Autonomous Steering Agents

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Chapter 1

Intent

1- implementing Craig Raynolds autonomous steering agents

2- implementing genetics algorithms

3- implementing neural network

1.1 Dependencies

$sudo apt-get install libglu1-mesa-dev freeglut3-dev mesa-common-dev

$sudo apt-get install libboost-all-dev

1.2 Resources

https://natureofcode.com/book/chapter-6-autonomous-agents

https://gamedevelopment.tutsplus.com/series/understanding-steering-behaviors-gamedev-12

https://videotutorialsrock.com/index.php

https://www.opengl.org/resources/libraries/glut/spec3/node1.html

https://learnopengl.com/Getting-started/Coordinate-Systems

Chapter 2

Todo List

Member wander::wander ()

business logic will be changed

Chapter 3

Hierarchical Index

3.1 Class Hierarchy

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

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Chapter 6

Class Documentation

6.1 agent Class Reference

`#include <agent.h>`

Public Member Functions

- agent ()
  default constructor.
- agent (float x, float y)
  constructor.
- ~agent ()
  destructor
- void updatePosition (bool arrive)
  position update calculations
- void setFeatures (float s, float f, float r, float m)
  initialize the agent attributes

Public Attributes

- string name
  name of the agent
- color fillColor
  color of the agent
- point position
  position of the agent
- pvector velocity
  velocity of the agent
- point targetPoint
  target of the agent
- float maxSpeed
  maximum speed of the agent
- float maxForce
  maximum force of the agent

- pvector steering
  steering force of the apply
- pvector force
  force of the agent
- pvector acceleration
  acceleration of the agent
- pvector desiredVelocity
  desired velocity of the agent
- float r
  radius of the agent
- float mass
  mass of the agent
- int id
  id of the agent
- bool arrive = false
  has arriving behavior or not

6.1.1 Detailed Description

Definition at line 20 of file agent.h.

6.1.2 Constructor & Destructor Documentation

6.1.2.1 agent() [1/2]

```
agent::agent ( )
```

default constructor.

See also

agent(float x, float y)

Definition at line 16 of file agent.cpp.

```
17 {
18
19 }
```

6.1.2.2 agent() [2/2]

```
agent::agent (
            float x,
            float y )
```

constructor.

Parameters

x	position x of the agent
y	position y of the agent

See also

agent()

Definition at line 21 of file agent.cpp.

```
22 {
23     position        = point(x, y);
24     velocity        = pvector(0.6, 0.0);
25     acceleration    = pvector(0.0, 0.0);
26     steering        = pvector(0.0, 0.0);
27     desiredVelocity = pvector(0.0, 0.0);
28     force           = pvector(0.0, 0.0);
29     targetPoint     = point(0.0, 0.0);
30     fillColor       = color(1.0, 0.0, 0.0);
31 }
```

6.1.2.3 ~agent()

```
agent::~agent ( )
```

destructor

Definition at line 62 of file agent.cpp.

```
63 {
64
65 }
```

6.1.3 Member Function Documentation

6.1.3.1 setFeatures()

```
void agent::setFeatures (
            float s,
            float f,
            float r,
            float m )
```

initialize the agent attributes

Parameters

s	maximum velocity
f	maximum force
r	radius for arriving behavior
m	mass

Definition at line 54 of file agent.cpp.

```
55 {
56     this->maxSpeed = s;
57     this->maxForce = f;
58     this->r = r;
59     this->mass = m;
60 }
```

6.1.3.2 updatePosition()

```
void agent::updatePosition (
            bool arrive )
```

position update calculations

Parameters

arrive	has arriving behavior or not

See also

agent()

Definition at line 33 of file agent.cpp.

```
34 {
35     force.limit(maxForce);
36     acceleration = force;
37     velocity += acceleration;
38 
39     //arriving behavior implementation
40     if(arrive == true){
41         pvector diff = targetPoint - position;
42         if(diff.magnitude() > r)
43             velocity.limit(maxSpeed);
44         else
45             velocity.limit(maxSpeed * diff.magnitude() / r);
46     }
47     else
48         velocity.limit(maxSpeed);
49 
50     position = position + velocity;
51     force = pvector(0,0);
52 }
```

6.1.4 Member Data Documentation

6.1.4.1 acceleration

```
pvector agent::acceleration
```

acceleration of the agent

Definition at line 105 of file agent.h.

6.1.4.2 arrive

```
bool agent::arrive = false
```

has arriving behavior or not

Definition at line 130 of file agent.h.

6.1.4.3 desiredVelocity

```
pvector agent::desiredVelocity
```

desired velocity of the agent

Definition at line 110 of file agent.h.

6.1.4.4 fillColor

```
color agent::fillColor
```

color of the agent

Definition at line 65 of file agent.h.

6.1.4.5 force

```
pvector agent::force
```

force of the agent

Definition at line 100 of file agent.h.

6.1.4.6 id

```
int agent::id
```

id of the agent

Definition at line 125 of file agent.h.

6.1.4.7 mass

```
float agent::mass
```

mass of the agent

Definition at line 120 of file agent.h.

6.1.4.8 maxForce

```
float agent::maxForce
```

maximum force of the agent

Definition at line 90 of file agent.h.

6.1.4.9 maxSpeed

```
float agent::maxSpeed
```

maximum speed of the agent

Definition at line 85 of file agent.h.

6.1.4.10 name

```
string agent::name
```

name of the agent

Definition at line 60 of file agent.h.

6.1.4.11 position

```
point agent::position
```

position of the agent

Definition at line 70 of file agent.h.

6.1.4.12 r

```
float agent::r
```

radius of the agent

Definition at line 115 of file agent.h.

6.1.4.13 steering

```
pvector agent::steering
```

steering force of the apply

Definition at line 95 of file agent.h.

6.1.4.14 targetPoint

```
point agent::targetPoint
```

target of the agent

Definition at line 80 of file agent.h.

6.1.4.15 velocity

```
pvector agent::velocity
```

velocity of the agent

Definition at line 75 of file agent.h.

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

- include/agent.h
- src/agent.cpp

6.2 color Class Reference

```
#include <color.h>
```

Public Member Functions

- color ()
  default constructor.
- color (float r, float g, float b)
  constructor.
- void createColors ()
  creation of fundamental 8 colors
- color getColor (int index)
  gets requested color

Public Attributes

- float R
  portion of red color
- float G
  portion of green color
- float B
  portion of blue color
- vector< color > colors
  storage structure of created fundamental colors

6.2.1 Detailed Description

Definition at line 19 of file color.h.

6.2.2 Constructor & Destructor Documentation

6.2.2.1 color() [1/2]

```
color::color ( )
```

default constructor.

See also

color(float r, float g, float b)

Definition at line 25 of file color.cpp.

```
26 {
27
28 }
```

6.2.2.2 color() [2/2]

```
color::color (
            float r,
            float g,
            float b )
```

constructor.

Parameters

r	red (0-255)
g	green (0-255)
b	blue (0-255)

See also

path()

Definition at line 13 of file color.cpp.

```
14 {
15     R = r;
16     G = g;
17     B = b;
18 }
```

6.2.3 Member Function Documentation

6.2.3.1 createColors()

```
void color::createColors ( )
```

creation of fundamental 8 colors

Definition at line 30 of file color.cpp.

```
31 {
32     colors.push_back(color(0.0, 0.0, 0.0));
33     colors.push_back(color(0.0, 0.0, 1.0));
34     colors.push_back(color(0.0, 1.0, 0.0));
35     colors.push_back(color(0.0, 1.0, 1.0));
36     colors.push_back(color(1.0, 0.0, 0.0));
37     colors.push_back(color(1.0, 0.0, 1.0));
38     colors.push_back(color(1.0, 1.0, 0.0));
39     colors.push_back(color(1.0, 1.0, 1.0));
40 }
```

6.2.3.2 getColor()

```
color color::getColor (
            int index )
```

gets requested color

Parameters

i	color index

Returns

requested color

Definition at line 20 of file color.cpp.

```
21 {
22     return colors.at(index);
23 }
```

6.2.4 Member Data Documentation

6.2.4.1 B

`float color::B`

portion of blue color

Definition at line 61 of file color.h.

6.2.4.2 colors

`vector<color> color::colors`

storage structure of created fundamental colors

Definition at line 66 of file color.h.

6.2.4.3 G

`float color::G`

portion of green color

Definition at line 56 of file color.h.

6.2.4.4 R

`float color::R`

portion of red color

Definition at line 51 of file color.h.

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

- include/color.h
- src/color.cpp

6.3 evade Class Reference

`#include <evade.h>`

Public Member Functions

- evade ()

  default constructor.

Static Public Member Functions

- static void loop ()

  loop function of evading scenario

Additional Inherited Members

6.3.1 Detailed Description

Definition at line 15 of file evade.h.

6.3.2 Constructor & Destructor Documentation

6.3.2.1 evade()

`evade::evade ( )`

default constructor.

Definition at line 31 of file evade.cpp.

```
32 {
33     name = "evading";
34     createAgent(STATIC, nullptr, nullptr, nullptr);
35     callback = reinterpret_cast <void(*)()> ( (void *)(&loop) );
36 }
```

6.3.3 Member Function Documentation

6.3.3.1 loop()

```
void evade::loop ( )  [static]
```

loop function of evading scenario

Note

opengl callback forces that function to be static

Definition at line 15 of file evade.cpp.

```
16 {
17     for(auto it = agents.begin(); it < agents.end(); it++){
18          if((*it).name == "lion"){
19              (*it).targetPoint = view.getMousePosition();
20              (*it).force  = behavior.seek(*it);
21              (*it).arrive = true;
22          }
23          else{//gazelle
24              (*it).force  = behavior.evade(agents, *it, view, "lion");
25          }
26     }
27
28     refresh();
29 }
```

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

- include/evade.h
- src/evade.cpp

6.4 flee Class Reference

```
#include <flee.h>
```

Public Member Functions

- flee ()
  default constructor.

Static Public Member Functions

- static void loop ()
  evading scenario loop function

Additional Inherited Members

6.4.1 Detailed Description

Definition at line 14 of file flee.h.

6.4.2 Constructor & Destructor Documentation

6.4.2.1 flee()

```
flee::flee ( )
```

default constructor.

Definition at line 24 of file flee.cpp.

```
25 {
26     int agentCount = 196;
27     name = "fleeing troop";
28     createAgent(TROOP, &agentCount, nullptr, nullptr);
29     callback = reinterpret_cast <void(*)()> ( (void *)(&loop) );
30 }
```

6.4.3 Member Function Documentation

6.4.3.1 loop()

```
void flee::loop ( )  [static]
```

evading scenario loop function

Note

opengl callback forces that function to be static

Definition at line 15 of file flee.cpp.

```
16 {
17     for(auto it = agents.begin(); it < agents.end(); it++){
18         (*it).force = behavior.flee((*it), view, view.getMousePosition());
19     }
20
21     refresh();
22 }
```

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

- include/flee.h
- src/flee.cpp

6.5 flock Class Reference

```
#include <flock.h>
```

Public Member Functions

- flock ()

  default constructor.

Static Public Member Functions

- static void loop ()

  flocking scenario loop function

Additional Inherited Members

6.5.1 Detailed Description

Definition at line 15 of file flock.h.

6.5.2 Constructor & Destructor Documentation

6.5.2.1 flock()

```
flock::flock ( )
```

default constructor.

Definition at line 36 of file flock.cpp.

```
37 {
38     int agentCount = 50;
39     float maxForce = 0.3;
40     float maxSpeed = 0.8;
41     name = "flocking agents";
42     createAgent(RANDOM, &agentCount, &maxForce, &maxSpeed);
43     callback = reinterpret_cast <void(*)()> ( (void *)(&loop) );
44 }
```

6.5.3 Member Function Documentation

6.5.3.1 loop()

```
void flock::loop ( )  [static]
```

flocking scenario loop function

Note

opengl callback forces that function to be static

Definition at line 15 of file flock.cpp.

```
16 {
17     for(auto it = agents.begin(); it < agents.end(); it++){
18          view.forceInScreen((*it));
19 
20          pvector sep = behavior.separation(agents, *it);
21          sep.mul(1.5);
22          pvector ali = behavior.align(agents, *it);
23          ali.mul(4);
24          pvector coh = behavior.cohesion(agents, *it);
25          coh.mul(0.1);
26 
27          (*it).force = sep + ali + coh;
28          (*it).desiredVelocity = (*it).force + (*it).velocity;
29          (*it).targetPoint = (*it).position + (*it).desiredVelocity;
30          (*it).arrive = true;
31     }
32 
33     refresh();
34 }
```

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

- include/flock.h
- src/flock.cpp

6.6 flowField Class Reference

```
#include <flowField.h>
```

Public Member Functions

- flowField ()
  default constructor.
- flowField (pvector p)
  constructor.
- pvector getField (int x, int y)
  get force at individual pixel

6.6.1 Detailed Description

Definition at line 18 of file flowField.h.

6.6.2 Constructor & Destructor Documentation

6.6.2.1 flowField() [1/2]

```
flowField::flowField ( )
```

default constructor.

See also

flowField(pvector p)

Definition at line 15 of file flowField.cpp.

```
16 {
17
18 }
```

6.6.2.2 flowField() [2/2]

```
flowField::flowField (
            pvector p )
```

constructor.

Parameters

p	force vector

See also

flowField()

Definition at line 10 of file flowField.cpp.

```
11 {
12    createFlowField(p);
13 }
```

6.6.3 Member Function Documentation

6.6.3.1 getField()

```
pvector flowField::getField (
            int x,
            int y )
```

get force at individual pixel

Parameters

x	coordinate
y	coordinate

Returns

force at specified position

Definition at line 39 of file flowField.cpp.

```
40 {
41     return uniformField[x][y];
42 }
```

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

- include/flowField.h
- src/flowField.cpp

6.7 graphics Class Reference

`#include <graphics.h>`

Public Member Functions

- void drawAgent (agent &agent, color &color)

  drawing with corresponding angle
- void drawLine (point p1, point p2, color cl)

  drawing line
- void drawPath (path &path, color color)

  draws path
- void drawPoint (point p)

  draws point
- void drawCircle (point p, float radius)

  draws circle
- void drawText (string text, point p)

  draws text on screen
- void forceInScreen (agent &agent)

  changes agent position so that it stays in screen
- void refreshScene ()

  update agent position
- point getMousePosition ()

  gets mouse position
- void initGraphics (int *argv, char **argc, void(*callback)())

  initialization of graphics

Static Public Member Functions

- static void timerEvent (int value)

  periodic timer event
- static void handleKeypress (unsigned char key, int x, int y)

  key press event
- static void mouseButton (int button, int state, int x, int y)

  mouse press event
- static void handleResize (int w, int h)

  event triggered with screen resizing
- static void mouseMove (int x, int y)

  event triggered with mouse movements

Static Public Attributes

- static int target_x = -WIDTH

  mouse position x
- static int target_y = HEIGHT

  mouse position y

6.7.1 Detailed Description

Definition at line 22 of file graphics.h.

6.7.2 Member Function Documentation

6.7.2.1 drawAgent()

```
void graphics::drawAgent (
            agent & agent,
            color & color )
```

drawing with corresponding angle

Parameters

agent	instance to change
color	of the agent

Definition at line 160 of file graphics.cpp.

```
161 {
162     glPushMatrix();
163     glTranslatef(agent.position.x, agent.position.y, 0.0f);
164     glRotatef(agent.velocity.getAngle(), 0.0f, 0.0f, 1.0f);
165     glBegin(GL_TRIANGLES);
166     glColor3f( color.R, color.G, color.B);
167     glVertex3f( 1.0f,  0.0f, 0.0f);
```

```
168     glVertex3f(-1.0f,  0.5f, 0.0f);
169     glVertex3f(-1.0f, -0.5f, 0.0f);
170     glEnd();
171     glPopMatrix();
172 }
```

6.7.2.2 drawCircle()

```
void graphics::drawCircle (
            point p,
            float radius )
```

draws circle

Parameters

p	center of the circle
radius	radius of the circle

Definition at line 138 of file graphics.cpp.

```
139 {
140    glBegin(GL_LINE_STRIP);
141    glLineWidth(2);
142    for (int i = 0; i <= 300; i++) {
143      float angle = 2 * PI * i / 300;
144      float x = cos(angle) * radius;
145      float y = sin(angle) * radius;
146      glVertex2d(p.x + x, p.y + y);
147    }
148    glEnd();
149 }
```

6.7.2.3 drawLine()

```
void graphics::drawLine (
            point p1,
            point p2,
            color cl )
```

drawing line

Parameters

p1	start point of the line
p2	end point of the line
color	of the line

Definition at line 128 of file graphics.cpp.

```
129 {
130     glColor3f( cl.R, cl.G, cl.B);
131     glLineWidth(2);
132     glBegin(GL_LINES);
133     glVertex2f(p1.x, p1.y);
```

```
134     glVertex2f(p2.x, p2.y);
135     glEnd();
136 }
```

6.7.2.4 drawPath()

```
void graphics::drawPath (
            path & path,
            color color )
```

draws path

Parameters

path	to draw
color	of the path

Definition at line 114 of file graphics.cpp.

```
115 {
116     point p1, p2;
117     for(auto it = path.points.begin(); it < path.points.end()-1; it++){
118         p1 = point((*it).x, (*it).y - path.width/2) ;
119         p2 = point((*(it+1)).x, (*(it+1)).y - path.width/2);
120         drawLine(p1, p2, color.getColor(BLUE));
121 
122         p1 = point((*it).x, (*it).y + path.width/2) ;
123         p2 = point((*(it+1)).x, (*(it+1)).y + path.width/2);
124         drawLine(p1, p2, color.getColor(BLUE));
125     }
126 }
```

6.7.2.5 drawPoint()

```
void graphics::drawPoint (
            point p )
```

draws point

Parameters

p	point to draw

Definition at line 151 of file graphics.cpp.

```
152 {
153     glColor3f(1,1,1);
154     glPointSize(4.0);
155     glBegin(GL_POINTS);
156     glVertex2f(p.x, p.y);
157     glEnd();
158 }
```

6.7.2.6 drawText()

```
void graphics::drawText (
            string text,
            point p )
```

draws text on screen

Parameters

p	position of the text
text	to display

Definition at line 21 of file graphics.cpp.

```
22 {
23    glColor3f (0.0, 0.0, 1.0);
24    //glRasterPos2f(-34, 32.5);
25    glRasterPos2f(p.x, p.y);
26    for ( string::iterator it=text.begin(); it!=text.end(); ++it){
27       glutBitmapCharacter(GLUT_BITMAP_9_BY_15, *it);
28    }
29 }
```

6.7.2.7 forceInScreen()

```
void graphics::forceInScreen (
            agent & agent )
```

changes agent position so that it stays in screen

Parameters

agent	instance

Definition at line 63 of file graphics.cpp.

```
64 {
65     if(agent.position.x > WIDTH)
66        agent.position.x -= 2 * WIDTH;
67     if(agent.position.x < -WIDTH)
68        agent.position.x += 2 * WIDTH;
69     if(agent.position.y > HEIGHT)
70        agent.position.y -= 2 * HEIGHT;
71     if(agent.position.y < -HEIGHT)
72        agent.position.y += 2 * HEIGHT;
73 }
```

6.7.2.8 getMousePosition()

```
point graphics::getMousePosition ( )
```

gets mouse position

Definition at line 58 of file graphics.cpp.

```
59 {
60    return point (graphics::target_x, graphics::target_y);
61 }
```

6.7.2.9 handleKeypress()

```
void graphics::handleKeypress (
            unsigned char key,
            int x,
            int y )  [static]
```

key press event

Parameters

key	pressed
x	unused but required for openGL
y	unused but required for openGL

Definition at line 107 of file graphics.cpp.

```
108 {
109     if (key == ESC){
110         exit(0);
111     }
112 }
```

6.7.2.10 handleResize()

```
void graphics::handleResize (
            int w,
            int h )  [static]
```

event triggered with screen resizing

Parameters

w	width of the screen
h	height of the screen

Definition at line 83 of file graphics.cpp.

```
84 {
85     glViewport(0, 0, w, h);  //Tell OpenGL how to convert from coordinates to pixel values
86     glMatrixMode(GL_PROJECTION); //Switch to setting the camera perspective
87     glLoadIdentity(); //Reset the camera
88     //Set the camera perspective
89     gluPerspective(45.0,                  //The camera angle
90                    (double)w / (double)h, //The width-to-height ratio
91                    1.0,                   //The near z clipping coordinate
92                    200.0);                //The far z clipping coordinate
93 }
```

6.7.2.11 initGraphics()

```
void graphics::initGraphics (
            int * argv,
```

```
            char ** argc,
            void(*)() callback )
```

initialization of graphics

Parameters

argv	user parameters
argc	count of user parameters
callback	loop function for openGL periodic callback

Definition at line 41 of file graphics.cpp.

```
42 {
43     glutInit(argv, argc);
44     glutInitDisplayMode(GLUT_DOUBLE | GLUT_RGB | GLUT_DEPTH);
45     glutInitWindowSize(400, 400);
46     glutCreateWindow("Autonomous Steering Agents");
47     glClearColor(0.7f, 0.7f, 0.7f, 1.0f); //set background color
48     glEnable(GL_DEPTH_TEST);
49     glutDisplayFunc(*callback);
50     glutMouseFunc(graphics::mouseButton);
51     glutPassiveMotionFunc(graphics::mouseMove);
52     glutKeyboardFunc(graphics::handleKeypress);
53     glutReshapeFunc(graphics::handleResize);
54     glutTimerFunc(20, graphics::timerEvent, 0);
55     glutMainLoop();
56 }
```

6.7.2.12 mouseButton()

```
void graphics::mouseButton (
            int button,
            int state,
            int x,
            int y )  [static]
```

mouse press event

Parameters

button	mouse key pressed
x	unused but required for openGL
y	unused but required for openGL

Definition at line 101 of file graphics.cpp.

```
102 {
103     if (button == GLUT_LEFT_BUTTON && state == GLUT_DOWN){
104     }
105 }
```

6.7.2.13 mouseMove()

```
void graphics::mouseMove (
            int x,
            int y )  [static]
```

event triggered with mouse movements

Parameters

x	osition of the mouse
y	position of the mouse

Definition at line 75 of file graphics.cpp.

```
76 {
77     //TODO: mouse position to glut
78     //TODO: magic numbers
79     graphics::target_x = x / 5.88 - 34;
80     graphics::target_y = 34 - y / 5.88;
81 }
```

6.7.2.14 refreshScene()

```
void graphics::refreshScene ( )
```

update agent position

Definition at line 32 of file graphics.cpp.

```
33 {
34    glutSwapBuffers();
35    glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
36    glMatrixMode(GL_MODELVIEW); //Switch to the drawing perspective
37    glLoadIdentity(); //Reset the drawing perspective
38    glTranslatef(0.0f, 0.0f, -85.0f); //Move to the center of the triangle
39 }
```

6.7.2.15 timerEvent()

```
void graphics::timerEvent (
             int value )  [static]
```

periodic timer event

Parameters

value	period as ms

Definition at line 95 of file graphics.cpp.

```
96 {
97     glutPostRedisplay(); //Tell GLUT that the display has changed
98     glutTimerFunc(value, timerEvent, 20);
99 }
```

6.7.3 Member Data Documentation

6.7.3.1 target_x

```
int graphics::target_x = -WIDTH  [static]
```

mouse position x

Definition at line 129 of file graphics.h.

6.7.3.2 target_y

```
int graphics::target_y = HEIGHT  [static]
```

mouse position y

Definition at line 134 of file graphics.h.

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

- include/graphics.h
- src/graphics.cpp

6.8 mouseFollower Class Reference

```
#include <mouseFollower.h>
```

Public Member Functions

- mouseFollower ()
  default constructor.

Static Public Member Functions

- static void loop ()
  mouse following scenario loop function

Additional Inherited Members

6.8.1 Detailed Description

Definition at line 14 of file mouseFollower.h.

6.8.2 Constructor & Destructor Documentation

6.8.2.1 mouseFollower()

```
mouseFollower::mouseFollower ( )
```

default constructor.

Definition at line 25 of file mouseFollower.cpp.

```
26 {
27     int agentCount = 30;
28     float maxForce = 0.3;
29     float maxSpeed = 0.6;
30     name = "mouse following";
31     createAgent(RANDOM, &agentCount, &maxForce, &maxSpeed);
32     callback = reinterpret_cast <void(*)()> ( (void *)(&loop) );
33 }
```

6.8.3 Member Function Documentation

6.8.3.1 loop()

```
void mouseFollower::loop ( )  [static]
```

mouse following scenario loop function

Note

opengl callback forces that function to be static

Definition at line 15 of file mouseFollower.cpp.

```
16 {
17     for(auto it = agents.begin(); it < agents.end(); it++){
18        (*it).targetPoint = view.getMousePosition();
19        (*it).force  = behavior.seek(*it);
20        (*it).arrive = true;
21     }
22     refresh();
23 }
```

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

- include/mouseFollower.h
- src/mouseFollower.cpp

6.9 obstacle Class Reference

```
#include <obstacle.h>
```

Public Member Functions

- obstacle ()
  default constructor.
- obstacle (point p, float r)
  constructor

Public Attributes

- point p

  center point of the obstacle
- float r

  radius of the obstacle

6.9.1 Detailed Description

Definition at line 12 of file obstacle.h.

6.9.2 Constructor & Destructor Documentation

6.9.2.1 obstacle() [1/2]

```
obstacle::obstacle ( )
```

default constructor.

See also

obstacle(point p, float r

Definition at line 15 of file obstacle.cpp.

```
16 {
17
18 }
```

6.9.2.2 obstacle() [2/2]

```
obstacle::obstacle (
            point p,
            float r )
```

constructor

Parameters

p	center of the circular obstacle
r	radius of the obstacle

See also

obstacle(point p, float r);

Definition at line 20 of file obstacle.cpp.

```
21 {
22     this->p = p;
23     this->r = r;
24 }
```

6.9.3 Member Data Documentation

6.9.3.1 p

```
point obstacle::p
```

center point of the obstacle

Definition at line 31 of file obstacle.h.

6.9.3.2 r

```
float obstacle::r
```

radius of the obstacle

Definition at line 36 of file obstacle.h.

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

- include/obstacle.h
- src/obstacle.cpp

6.10 obstacleAvoidance Class Reference

```
#include <obstacleAvoidance.h>
```

Public Member Functions

- obstacleAvoidance ()
  default constructor.

Static Public Member Functions

- static void loop ()
  obstacle avoidance scenario loop function
- static void createObstacle (vector< obstacle > &obstacles)
  creation of list of obstacles

Static Public Attributes

- static vector< obstacle > obstacles

  list of obstacles

Additional Inherited Members

6.10.1 Detailed Description

Definition at line 15 of file obstacleAvoidance.h.

6.10.2 Constructor & Destructor Documentation

6.10.2.1 obstacleAvoidance()

```
obstacleAvoidance::obstacleAvoidance ( )
```

default constructor.

Definition at line 43 of file obstacleAvoidance.cpp.

```
44 {
45     name = "avoid obstacles";
46     createAgent(STATIC, nullptr, nullptr, nullptr);
47     createObstacle(obstacles);
48     callback = reinterpret_cast <void(*)()> ( (void *)(&loop) );
49 }
```

6.10.3 Member Function Documentation

6.10.3.1 createObstacle()

```
void obstacleAvoidance::createObstacle (
            vector< obstacle > & obstacles )  [static]
```

creation of list of obstacles

Parameters

obstacles	list to be created

Note

opengl callback forces that function to be static

Definition at line 36 of file obstacleAvoidance.cpp.

```
37 {
38     obstacles.push_back(obstacle(point(0,0), 8));
39     obstacles.push_back(obstacle(point(-20,0), 3));
40     obstacles.push_back(obstacle(point(20,-10), 4));
41 }
```

6.10.3.2 loop()

```
void obstacleAvoidance::loop ( )  [static]
```

obstacle avoidance scenario loop function

Note

opengl callback forces that function to be static

Definition at line 17 of file obstacleAvoidance.cpp.

```
18 {
19     for(auto it = agents.begin(); it < agents.end(); it++){
20         for(auto it = obstacles.begin(); it < obstacles.end(); it++){
21             point p = (*it).p;
22             view.drawCircle(p, (*it).r);
23         }
24
25         (*it).targetPoint = view.getMousePosition();
26         pvector seek  = behavior.seek(*it);
27         seek.mul(0.5);
28
29         pvector avoid = behavior.avoid(obstacles, *it);
30         (*it).force = avoid + seek;
31         (*it).arrive = true;
32     }
33     refresh();
34 }
```

6.10.4 Member Data Documentation

6.10.4.1 obstacles

```
vector< obstacle > obstacleAvoidance::obstacles  [static]
```

list of obstacles

Note

opengl callback forces that function to be static

Definition at line 32 of file obstacleAvoidance.h.

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

- include/obstacleAvoidance.h
- src/obstacleAvoidance.cpp

6.11 path Class Reference

`#include <path.h>`

Public Member Functions

- path ()
  default constructor.
- path (float width)
  donstructor.
- void addPoint (point p)
  adds a new point to the path

Public Attributes

- vector< point > points
  list of points added to the path
- int width
  width of the path

6.11.1 Detailed Description

Definition at line 15 of file path.h.

6.11.2 Constructor & Destructor Documentation

6.11.2.1 path() [1/2]

```
path::path ( )
```

default constructor.

See also

path(float width)

Definition at line 16 of file path.cpp.

```
17 {
18
19 }
```

6.11.2.2 path() [2/2]

```
path::path (
            float width )
```

donstructor.

Parameters

width	The width of the path.

See also

path()

Definition at line 21 of file path.cpp.

```
22 {
23     this->width = width;
24 }
```

6.11.3 Member Function Documentation

6.11.3.1 addPoint()

```
void path::addPoint (
             point p )
```

adds a new point to the path

Parameters

point	to add to the path

Definition at line 11 of file path.cpp.

```
12 {
13     points.push_back(p);
14 }
```

6.11.4 Member Data Documentation

6.11.4.1 points

```
vector<point> path::points
```

list of points added to the path

Definition at line 39 of file path.h.

6.11.4.2 width

```
int path::width
```

width of the path

Definition at line 44 of file path.h.

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

- include/path.h
- src/path.cpp

6.12 pathFollower Class Reference

```
#include <pathFollower.h>
```

Public Member Functions

- pathFollower ()
  default constructor.

Static Public Member Functions

- static void loop ()
  path follower scenario loop function
- static void createPath (path &p)
  creates path

Static Public Attributes

- static path myPath
  path that will be followed

Additional Inherited Members

6.12.1 Detailed Description

Definition at line 14 of file pathFollower.h.

6.12.2 Constructor & Destructor Documentation

6.12.2.1 pathFollower()

```
pathFollower::pathFollower ( )
```

default constructor.

Definition at line 37 of file pathFollower.cpp.

```
38 {
39     int agentCount = 40;
40     float maxForce = 0.2;
41     float maxSpeed = 0.4;
42     myPath = path(8);
43     createPath(myPath);
44     name = "path following";
45     createAgent(RANDOM, &agentCount, &maxForce, &maxSpeed);
46     callback = reinterpret_cast <void(*)()> ( (void *)(&loop) );
47 }
```

6.12.3 Member Function Documentation

6.12.3.1 createPath()

```
void pathFollower::createPath (
            path & p )  [static]
```

creates path

Parameters

path	to create

Note

opengl callback forces that function to be static

Definition at line 29 of file pathFollower.cpp.

```
30 {
31    p.addPoint(point(-40,  5));
32    p.addPoint(point(-14, 15));
33    p.addPoint(point( 10,  7));
34    p.addPoint(point( 40, 12));
35 }
```

6.12.3.2 loop()

```
void pathFollower::loop ( )  [static]
```

path follower scenario loop function

Note

opengl callback forces that function to be static

Definition at line 17 of file pathFollower.cpp.

```
18 {
19     for(auto it = agents.begin(); it < agents.end(); it++){
20         view.drawPath(myPath, myColor);
21         pvector flwpth = behavior.stayInPath(*it, myPath, view);
22         pvector sep  = behavior.separation(agents, *it);
23         sep.mul(5);
24         (*it).force = sep + flwpth;
25     }
26     refresh();
27 }
```

6.12.4 Member Data Documentation

6.12.4.1 myPath

```
path pathFollower::myPath  [static]
```

path that will be followed

Note

opengl callback forces that function to be static

Definition at line 38 of file pathFollower.h.

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

- include/pathFollower.h
- src/pathFollower.cpp

6.13 point Class Reference

```
#include <point.h>
```

Public Member Functions

- point ()
  default constructor
- point (float x, float y)
  constructor
- void div (float d)
  divide point
- void mul (float d)
  multiply point
- void print (const string &s)
  debug function
- void getNormalPoint (point predicted, point start, point end)
  provides normal point on a vector of a point
- point operator+ (pvector const &obj)
  overloaded + operator
- point operator+ (point const &obj)
  overloaded + operator
- pvector operator- (point const &obj)
  overloaded - operator
- bool operator== (point const &obj)
  overloaded == operator

Public Attributes

- float x
  x position
- float y
  y position

6.13.1 Detailed Description

Definition at line 15 of file point.h.

6.13.2 Constructor & Destructor Documentation

6.13.2.1 point() [1/2]

```
point::point ( )
```

default constructor

See also

point(float x, float y)

Definition at line 21 of file point.cpp.

```
21 {}
```

6.13.2.2 point() [2/2]

```
point::point (
            float x,
            float y )
```

constructor

Parameters

x	position x of the point
y	position y of the point

See also

point()

Definition at line 15 of file point.cpp.

```
16 {
17     this->x = x;
18     this->y = y;
19 }
```

6.13.3 Member Function Documentation

6.13.3.1 div()

```
void point::div (
            float d )
```

divide point

Parameters

d	scalar to divide position of the point

Definition at line 38 of file point.cpp.

```
39 {
40     x = x / d;
41     y = y / d;
42 }
```

6.13.3.2 getNormalPoint()

```
void point::getNormalPoint (
            point predicted,
```

```
            point start,
            point end )
```

provides normal point on a vector of a point

Parameters

predicted	point that caller require normal on the vector
start	point of the vector
end	point of the vector

Definition at line 67 of file point.cpp.

```
68 {
69     pvector a = predicted - start;
70     pvector b = end - start;
71     b.normalize();
72     float a_dot_b = a.dotProduct(b);
73     b.mul(a_dot_b);
74     point normalPoint = start + b;
75     this->x = normalPoint.x;
76     this->y = normalPoint.y;
77 }
```

6.13.3.3 mul()

```
void point::mul (
            float d )
```

multiply point

Parameters

d	scalar to multiply position of the point

Definition at line 44 of file point.cpp.

```
45 {
46     x = x * d;
47     y = y * d;
48 }
```

6.13.3.4 operator+() [1/2]

```
point point::operator+ (
            point const & obj )
```

overloaded + operator

Parameters

obj	point to add

Returns

sum

Definition at line 51 of file point.cpp.

```
52 {
53     point res;
54     res.x = x + obj.x;
55     res.y = y + obj.y;
56     return res;
57 }
```

6.13.3.5 operator+() [2/2]

```
point point::operator+ (
            pvector const & obj )
```

overloaded + operator

Parameters

obj	vector to add

Returns

sum

Definition at line 23 of file point.cpp.

```
24 {
25     point res;
26     res.x = x + obj.x;
27     res.y = y + obj.y;
28     return res;
29 }
```

6.13.3.6 operator-()

```
pvector point::operator- (
            point const & obj )
```

overloaded - operator

Parameters

obj	point to substract

Returns

difference

Definition at line 59 of file point.cpp.

```
60 {
61    pvector res;
62    res.x = x - obj.x;
63    res.y = y - obj.y;
64    return res;
65 }
```

6.13.3.7 operator==()

```
bool point::operator== (
            point const & obj )
```

overloaded == operator

Parameters

obj	point to compare

Returns

comparison result

Definition at line 31 of file point.cpp.

```
32 {
33    if(x == obj.x && y == obj.y)
34       return true;
35    return false;
36 }
```

6.13.3.8 print()

```
void point::print (
            const string & s )
```

debug function

Parameters

s	explanation string of the log

Definition at line 79 of file point.cpp.

```
80 {
81    cout « " " « s « " " « x « " " « y « endl;
82 }
```

6.13.4 Member Data Documentation

6.13.4.1 x

```
float point::x
```

x position

Definition at line 88 of file point.h.

6.13.4.2 y

```
float point::y
```

y position

Definition at line 93 of file point.h.

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

- include/point.h
- src/point.cpp

6.14 prison Class Reference

```
#include <prison.h>
```

Public Member Functions

- prison ()
  default constructor.

Static Public Member Functions

- static void loop ()
  prisoning scenario loop function

Additional Inherited Members

6.14.1 Detailed Description

Definition at line 15 of file prison.h.

6.14.2 Constructor & Destructor Documentation

6.14.2.1 prison()

```
prison::prison ( )
```

default constructor.

Definition at line 31 of file prison.cpp.

```
32 {
33     int agentCount = 30;
34     float maxForce = 0.6;
35     float maxSpeed = 0.6;
36 
37     name = "stay in prison";
38     createAgent(RANDOM, &agentCount, &maxForce, &maxSpeed);
39     callback = reinterpret_cast <void(*)()> ( (void *)(&loop) );
40 }
```

6.14.3 Member Function Documentation

6.14.3.1 loop()

```
void prison::loop ( )  [static]
```

prisoning scenario loop function

prison loop function

Note

opengl callback forces that function to be static

Definition at line 18 of file prison.cpp.

```
19 {
20     for(auto it = agents.begin(); it < agents.end(); it++){
21         view.drawLine(point(-WALL,  WALL), point( WALL,  WALL), myColor.getColor(BLUE));
22         view.drawLine(point( WALL,  WALL), point( WALL, -WALL), myColor.getColor(BLUE));
23         view.drawLine(point( WALL, -WALL), point(-WALL, -WALL), myColor.getColor(BLUE));
24         view.drawLine(point(-WALL,  WALL), point( -WALL,  -WALL), myColor.getColor(BLUE));
25         (*it).force  = behavior.stayInArea(*it, WALL - DISTANCE);
26         (*it).force += behavior.separation(agents, *it);
27     }
28     refresh();
29 }
```

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

- include/prison.h
- src/prison.cpp

6.15 pursuit Class Reference

```
#include <pursuit.h>
```

Public Member Functions

- pursuit ()

  default constructor.

Static Public Member Functions

- static void loop ()

  pursuing scenario loop function

Additional Inherited Members

6.15.1 Detailed Description

Definition at line 14 of file pursuit.h.

6.15.2 Constructor & Destructor Documentation

6.15.2.1 pursuit()

```
pursuit::pursuit ( )
```

default constructor.

Definition at line 31 of file pursuit.cpp.

```
32 {
33     name = "pursuit";
34     createAgent(STATIC, nullptr, nullptr, nullptr);
35     callback = reinterpret_cast <void(*)()> ( (void *)(&loop) );
36 }
```

6.15.3 Member Function Documentation

6.15.3.1 loop()

```
void pursuit::loop ( )  [static]
```

pursuing scenario loop function

Note

opengl callback forces that function to be static

Definition at line 15 of file pursuit.cpp.

```
16 {
17     for(auto it = agents.begin(); it < agents.end(); it++){
18          if((*it).name == "gazelle"){
19             (*it).targetPoint = view.getMousePosition();
20             (*it).force  = behavior.seek(*it);
21          }
22          else{//lion
23             (*it).force  = behavior.pursuit(agents, *it, view, "gazelle");
24          }
25          (*it).arrive = true;
26     }
27
28     refresh();
29 }
```

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

- include/pursuit.h
- src/pursuit.cpp

6.16 pvector Class Reference

```
#include <pvector.h>
```

Public Member Functions

- pvector ()
  default constructor
- pvector (float x, float y)
  constructor
- float magnitude ()
  calculates magnitude of the vector
- pvector & normalize ()
  normalize
- void div (float i)
  vector division
- void mul (float i)
  vector multiplication
- void add (pvector p)
  addition of vectors
- void limit (float limit)
  vector limitation
- float getAngle ()

calculates vector angle

- float dotProduct (pvector v)

  dot product of two vectors
- float angleBetween (pvector v)

  angle calculation between two vectors
- void print (const string &s)

  debug function
- pvector operator+= (pvector const &obj)

  overloaded += operator
- pvector operator+ (pvector const &obj)

  overloaded + operator
- pvector operator- (pvector const &obj)

  overloaded - operator
- pvector operator- (point const &obj)

  overloaded - operator
- pvector operator+ (point const &obj)

  overloaded + operator
- bool operator== (pvector const &obj)

  overloaded == operator

Public Attributes

- float x

  x magnitude of the vector
- float y

  y magnitude of the vector

6.16.1 Detailed Description

Definition at line 17 of file pvector.h.

6.16.2 Constructor & Destructor Documentation

6.16.2.1 pvector() [1/2]

```
pvector::pvector ( )
```

default constructor

See also

pvector(float x, float y)

Definition at line 35 of file pvector.cpp.

```
36 {
37
38 }
```

6.16.2.2 pvector() [2/2]

```
pvector::pvector (
            float x,
            float y )
```

constructor

Parameters

x	magnitude of the vector
y	magnitude of the vector

See also

pvector()

Definition at line 40 of file pvector.cpp.

```
41 {
42     this->x = x;
43     this->y = y;
44 }
```

6.16.3 Member Function Documentation

6.16.3.1 add()

```
void pvector::add (
            pvector p )
```

addition of vectors

Parameters

p	vector to add

Definition at line 58 of file pvector.cpp.

```
59 {
60     x = x + p.x;
61     y = y + p.y;
62 }
```

6.16.3.2 angleBetween()

```
float pvector::angleBetween (
            pvector v )
```

angle calculation between two vectors

Parameters

v	vector to calculate angle

Returns

angle

Definition at line 23 of file pvector.cpp.

```
24 {
25     float angle = this->dotProduct(v) / (this->magnitude() * v.magnitude());
26     angle = acos(angle)  * 180 / PI;
27     return angle;
28 }
```

6.16.3.3 div()

```
void pvector::div (
            float i )
```

vector division

Parameters

i	scalar value to divide

Definition at line 46 of file pvector.cpp.

```
47 {
48     x = x / i;
49     y = y / i;
50 }
```

6.16.3.4 dotProduct()

```
float pvector::dotProduct (
            pvector v )
```

dot product of two vectors

Parameters

v	vector to calculate dot product

Returns

returns scalar dot product

Definition at line 30 of file pvector.cpp.

```
31 {
32     return ((x * v.x) + (y * v.y));
33 }
```

6.16.3.5 getAngle()

```
float pvector::getAngle ( )
```

calculates vector angle

Returns

angle

Definition at line 16 of file pvector.cpp.

```
17 {
18     float angle;
19     angle = atan2 (this->y, this->x) * 180 / PI;
20     return angle;
21 }
```

6.16.3.6 limit()

```
void pvector::limit (
              float limit )
```

vector limitation

Parameters

limit	value to restrict vector magnitude

Definition at line 83 of file pvector.cpp.

```
84 {
85     this->normalize();
86     this->mul(limit);
87 }
```

6.16.3.7 magnitude()

```
float pvector::magnitude ( )
```

calculates magnitude of the vector

Returns

magnitude of the vector

Definition at line 64 of file pvector.cpp.

```
65 {
66     return sqrt((this->x * this->x) + (this->y * this->y));
67 }
```

6.16.3.8 mul()

```
void pvector::mul (
            float i )
```

vector multiplication

Parameters

i	scalar value to multiply

Definition at line 52 of file pvector.cpp.

```
53 {
54     x = x * i;
55     y = y * i;
56 }
```

6.16.3.9 normalize()

```
pvector & pvector::normalize ( )
```

normalize

Returns

normalized vector

Definition at line 69 of file pvector.cpp.

```
70 {
71     float magnitude = this->magnitude();
72     if(magnitude != 0){
73        this->x = this->x / magnitude;
74        this->y = this->y / magnitude;
75     }
76     else{
77        this->x = 0;
78        this->y = 0;
79     }
80     return *this;
81 }
```

6.16.3.10 operator+() [1/2]

```
pvector pvector::operator+ (
            point const & obj )
```

overloaded + operator

Parameters

obj	point to add

Returns

sum

Definition at line 111 of file pvector.cpp.

```
112 {
113     pvector res;
114     res.x = x + obj.x;
115     res.y = y + obj.y;
116     return res;
117 }
```

6.16.3.11 operator+() [2/2]

```
pvector pvector::operator+ (
            pvector const & obj )
```

overloaded + operator

Parameters

obj	vector to add

Returns

sum

Definition at line 89 of file pvector.cpp.

```
90 {
91     pvector res;
92     res.x = x + obj.x;
93     res.y = y + obj.y;
94     return res;
95 }
```

6.16.3.12 operator+=()

```
pvector pvector::operator+= (
            pvector const & obj )
```

overloaded += operator

Parameters

obj	vector to add

Returns

sum

Definition at line 97 of file pvector.cpp.

```
98 {
99     x = x + obj.x;
100     y = y + obj.y;
101     return *this;
102 }
```

6.16.3.13 operator-() [1/2]

```
pvector pvector::operator- (
            point const & obj )
```

overloaded - operator

Parameters

obj	point to substract

Returns

difference

Definition at line 119 of file pvector.cpp.

```
120 {
121     pvector res;
122     res.x = x - obj.x;
123     res.y = y - obj.y;
124     return res;
125 }
```

6.16.3.14 operator-() [2/2]

```
pvector pvector::operator- (
            pvector const & obj )
```

overloaded - operator

Parameters

obj	vector to substract

Returns

difference

Definition at line 132 of file pvector.cpp.

```
133 {
134     pvector res;
135     res.x = x - obj.x;
136     res.y = y - obj.y;
137     return res;
138 }
```

6.16.3.15 operator==()

```
bool pvector::operator== (
            pvector const & obj )
```

overloaded == operator

Parameters

obj	vector to check if equal

Returns

comparison result

Definition at line 104 of file pvector.cpp.

```
105 {
106    if(x == obj.x && y == obj.y)
107       return true;
108    return false;
109 }
```

6.16.3.16 print()

```
void pvector::print (
            const string & s )
```

debug function

Parameters

s	identification text

Definition at line 127 of file pvector.cpp.

```
128 {
129    cout « s « " " « x « " " « y « endl;
130 }
```

6.16.4 Member Data Documentation

6.16.4.1 x

```
float pvector::x
```

x magnitude of the vector

Definition at line 140 of file pvector.h.

6.16.4.2 y

```
float pvector::y
```

y magnitude of the vector

Definition at line 145 of file pvector.h.

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

- include/pvector.h
- src/pvector.cpp

6.17 random Class Reference

```
#include <random.h>
```

Static Public Member Functions

- static void createRandomArray (int *arr, int size)
  random array generation

6.17.1 Detailed Description

Definition at line 9 of file random.h.

6.17.2 Member Function Documentation

6.17.2.1 createRandomArray()

```
void random::createRandomArray (
            int * arr,
            int size )  [static]
```

random array generation

Parameters

arr	struct that includes random values
size	of the array

Definition at line 14 of file random.cpp.

```
14                                                  {
15     srand(time(NULL));
16     for(int i=0; i<size; i++)
17        arr[i] = i+1;
18
19     for (int i=0; i < size; i++){
20        int r = rand() % size;
21        swap(arr[i], arr[r]);
22     }
23  }
```

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

- include/random.h
- src/random.cpp

6.18 scenario Class Reference

`#include <scenario.h>`

Public Member Functions

- scenario ()
  default constructor.
- void createAgent (int type, int *count, float *force, float *speed)
  agent creation
- void initGL (int *argv, char **argc)
  graphics initialization

Static Public Member Functions

- static void refresh ()
  refreshes all items

Public Attributes

- void(* callback)()
  openGL screen refresh callback function, used as main loop in derived classes

Static Public Attributes

- static vector< agent > agents
  structure stores agents
- static graphics view
  graphics instance used
- static steeringBehavior behavior
  behavior instance used
- static color myColor
  color instance used
- static string name
  scenario name

6.18.1 Detailed Description

Definition at line 19 of file scenario.h.

6.18.2 Constructor & Destructor Documentation

6.18.2.1 scenario()

```
scenario::scenario ( )
```

default constructor.

Definition at line 28 of file scenario.cpp.

```
29 {
30     srand(time(NULL));
31     myColor.createColors();
32     view = graphics();
33 }
```

6.18.3 Member Function Documentation

6.18.3.1 createAgent()

```
void scenario::createAgent (
            int type,
            int * count,
            float * force,
            float * speed )
```

agent creation

Parameters

type	type of creation method
count	number of agents to be created
force	max force of agents to be created
speed	max speed of agents to be created

Definition at line 109 of file scenario.cpp.

```
110 {
111     if(type == TROOP){
112         createTroop(*count);
113     }
114     else if(type == RANDOM){
115         createRandomAgents(*count, *force, *speed);
116     }
117     else if(type == STATIC){
118         createStaticAgents();
```

```
119     }
120     else{
121         //error message
122     }
123 }
```

6.18.3.2 initGL()

```
void scenario::initGL (
            int * argv,
            char ** argc )
```

graphics initialization

Parameters

argv	list of user arguments
argc	number of user arguments

Definition at line 22 of file scenario.cpp.

```
23 {
24     view.initGraphics(argc, argv, callback);
25 }
```

6.18.3.3 refresh()

```
void scenario::refresh ( )  [static]
```

refreshes all items

Note

opengl callback forces that function to be static

Definition at line 35 of file scenario.cpp.

```
36 {
37     point textPosition = point(-34, 32.25);
38     for(auto it = agents.begin(); it < agents.end(); it++){
39        (*it).updatePosition((*it).arrive);
40        view.drawAgent(*it, (*it).fillColor);
41     }
42
43     view.drawText(name, textPosition);
44     view.refreshScene();
45 }
```

6.18.4 Member Data Documentation

6.18.4.1 agents

```
vector< agent > scenario::agents  [static]
```

structure stores agents

Note

opengl callback forces that function to be static

Definition at line 52 of file scenario.h.

6.18.4.2 behavior

```
steeringBehavior scenario::behavior  [static]
```

behavior instance used

Note

opengl callback forces that function to be static

Definition at line 64 of file scenario.h.

6.18.4.3 callback

```
void(* scenario::callback) ()
```

openGL screen refresh callback function, used as main loop in derived classes

Definition at line 81 of file scenario.h.

6.18.4.4 myColor

```
color scenario::myColor  [static]
```

color instance used

Note

opengl callback forces that function to be static

Definition at line 70 of file scenario.h.

6.18.4.5 name

```
string scenario::name  [static]
```

scenario name

Note

opengl callback forces that function to be static

Definition at line 76 of file scenario.h.

6.18.4.6 view

```
graphics scenario::view  [static]
```

graphics instance used

Note

opengl callback forces that function to be static

Definition at line 58 of file scenario.h.

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

- include/scenario.h
- src/scenario.cpp

6.19 steeringBehavior Class Reference

```
#include <steeringBehavior.h>
```

Public Member Functions

- pvector stayInArea (agent &agent, int turnPoint)
  gets reflection force
- pvector inFlowField (agent &agent, flowField &flow)
  gets flow field force
- pvector stayInPath (agent &agent, path &path, graphics view)
  gets force to follow path
- pvector seek (agent &agent)
  force to seek
- pvector separation (vector< agent > agents, agent &agent)
  force to separate
- pvector cohesion (vector< agent > boids, agent &agent)
  force to cohesion
- pvector align (vector< agent > boids, agent &agent)
  force to align
- pvector wander (agent &agent)
  force to wander
- pvector pursuit (vector< agent > boids, agent &pursuer, graphics view, string name)
  force to pursue
- pvector evade (vector< agent > boids, agent &evader, graphics view, string name)
  force to evade
- pvector flee (agent &agent, graphics &view, point p)
  force to flee
- pvector avoid (vector< obstacle > obstacles, agent &agent)
  force to avoid
- void setAngle (pvector &p, float angle)
  applies angle on vector

6.19.1 Detailed Description

Definition at line 35 of file steeringBehavior.h.

6.19.2 Member Function Documentation

6.19.2.1 align()

```
pvector steeringBehavior::align (
            vector< agent > boids,
            agent & agent )
```

force to align

Parameters

agent	to be aligned
boids	list of all the agents

Returns

force to be applied

Definition at line 119 of file steeringBehavior.cpp.

```
120 {
121    float neighborDist = 30;
122    pvector sum {0,0};
123    int count = 0;
124    for(auto it = boids.begin(); it < boids.end(); it++){
125       float d = (agent.position - (*it).position).magnitude();
126       if( (d >0) && (d < neighborDist) ){
127          sum += (*it).velocity;
128          count++;
129       }
130    }
131    if(count>0){
132       sum.div(count);
133       sum.normalize().mul(agent.maxSpeed);
134       agent.steering = sum - agent.velocity;
135       return agent.steering;
136    }
137    return pvector(0,0);
138 }
```

6.19.2.2 avoid()

```
pvector steeringBehavior::avoid (
            vector< obstacle > obstacles,
            agent & agent )
```

force to avoid

Parameters

agent	agent that will avoid from obstacles
obstacles	list of all existing objects

Returns

force to be applied

Definition at line 183 of file steeringBehavior.cpp.

```
184 {
185    float dynamic_length = agent.velocity.magnitude() / agent.maxSpeed;
186    pvector vel = agent.velocity;
187    vel.normalize().mul(dynamic_length);
188    pvector ahead  = vel + agent.position;
189    vel.mul(6);
190    pvector ahead2 = vel + agent.position;
191    //view.drawPoint(point(ahead.x, ahead.y));
192    //view.drawPoint(point(ahead2.x, ahead2.y));
193
194    for(auto it = obstacles.begin(); it < obstacles.end(); it++){
195       float dist  = (ahead  - (*it).p).magnitude();
196       float dist2 = (ahead2 - (*it).p).magnitude();
197       if(dist < (*it).r + 2 || dist2 < (*it).r + 2){
198          pvector avoidance = ahead - (*it).p;
199          avoidance.normalize().mul(20);
200          /*a = point(avoidance.x, avoidance.y);
201          view.drawLine(agent.position, agent.position + a, color(0,1,0));*/
202          return avoidance;
203       }
204    }
205    return pvector(0,0);
206 }
```

6.19.2.3 cohesion()

```
pvector steeringBehavior::cohesion (
            vector< agent > boids,
            agent & agent )
```

force to cohesion

Parameters

agent	to go to center of other agents, with specified distance
boids	list of all the agents

Returns

force to be applied

Definition at line 140 of file steeringBehavior.cpp.

```
141 {
142    float neighborDist = 20;
143    point sum {0,0};
144    int count = 0;
145    for(auto it = boids.begin(); it < boids.end(); it++){
146       float d = (agent.position - (*it).position).magnitude();
147       if( (d >0) && (d < neighborDist) ){
148          sum = sum + (*it).position;
149          count++;
150       }
151    }
152    if(count>0){
153       sum.div(count);
154       agent.targetPoint = sum;
155       return seek(agent);
156    }
157    return pvector(0,0);
158 }
```

6.19.2.4 evade()

```
pvector steeringBehavior::evade (
            vector< agent > boids,
            agent & evader,
            graphics view,
            string name )
```

force to evade

Parameters

evader	agent that will escape
view	used for debugging
boids	list of all the agents
name	other agent to evade

Returns

force to be applied

Definition at line 47 of file steeringBehavior.cpp.

```
48 {
49    agent target;
50    for(auto it = boids.begin(); it < boids.end(); it++){
51       if((*it).name == name){
52          target = *it;
53       }
54    }
55
56    point p = point(evader.position.x + 2, evader.position.y - 2);
57    view.drawText(evader.name, p);
58    p = point(target.position.x + 2, target.position.y - 2);
59    view.drawText(target.name, p);
60
61    pvector targetVel = target.velocity;
62    targetVel.mul(5);//TODO: magic number
63
64    point futurePos = target.position + targetVel;
65    view.drawPoint(futurePos);
66
67    pvector dist = evader.position - futurePos;
68    dist.normalize().mul( 1 / dist.magnitude() );
69
70    evader.targetPoint = evader.position + dist;
71    return flee(evader, view, futurePos);
72 }
```

6.19.2.5 flee()

```
pvector steeringBehavior::flee (
            agent & agent,
            graphics & view,
            point p )
```

force to flee

Parameters

agent	agent that will flee
view	used for debugging
p	point that agent flees

Returns

force to be applied

Definition at line 28 of file steeringBehavior.cpp.

```
29 {
30    int radius = 15;
31
32    pvector dist = agent.targetPoint - p;
33    view.drawPoint(agent.targetPoint);
34
35    if(dist.magnitude() < radius){
36       agent.arrive = false;
37       agent.desiredVelocity = agent.position - p;
38    }
39    else{
40       agent.arrive = true;
41       agent.desiredVelocity = agent.targetPoint - agent.position;
42    }
```

```
43     agent.steering = agent.desiredVelocity - agent.velocity;
44     return agent.steering;
45 }
```

6.19.2.6 inFlowField()

```
pvector steeringBehavior::inFlowField (
              agent & agent,
              flowField & flow )
```

gets flow field force

Parameters

agent	unit to apply flow field
flow	field

Returns

force to be applied

Definition at line 238 of file steeringBehavior.cpp.

```
239 {
240     //pos_x, pos_y must be non negative integer
241     int pos_x = abs((int)agent.position.x) % WIDTH;
242     int pos_y = abs((int)agent.position.y) % HEIGHT;
243     //TODO: modification required for non uniform fields
244     return flow.getField(pos_x, pos_y);
245 }
```

6.19.2.7 pursuit()

```
pvector steeringBehavior::pursuit (
              vector< agent > boids,
              agent & pursuer,
              graphics view,
              string name )
```

force to pursue

Parameters

pursuer	agent that will follow specified agent
view	used for debugging
boids	list of all the agents
name	other agent to pursue

Returns

force to be applied

Definition at line 74 of file steeringBehavior.cpp.

```
75 {
76    agent target;
77    for(auto it = boids.begin(); it < boids.end(); it++){
78       if((*it).name == name){
79          target = *it;
80       }
81    }
82
83    point p = point(target.position.x + 2, target.position.y - 2);
84    view.drawText(target.name, p);
85    p = point(pursuer.position.x + 2, pursuer.position.y - 2);
86    view.drawText(pursuer.name, p);
87
88    float dist = (target.position - pursuer.position).magnitude();
89    float t = dist / target.maxSpeed;
90
91    pvector targetVel = target.velocity;
92    targetVel.mul(t);
93    point futurePos = target.position + targetVel;
94    pursuer.targetPoint = futurePos;
95    return seek(pursuer);
96 }
```

6.19.2.8 seek()

```
pvector steeringBehavior::seek (
            agent & agent )
```

force to seek

Parameters

agent	that will go to specific target point

Returns

force to be applied

Definition at line 208 of file steeringBehavior.cpp.

```
209 {
210    agent.desiredVelocity = agent.targetPoint - agent.position;
211    agent.steering = agent.desiredVelocity - agent.velocity;
212    return agent.steering;
213 }
```

6.19.2.9 separation()

```
pvector steeringBehavior::separation (
            vector< agent > agents,
            agent & agent )
```

force to separate

Parameters

agent	agent that will be stayed away
agents	list of all the agents

Returns

force to be applied

Definition at line 160 of file steeringBehavior.cpp.

```
161 {
162    float desiredSeparation = 5;
163    pvector sum = pvector(0,0);
164    int count = 0;
165    for(auto it = agents.begin(); it < agents.end(); it++){
166       float d = (agent.position - (*it).position).magnitude();
167       if( (d > 0) && (d < desiredSeparation) ){
168          pvector diff = agent.position - (*it).position;
169          diff.normalize().div(d);
170          sum = sum + diff;
171          count++;
172       }
173    }
174    if(count > 0){
175       sum.div(count);
176       sum.normalize().mul(agent.maxSpeed);
177       agent.steering = sum - agent.velocity;
178       return agent.steering;
179    }
180    return pvector(0,0);
181 }
```

6.19.2.10 setAngle()

```
void steeringBehavior::setAngle (
             pvector & p,
             float angle )
```

applies angle on vector

Parameters

angle	that will be set
p	vector that angle will be applied

Definition at line 22 of file steeringBehavior.cpp.

```
23 {
24    p.x = cos ( angle * PI / 180.0 );
25    p.y = sin ( angle * PI / 180.0 );
26 }
```

6.19.2.11 stayInArea()

```
pvector steeringBehavior::stayInArea (
             agent & agent,
             int turnPoint )
```

gets reflection force

Parameters

agent	unit to check
turnpoint	defines border to apply force

Returns

force to be applied

Definition at line 247 of file steeringBehavior.cpp.

```
248 {
249    if(agent.position.x >= turnPoint){
250       agent.desiredVelocity = pvector( -agent.maxSpeed, agent.velocity.y );
251       agent.steering = agent.desiredVelocity - agent.velocity;
252       return agent.steering;
253    }
254    else if(agent.position.x <= -turnPoint){
255       agent.desiredVelocity = pvector( agent.maxSpeed, agent.velocity.y );
256       agent.steering = agent.desiredVelocity - agent.velocity;
257       return agent.steering;
258    }
259    else if(agent.position.y >= turnPoint){
260       agent.desiredVelocity = pvector( agent.velocity.x, -agent.maxSpeed );
261       agent.steering = agent.desiredVelocity - agent.velocity;
262       return agent.steering;
263    }
264    else if(agent.position.y <= -turnPoint){
265       agent.desiredVelocity = pvector( agent.velocity.x, agent.maxSpeed );
266       agent.steering = agent.desiredVelocity - agent.velocity;
267       return agent.steering;
268    }
269    return pvector(0,0);
270 }
```

6.19.2.12 stayInPath()

```
pvector steeringBehavior::stayInPath (
            agent & agent,
            path & path,
            graphics view )
```

gets force to follow path

Parameters

agent	to follow the pathk
path	to follow
view	used for debugging

Returns

force to be applied

Definition at line 215 of file steeringBehavior.cpp.

```
216 {
217    float worldRecord = 1000000;
218    point normalPoint, predictedPos, start, end;
219    pvector distance;
220    for(auto it = path.points.begin(); it < path.points.end()-1; it++){
```

```
221       start = point((*it).x, (*it).y);
222       end   = point((*(it+1)).x, (*(it+1)).y);
223       predictedPos = agent.position + agent.velocity;
224       normalPoint.getNormalPoint(predictedPos, start, end);
225       if (normalPoint.x < start.x || normalPoint.x > end.x){
226          normalPoint = end;
227       }
228       distance = predictedPos - normalPoint;
229       if (distance.magnitude() < worldRecord){
230          worldRecord = distance.magnitude();
231          agent.targetPoint = end;
232       }
233       view.drawPoint(agent.targetPoint);
234    }
235    return seek(agent);
236 }
```

6.19.2.13 wander()

```
pvector steeringBehavior::wander (
             agent & agent )
```

force to wander

Parameters

agent	agent that will wander

Returns

force to be applied

Definition at line 98 of file steeringBehavior.cpp.

```
99 {
100    pvector circleCenter = agent.velocity;
101    circleCenter.normalize().mul(CIRCLE_DISTANCE + CIRCLE_RADIUS);
102
103    int wanderAngle = (rand() % 360);
104    pvector displacement {0, 1};
105    setAngle(displacement, wanderAngle);
106    displacement.mul(CIRCLE_RADIUS);
107
108    agent.desiredVelocity = displacement + circleCenter;
109    agent.steering = agent.desiredVelocity - agent.velocity;
110
111    //move it to the center when it is out of screen
112    if(agent.position.x > WIDTH || agent.position.x < -WIDTH ||
113       agent.position.y > HEIGHT || agent.position.y < -HEIGHT)
114       agent.position = point(0,0);
115
116    return agent.steering;
117 }
```

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

- include/steeringBehavior.h
- src/steeringBehavior.cpp

6.20 wander Class Reference

```
#include <wander.h>
```

Public Member Functions

- wander ()

  default constructor

Static Public Member Functions

- static void loop ()

  wander scenario loop function

Additional Inherited Members

6.20.1 Detailed Description

Definition at line 14 of file wander.h.

6.20.2 Constructor & Destructor Documentation

6.20.2.1 wander()

```
wander::wander ( )
```

default constructor

Todo business logic will be changed

Definition at line 24 of file wander.cpp.

```
25 {
26     int agentCount = 30;
27     float maxForce = 0.3;
28     float maxSpeed = 0.6;
29
30     name = "wandering objects";
31     createAgent(RANDOM, &agentCount, &maxForce, &maxSpeed);
32     callback = reinterpret_cast <void(*)()> ( (void *)(&loop) );
33 }
```

6.20.3 Member Function Documentation

6.20.3.1 loop()

```
void wander::loop ( )  [static]
```

wander scenario loop function

Note

opengl callback forces that function to be static

Definition at line 15 of file wander.cpp.

```
16 {
17     for(auto it = agents.begin(); it < agents.end(); it++){
18         (*it).force = behavior.wander(*it);
19     }
20
21     refresh();
22 }
```

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

- include/wander.h
- src/wander.cpp

6.21 windy Class Reference

```
#include <windy.h>
```

Public Member Functions

- windy ()
  default constructor.

Static Public Member Functions

- static void loop ()
  windy scenario loop function

Static Public Attributes

- static flowField flow
  flow field used

Additional Inherited Members

6.21.1 Detailed Description

Definition at line 15 of file windy.h.

6.21.2 Constructor & Destructor Documentation

6.21.2.1 windy()

```
windy::windy ( )
```

default constructor.

Definition at line 29 of file windy.cpp.

```
30 {
31     int agentCount = 30;
32     float maxForce = 0.3;
33     float maxSpeed = 0.6;
34 
35     name = "flow field";
36     createAgent(RANDOM, &agentCount, &maxForce, &maxSpeed);
37     callback = reinterpret_cast <void(*)()> ( (void *)(&loop) );
38 }
```

6.21.3 Member Function Documentation

6.21.3.1 loop()

```
void windy::loop ( )  [static]
```

windy scenario loop function

Note

opengl callback forces that function to be static

Definition at line 17 of file windy.cpp.

```
18 {
19     for(auto it = agents.begin(); it < agents.end(); it++){
20          flow = flowField(pvector(GRAVITY));
21          (*it).force  = behavior.inFlowField(*it, flow);
22 
23          flow = flowField(pvector(WIND_WEST));
24          (*it).force += behavior.inFlowField(*it, flow);
25     }
26     refresh();
27 }
```

6.21.4 Member Data Documentation

6.21.4.1 flow

```
flowField windy::flow  [static]
```

flow field used

Note

opengl callback forces that function to be static

Definition at line 32 of file windy.h.

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

- include/windy.h
- src/windy.cpp

Chapter 7

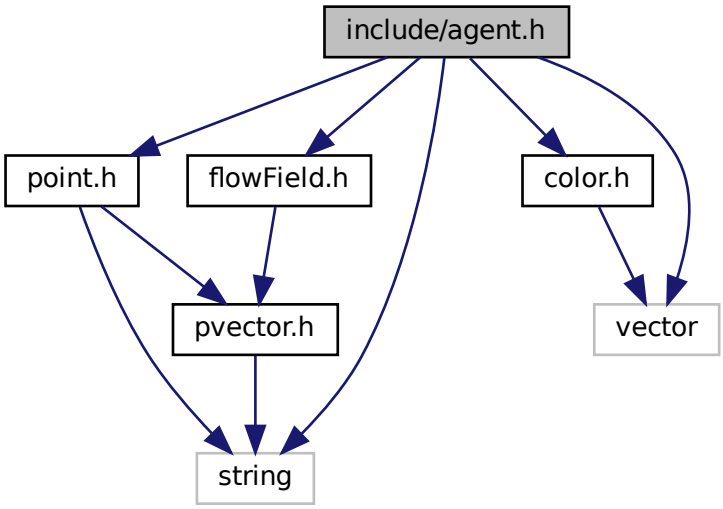
File Documentation

7.1 include/agent.h File Reference

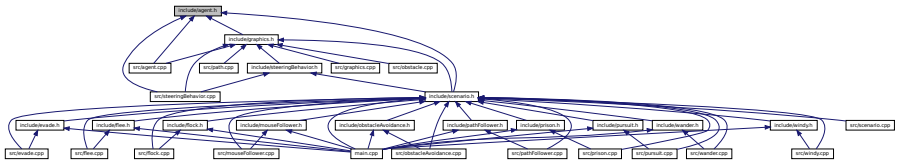
agent class defines all agent specifications

```
#include "point.h"
#include "color.h"
#include "flowField.h"
#include <vector>
#include <string>
```

Include dependency graph for agent.h:



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



Classes

- class agent

7.1.1 Detailed Description

agent class defines all agent specifications

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

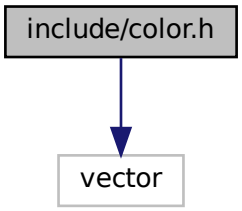
14.05.2021

7.2 include/color.h File Reference

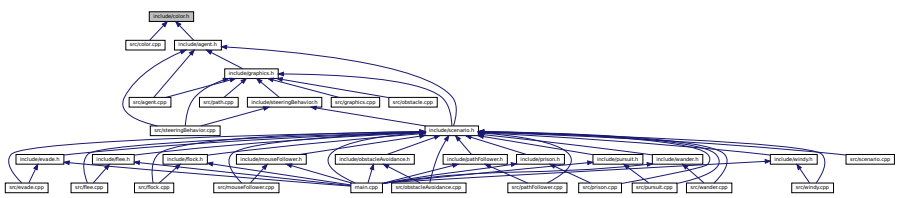
color class used for agent, path, wall etc. color

```
#include <vector>
```

Include dependency graph for color.h:



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



Classes

- class color

Enumerations

- enum num {
  BLACK =0, BLUE, GREEN, CYAN,
  RED, MAGENDA, YELLOW, WHITE }

  fundament list of al colors

7.2.1 Detailed Description

color class used for agent, path, wall etc. color

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

13.05.2021

7.2.2 Enumeration Type Documentation

7.2.2.1 num

```
enum num
```

fundament list of al colors

Enumerator

BLACK	
BLUE	
GREEN	
CYAN	
RED	
MAGENDA	
YELLOW	
WHITE	

Definition at line 17 of file color.h.

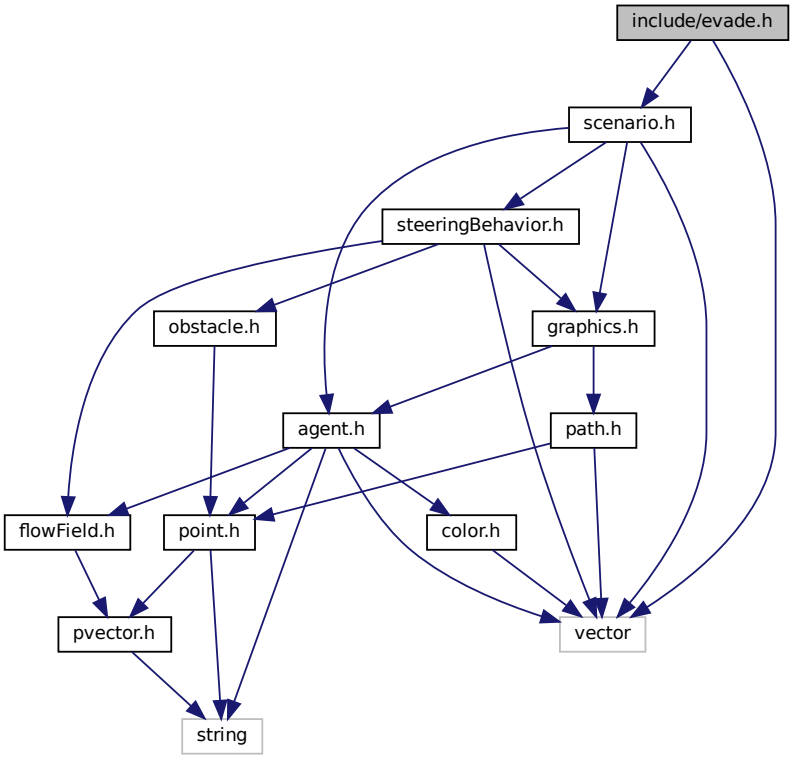
```
17 { BLACK=0, BLUE, GREEN, CYAN, RED, MAGENDA, YELLOW, WHITE };
```

7.3 include/evade.h File Reference

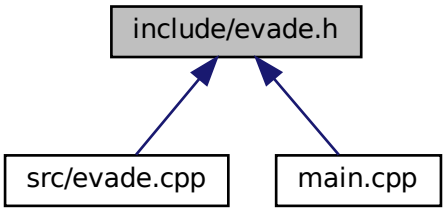
evade class inherited from scenario class

```
#include "scenario.h"
#include <vector>
```

Include dependency graph for evade.h:



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



Classes

- class evade

7.3.1 Detailed Description

evade class inherited from scenario class

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

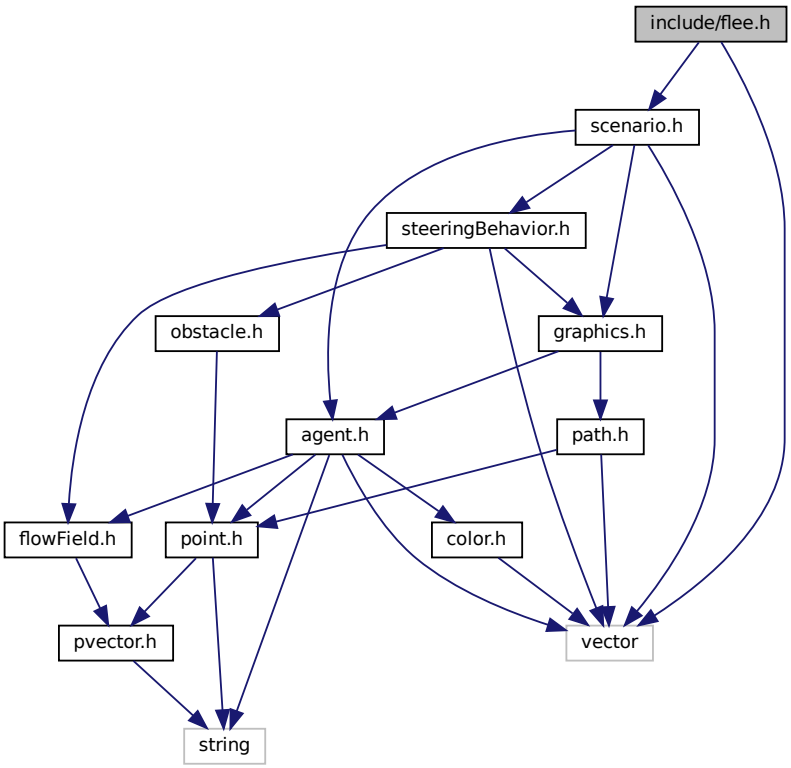
15.05.2021

7.4 include/flee.h File Reference

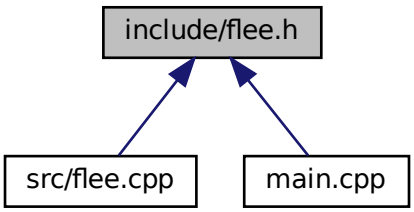
agents flee from mouse scenario

```
#include "scenario.h"
#include <vector>
```

Include dependency graph for flee.h:



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



Classes

- class flee

7.4.1 Detailed Description

agents flee from mouse scenario

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

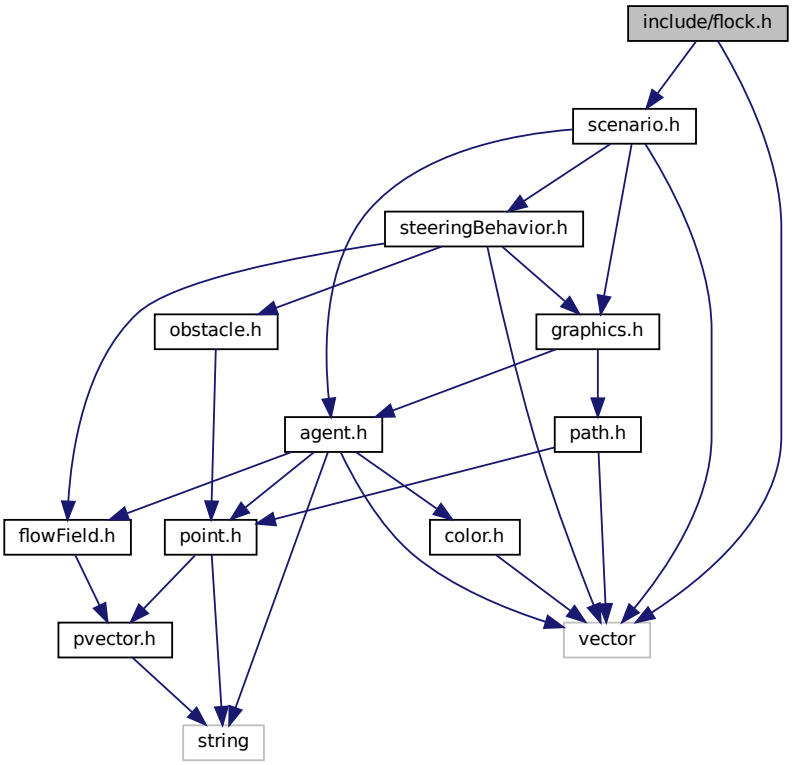
15.05.2021

7.5 include/flock.h File Reference

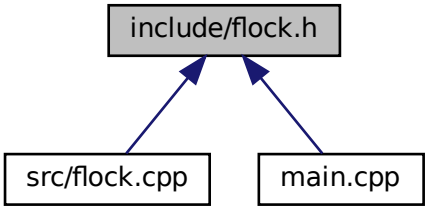
flocking agents scenario

```
#include "scenario.h"
#include <vector>
```

Include dependency graph for flock.h:



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



Classes

- class flock

7.5.1 Detailed Description

flocking agents scenario

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

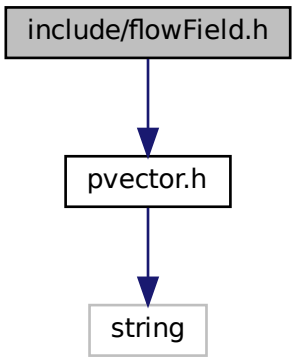
15.05.2021

7.6 include/flowField.h File Reference

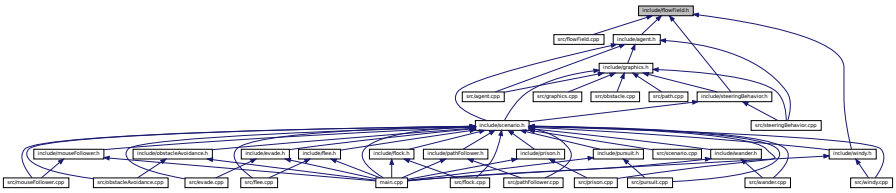
flowField class, screen can be filled with a force for each pixel

```
#include "pvector.h"
```

Include dependency graph for flowField.h:



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



Classes

- class flowField

Macros

- #define FIELD_WIDTH 34
- #define FIELD_HEIGHT 34
- #define WIND_WEST 0.1, 0.0
- #define GRAVITY 0.0, -0.1

7.6.1 Detailed Description

flowField class, screen can be filled with a force for each pixel

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

13.05.2021

7.6.2 Macro Definition Documentation

7.6.2.1 FIELD_HEIGHT

```
#define FIELD_HEIGHT 34
```

Definition at line 13 of file flowField.h.

7.6.2.2 FIELD_WIDTH

```
#define FIELD_WIDTH 34
```

Definition at line 12 of file flowField.h.

7.6.2.3 GRAVITY

```
#define GRAVITY 0.0, -0.1
```

Definition at line 16 of file flowField.h.

7.6.2.4 WIND_WEST

```
#define WIND_WEST 0.1, 0.0
```

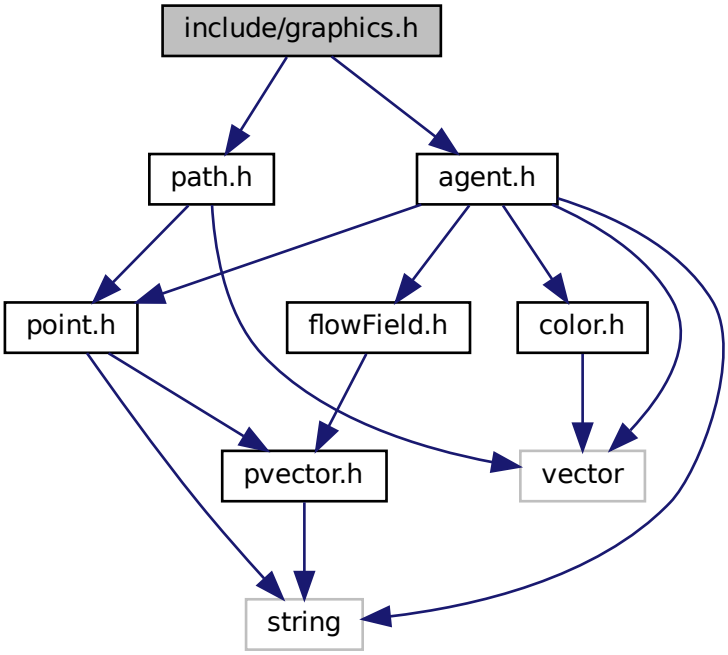
Definition at line 15 of file flowField.h.

7.7 include/graphics.h File Reference

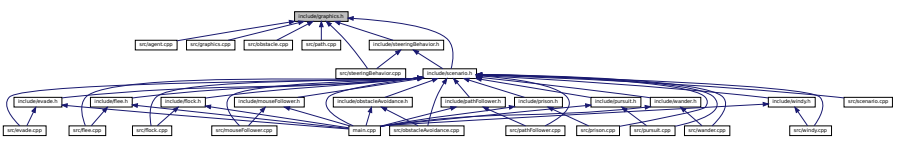
graphics class, drives openGL

```
#include "agent.h"
#include "path.h"
```

Include dependency graph for graphics.h:



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



Classes

- class graphics

Macros

- #define WIDTH 34
- #define HEIGHT 34
- #define ESC 27
- #define PI 3.14159265

7.7.1 Detailed Description

graphics class, drives openGL

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

15.05.2021

7.7.2 Macro Definition Documentation

7.7.2.1 ESC

```
#define ESC 27
```

Definition at line 16 of file graphics.h.

7.7.2.2 HEIGHT

```
#define HEIGHT 34
```

Definition at line 14 of file graphics.h.

7.7.2.3 PI

```
#define PI 3.14159265
```

Definition at line 17 of file graphics.h.

7.7.2.4 WIDTH

```
#define WIDTH 34
```

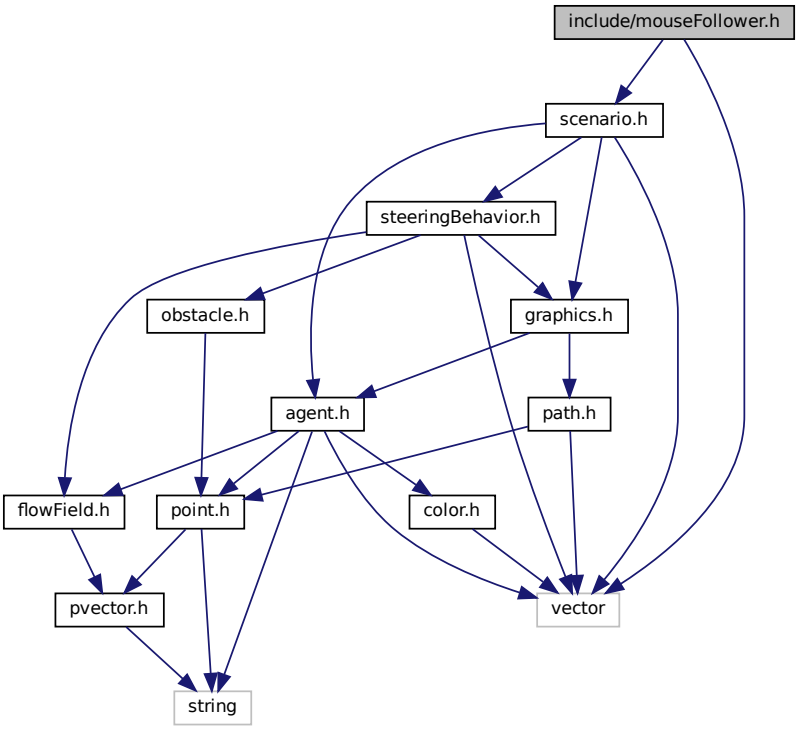
Definition at line 13 of file graphics.h.

7.8 include/mouseFollower.h File Reference

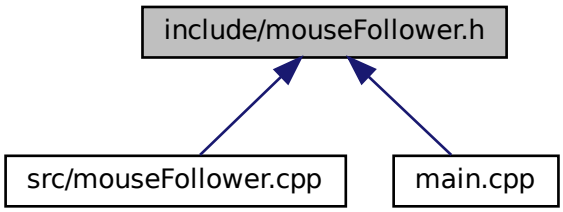
agents follow mouse scenario

```
#include "scenario.h"
#include <vector>
```

Include dependency graph for mouseFollower.h:



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



Classes

- class mouseFollower

7.8.1 Detailed Description

agents follow mouse scenario

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

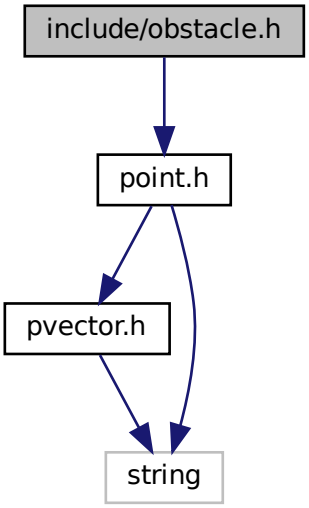
15.05.2021

7.9 include/obstacle.h File Reference

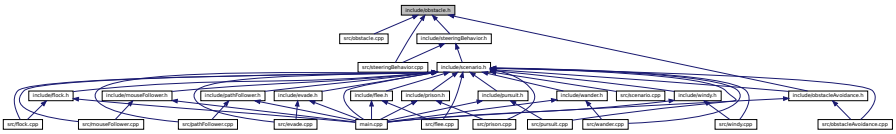
circular obstacles for agent avoidance behaviors

```
#include "point.h"
```

Include dependency graph for obstacle.h:



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



Classes

- class obstacle

7.9.1 Detailed Description

circular obstacles for agent avoidance behaviors

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

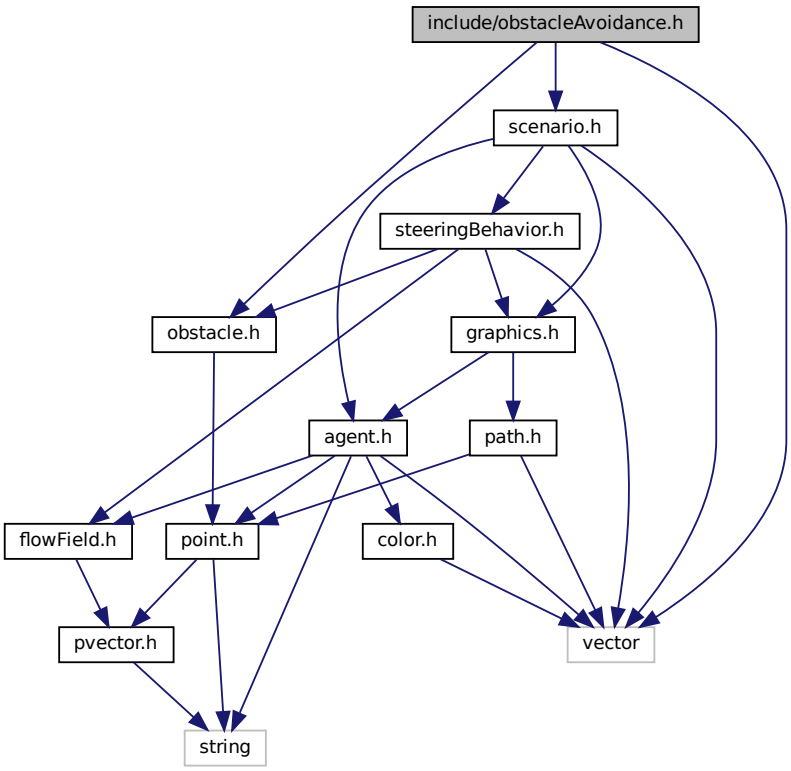
12.05.2021

7.10 include/obstacleAvoidance.h File Reference

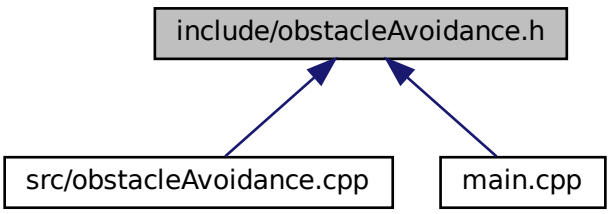
agents avoid from obstacles scenario

```
#include "scenario.h"
#include "obstacle.h"
#include <vector>
```

Include dependency graph for obstacleAvoidance.h:



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



Classes

- class obstacleAvoidance

7.10.1 Detailed Description

agents avoid from obstacles scenario

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

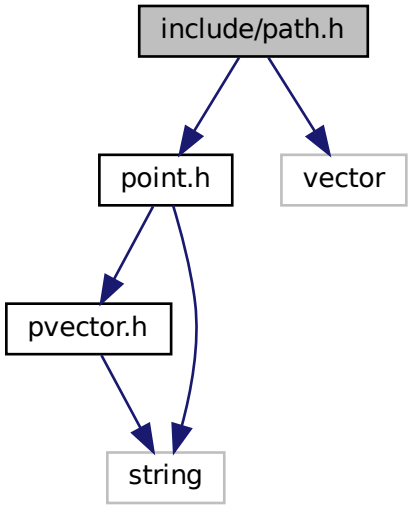
15.05.2021

7.11 include/path.h File Reference

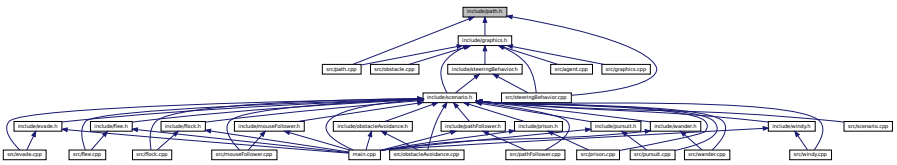
path class used for path following steering behaviors.

```
#include "point.h"
#include <vector>
```

Include dependency graph for path.h:



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



Classes

- class path

7.11.1 Detailed Description

path class used for path following steering behaviors.

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

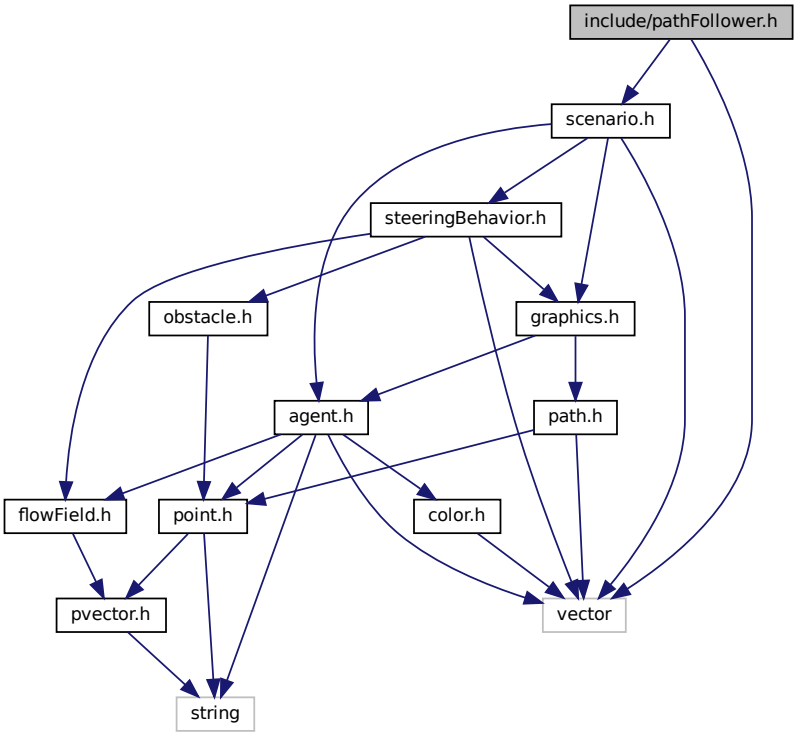
12.05.2021

7.12 include/pathFollower.h File Reference

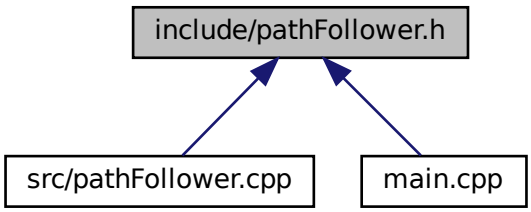
path following scenario

```
#include "scenario.h"
#include <vector>
```

Include dependency graph for pathFollower.h:



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



Classes

- class pathFollower

7.12.1 Detailed Description

path following scenario

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

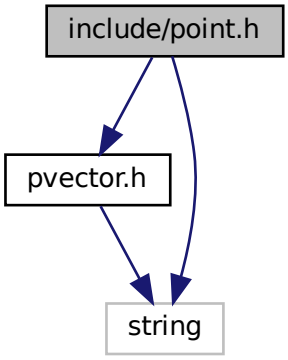
15.05.2021

7.13 include/point.h File Reference

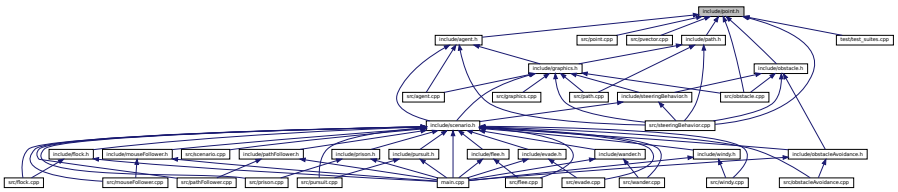
point class used for point operations

```
#include "pvector.h"
#include <string>
```

Include dependency graph for point.h:



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



Classes

- class point

7.13.1 Detailed Description

point class used for point operations

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

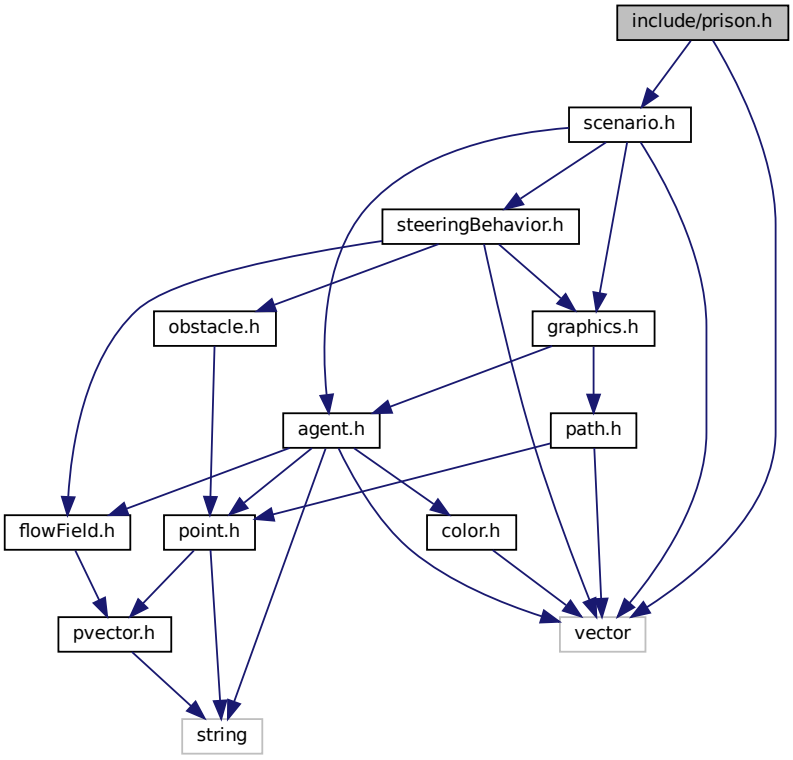
15.05.2021

7.14 include/prison.h File Reference

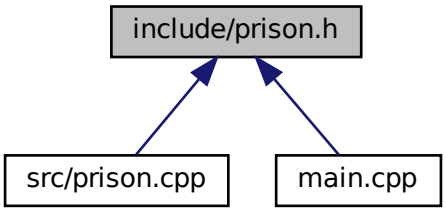
agents cant escape from field scenario

```
#include "scenario.h"
#include <vector>
```

Include dependency graph for prison.h:



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



Classes

- class prison

7.14.1 Detailed Description

agents cant escape from field scenario

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

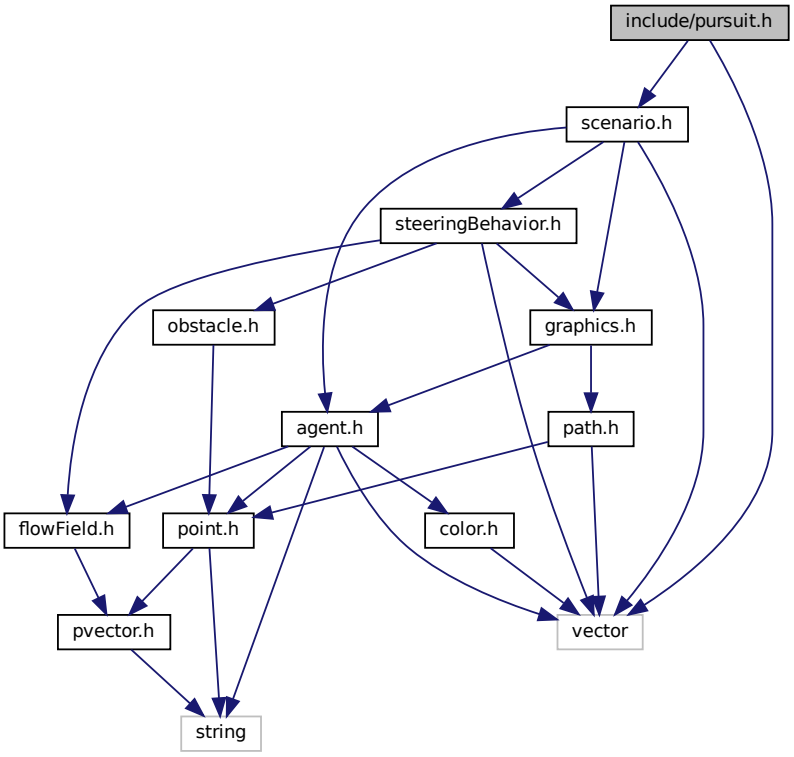
15.05.2021

7.15 include/pursuit.h File Reference

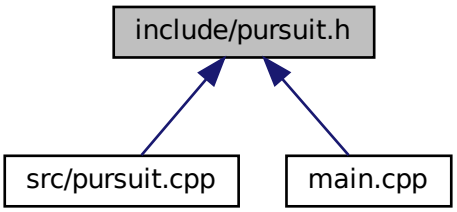
one agent pursue other one scenario

```
#include "scenario.h"
#include <vector>
```

Include dependency graph for pursuit.h:



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



Classes

- class pursuit

7.15.1 Detailed Description

one agent pursue other one scenario

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

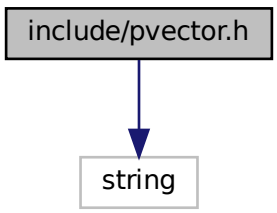
15.05.2021

7.16 include/pvector.h File Reference

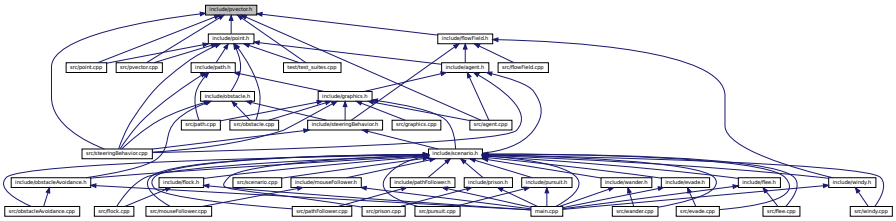
pvector class used for 2D vector operations

```
#include <string>
```

Include dependency graph for pvector.h:



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



Classes

- class pvector

Macros

- #define PI 3.14159265

7.16.1 Detailed Description

pvector class used for 2D vector operations

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

15.05.2021

7.16.2 Macro Definition Documentation

7.16.2.1 PI

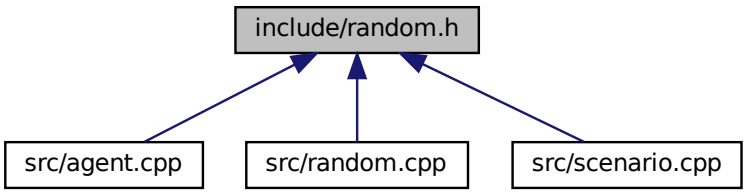
```
#define PI 3.14159265
```

Definition at line 11 of file pvector.h.

7.17 include/random.h File Reference

utility class for random operations

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



Classes

- class random

7.17.1 Detailed Description

utility class for random operations

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

15.05.2021

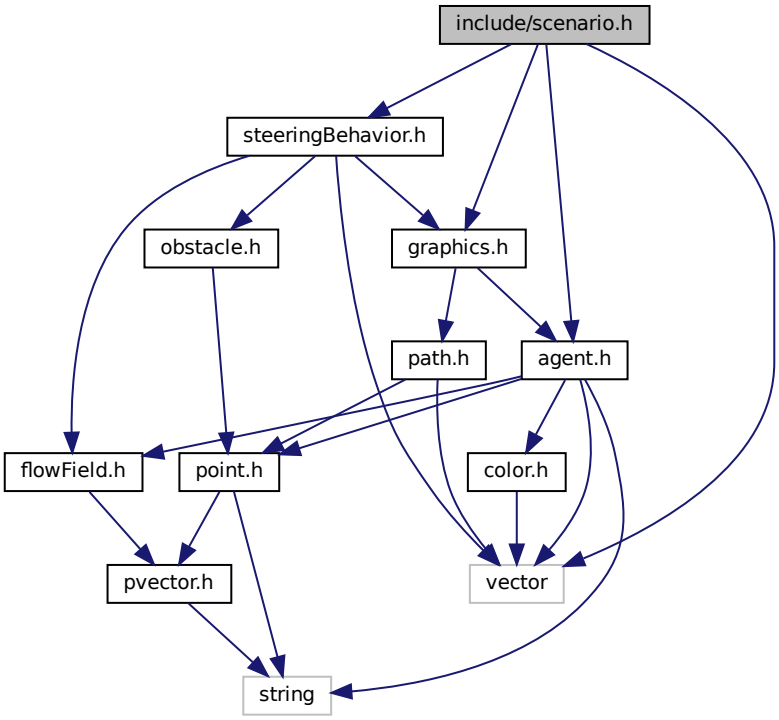
7.18 include/scenario.h File Reference

base class for all scenarios

```
#include "agent.h"
#include "graphics.h"
#include "steeringBehavior.h"
```

```
#include <vector>
```

Include dependency graph for scenario.h:



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

Classes

- class scenario

Enumerations

- enum types { RANDOM =0, STATIC, TROOP }

7.18.1 Detailed Description

base class for all scenarios

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

15.05.2021

7.18.2 Enumeration Type Documentation

7.18.2.1 types

```
enum types
```

Enumerator

RANDOM	
STATIC	
TROOP	

Definition at line 17 of file scenario.h.

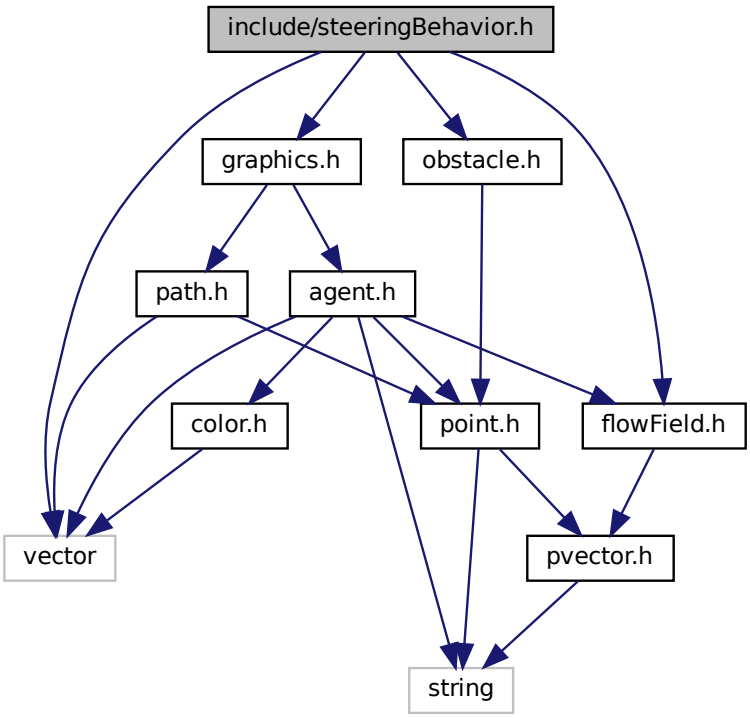
```
17 { RANDOM=0, STATIC, TROOP };
```

7.19 include/steeringBehavior.h File Reference

functions for autonomous steering behaviors

```
#include "flowField.h"
#include <vector>
#include "graphics.h"
#include "obstacle.h"
```

Include dependency graph for steeringBehavior.h:



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

Classes

- class steeringBehavior

Macros

- #define CIRCLE_DISTANCE 0.1
- #define CIRCLE_RADIUS 0.4
- #define FOLLOW_MOUSE 1
- #define STAY_IN_FIELD 2
- #define IN_FLOW_FIELD 3
- #define AVOID_OBSTACLE 4
- #define STAY_IN_PATH 5
- #define FLOCK 6
- #define WANDER 7
- #define FLEE 8
- #define PURSUIT 9
- #define EVADE 10

7.19.1 Detailed Description

functions for autonomous steering behaviors

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

15.05.2021

7.19.2 Macro Definition Documentation

7.19.2.1 AVOID_OBSTACLE

```
#define AVOID_OBSTACLE 4
```

Definition at line 21 of file steeringBehavior.h.

7.19.2.2 CIRCLE_DISTANCE

```
#define CIRCLE_DISTANCE 0.1
```

Definition at line 15 of file steeringBehavior.h.

7.19.2.3 CIRCLE_RADIUS

```
#define CIRCLE_RADIUS 0.4
```

Definition at line 16 of file steeringBehavior.h.

7.19.2.4 EVADE

```
#define EVADE 10
```

Definition at line 27 of file steeringBehavior.h.

7.19.2.5 FLEE

```
#define FLEE 8
```

Definition at line 25 of file steeringBehavior.h.

7.19.2.6 FLOCK

```
#define FLOCK 6
```

Definition at line 23 of file steeringBehavior.h.

7.19.2.7 FOLLOW_MOUSE

```
#define FOLLOW_MOUSE 1
```

Definition at line 18 of file steeringBehavior.h.

7.19.2.8 IN_FLOW_FIELD

```
#define IN_FLOW_FIELD 3
```

Definition at line 20 of file steeringBehavior.h.

7.19.2.9 PURSUIT

```
#define PURSUIT 9
```

Definition at line 26 of file steeringBehavior.h.

7.19.2.10 STAY_IN_FIELD

```
#define STAY_IN_FIELD 2
```

Definition at line 19 of file steeringBehavior.h.

7.19.2.11 STAY_IN_PATH

```
#define STAY_IN_PATH 5
```

Definition at line 22 of file steeringBehavior.h.

7.19.2.12 WANDER

```
#define WANDER 7
```

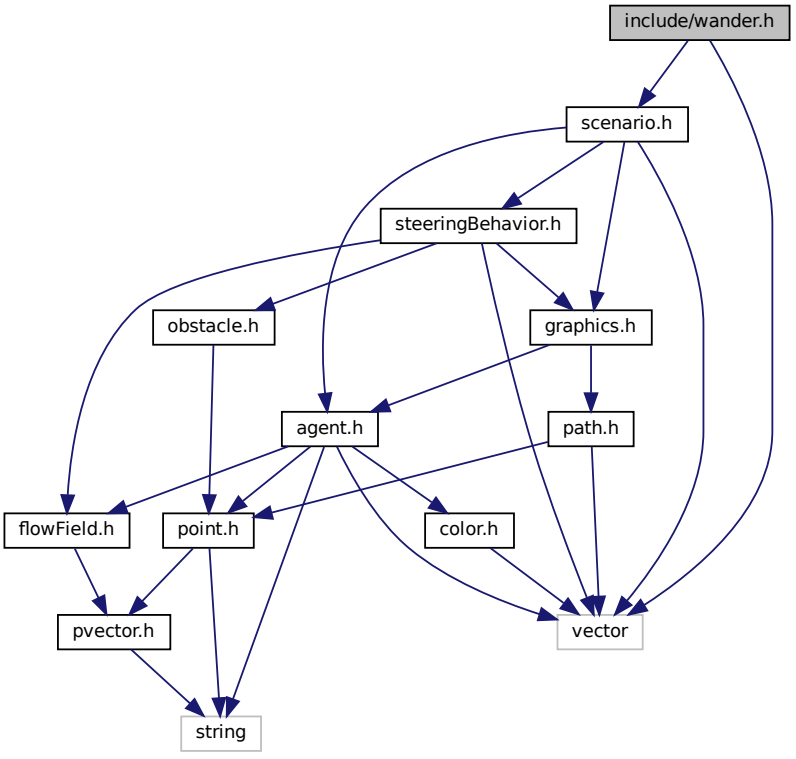
Definition at line 24 of file steeringBehavior.h.

7.20 include/wander.h File Reference

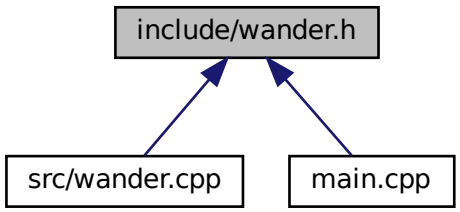
random wandering agents scenario

```
#include "scenario.h"
#include <vector>
```

Include dependency graph for wander.h:



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



Classes

- class wander

7.20.1 Detailed Description

random wandering agents scenario

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

15.05.2021

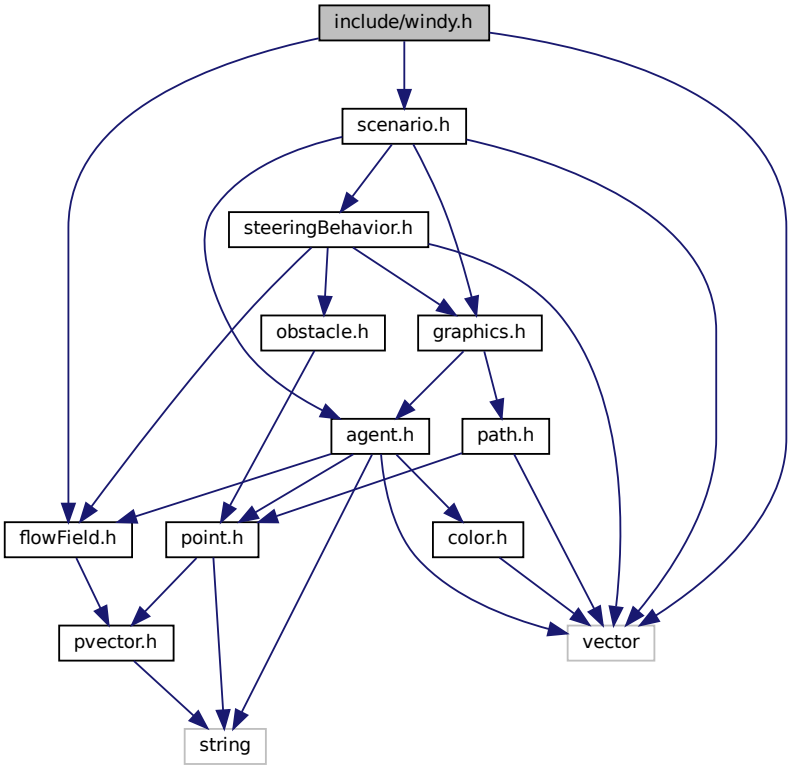
7.21 include/windy.h File Reference

windy air scenario

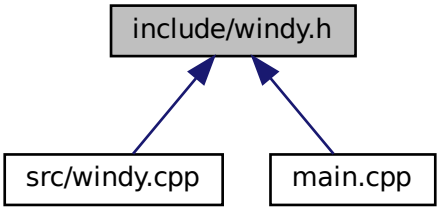
```
#include "scenario.h"
#include "flowField.h"
```

```
#include <vector>
```

Include dependency graph for windy.h:



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



Classes

- class windy

7.21.1 Detailed Description

windy air scenario

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

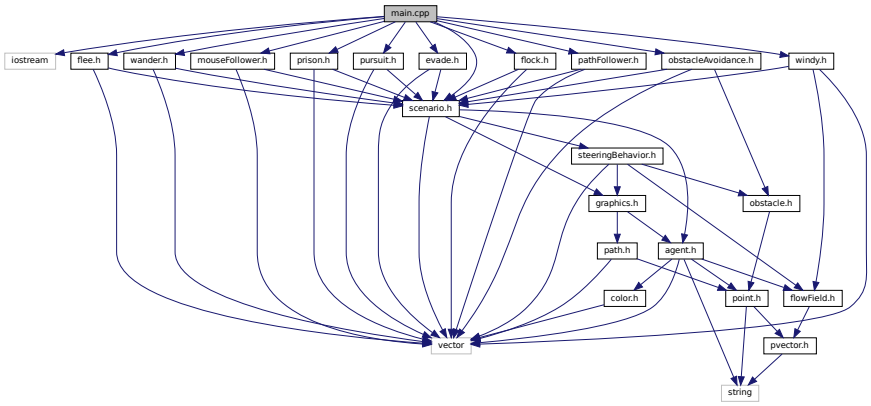
15.05.2021

7.22 main.cpp File Reference

client code

```
#include <iostream>
#include "mouseFollower.h"
#include "prison.h"
#include "windy.h"
#include "wander.h"
#include "pursuit.h"
#include "flee.h"
#include "scenario.h"
#include "evade.h"
#include "flock.h"
#include "pathFollower.h"
#include "obstacleAvoidance.h"
```

Include dependency graph for main.cpp:



Functions

- void menu ()

  displays menu

- int main (int argc, char **argv)

  main routine

Variables

- int mode

  specifies user selected scenario

7.22.1 Detailed Description

client code

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

15.05.2021

7.22.2 Function Documentation

7.22.2.1 main()

```
int main (
              int argc,
              char ** argv )
```

main routine

Definition at line 48 of file main.cpp.

```
48                                  {
49     menu();
50
51     scenario* sc;
52
53     if(mode == FOLLOW_MOUSE){
54        *sc = mouseFollower();
55     }
56     else if(mode == STAY_IN_FIELD){
57        *sc = prison();
58     }
59     else if(mode == IN_FLOW_FIELD){
60        *sc = windy();
61     }
62     else if(mode == WANDER){
63        *sc = wander();
64     }
65     else if(mode == PURSUIT){
66        *sc = pursuit();
67     }
68     else if(mode == FLEE){
69        *sc = flee();
70     }
71     else if(mode == EVADE){
72        *sc = evade();
73     }
74     else if(mode == FLOCK){
75        *sc = flock();
76     }
77     else if(mode == STAY_IN_PATH){
78        *sc = pathFollower();
79     }
80     else if(mode == AVOID_OBSTACLE){
81        *sc = obstacleAvoidance();
82     }
83
84     sc->initGL(&argc, argv);
85
86     return 0;
87 }
```

7.22.2.2 menu()

```
void menu ( )
```

displays menu

Definition at line 31 of file main.cpp.

```
31           {
32     cout « "Follow Mouse       : 1" « endl;
33     cout « "Stay in Field      : 2" « endl;
34     cout « "In Flow Field      : 3" « endl;
35     cout « "OBSTACLE AVOIDANCE : 4" « endl;
36     cout « "Stay in Path       : 5" « endl;
37     cout « "FLOCK              : 6" « endl;
38     cout « "WANDER             : 7" « endl;
39     cout « "FLEE               : 8" « endl;
40     cout « "PURSUIT            : 9" « endl;
41     cout « "EVADE              : 10" « endl;
42     cin » mode;
43 }
```

7.22.3 Variable Documentation

7.22.3.1 mode

```
int mode
```

specifies user selected scenario

Definition at line 26 of file main.cpp.

7.23 README.md File Reference

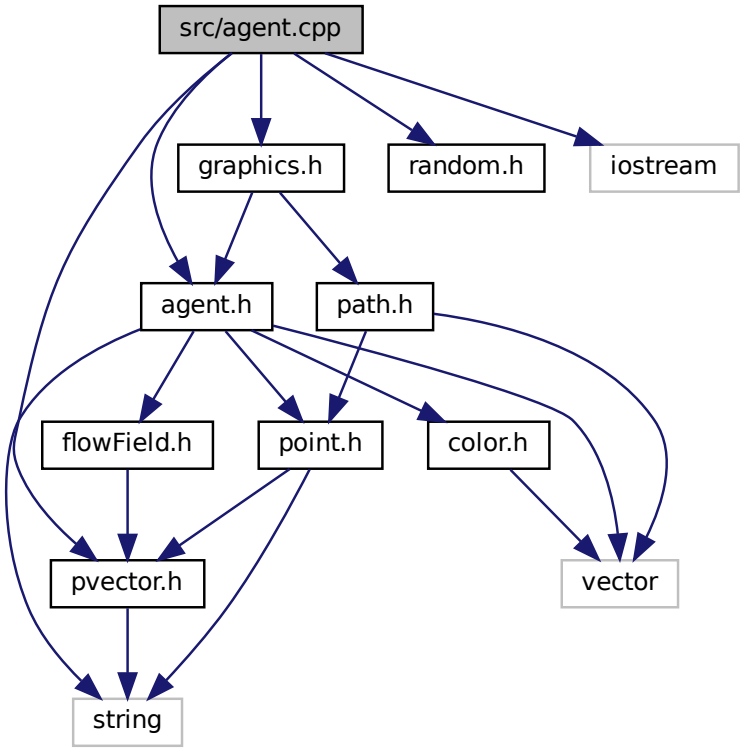
7.24 src/agent.cpp File Reference

implementation of the agent class

```
#include "agent.h"
#include "pvector.h"
#include "graphics.h"
#include "random.h"
```

```
#include <iostream>
```

Include dependency graph for agent.cpp:



7.24.1 Detailed Description

implementation of the agent class

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

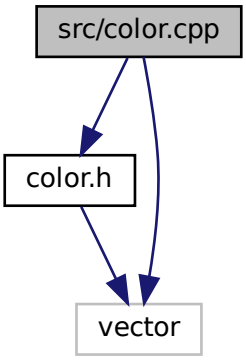
14.05.2021

7.25 src/color.cpp File Reference

color class implementation

```
#include "color.h"
#include <vector>
```

Include dependency graph for color.cpp:



7.25.1 Detailed Description

color class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

13.05.2021

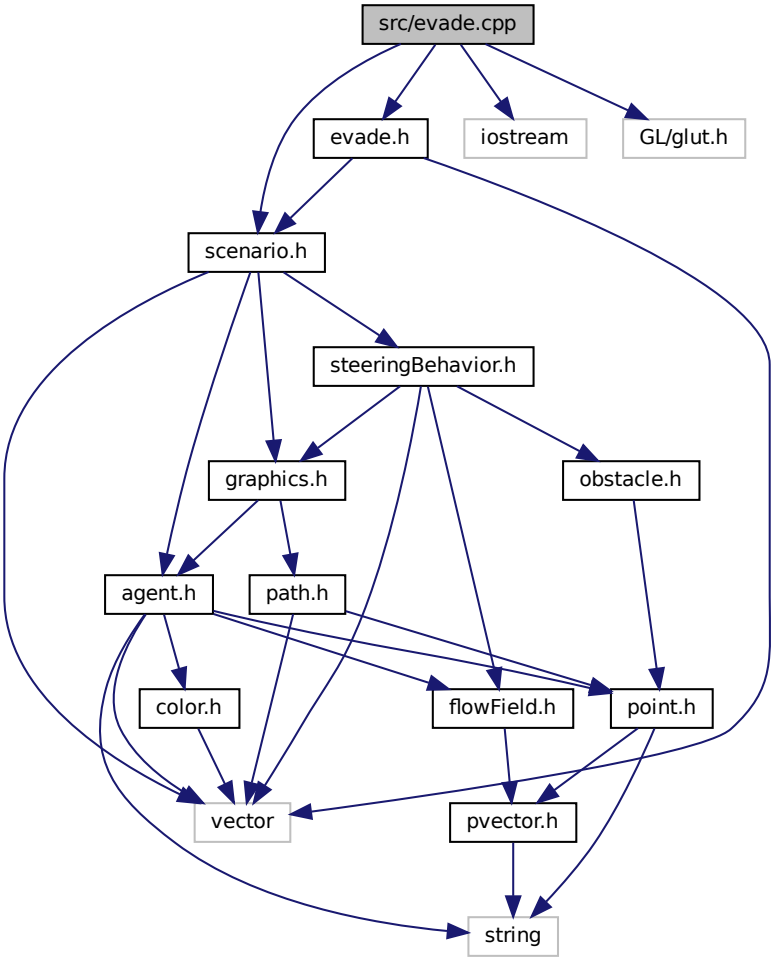
7.26 src/evade.cpp File Reference

evade class implementation

```
#include "scenario.h"
#include "evade.h"
#include <iostream>
```

```
#include <GL/glut.h>
```

Include dependency graph for evade.cpp:



7.26.1 Detailed Description

evade class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

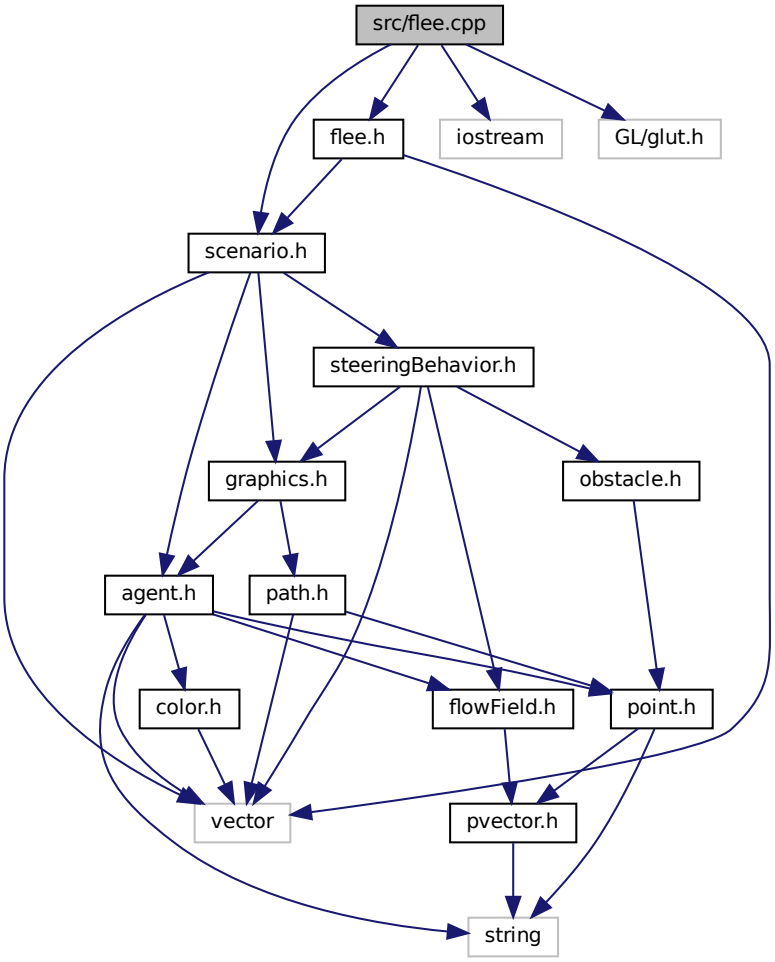
15.05.2021

7.27 src/flee.cpp File Reference

flee class implementation

```
#include "scenario.h"
#include "flee.h"
#include <iostream>
#include <GL/glut.h>
```

Include dependency graph for flee.cpp:



7.27.1 Detailed Description

flee class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

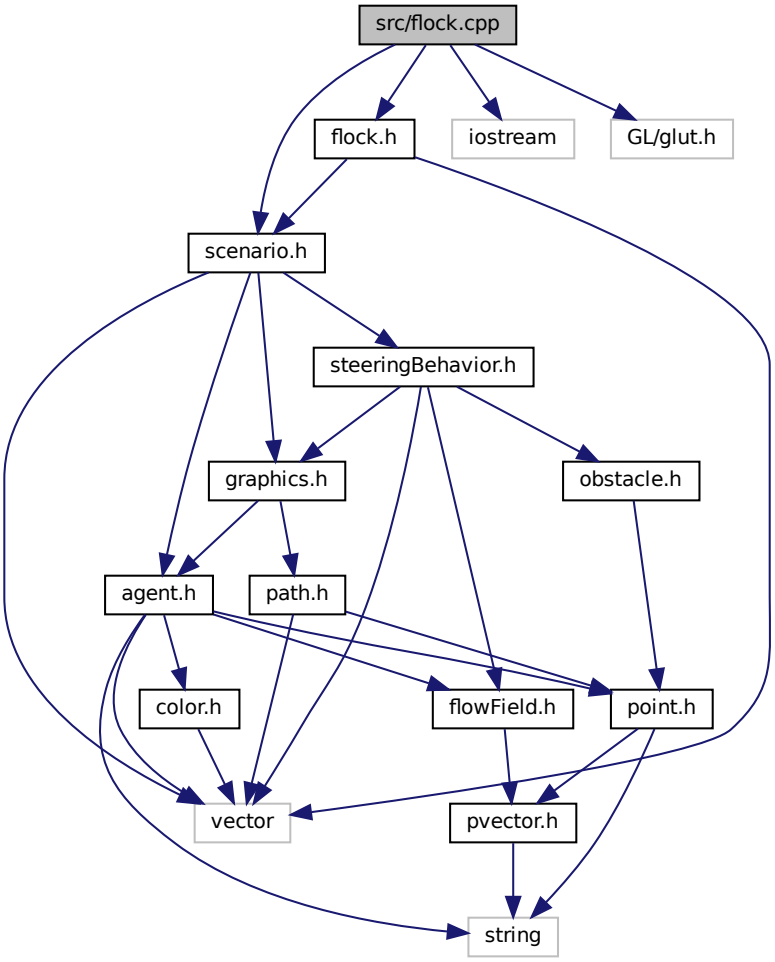
15.05.2021

7.28 src/flock.cpp File Reference

flock class implementation

```
#include "scenario.h"
#include "flock.h"
#include <iostream>
#include <GL/glut.h>
```

Include dependency graph for flock.cpp:



7.28.1 Detailed Description

flock class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

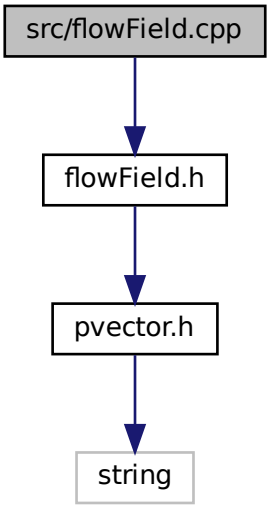
15.05.2021

7.29 src/flowField.cpp File Reference

flowField class implementation

```
#include "flowField.h"
```

Include dependency graph for flowField.cpp:



7.29.1 Detailed Description

flowField class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

13.05.2021

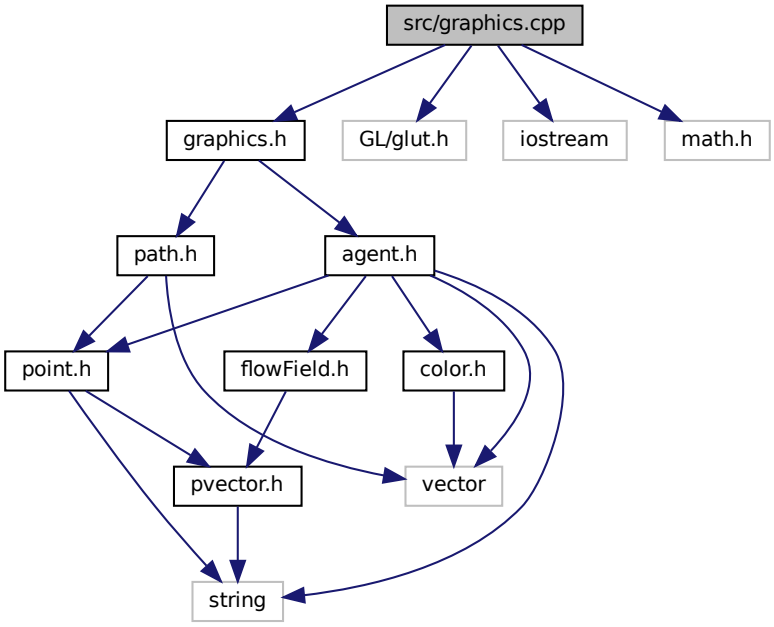
7.30 src/graphics.cpp File Reference

graphics class implementation

```
#include "graphics.h"
#include <GL/glut.h>
#include <iostream>
```

```
#include "math.h"
```

Include dependency graph for graphics.cpp:



7.30.1 Detailed Description

graphics class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

15.05.2021

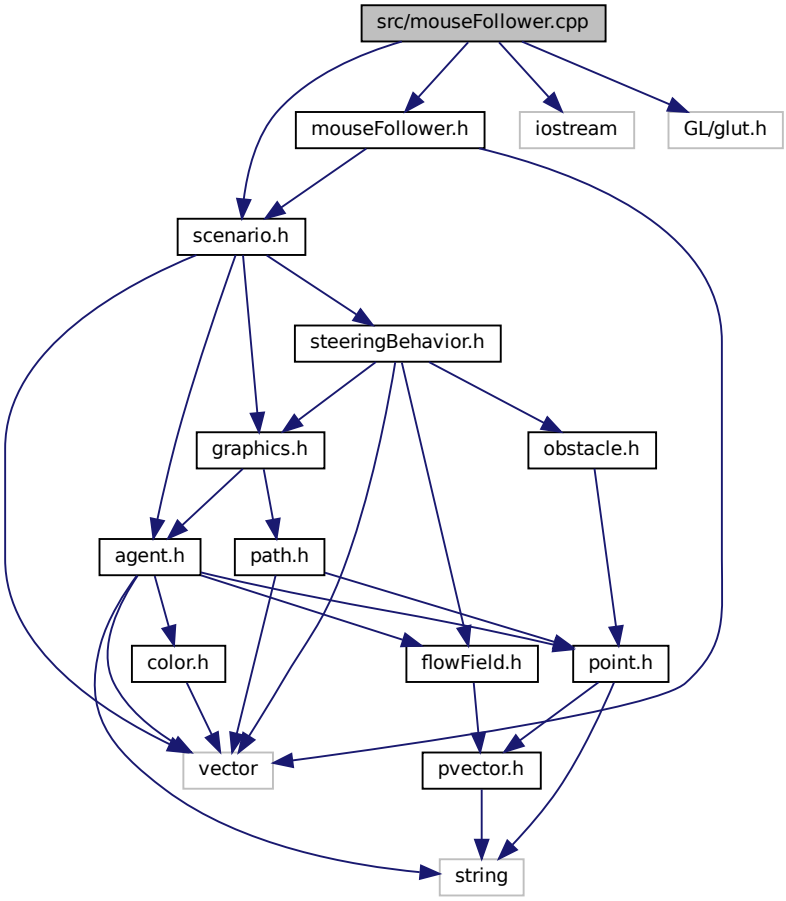
7.31 src/mouseFollower.cpp File Reference

mouseFollower class implementation

```
#include "scenario.h"
#include "mouseFollower.h"
#include <iostream>
```

```
#include <GL/glut.h>
```

Include dependency graph for mouseFollower.cpp:



7.31.1 Detailed Description

mouseFollower class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

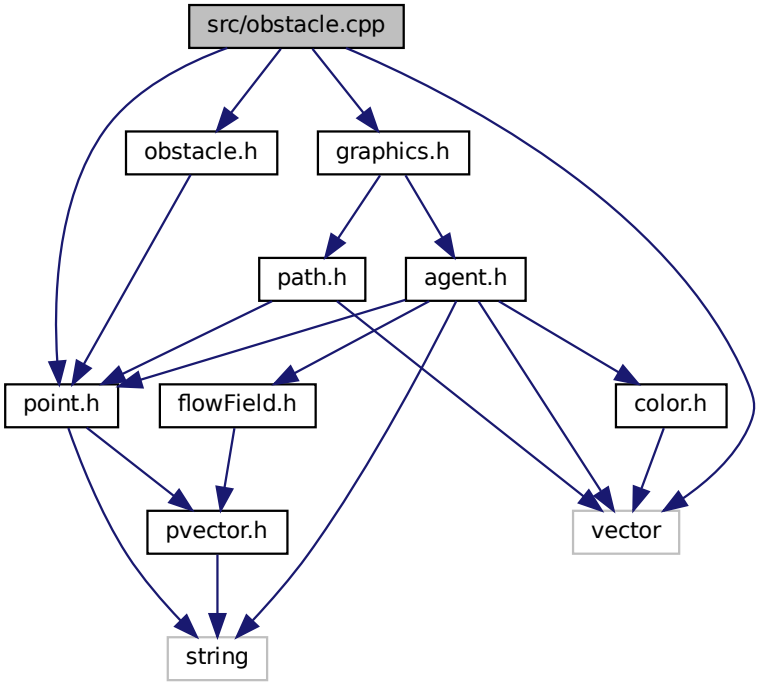
15.05.2021

7.32 src/obstacle.cpp File Reference

obstacle class implementation

```
#include "obstacle.h"
#include "graphics.h"
#include "point.h"
#include <vector>
```

Include dependency graph for obstacle.cpp:



7.32.1 Detailed Description

obstacle class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

12.05.2021

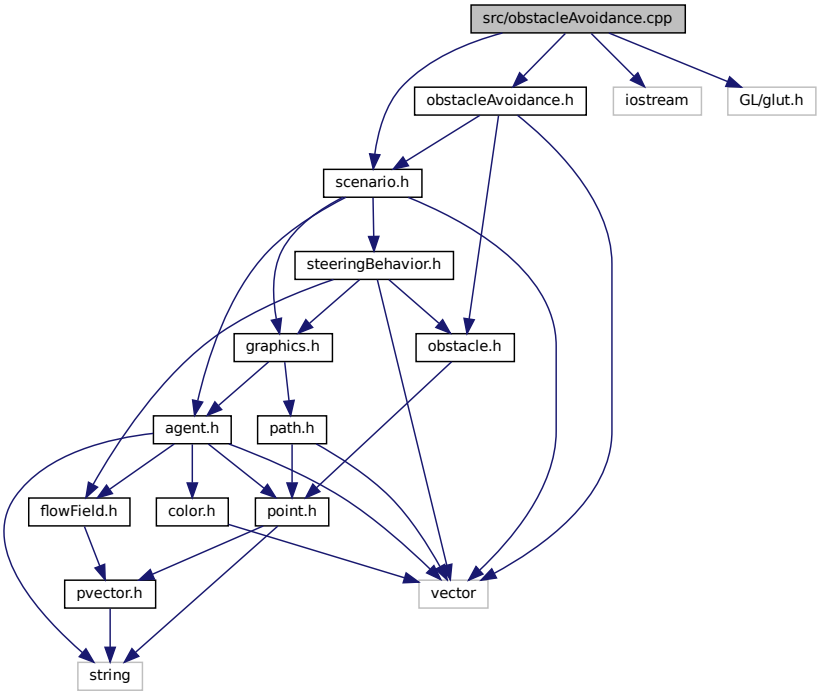
7.33 src/obstacleAvoidance.cpp File Reference

obstacleAvoidance class implementation

```
#include "scenario.h"
#include "obstacleAvoidance.h"
```

```
#include <iostream>
#include <GL/glut.h>
```

Include dependency graph for obstacleAvoidance.cpp:



7.33.1 Detailed Description

obstacleAvoidance class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

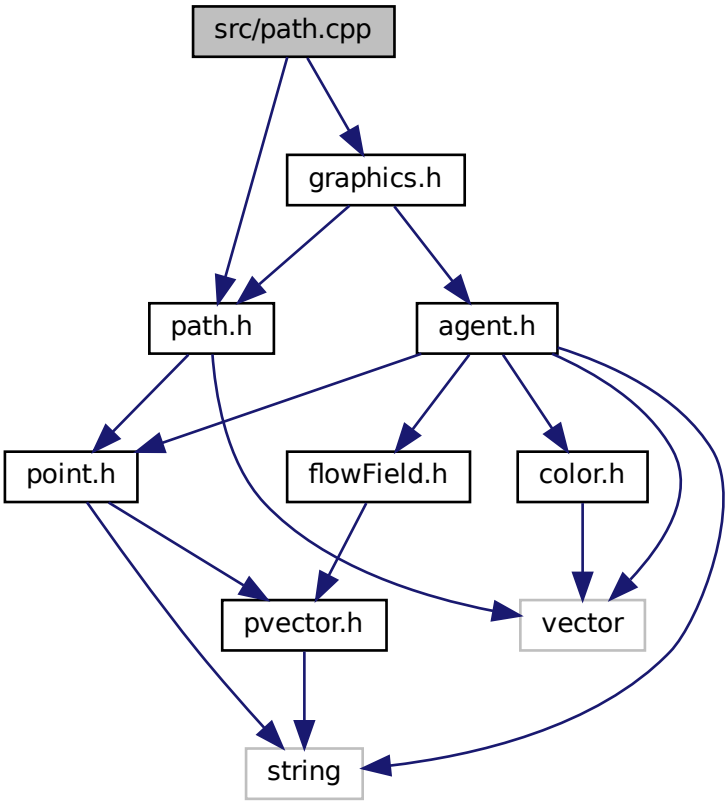
15.05.2021

7.34 src/path.cpp File Reference

path class implementation

```
#include "path.h"
#include "graphics.h"
```

Include dependency graph for path.cpp:



7.34.1 Detailed Description

path class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

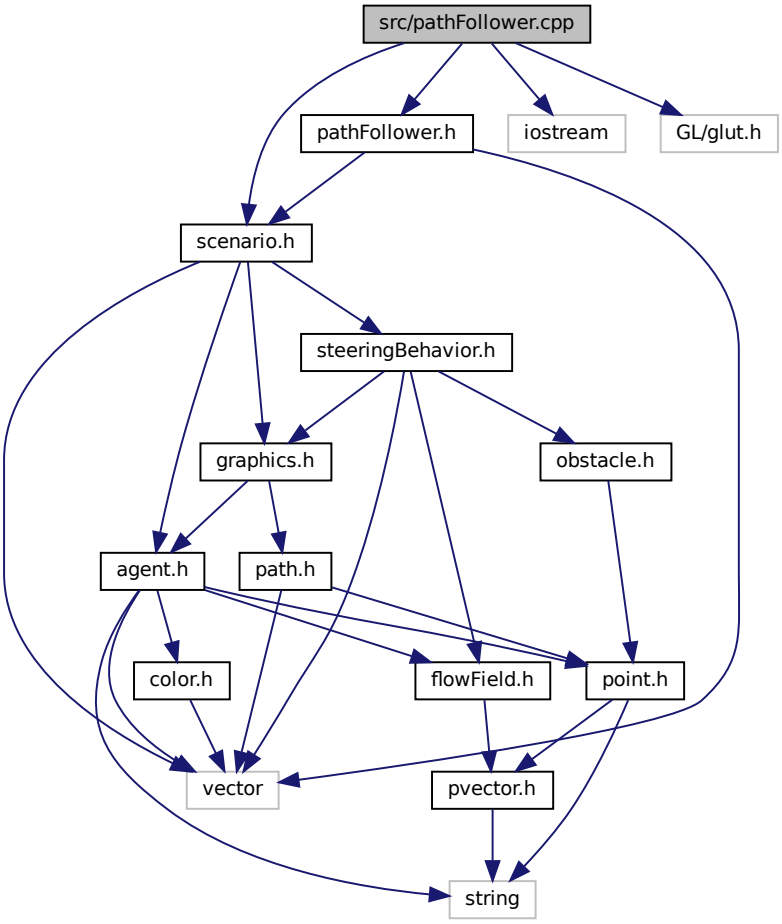
12.05.2021

7.35 src/pathFollower.cpp File Reference

pathFollower class implementation

```
#include "scenario.h"
#include "pathFollower.h"
#include <iostream>
#include <GL/glut.h>
```

Include dependency graph for pathFollower.cpp:



7.35.1 Detailed Description

pathFollower class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

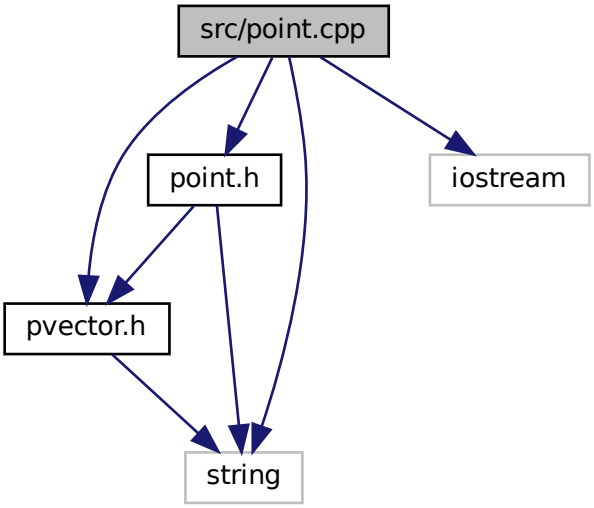
15.05.2021

7.36 src/point.cpp File Reference

point class implementation file

```
#include "point.h"
#include "pvector.h"
#include <string>
#include <iostream>
```

Include dependency graph for point.cpp:



7.36.1 Detailed Description

point class implementation file

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

15.05.2021

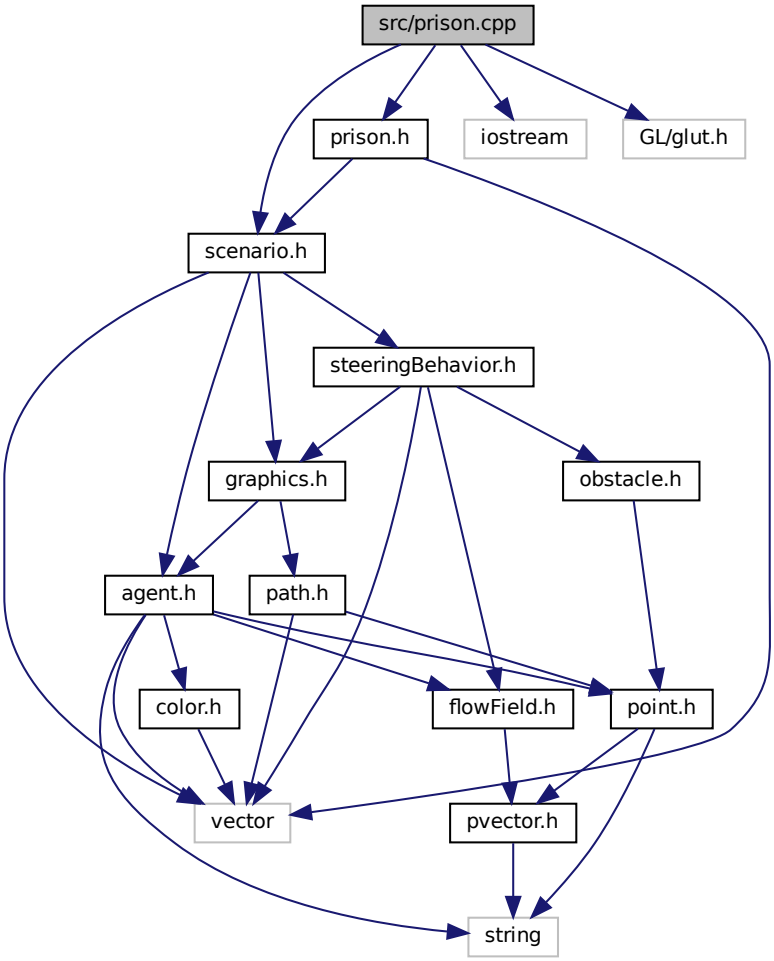
7.37 src/prison.cpp File Reference

prison class implementation

```
#include "scenario.h"
#include "prison.h"
```

```
#include <iostream>
#include <GL/glut.h>
```

Include dependency graph for prison.cpp:



Macros

- #define WALL 30
- #define DISTANCE 2

7.37.1 Detailed Description

prison class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

15.05.2021

7.37.2 Macro Definition Documentation

7.37.2.1 DISTANCE

```
#define DISTANCE 2
```

Definition at line 14 of file prison.cpp.

7.37.2.2 WALL

```
#define WALL 30
```

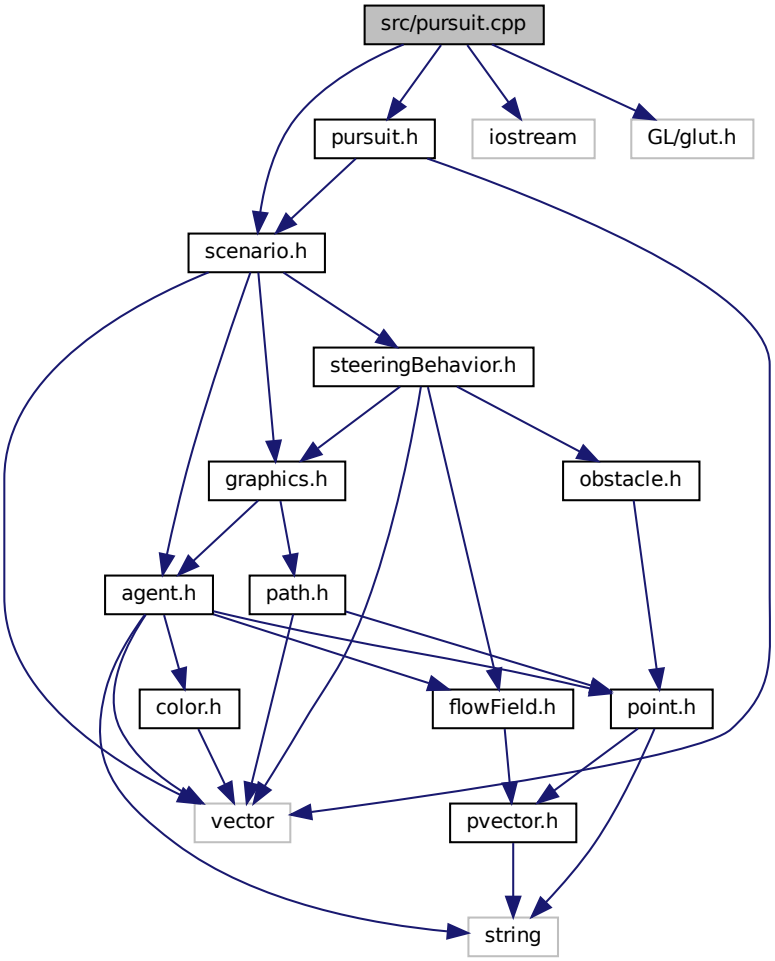
Definition at line 13 of file prison.cpp.

7.38 src/pursuit.cpp File Reference

prison class implementation

```
#include "scenario.h"
#include "pursuit.h"
#include <iostream>
#include <GL/glut.h>
```

Include dependency graph for pursuit.cpp:



7.38.1 Detailed Description

prison class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

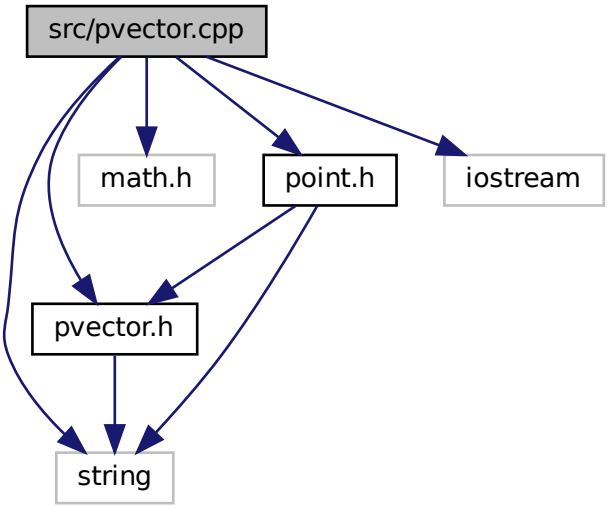
15.05.2021

7.39 src/pvector.cpp File Reference

pvector class implementation

```
#include "pvector.h"
#include "math.h"
#include "point.h"
#include <iostream>
#include <string>
```

Include dependency graph for pvector.cpp:



7.39.1 Detailed Description

pvector class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

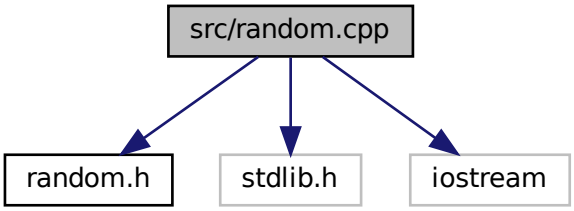
15.05.2021

7.40 src/random.cpp File Reference

utility class for random operations

```
#include "random.h"
#include <stdlib.h>
#include <iostream>
```

Include dependency graph for random.cpp:



7.40.1 Detailed Description

utility class for random operations

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

15.05.2021

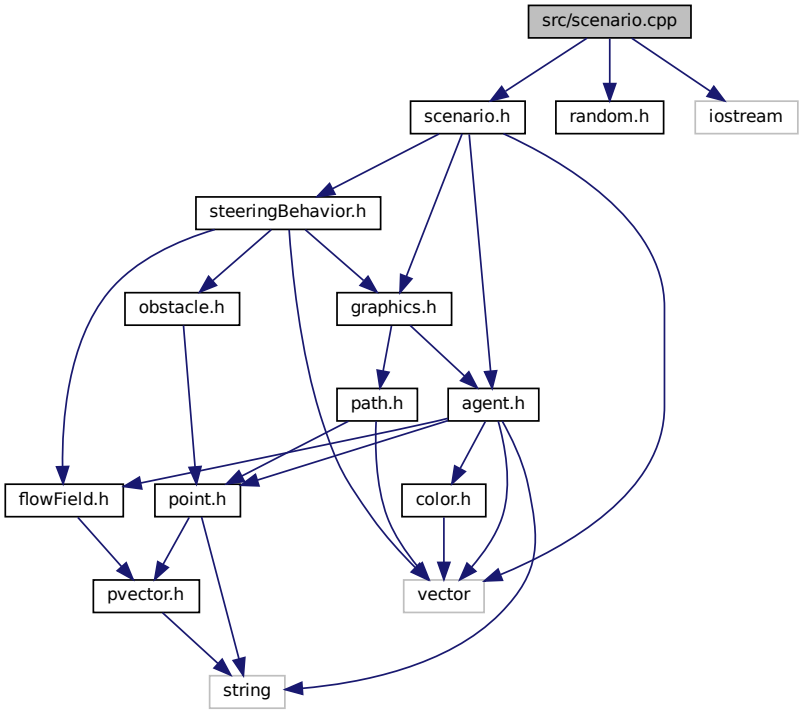
7.41 src/scenario.cpp File Reference

scenario base class implementation

```
#include "scenario.h"
#include "random.h"
```

```
#include <iostream>
```

Include dependency graph for scenario.cpp:



Macros

- #define MAX_NUMBER_OF_AGENTS 50

7.41.1 Detailed Description

scenario base class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

15.05.2021

7.41.2 Macro Definition Documentation

7.41.2.1 MAX_NUMBER_OF_AGENTS

```
#define MAX_NUMBER_OF_AGENTS 50
```

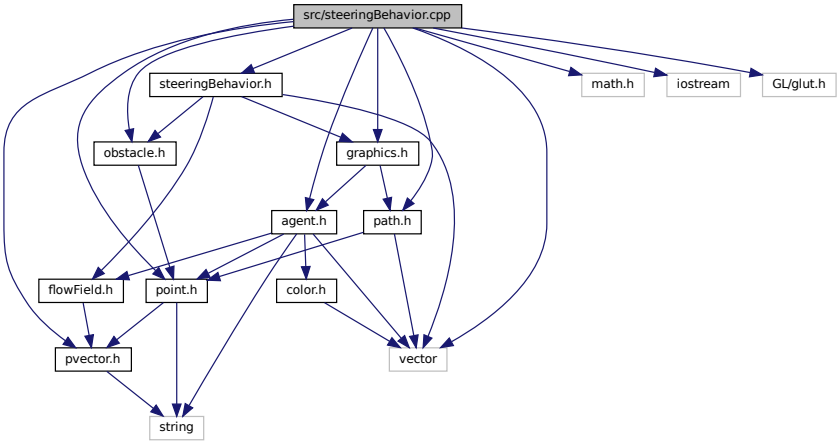
Definition at line 12 of file scenario.cpp.

7.42 src/steeringBehavior.cpp File Reference

implementation of autonomous steering behaviors

```
#include "steeringBehavior.h"
#include "pvector.h"
#include "agent.h"
#include "path.h"
#include "point.h"
#include <vector>
#include "graphics.h"
#include "math.h"
#include "obstacle.h"
#include <iostream>
#include <GL/glut.h>
```

Include dependency graph for steeringBehavior.cpp:



7.42.1 Detailed Description

implementation of autonomous steering behaviors

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

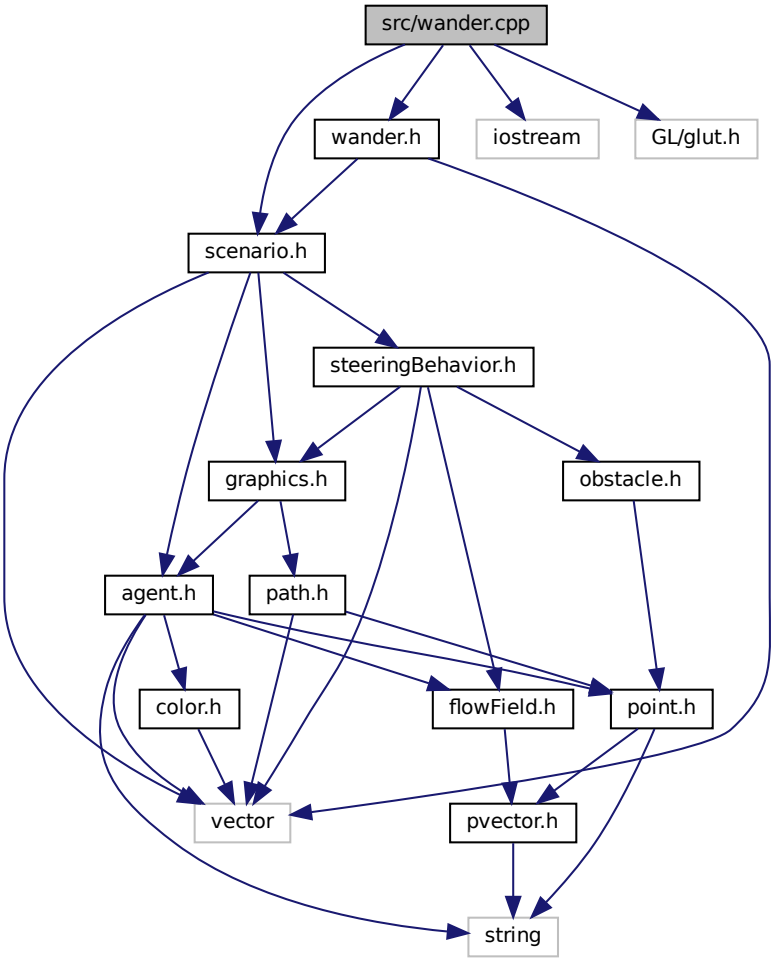
15.05.2021

7.43 src/wander.cpp File Reference

wander class implementation

```
#include "scenario.h"
#include "wander.h"
#include <iostream>
#include <GL/glut.h>
```

Include dependency graph for wander.cpp:



7.43.1 Detailed Description

wander class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

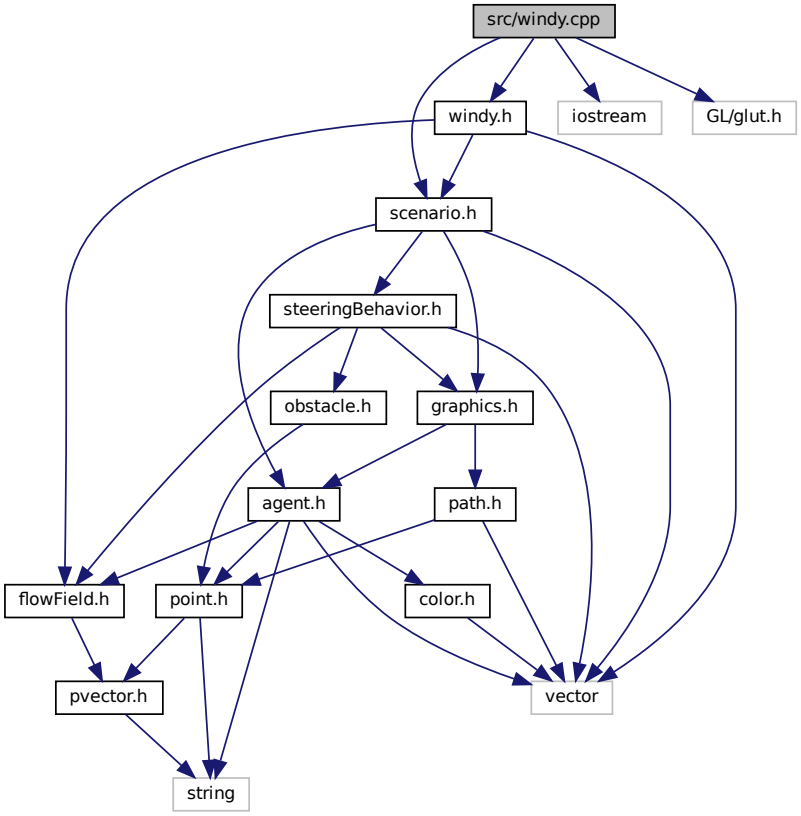
15.05.2021

7.44 src/windy.cpp File Reference

windy class implementation

```
#include "scenario.h"
#include "windy.h"
#include <iostream>
#include <GL/glut.h>
```

Include dependency graph for windy.cpp:



7.44.1 Detailed Description

windy class implementation

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

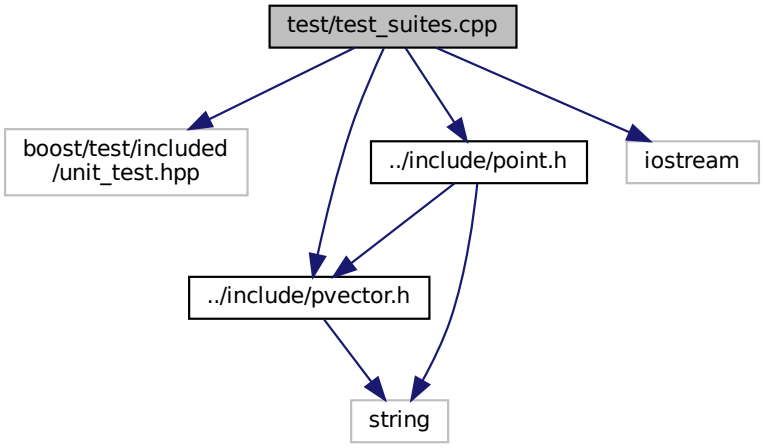
15.05.2021

7.45 test/test_suites.cpp File Reference

unit test suites

```
#include <boost/test/included/unit_test.hpp>
#include "../include/pvector.h"
#include "../include/point.h"
#include <iostream>
```

Include dependency graph for test_suites.cpp:



Macros

- #define BOOST_TEST_MODULE test_suites

Functions

- BOOST_AUTO_TEST_CASE (s1t1)

  pvector magnitude test case
- BOOST_AUTO_TEST_CASE (s1t2)

  pvector mul test case
- BOOST_AUTO_TEST_CASE (s1t3)

  pvector div test case
- BOOST_AUTO_TEST_CASE (s1t4)

  pvector dotproduct test case
- BOOST_AUTO_TEST_CASE (s1t5)

  pvector angle between vectors test case
- BOOST_AUTO_TEST_CASE (s1t6)

  pvector get vector angle test case
- BOOST_AUTO_TEST_CASE (s1t7)

  pvector normalize test case
- BOOST_AUTO_TEST_CASE (s1t8)

pvector limit test case

- BOOST_AUTO_TEST_CASE (s1t9)

  pvector overloaded operators test case
- BOOST_AUTO_TEST_CASE (s2t1)

  point multiplication test case
- BOOST_AUTO_TEST_CASE (s2t2)

  point division test case
- BOOST_AUTO_TEST_CASE (s2t3)

  point overloaded operators test case

7.45.1 Detailed Description

unit test suites

Author

Mehmet Rıza Öz - mehmetrizaoz@gmail.com

Date

15.05.2021

7.45.2 Macro Definition Documentation

7.45.2.1 BOOST_TEST_MODULE

```
#define BOOST_TEST_MODULE test_suites
```

Definition at line 8 of file test_suites.cpp.

7.45.3 Function Documentation

7.45.3.1 BOOST_AUTO_TEST_CASE() [1/12]

```
BOOST_AUTO_TEST_CASE (
              s1t1  )
```

pvector magnitude test case

Definition at line 22 of file test_suites.cpp.

```
23   {
24     pvector p1 = pvector(0, 4);
25     pvector p2 = pvector(3, 0);
26     pvector p3 = p1 + p2;
27     BOOST_CHECK(p3.magnitude() == 5);
28   }
```

7.45.3.2 BOOST_AUTO_TEST_CASE() [2/12]

```
BOOST_AUTO_TEST_CASE (
              s1t2  )
```

pvector mul test case

Definition at line 33 of file test_suites.cpp.

```
34   {
35     pvector p1 = pvector(1, 1);
36     p1.mul(3);
37     pvector p2 = pvector(3, 3);
38     BOOST_CHECK(p1 == p2);
39   }
```

7.45.3.3 BOOST_AUTO_TEST_CASE() [3/12]

```
BOOST_AUTO_TEST_CASE (
              s1t3  )
```

pvector div test case

Definition at line 44 of file test_suites.cpp.

```
45   {
46     pvector p1 = pvector(5, 5);
47     p1.div(5);
48     pvector p2 = pvector(1, 1);
49     BOOST_CHECK(p1 == p2);
50   }
```

7.45.3.4 BOOST_AUTO_TEST_CASE() [4/12]

```
BOOST_AUTO_TEST_CASE (
              s1t4  )
```

pvector dotproduct test case

Definition at line 55 of file test_suites.cpp.

```
56   {
57     pvector p1 = pvector(1, 4);
58     pvector p2 = pvector(3, 2);
59     float dotProduct = p1.dotProduct(p2);
60     BOOST_CHECK(dotProduct == 11);
61   }
```

7.45.3.5 BOOST_AUTO_TEST_CASE() [5/12]

```
BOOST_AUTO_TEST_CASE (
              s1t5  )
```

pvector angle between vectors test case

Definition at line 66 of file test_suites.cpp.

```
67   {
68     pvector p1 = pvector(10, 10);
69     pvector p2 = pvector(0, 10);
70     float angle = p1.angleBetween(p2);
71     BOOST_CHECK(angle == 45);
72   }
```

7.45.3.6 BOOST_AUTO_TEST_CASE() [6/12]

```
BOOST_AUTO_TEST_CASE (
              s1t6  )
```

pvector get vector angle test case

Definition at line 77 of file test_suites.cpp.

```
78   {
79     pvector p1 = pvector(3, 4);
80     float angle = p1.getAngle();
81     BOOST_CHECK(angle < 53.2 && angle > 52.8);
82   }
```

7.45.3.7 BOOST_AUTO_TEST_CASE() [7/12]

```
BOOST_AUTO_TEST_CASE (
              s1t7  )
```

pvector normalize test case

Definition at line 87 of file test_suites.cpp.

```
88   {
89     pvector p1 = pvector(2, 2);
90     p1.normalize();
91     float range = 0.01;
92     BOOST_CHECK_CLOSE_FRACTION(0.707, p1.x, range);
93     BOOST_CHECK_CLOSE_FRACTION(0.707, p1.y, range);
94   }
```

7.45.3.8 BOOST_AUTO_TEST_CASE() [8/12]

```
BOOST_AUTO_TEST_CASE (
              s1t8  )
```

pvector limit test case

Definition at line 99 of file test_suites.cpp.

```
100   {
101     pvector p1 = pvector(2, 2);
102     p1.limit(3);
103     float range = 0.01;
104     BOOST_CHECK_CLOSE_FRACTION(2.12, p1.x, range);
105     BOOST_CHECK_CLOSE_FRACTION(2.12, p1.y, range);
106   }
```

7.45.3.9 BOOST_AUTO_TEST_CASE() [9/12]

```
BOOST_AUTO_TEST_CASE (
              s1t9  )
```

pvector overloaded operators test case

Definition at line 111 of file test_suites.cpp.

```
112   {
113     pvector p1 = pvector(1, 1);
114     p1 += pvector(1,1);
115     BOOST_CHECK(p1 == pvector(2,2));
116     p1 = pvector(1,1) + pvector(3,3);
117     BOOST_CHECK(p1 == pvector(4,4));
118     p1 = pvector(4,1) - pvector(3,3);
119     BOOST_CHECK(p1 == pvector(1,-2));
120     p1 = pvector(4,1) - point(3,3);
121     BOOST_CHECK(p1 == pvector(1,-2));
122     p1 = pvector(4,1) + point(3,3);
123     BOOST_CHECK(p1 == pvector(7,4));
124   }
```

7.45.3.10 BOOST_AUTO_TEST_CASE() [10/12]

```
BOOST_AUTO_TEST_CASE (
              s2t1  )
```

point multiplication test case

Definition at line 133 of file test_suites.cpp.

```
134   {
135     point p1 = point(1, 1);
136     p1.mul(3);
137     point p2 = point(3, 3);
138     BOOST_CHECK(p1 == p2);
139   }
```

7.45.3.11 BOOST_AUTO_TEST_CASE() [11/12]

```
BOOST_AUTO_TEST_CASE (
              s2t2  )
```

point division test case

Definition at line 144 of file test_suites.cpp.

```
145   {
146     point p1 = point(4, 4);
147     p1.div(4);
148     point p2 = point(1, 1);
149     BOOST_CHECK(p1 == p2);
150   }
```

7.45.3.12 BOOST_AUTO_TEST_CASE() [12/12]

```
BOOST_AUTO_TEST_CASE (
              s2t3  )
```

point overloaded operators test case

Definition at line 155 of file test_suites.cpp.

```
156   {
157     point p1 = point(1,1) + point(3,3);
158     BOOST_CHECK(p1 == point(4,4));
159     p1 = point(1,1) + pvector(3,3);
160     BOOST_CHECK(p1 == point(4,4));
161     pvector p2 = point(1,1) - point(3,3);
162     BOOST_CHECK(p2 == pvector(-2,-2));
163   }
```

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