 1.4

Define the version to 1.4

4.4.3 Function Documentation

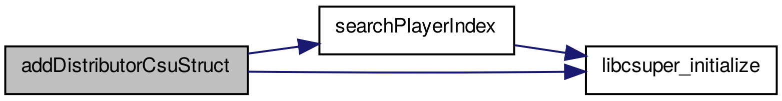
4.4.3.1 void addDistributorCsuStruct (**csuStruct** ∗ *ptr_csu_struct,* char ∗ *distributor_name*)

Add the distributor on the structure

Parameters

`in`	∗*distributor_-name*	the name of the distributor
`in`	∗*ptr_csu_struct*	a pointer on a csuStruct

Here is the call graph for this function:



4.4.3.2 void closeCsuStruct (**csuStruct** ∗ *ptr_csu_struct*)

Free a csuStruct

Parameters

`in,out`	∗*ptr_csu_struct*	a pointer to the csuStruct

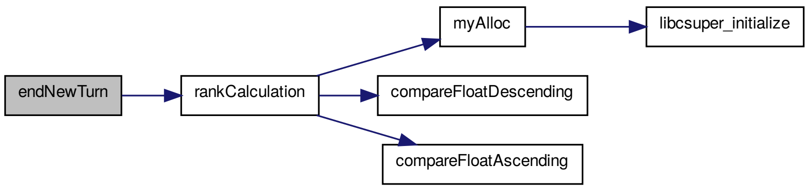
4.4.3.3 void endNewTurn (**csuStruct** ∗ *ptr_csu_struct,* int *index_player*)

Update the total points, the number of turn, the distributor and the rank for a new turn

Parameters

`in,out`	∗*ptr_csu_struct*	a pointer on a csuStruct
`in,out`	*index_player*	index_player the index of the player who begin a new turn, -1 if everybody begin a new turn

Here is the call graph for this function:



4.4.3.4 int exceedMaxNumber (**csuStruct** ∗ *ptr_csu_struct*)

Check if someone exceed the maximum number

Parameters

`in`	∗*ptr_csu_struct*	a pointer on a csuStruct

Returns

TRUE if someone exceed, FALSE otherwise

4.4.3.5 int maxNbTurn (csuStruct ∗ *ptr_csu_struct*)

Search the maximal number of turn

Parameters

`in`	**ptr_csu_struct*	a pointer on a csuStruct

Returns

the maximal number of turn

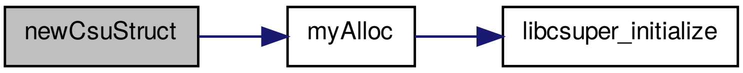
4.4.3.6 csuStruct* newCsuStruct (float *nb_player*, game_config *config*)

Create a new csuStruct from a game configuration and the number of player.

Parameters

`in`	*nb_player*	the number of player
`in`	*config*	the game configuration

Here is the call graph for this function:



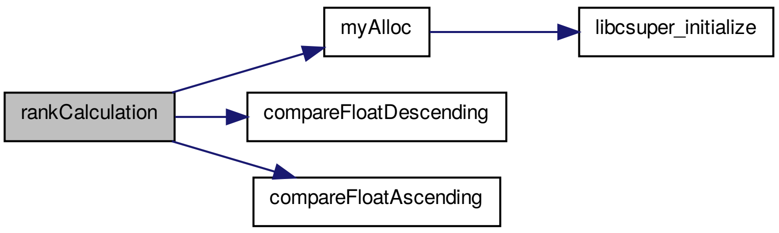
4.4.3.7 void rankCalculation (csuStruct * *ptr_csu_struct*)

Calculate the rank

Parameters

`in,out`	**ptr_csu_struct*	a pointer on a csuStruct

Here is the call graph for this function:



4.4.3.8 int searchPlayerIndex (csuStruct * *ptr_csu_struct*, char * *player_name*)

Search the index of a person

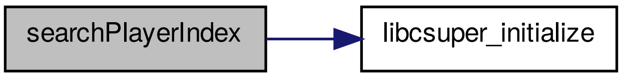
Parameters

in	**player_name*	the name of the player
in	**ptr_csu_struct*	a pointer on a csuStruct

Returns

the index, -1 if there is not found

Here is the call graph for this function:



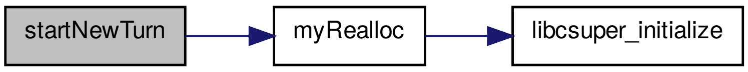
4.4.3.9 void startNewTurn (csuStruct ∗ *ptr_csu_struct*, int *index_player*)

Reallocate the memory for the point to begin a new turn.

Parameters

in,out	**ptr_csu_struct*	a pointer on a csuStruct
in,out	*index_player*	the index of the player who begin a new turn, -1 if everybody begin a new turn

Here is the call graph for this function:



4.5 file_system_path.c File Reference

Fonctions qui l'emrankment des fichiers sauvegardes.

```
#include "file_system_path.h"
```

Functions

- int createFileSystemPath ()
- int readFileSystemPath (char ∗file_name)
- int readSystemPath (char ∗file_name)
- int changeSystemPath (char ∗new_path)

- void readHomePath (char ∗path)
- void readHomePathSlash (char ∗path)

4.5.1 Detailed Description

Fonctions qui l'emrankment des fichiers sauvegardes.

Author

Remi BERTHO

Date

13/02/14

Version

2.0

4.5.2 Function Documentation

4.5.2.1 int changeSystemPath (char ∗ *new_path*)

Change the system path

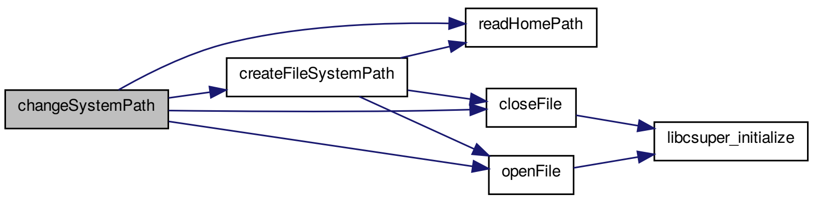
Parameters

`in,out`	∗*new_path*	le nomveau chemin

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



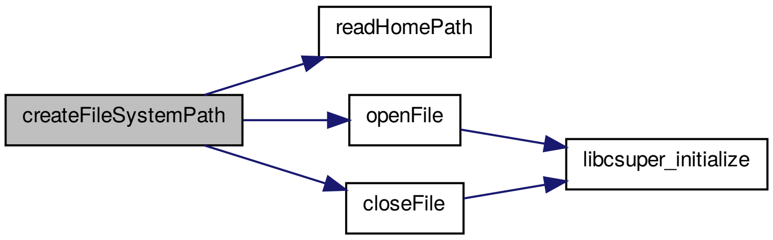
4.5.2.2 void createFileSystemPath ( )

Create the folder and the file which contain the system path

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.5.2.3 int readFileSystemPath (char ∗ *file_name*)

Read the system path and the path read to the filename

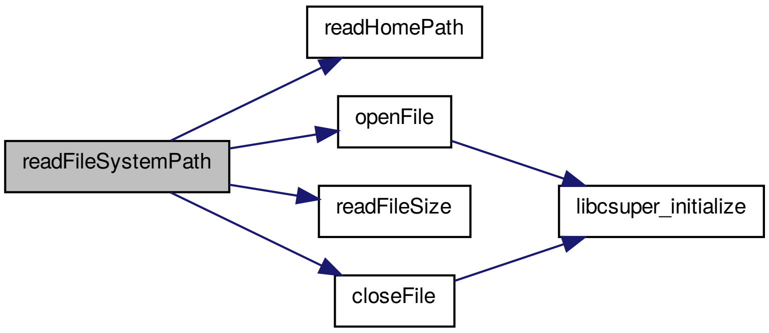
Parameters

`in,out`	∗*file_name*	the filename

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.5.2.4 void readHomePath (char ∗ *path*)

Read the home path

Parameters

`in,out`	*path*	the path

Read the home path with a slash at the end

Parameters

`in,out`	*path*	the path

4.5.2.5 void readHomePathSlash (char ∗ *path*)

4.5.2.6 int readSystemPath (char ∗ *file_name*)

Add the system path, if the file system path doesn't exist, it create it.

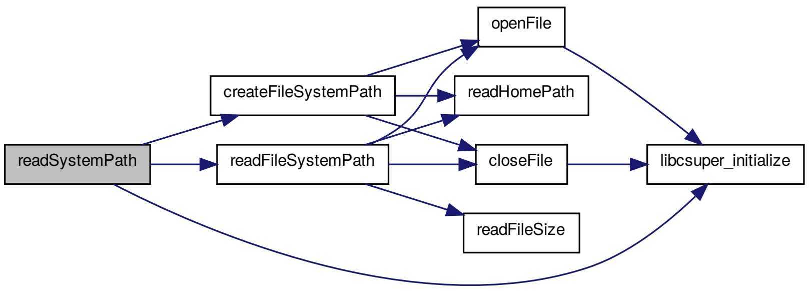
Parameters

`in,out`	∗*file_name*	the filename

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.6 file_system_path.h File Reference

Prototypes des fonctions qui l'emrankment des fichiers sauvegardes.

```
#include <sys/stat.h>
#include <sys/types.h>
#include "csu_struct.h"
#include "csu_files.h"
```

Macros

- #define FILE_NAME_SYSTEM_PATH "system_path.txt"
- #define MAIN_FOLDER_NAME ".csuper"

Functions

- int createFileSystemPath ()
- int readFileSystemPath (char ∗file_name)
- int readSystemPath (char ∗file_name)
- int changeSystemPath (char ∗new_path)
- void readHomePath (char ∗path)
- void readHomePathSlash (char ∗path)

4.6.1 Detailed Description

Prototypes des fonctions qui l'emrankment des fichiers sauvegardes.

Author

Remi BERTHO

Date

16/04/14

Version

2.2.0

4.6.2 Macro Definition Documentation

4.6.2.1 #define FILE_NAME_SYSTEM_PATH "system_path.txt"

Define filename of the file which contain the system path to "system_path.txt"

4.6.2.2 #define MAIN_FOLDER_NAME ".csuper"

Define the folder name of the csuper preferences

4.6.3 Function Documentation

4.6.3.1 int changeSystemPath (char ∗ *new_path*)

Change the system path

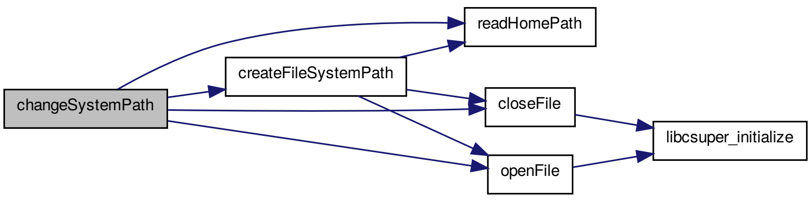
Parameters

in,out	∗*new_path*	le nomveau chemin

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



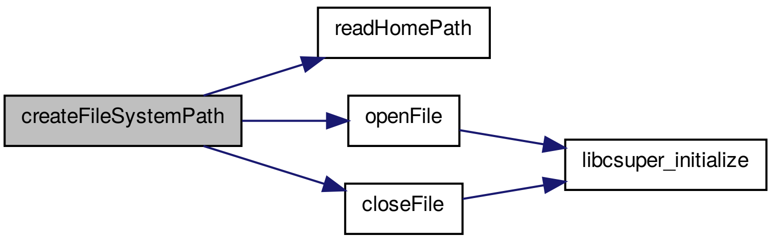
4.6.3.2 int createFileSystemPath ( )

Create the folder and the file which contain the system path

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.6.3.3 int readFileSystemPath (char ∗ *file_name*)

Read the system path and the path read to the filename

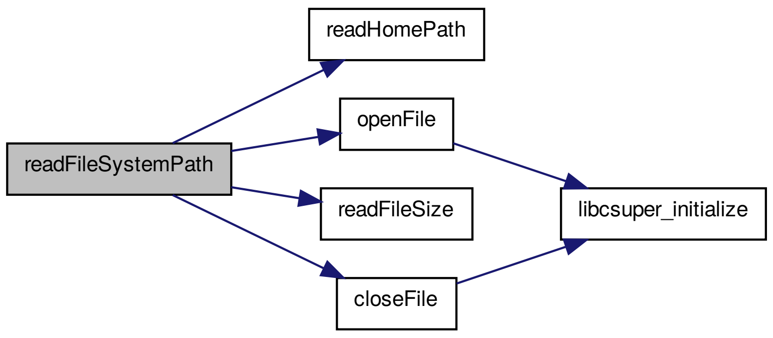
Parameters

`in,out`	∗*file_name*	the filename

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.6.3.4 void readHomePath (char ∗ *path*)

Read the home path

Parameters

`in,out`	*path*	the path

Read the home path with a slash at the end

Parameters

`in,out`	*path*	the path

4.6.3.5 void readHomePathSlash (char ∗ *path*)

4.6.3.6 int readSystemPath (char ∗ *file_name*)

Add the system path, if the file system path doesn't exist, it create it.

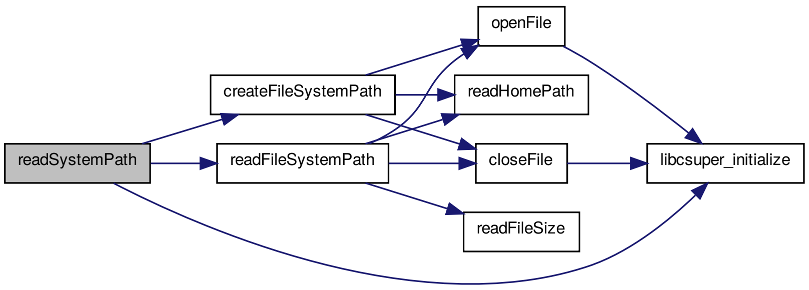
Parameters

`in,out`	∗*file_name*	the filename

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.7 game_config.c File Reference

Game configuration.

```
#include "game_config.h"
```

Functions

- list_game_config ∗ newListGameConfig (int nb_config)
- void closeListGameConfig (list_game_config ∗ptr_list_config)
- int makeConfigListFile (char ∗home_path)
- list_game_config ∗ readConfigListFile (char ∗home_path)
- int addConfigListFile (char ∗new_config_name, char ∗home_path)
- int removeConfigListFile (int index_delete, list_game_config ∗ptr_list_config, char ∗home_path)
- int newConfigFile (game_config config, char ∗home_path)
- int removeConfigFile (char ∗config_name, char ∗home_path)
- int readConfigFile (int index_read, list_game_config ∗ptr_list_config, game_config ∗ptr_config, char ∗home-_path)
- int exportConfigFile (char ∗home_path, char ∗file_name)
- int importConfigFile (char ∗home_path, char ∗file_name)

4.7.1 Detailed Description

Game configuration.

Author

Remi BERTHO

Date

29/04/14

Version

2.2.1

4.7.2 Function Documentation

4.7.2.1 int addConfigListFile (char ∗ *new_config_name,* char ∗ *home_path*)

Add a new game configuration into the file which contain the list of game configuration.

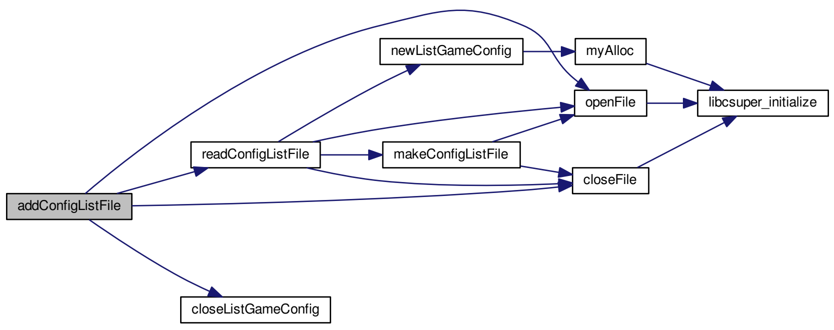
Parameters

in	*new_config_-name*	the name of the new game configuration
in	*home_path*	the path to the home directory

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.7.2.2 void closeListGameConfig (list_game_config ∗ *ptr_list_config*)

Free a list of game configuration

Parameters

in	∗*ptr_list_config*	a pointer on a list of game configuration

4.7.2.3 int exportConfigFile (char ∗ *home_path,* char ∗ *file_name*)

Export all config file into a file.

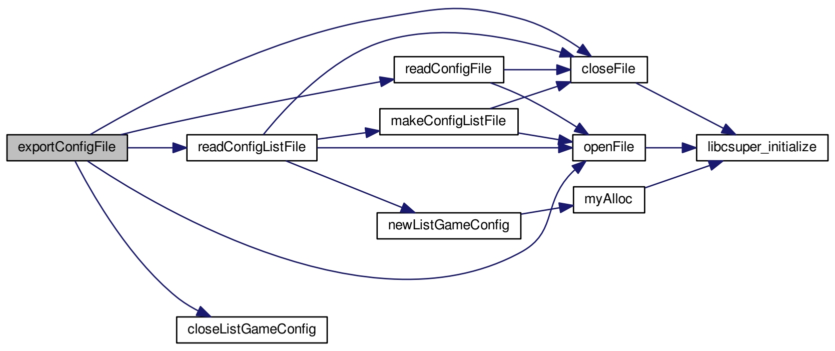
Parameters

in	*file_name*	the filename of the exported file.
in	*home_path*	the path to the home directory

Returns

a list_game_config

Here is the call graph for this function:



4.7.2.4 int importConfigFile (char ∗ *home_path,* char ∗ *file_name*)

Import all config file from a file.

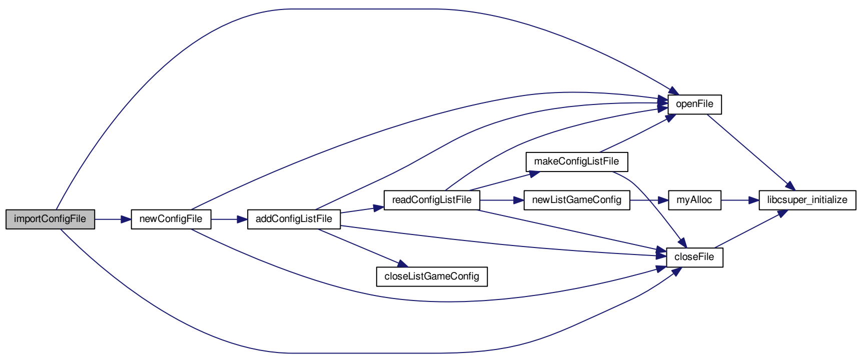
Parameters

in	*file_name*	the filename of the exported file.
in	*home_path*	the path to the home directory

Returns

a list_game_config

Here is the call graph for this function:



4.7.2.5 int makeConfigListFile (char ∗ *home_path*)

Create the folder which contain the games configurations and the files which contain the list of games configurations

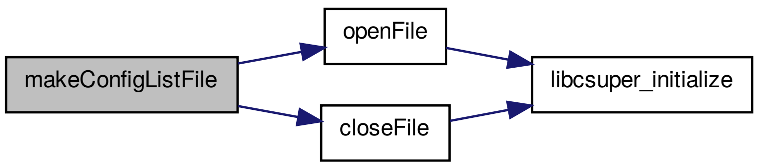
Parameters

in	*∗home_path*	the path to the home directory

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.7.2.6 int newConfigFile (**game_config** *config,* char ∗ *home_path*)

Create a game configuration file and put it into the game configuration file list.

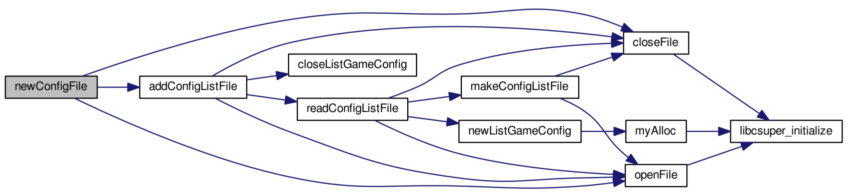
Parameters

in	*config*	the gale configuration
in	*home_path*	the path to the home directory

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.7.2.7 **list_game_config** ∗ newListGameConfig (int *nb_config*)

Create a list of game configuration.

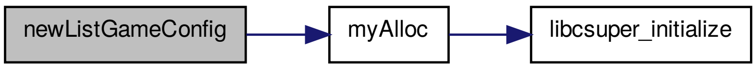
Parameters

in	*nb_config*	the number of game configuration

Returns

une list_game_config

Here is the call graph for this function:



4.7.2.8 int readConfigFile (int *index_read,* **list_game_config** ∗ *ptr_list_config,* **game_config** ∗ *ptr_config,* char ∗ *home_path*)

Read a game configuration file.

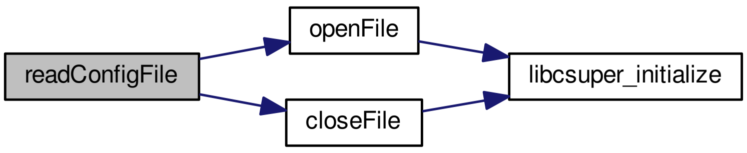
Parameters

in	*index_read*	the index of the game configuration to be read
in	*ptr_list_config*	a pointer on the game configration list
in	*ptr_config*	a pointer on a game configuration
in	*home_path*	the path to the home directory

Returns

a list_game_config

Here is the call graph for this function:



4.7.2.9 **list_game_config** ∗ readConfigListFile (char ∗ *home_path*)

Read the file which contain the list of game configuration.

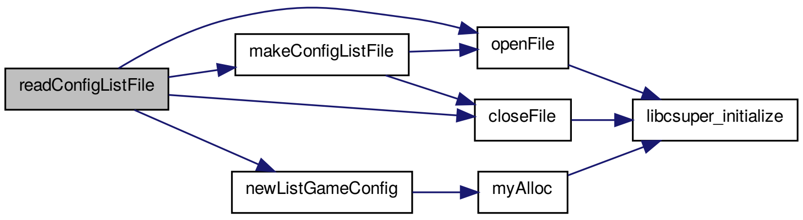
Parameters

in	∗*home_path*	the path to the home directory

Returns

a list_game_config

Here is the call graph for this function:



4.7.2.10 int removeConfigFile (char ∗ *config_name,* char ∗ *home_path*)

Delete a game configuration.

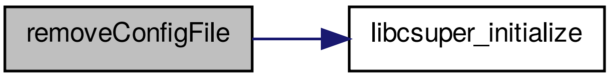
Parameters

in	*config_name*	the name of the game configuration which will be deleted
in	*home_path*	the path to the home directory

Returns

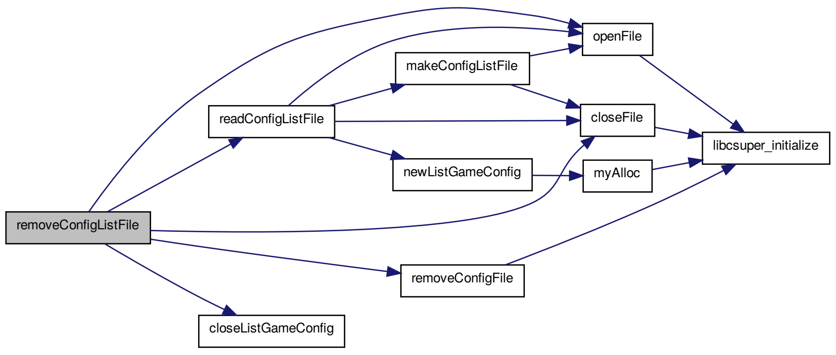
TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.7.2.11 int removeConfigListFile (int *index_delete,* list_game_config ∗ *ptr_list_config,* char ∗ *home_path*)

Here is the call graph for this function:



4.8 game_config.h File Reference

Game configurations.

```
#include <math.h>
#include "csu_struct.h"
#include "file_system_path.h"
```

Data Structures

- struct list_game_config

Macros

- #define CONFIGURATION_FOLDER_NAME "config"
- #define CONFIGURATION_FILE_NAME "configuration"

Functions

- list_game_config ∗ newListGameConfig (int nb_config)
- void closeListGameConfig (list_game_config ∗ptr_list_config)
- int makeConfigListFile (char ∗home_path)
- list_game_config ∗ readConfigListFile (char ∗home_path)
- int addConfigListFile (char ∗new_config_name, char ∗home_path)
- int removeConfigListFile (int index_delete, list_game_config ∗ptr_list_config, char ∗home_path)
- int newConfigFile (game_config config, char ∗home_path)
- int removeConfigFile (char ∗config_name, char ∗home_path)
- int readConfigFile (int index_read, list_game_config ∗ptr_list_config, game_config ∗ptr_config, char ∗home-_path)
- int exportConfigFile (char ∗home_path, char ∗file_name)
- int importConfigFile (char ∗home_path, char ∗file_name)

4.8.1 Detailed Description

Game configurations.

Author

Remi BERTHO

Date

29/04/14

Version

2.2.1

4.8.2 Macro Definition Documentation

4.8.2.1 #define CONFIGURATION_FILE_NAME "configuration"

Define the name of the file which contain the list of the game configurations

4.8.2.2 #define CONFIGURATION_FOLDER_NAME "config"

Define the name of the folder which contain the game configurations

4.8.3 Function Documentation

4.8.3.1 int addConfigListFile (char ∗ *new_config_name,* char ∗ *home_path*)

Add a new game configuration into the file which contain the list of game configuration.

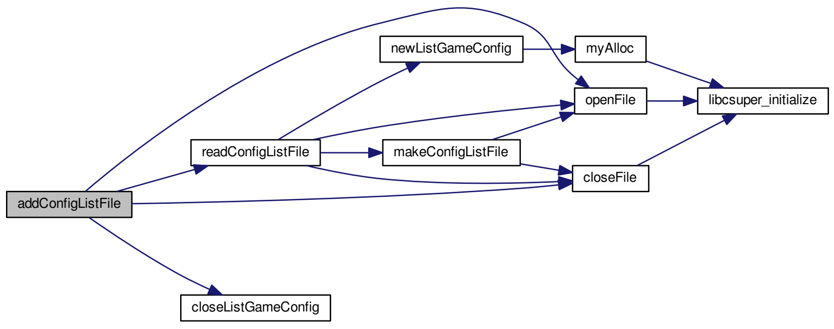
Parameters

`in`	*new_config_-name*	the name of the new game configuration
`in`	*home_path*	the path to the home directory

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.8.3.2 void closeListGameConfig (list_game_config ∗ *ptr_list_config*)

Free a list of game configuration

Parameters

in	∗*ptr_list_config*	a pointer on a list of game configuration

4.8.3.3 int exportConfigFile (char ∗ *home_path*, char ∗ *file_name*)

Export all config file into a file.

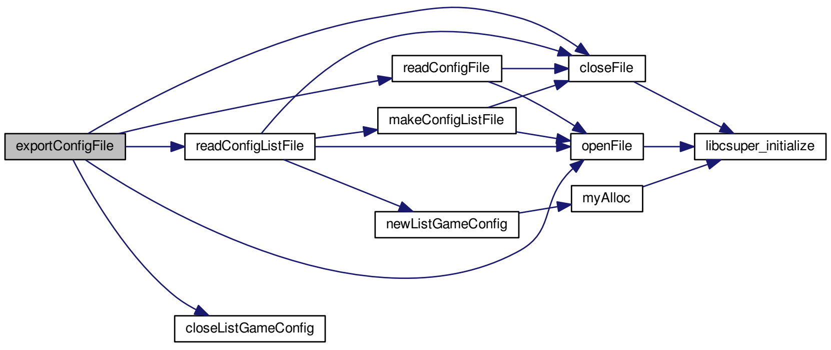
Parameters

in	*file_name*	the filename of the exported file.
in	*home_path*	the path to the home directory

Returns

a list_game_config

Here is the call graph for this function:



4.8.3.4 int importConfigFile (char ∗ *home_path*, char ∗ *file_name*)

Import all config file from a file.

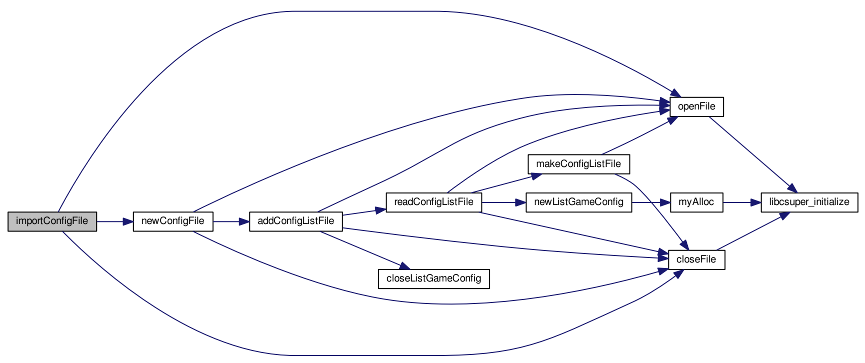
Parameters

in	*file_name*	the filename of the exported file.
in	*home_path*	the path to the home directory

Returns

a list_game_config

Here is the call graph for this function:



4.8.3.5 int makeConfigListFile (char ∗ *home_path*)

Create the folder which contain the games configurations and the files which contain the list of games configurations

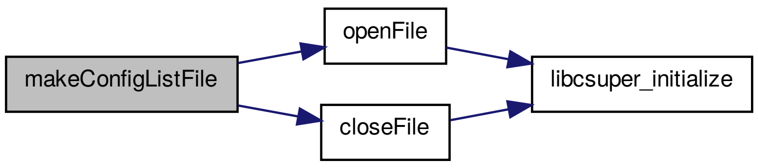
Parameters

in	∗*home_path*	the path to the home directory

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.8.3.6 int newConfigFile (game_config *config,* char ∗ *home_path*)

Create a game configuration file and put it into the game configuration file list.

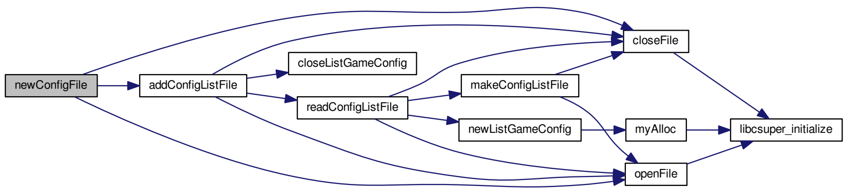
Parameters

in	*config*	the gale configuration
in	*home_path*	the path to the home directory

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.8.3.7 list_game_config∗ newListGameConfig (int *nb_config*)

Create a list of game configuration.

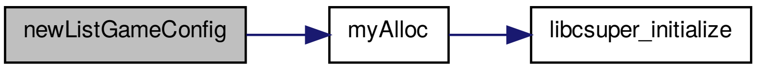
Parameters

in	*nb_config*	the number of game configuration

Returns

une list_game_config

Here is the call graph for this function:



4.8.3.8 int readConfigFile (int *index_read,* list_game_config ∗ *ptr_list_config,* game_config ∗ *ptr_config,* char ∗ *home_path*)

Read a game configuration file.

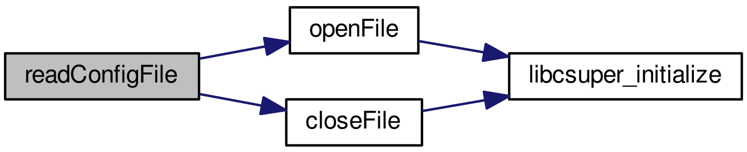
Parameters

in	*index_read*	the index of the game configuration to be read
in	*ptr_list_config*	a pointer on the game configration list
in	*ptr_config*	a pointer on a game configuration
in	*home_path*	the path to the home directory

Returns

a list_game_config

Here is the call graph for this function:



4.8.3.9 list_game_config∗ readConfigListFile (char ∗ *home_path*)

Read the file which contain the list of game configuration.

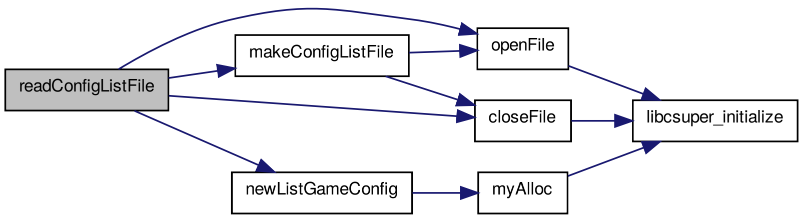
Parameters

in	∗*home_path*	the path to the home directory

Returns

a list_game_config

Here is the call graph for this function:



4.8.3.10 int removeConfigFile (char ∗ *config_name,* char ∗ *home_path*)

Delete a game configuration.

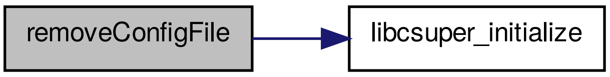
Parameters

`in`	*config_name*	the name of the game configuration which will be deleted
`in`	*home_path*	the path to the home directory

Returns

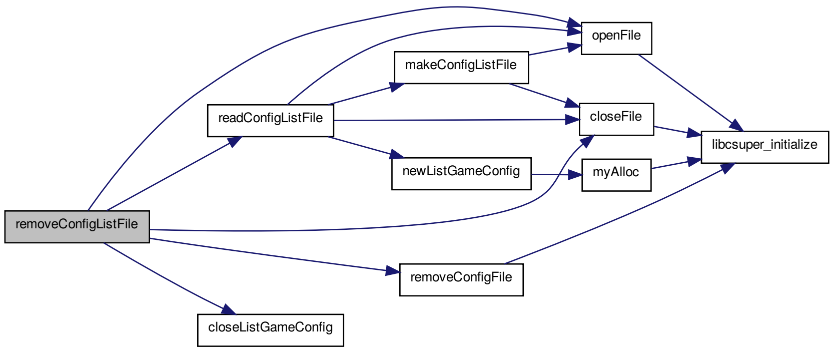
TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.8.3.11 int removeConfigListFile (int *index_delete*, list_game_config ∗ *ptr_list_config*, char ∗ *home_path*)

Here is the call graph for this function:



4.9 libcsuper.h File Reference

Inclusion of all header files of libcsuper.

```
#include "csu_struct.h"
#include "share.h"
#include "csu_files.h"
#include "file_system_path.h"
#include "main_argument.h"
#include "game_config.h"
```

4.9.1 Detailed Description

Inclusion of all header files of libcsuper.

Author

Remi BERTHO

Date

05/04/14

Version

2.2.0

4.10 main_argument.c File Reference

Begin csuper.

```
#include "main_argument.h"
```

Functions

- int searchArgument (int argc, char ∗argv[ ], int ∗function, int ∗file_place)
- void displayHelp ()

4.10.1 Detailed Description

Begin csuper.

Author

Remi BERTHO

Date

16/04/14

Version

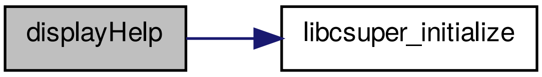
2.2.0

4.10.2 Function Documentation

4.10.2.1 void displayHelp ( )

Display the help

Here is the call graph for this function:



4.10.2.2 int searchArgument (int *argc*, char ∗ *argv[ ]*, int ∗ *function*, int ∗ *file_place*)

Search the argument passed to the main function

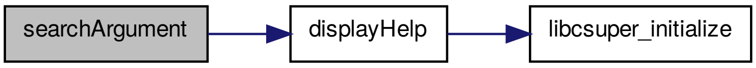
Parameters

in	*argc*	the number of argument
in	*argv*	the array of argument
in	*function*	integer which determine which function run
in	*file_place*	integer which determine the index of the filename

Returns

TRUE if the function founded an argument, FALSE otherwise

Here is the call graph for this function:



4.11 main_argument.h File Reference

Begin csuper.

```
#include "share.h"
```

Macros

- #define STRING_READ_FILE "--read"
- #define STRING_READ_FILE_RED "-r"
- #define READ_FILE 0
- #define STRING_OPEN_FILE "--open"
- #define STRING_OPEN_FILE_RED "-o"
- #define OPEN_FILE 1

- #define STRING_HELP "--help"
- #define STRING_HELP_RED "-h"
- #define HELP 2

Functions

- int searchArgument (int argc, char ∗argv[ ], int ∗function, int ∗file_place)
- void displayHelp ()

4.11.1 Detailed Description

Begin csuper.

Author

Remi BERTHO

Date

16/04/14

Version

2.2.0

4.11.2 Macro Definition Documentation

4.11.2.1 #define HELP 2

Define the call help to 2

4.11.2.2 #define OPEN_FILE 1

Define the call to read a file to 1

4.11.2.3 #define READ_FILE 0

Define the call to read a file to 0

4.11.2.4 #define STRING_HELP "--help"

Define the argument which call help to "--help"

4.11.2.5 #define STRING_HELP_RED "-h"

Define the reduce argument which call help to "-h"

4.11.2.6 #define STRING_OPEN_FILE "--open"

Define the argument which call to open a file to "--open"

4.11.2.7 #define STRING_OPEN_FILE_RED "-o"

Define the reduce argument which call to open a file to "-o"

4.11.2.8 #define STRING_READ_FILE "--read"

Define the argument which call to read a file to "--read"

4.11.2.9 #define STRING_READ_FILE_RED "-r"

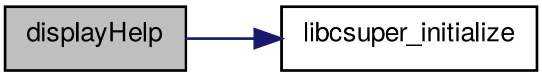
Define the reduce argument which call to read a file to "-r"

4.11.3 Function Documentation

4.11.3.1 void displayHelp ( )

Display the help

Here is the call graph for this function:



4.11.3.2 int searchArgument (int *argc*, char ∗ *argv[ ]*, int ∗ *function*, int ∗ *file_place*)

Search the argument passed to the main function

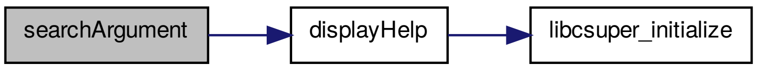
Parameters

`in`	*argc*	the number of argument
`in`	*argv*	the array of argument
`in`	*function*	integer which determine which function run
`in`	*file_place*	integer which determine the index of the filename

Returns

TRUE if the function founded an argument, FALSE otherwise

Here is the call graph for this function:



4.12 share.c File Reference

Essential function of libcsuper.

```
#include "share.h"
#include "csu_files.h"
```

Functions

- void libcsuper_initialize ()
- void wrongChoice ()
- void clearScreen ()
- int compareFloatAscending (void const ∗a, void const ∗b)
- int compareFloatDescending (void const ∗a, void const ∗b)
- FILE ∗ openFile (char file_name[], char mode[])
- int closeFile (FILE ∗ptr_file)
- int readFileSize (FILE ∗ptr_file)
- void ∗ myAlloc (int size_alloue)
- void myRealloc (void ∗∗ptr, int size_alloue)
- void addFileCsuExtension (char ∗file_name)
- int deleteFile (char ∗file_name)
- int renameFile (char ∗old_name, char ∗new_name)

4.12.1 Detailed Description

Essential function of libcsuper.

Author

Remi BERTHO

Date

15/04/14

Version

2.2.0

4.12.2 Function Documentation

4.12.2.1 void addFileCsuExtension (char ∗ *file_name*)

Add the csu file extension

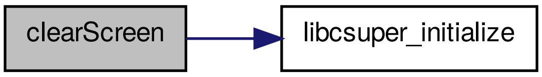
Parameters

in	*file_name*	the filename

4.12.2.2 void clearScreen ( )

Clear the terminal.

Here is the call graph for this function:



4.12.2.3 int closeFile (FILE ∗ *ptr_file*)

Close the file

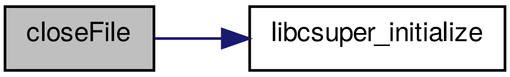
Parameters

in	∗*ptr_file*	the file

Returns

0 if everything is OK, 1 otherwise

Here is the call graph for this function:



4.12.2.4 int compareFloatAscending (void const ∗ *a*, void const ∗ *b*)

Compare 2 float

Parameters

in	∗*a*	a pointer on a float
in	∗*b*	a pointer on a float

Returns

1 if a>b, 0 if a=b and -1 if a<b

4.12.2.5 int int compareFloatDescending (void const ∗ *a*, void const ∗ *b*)

Compare 2 float

Parameters

in	∗*a*	a pointer on a float
in	∗*b*	a pointer on a float

Returns

1 if a<b, 0 if a=b and -1 if a>b

4.12.2.6 int deleteFile (char ∗ *file_name*)

Delete a file

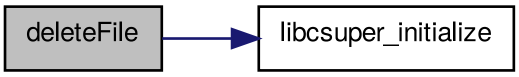
Parameters

in	∗*file_name*	the filename

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.12.2.7 void libcsuper_initialize ( )

Initialize libcsuper with gettext.

4.12.2.8 void ∗ myAlloc (int *size_alloue*)

Allocate a memory block and check if everything is OK.

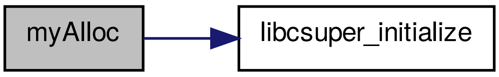
Parameters

in	*size_alloue*	the size

Returns

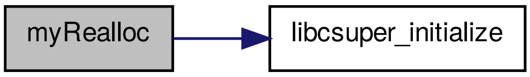
a pointer on the allocate memory block

Here is the call graph for this function:



4.12.2.9 void myRealloc (void $**$ *ptr,* int *size_alloue*)

Here is the call graph for this function:



4.12.2.10 FILE $*$ openFile (char *file_name[ ],* char *mode[ ]*)

Open a file with his name and with a specific mode.

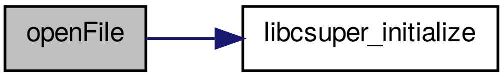
Parameters

`in`	*file_name[]*	the filename
`in`	*mode[]*	the mode

Returns

a pointer to the open file, NULL if there was a problem

Here is the call graph for this function:



4.12.2.11 int readFileSize (FILE ∗ *ptr_file*)

Read the size of the file

Parameters

in	*∗ptr_file*	the file

Returns

the size of the file

4.12.2.12 int renameFile (char ∗ *old_name,* char ∗ *new_name*)

Rename a file.

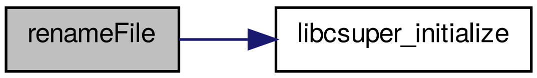
Parameters

in	*∗old_name*	the old name of the file
in	*∗new_name*	the new name of the file

Returns

TRUE if everything is OK, FALSE otherwise

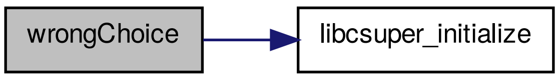
Here is the call graph for this function:



4.12.2.13 void wrongChoice ( )

Display an error message.

Here is the call graph for this function:



4.13 share.h File Reference

Header for the essential function of libcsuper.

```
#include <stdio.h>
#include <stdlib.h>
#include <errno.h>
#include <string.h>
#include <libintl.h>
```

Macros

- #define TRUE 1
- #define FALSE 0
- #define _(String) dgettext ("libcsuper", String)

Functions

- void libcsuper_initialize ()
- void wrongChoice ()
- void clearScreen ()
- int compareFloatDescending (void const ∗a, void const ∗b)
- int compareFloatAscending (void const ∗a, void const ∗b)
- FILE ∗ openFile (char nome[ ], char mode[ ])
- int closeFile (FILE ∗ptr_file)
- int readFileSize (FILE ∗ptr_file)
- void ∗ myAlloc (int size_alloue)
- void myRealloc (void ∗∗ptr, int size_alloue)
- void addFileCsuExtension (char ∗file_name)
- int deleteFile (char ∗file_name)
- int renameFile (char ∗old_name, char ∗new_name)

4.13.1 Detailed Description

Header for the essential function of libcsuper.

Author

Remi BERTHO

Date

15/04/14

Version

2.2.0

4.13.2 Macro Definition Documentation

4.13.2.1 #define _(*String*) dgettext ("libcsuper", String)

Define the _ for gettext.

4.13.2.2 #define FALSE 0

Definit FALSE a 0

4.13.2.3 #define TRUE 1

Definit TRUE a 1

4.13.3 Function Documentation

4.13.3.1 void addFileCsuExtension (char ∗ *file_name*)

Add the csu file extension

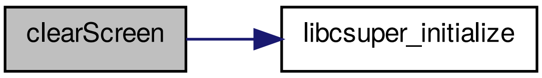
Parameters

`in`	*file_name*	the filename

4.13.3.2 void clearScreen ( )

Clear the terminal.

Here is the call graph for this function:



4.13.3.3 int closeFile (FILE ∗ *ptr_file*)

Close the file

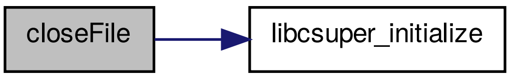
Parameters

`in`	∗*ptr_file*	the file

Returns

0 if everything is OK, 1 otherwise

Here is the call graph for this function:



4.13.3.4 int compareFloatAscending (void const ∗ *a,* void const ∗ *b*)

Compare 2 float

Parameters

in	$*a$	a pointer on a float
in	$*b$	a pointer on a float

Returns

1 if a>b, 0 if a=b and -1 if a<b

4.13.3.5 int compareFloatDescending (void const * *a*, void const * *b*)

Compare 2 float

Parameters

in	$*a$	a pointer on a float
in	$*b$	a pointer on a float

Returns

1 if a<b, 0 if a=b and -1 if a>b

4.13.3.6 int deleteFile (char * *file_name*)

Delete a file

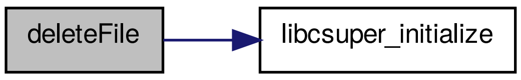
Parameters

in	**file_name*	the filename

Returns

TRUE if everything is OK, FALSE otherwise

Here is the call graph for this function:



4.13.3.7 void libcsuper_initialize ( )

Initialize libcsuper with gettext.

4.13.3.8 void* myAlloc (int *size_alloue*)

Allocate a memory block and check if everything is OK.

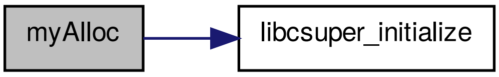
Parameters

in	*size_alloue*	the size

Returns

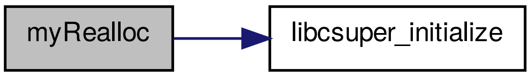
a pointer on the allocate memory block

Here is the call graph for this function:



4.13.3.9 void myRealloc (void ∗∗ *ptr,* int *size_alloue*)

Here is the call graph for this function:



4.13.3.10 FILE∗ openFile (char *file_name[ ],* char *mode[ ]*)

Open a file with his name and with a specific mode.

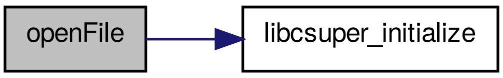
Parameters

in	*file_name[]*	the filename
in	*mode[]*	the mode

Returns

a pointer to the open file, NULL if there was a problem

Here is the call graph for this function:



4.13.3.11 int readFileSize (FILE ∗ *ptr_file*)

Read the size of the file

Parameters

`in`	∗*ptr_file*	the file

Returns

the size of the file

4.13.3.12 int renameFile (char ∗ *old_name*, char ∗ *new_name*)

Rename a file.

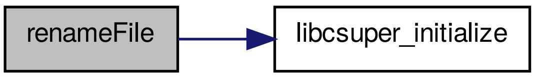
Parameters

`in`	∗*old_name*	the old name of the file
`in`	∗*new_name*	the new name of the file

Returns

TRUE if everything is OK, FALSE otherwise

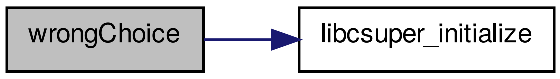
Here is the call graph for this function:



4.13.3.13 void wrongChoice ( )

Display an error message.

Here is the call graph for this function:



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