

RussianCheckers

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

GameState	5
object	
CheckersServer.TopScorers.TopScorers	6
SimpleChecker	6
WebSocketHandler	
CheckersServer.Server.WSHandler	6

Chapter 2

Class Index

2.1 Class List

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

GameState	5
SimpleChecker	6
CheckersServer.TopScorers.TopScorers	6
CheckersServer.Server.WSHandler	6

Chapter 3

Class Documentation

3.1 GameState Class Reference

Public Member Functions

- void **playerMove** (int, int, int, int)
- void **insertPlayerData** (char const *)
- **GameState** (char cc, char pc)
- char const * **getPlayerColor** ()
- bool **playerWin** ()
- bool **playerLoss** ()
- char const * **makeMove** ()

3.1.1 Constructor & Destructor Documentation

3.1.1.1 GameState::GameState (char cc, char pc)

Konstruktor klasy **GameState** (p. 5).

Ustala kolor pionków gracza i komputera, rozmieszcza pionki na planszy. cc - kolor pionków komputera pc - kolor pionków gracza

3.1.2 Member Function Documentation

3.1.2.1 char const * GameState::getPlayerColor ()

Zwraca kolor pionków gracza.

3.1.2.2 void GameState::insertPlayerData (char const * s)

Parsuje dane o ruchu przychodzące od klienta oraz wykonujące wskazane ruchy

3.1.2.3 char const * GameState::makeMove ()

Realizuje ruch ze strony serwera oraz czy żaden z graczy nie będzie zablokowany.

Szuka najlepszej możliwości ruchu dla gracza komputerowego, jeśli jej nie znajdzie sygnalizuje blokadę. Wykonuje znaleziony ruch i sprawdza klient nie jest zablokowany. Zwraca wykonany ruch w postaci ciągu znaków.

3.1.2.4 bool GameState::playerLoss ()

Informuje czy gracz przegrał czy nie.

3.1.2.5 void GameState::playerMove (int x1, int y1, int x2, int y2)

Alias executeMove

3.1.2.6 bool GameState::playerWin ()

Informuje czy gracz wygrał czy nie.

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

- CheckersServer/GameState.h
- CheckersServer/GameState.cpp

3.2 SimpleChecker Struct Reference

Public Member Functions

- bool **getKing** ()
- char **getColor** ()
- **SimpleChecker** (char c, bool k)

Public Attributes

- char **color**
- bool **king**

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

- CheckersServer/GameState.h

3.3 CheckersServer.TopScorers.TopScorers Class Reference

Inherits object.

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

- CheckersServer/TopScorers.py

3.4 CheckersServer.Server.WSHandler Class Reference

Inherits WebSocketHandler.

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

- CheckersServer/Server.py

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