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<pre> #ifndef _VIEW_ #define _VIEW_ #include <SFML/Graphics.hpp> #include <map> #include "SlidingBackground.h" #include "GraphicElement.h" #include "AnimatedGraphicElement.h" #include "Model.h" #include "MovableElement.h" #include <vector> // CONSTANTES QUI CONTIENNENT TOUS LES FICHIERS IMAGES ET SONS const std::string BALL_IMAGE = "./Images/ball.png"; const std::string TEXT = "./fonts/friday night.ttf"; const std::string TEXT2 = "./fonts/Antique Olive.ttf"; const std::string CITY1_IMAGE = "./Images/city_1.png"; const std::string CITY2_IMAGE = "./Images/city_2.png"; const std::string CITY3_IMAGE = "./Images/city_3.png"; const std::string CITY4_IMAGE = "./Images/city_4.png"; const std::string BUTTON_IMAGE = "./Images/button.png"; const std::string BALLS_IMAGE = "./Images/balls.png"; const std::string OBSTACLE = "./Images/enemy_block.png"; const std::string LIFE = "./Images/bat.png"; const std::string CONTOUR_LIFE = "./Images/life.png"; const std::string LOGO = "./Images/logo.jpeg"; const std::string RULES = "./Images/rules.png"; const std::string MENU = "./Images/menu.png"; const std::string OBSTACLE1 = "./Images/enemies.png"; const std::string OBSTACLE2 = "./Images/enemies2.png"; const std::string PIECES = "./Images/bonus2.png"; const std::string BONUSLIFE = "./Images/bonusvie.png"; class View { private: int play; int _w, _h; sf::RenderWindow *_window; Model *_model; sf::Font _font; sf::Text _text; sf::Font _font2; sf::Text _tscore; sf::Text _tvie; sf::Texture _ballTexture, _backgroundTexture, _backgroundTexture2, _logoTexture, _obstacleTexture, _rulesTexture, _menuTexture, _enemies, _enemies2, _vieTexture, _dvieTexture, _pieceTexture, _bonuslifeTexture, _backgroundTexture3, _backgroundTexture4; AnimatedGraphicElement *_ballSprite; MovableElement *_obstacleSprite, *_enemiesSprite, *_enemies2Sprite, *_piece, *_bonuslife; std::map<const MovableElement*, GraphicElement*> _elementToGraphicElement; std::map<const MovableElement*, GraphicElement*> Garbage; SlidingBackground *_backgroundSprite, *_background2, *_background3, *_background4; GraphicElement *_logo, *_rules, *_menu, *_vie, *_dvie; sf::Clock clock; sf::Clock cbackground; sf::Time time=clock.restart(); sf::Time timeS=clock.restart(); sf::Time timeB = cbackground.restart(); sf::Texture _obstacleT; sf::RectangleShape barreDeVie; </pre>		

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<pre> public: View(int w, int h); ~View(); void setModel(Model * model); void draw(); void synchronize(); bool treatEvents(); void RectLecture(std::vector<sf::IntRect> &RectLecture); void drawMenu(); void drawGame(); void drawEnd(); void drawRules(); }; #endif </pre>		