

tCAD  
0.2

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# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

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

arc . . . . .	7
entities . . . . .	9
circle . . . . .	8
entities . . . . .	9
line . . . . .	9
entities . . . . .	9



## Chapter 2

# Class Index

### 2.1 Class List

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

<a href="#">arc</a>	7
<a href="#">circle</a>	8
<a href="#">entities</a>	9
<a href="#">line</a>	9





## Chapter 3

# File Index

### 3.1 File List

Here is a list of all documented files with brief descriptions:

<a href="#">arc.h</a>	Adding arc entities . . . . .	11
<a href="#">circle.h</a>	Adding circle entities . . . . .	11
<a href="#">draw.h</a>	Implementation of drawing entities to backend . . . . .	12
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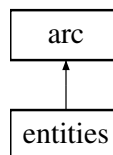


## Chapter 4

# Class Documentation

### 4.1 arc Class Reference

Inheritance diagram for arc:



#### Public Member Functions

- int [no\\_arc](#) (void)
- void [get\\_arc\\_data](#) (void)
- void [show\\_arc](#) (void)
- vector< double > [get\\_arc\\_vec](#) (void)

#### 4.1.1 Member Function Documentation

##### 4.1.1.1 void arc::get\_arc\_data ( void )

Class: arc Method: void arc :: [get\\_arc\\_data](#)(void)

Description: Prompt for getting parameters of arc

##### 4.1.1.2 vector< double > arc::get\_arc\_vec ( void )

Class: arc Method: vector<double> arc :: [get\\_arc\\_vec](#)(void)

Description: Returns a vector which contain all parameters

##### 4.1.1.3 int arc::no\_arc ( void )

Class: arc Method: int arc :: [no\\_arc](#)(void)

Description: Return number of arcs saved in memory

4.1.1.4 void arc::show\_arc ( void )

Class: arc Method: void arc :: [show\\_arc\(void\)](#)

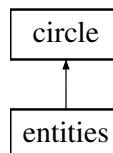
Description: Show all arcs saved in memory

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

- [arc.h](#)
- arc.cc

## 4.2 circle Class Reference

Inheritance diagram for circle:



### Public Member Functions

- int [no\\_circle](#) ()
- void [get\\_circle\\_data](#) ()
- void [show\\_circle](#) ()
- vector< double > [get\\_circle\\_vec](#) ()

#### 4.2.1 Member Function Documentation

4.2.1.1 void circle::get\_circle\_data ( )

Class: circle Method: void circle :: [get\\_circle\\_data\(void\)](#)

Description: Prompt for getting parameters of circle

4.2.1.2 vector< double > circle::get\_circle\_vec ( )

Class: circle Method: vector<double> circle :: [get\\_circle\\_vec\(void\)](#)

Description: Returns a vector which contain all parameters

4.2.1.3 int circle::no\_circle ( )

Class: circle Method: int circle :: [no\\_circle\(void\)](#)

Description: Return number of circles saved in memory

4.2.1.4 void circle::show\_circle ( )

Class: circle Method: void circle :: [show\\_circle\(void\)](#)

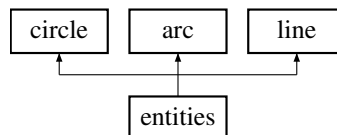
Description: Show all circles saved in memory

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

- [circle.h](#)
- circle.cc

## 4.3 entities Class Reference

Inheritance diagram for entities:



### Public Member Functions

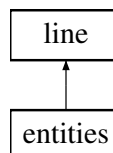
- void **show** ()

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

- [entities.h](#)

## 4.4 line Class Reference

Inheritance diagram for line:



### Public Member Functions

- int [no\\_line](#) ()
- void [get\\_line\\_data](#) ()
- void [show\\_line](#) ()
- vector< double > [get\\_line\\_vec](#) ()

#### 4.4.1 Member Function Documentation

##### 4.4.1.1 void line::get\_line\_data ( )

Class: line Method: void line :: [get\\_line\\_data\(void\)](#)

Description: Prompt for getting parameters of line

##### 4.4.1.2 vector< double > line::get\_line\_vec ( )

Class: line Method: vector<double> line :: [get\\_line\\_vec\(void\)](#)

Description: Returns a vector which contain all parameters

##### 4.4.1.3 int line::no\_line ( )

Class: line Method: int line :: [no\\_line\(void\)](#)

Description: Return number of lines saved in memory

##### 4.4.1.4 void line::show\_line ( )

Class: line Method: void line :: [show\\_line\(void\)](#)

Description: Show all lines saved in memory

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

- [line.h](#)
- line.cc

## Chapter 5

# File Documentation

### 5.1 arc.h File Reference

Adding arc entities.

```
#include <iostream>
#include <vector>
#include <cmath>
```

#### Classes

- class [arc](#)

#### 5.1.1 Detailed Description

Adding arc entities.

#### Version

0.2 \

#### Author

Jagmeet Singh, [jagmeet787@gmail.com](mailto:jagmeet787@gmail.com)

#### Copyright

Copyright (c) 2013, Jagmeet Singh <https://github.com/jagmeet787>

### 5.2 circle.h File Reference

Adding circle entities.

```
#include <iostream>
#include <vector>
#include <cmath>
```

## Classes

- class [circle](#)

### 5.2.1 Detailed Description

Adding circle entities.

#### Version

0.2 \

#### Author

Jagmeet Singh, [jagmeet787@gmail.com](mailto:jagmeet787@gmail.com)

#### Copyright

Copyright (c) 2013, Jagmeet Singh <https://github.com/jagmeet787>

## 5.3 draw.h File Reference

Implementation of drawing entities to backend.

```
#include <iostream>
#include <vector>
#include <cairo/cairo-pdf.h>
#include "lc/lccairopainter.h"
#include "entities.h"
```

## Functions

- LcCairoPainter **lcpainter** (surface, cr)
- void **drawline** (void)
- void **drawarc** (void)
- void **drawcircle** (void)
- void **draw** ()

## Variables

- [entities](#) **obj**
- vector< double > **line\_data** = obj.get\_line\_vec()
- vector< double > **arc\_data** = obj.get\_arc\_vec()
- vector< double > **circle\_data** = obj.get\_circle\_vec()
- cairo\_surface\_t \* **surface** =(cairo\_surface\_t \*)cairo\_pdf\_surface\_create("ji.pdf",100,100)
- cairo\_t \* **cr** = cairo\_create(surface)



### 5.3.1 Detailed Description

Implementation of drawing entities to backend.

#### Version

0.2 \

#### Author

Jagmeet Singh, [jagmeet787@gmail.com](mailto:jagmeet787@gmail.com)

#### Copyright

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## 5.4 entities.h File Reference

Class which encapsulates all entities.

```
#include <iostream>
#include <vector>
#include <cstdlib>
#include "line.h"
#include "arc.h"
#include "circle.h"
```

### Classes

- class [entities](#)

### 5.4.1 Detailed Description

Class which encapsulates all entities.

#### Version

0.2 \

#### Author

Jagmeet Singh, [jagmeet787@gmail.com](mailto:jagmeet787@gmail.com)

#### Copyright

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## 5.5 line.h File Reference

Adding line entities.

```
#include <iostream>
#include <vector>
#include <cmath>
```

## Classes

- class [line](#)

### 5.5.1 Detailed Description

Adding line entities.

#### Version

0.2 \

#### Author

Jagmeet Singh, [jagmeet787@gmail.com](mailto:jagmeet787@gmail.com)

#### Copyright

Copyright (c) 2013, Jagmeet Singh <https://github.com/jagmeet787>

## 5.6 main.cc File Reference

Main Method.

```
#include <iostream>
#include <cstdlib>
#include "draw.h"
```

## Functions

- int **main** ()

### 5.6.1 Detailed Description

Main Method.

#### Version

0.2

#### Author

Jagmeet Singh, [jagmeet787@gmail.com](mailto:jagmeet787@gmail.com)

#### Copyright

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