

Engi's AWSubs

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

Game	17
LinkedList< T >	18
LinkedList< FarmAnimal * >	18
LinkedList< FarmProductType >	18
LinkedList< LinkedList< Cell * > >	18
LinkedList< ObjectType >	18
LinkedList< Product * >	18
LinkedList< T * >	19
Map	19
Object	23
Cell	7
Facility	14
Mixer	22
Truck	34
Well	35
Land	18
Barn	5
Coop	10
Grassland	17
FarmAnimal	15
EggProducing	13
Chicken	9
Platypus	24
Pterodactyl	30
MeatProducing	20
Bison	6
Chicken	9
Dog	11
Platypus	24
TRex	33
MilkProducing	22
Bison	6
Platypus	24
Player	26

Product	30
FarmProduct	16
Egg	12
ChickenEgg	9
PlatypusEgg	24
PterodactylEgg	31
Meat	20
BisonMeat	6
ChickenMeat	10
DogMeat	12
PlatypusMeat	25
TRexMeat	33
Milk	21
BisonMilk	7
PlatypusMilk	26
SideProduct	32
Cheese	8
Ekado	13
Mayonaise	19
Steak	32

Chapter 2

Class Index

2.1 Class List

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

Barn	5
Bison	6
BisonMeat	6
BisonMilk	7
Cell	7
Cheese	8
Chicken	9
ChickenEgg	9
ChickenMeat	10
Coop	10
Dog	11
DogMeat	12
Egg	12
EggProducing	13
Ekado	13
Facility	14
FarmAnimal	15
FarmProduct	16
Game	17
Grassland	17
Land	18
LinkedList< T >	18
LinkedList< T * >	19
Map	19
Mayonaise	19
Meat	20
MeatProducing	20
Milk	21
MilkProducing	22
Mixer	22
Object	23
Platypus	24
PlatypusEgg	24
PlatypusMeat	25
PlatypusMilk	26

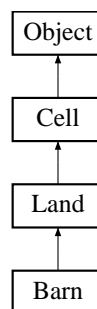
Player	26
Product	30
Pterodactyl	30
PterodactylEgg	31
SideProduct	32
Steak	32
TRex	33
TRexMeat	33
Truck	34
Well	35

Chapter 3

Class Documentation

3.1 Barn Class Reference

Inheritance diagram for Barn:



Public Member Functions

- **Barn** (pair< int, int > _position, bool _isGrown)

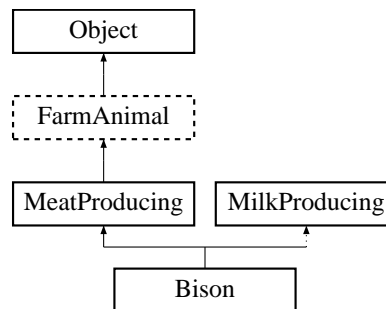
Additional Inherited Members

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

- include/Barn.hpp
- src/Barn.cpp

3.2 Bison Class Reference

Inheritance diagram for Bison:



Public Member Functions

- **Bison** (pair< int, int > _position, string _name, [Land](#) *_landPos)
- void **produceMeat** ([Player](#) &_player)
- void **produceMilk** ([Player](#) &_player)
- bool **isKillable** ()
- void **eat** ()
- void **talk** ()
- void **interact** ([Player](#) *_p)

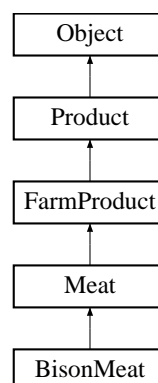
Additional Inherited Members

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

- include/Bison.hpp
- src/Bison.cpp

3.3 BisonMeat Class Reference

Inheritance diagram for BisonMeat:



Public Member Functions

- **BisonMeat** (int _price, string _producer)

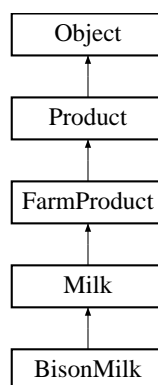
Additional Inherited Members

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

- include/BisonMeat.hpp
- src/BisonMeat.cpp

3.4 BisonMilk Class Reference

Inheritance diagram for BisonMilk:



Public Member Functions

- **BisonMilk** (int _price, string _producer)

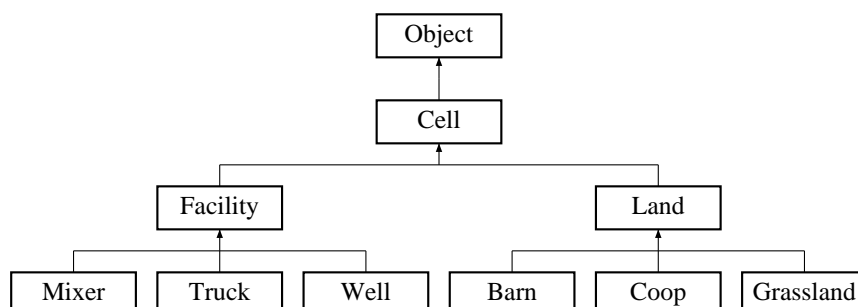
Additional Inherited Members

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

- include/BisonMilk.hpp
- src/BisonMilk.cpp

3.5 Cell Class Reference

Inheritance diagram for Cell:



Public Member Functions

- **Cell** (pair< int, int > _position)
- virtual bool **isWalkable** ()
- pair< int, int > **getPosition** ()
- void **setPosition** (pair< int, int > _position)

Protected Attributes

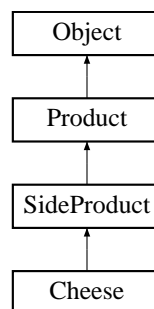
- pair< int, int > **position**

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

- include/Cell.hpp
- src/Cell.cpp

3.6 Cheese Class Reference

Inheritance diagram for Cheese:



Public Member Functions

- **Cheese** (int _price)

Static Public Member Functions

- static [LinkedList](#)< FarmProductType > **getResep** ()
- static FarmProductType **getResepwithIdx** (int i)

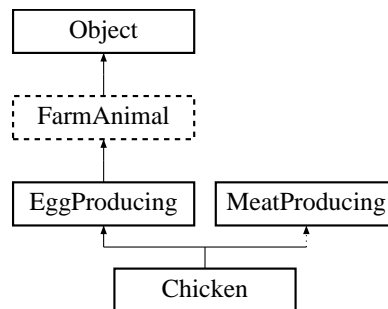
Additional Inherited Members

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

- include/Cheese.hpp
- src/Cheese.cpp

3.7 Chicken Class Reference

Inheritance diagram for Chicken:



Public Member Functions

- **Chicken** (pair< int, int > _position, string _name, [Land](#) *_landPos)
- void **produceMeat** ([Player](#) &_player)
- void **produceEgg** ([Player](#) &_player)
- bool **isKillable** ()
- void **eat** ()
- void **talk** ()
- void **interact** ([Player](#) *_p)

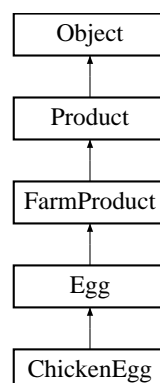
Additional Inherited Members

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

- include/Chicken.hpp
- src/Chicken.cpp

3.8 ChickenEgg Class Reference

Inheritance diagram for ChickenEgg:



Public Member Functions

- **ChickenEgg** (int _price, string _producer)

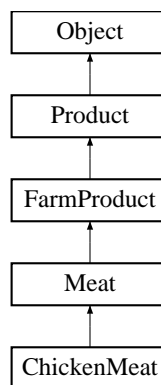
Additional Inherited Members

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

- include/ChickenEgg.hpp
- src/ChickenEgg.cpp

3.9 ChickenMeat Class Reference

Inheritance diagram for ChickenMeat:



Public Member Functions

- **ChickenMeat** (int _price, string _producer)

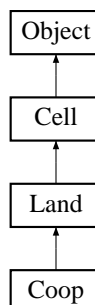
Additional Inherited Members

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

- include/ChickenMeat.hpp
- src/ChickenMeat.cpp

3.10 Coop Class Reference

Inheritance diagram for Coop:



Public Member Functions

- **Coop** (pair< int, int > _position, bool _isGrown)

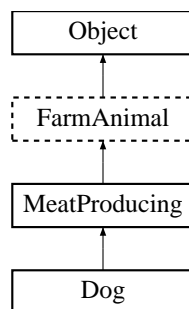
Additional Inherited Members

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

- include/Coop.hpp
- src/Coop.cpp

3.11 Dog Class Reference

Inheritance diagram for Dog:



Public Member Functions

- **Dog** (pair< int, int > _position, string _name, [Land](#) *_landPos)
- void **produceMeat** ([Player](#) &_player)
- bool **isKillable** ()
- void **eat** ()
- void **talk** ()

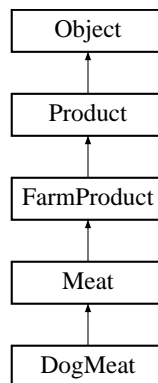
Additional Inherited Members

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

- include/Dog.hpp
- src/Dog.cpp

3.12 DogMeat Class Reference

Inheritance diagram for DogMeat:



Public Member Functions

- **DogMeat** (int _price, string _producer)

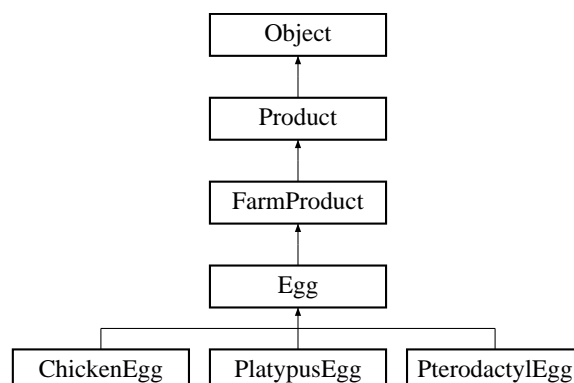
Additional Inherited Members

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

- include/DogMeat.hpp
- src/DogMeat.cpp

3.13 Egg Class Reference

Inheritance diagram for Egg:



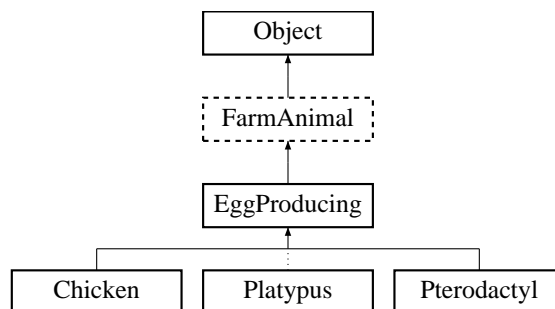
Additional Inherited Members

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

- include/Egg.hpp
- src/Egg.cpp

3.14 EggProducing Class Reference

Inheritance diagram for EggProducing:



Public Member Functions

- void **initializeEggProducing** ([Egg](#) * _egg)
- virtual void **produceEgg** ([Player](#) &_player)=0

Protected Attributes

- [Egg](#) * egg

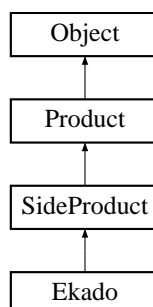
Additional Inherited Members

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

- include/EggProducing.hpp
- src/EggProducing.cpp

3.15 Ekado Class Reference

Inheritance diagram for Ekado:



Public Member Functions

- **Ekado** (int _price)

Static Public Member Functions

- static [LinkedList](#)< FarmProductType > **getResep** ()
- static FarmProductType **getResepwithIdx** (int i)

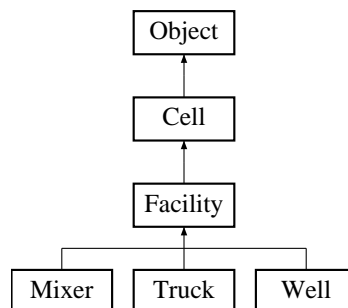
Additional Inherited Members

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

- include/Ekado.hpp
- src/Ekado.cpp

3.16 Facility Class Reference

Inheritance diagram for Facility:



Public Member Functions

- **Facility** (pair< int, int > _position)
- bool **isWalkable** ()

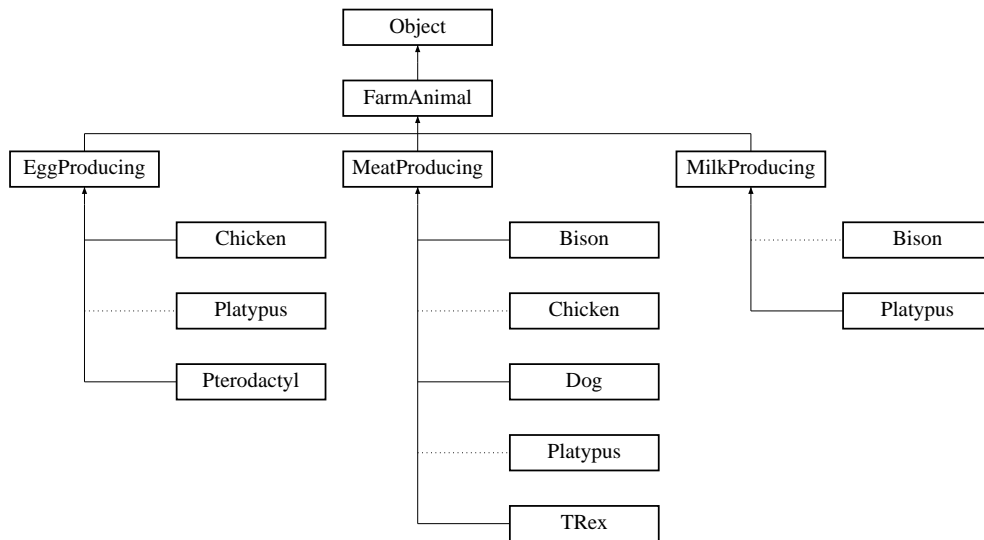
Additional Inherited Members

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

- include/Facility.hpp
- src/Facility.cpp

3.17 FarmAnimal Class Reference

Inheritance diagram for FarmAnimal:



Public Member Functions

- void **initializeFarmAnimal** (pair< int, int > _position, string _name, Land * _landPos)
- pair< int, int > **getPosition** ()
- int **getTimeUntilDead** ()
- int **getTimeUntilHungry** ()
- bool **getIsProductProduced** ()
- string **getName** ()
- Land * **getLandPos** ()
- virtual bool **isKillable** ()=0
- virtual void **talk** ()=0
- void **setPosition** (pair< int, int > _position)
- void **setTimeUntilDead** (int _timeUntilDead)
- void **setTimeUntilHungry** (int _timeUntilHungry)
- void **setIsProductProduced** (bool _isProductProduced)
- void **setName** (string _name)
- void **setLandPos** (Land * _newLand)
- bool **isHungry** ()
- void **eat** ()
- void **move** (DirectionType direction, LinkedList< LinkedList< Cell * >> *map)
- void **updateCondition** ()

Protected Attributes

- pair< int, int > **position**
- bool **hungry** = false
- int **timeUntilDead** = TIME_UNTIL_DEAD_DEFAULT
- int **timeUntilHungry** = TIME_UNTIL_HUNGRY_DEFAULT
- bool **isProductProduced** = false
- string **name** = ""
- Land * **landPos**

Static Protected Attributes

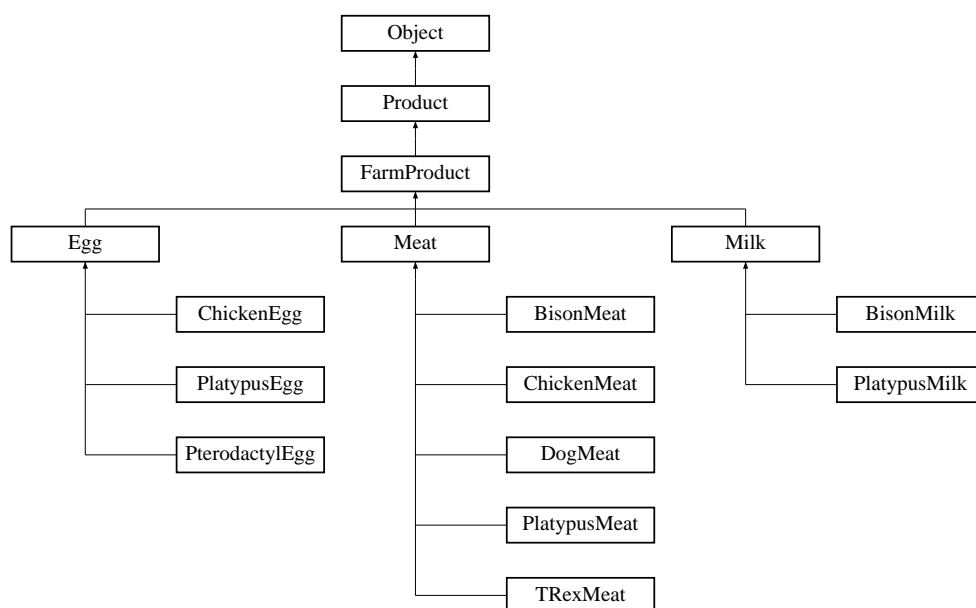
- static int **animalCount** = 0

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

- include/FarmAnimal.hpp
- src/FarmAnimal.cpp

3.18 FarmProduct Class Reference

Inheritance diagram for FarmProduct:



Public Member Functions

- void **initializeFarmProduct** (string _producer)
- string **getProducer** ()

Static Public Member Functions

- static FarmProductType **getFarmProductType** (ObjectType objectType)

Protected Attributes

- string **producer**

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

- include/FarmProduct.hpp
- src/FarmProduct.cpp

3.19 Game Class Reference

Public Member Functions

- void **startGame** ()
- void **gameLoop** ()
- void **updateGame** ()
- void **endGame** ()
- void **showMap** ()

Static Public Member Functions

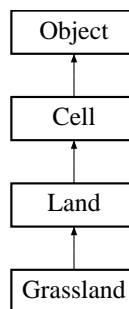
- static [LinkedList](#)< ObjectType > **getProduct** ()

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

- include/Game.hpp
- src/Game.cpp

3.20 Grassland Class Reference

Inheritance diagram for Grassland:



Public Member Functions

- **Grassland** (pair< int, int > _position, bool _isGrown)

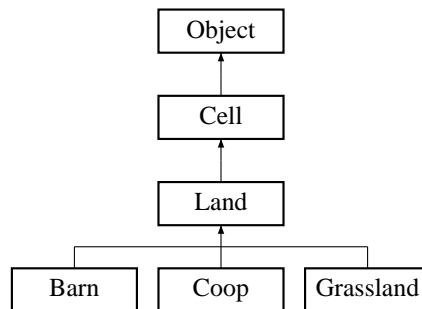
Additional Inherited Members

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

- include/Grassland.hpp
- src/Grassland.cpp

3.21 Land Class Reference

Inheritance diagram for Land:



Public Member Functions

- **Land** (pair< int, int > _position, bool _isGrown, LandType _landType)
- bool **isWalkable** ()
- bool **isGrown** ()
- bool **isOccupied** ()
- void **setObjectHere** (Object *_objectHere)
- void **grow** ()
- Object * **getObjectHere** ()
- void **ungrow** ()

Additional Inherited Members

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

- include/Land.hpp
- src/Land.cpp

3.22 LinkedList< T > Class Template Reference

Public Member Functions

- int **findElement** (T _element)
- int **count** (T _element)
- bool **isEmpty** ()
- void **add** (T _element)
- void **remove** (T _element)
- T & **get** (int _index)
- int **size** ()

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

- include/LinkedList.hpp

3.23 LinkedList< T * > Class Template Reference

Public Member Functions

- int **findElement** (T *_element)
- int **count** (T *_element)
- bool **isEmpty** ()
- void **add** (T *_element)
- void **remove** (T *_element)
- void **removeAll** ()
- T * **get** (int _indeks)
- int **size** ()

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

- include/LinkedList.hpp

3.24 Map Class Reference

Public Member Functions

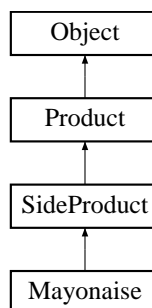
- **Map** (string filename)
- void **initMap** (string filename)

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

- include/Map.hpp
- src/Map.cpp

3.25 Mayonaise Class Reference

Inheritance diagram for Mayonaise:



Public Member Functions

- **Mayonaise** (int _price)

Static Public Member Functions

- static [LinkedList](#)< FarmProductType > **getResep** ()
- static FarmProductType **getResepwithIdx** (int i)

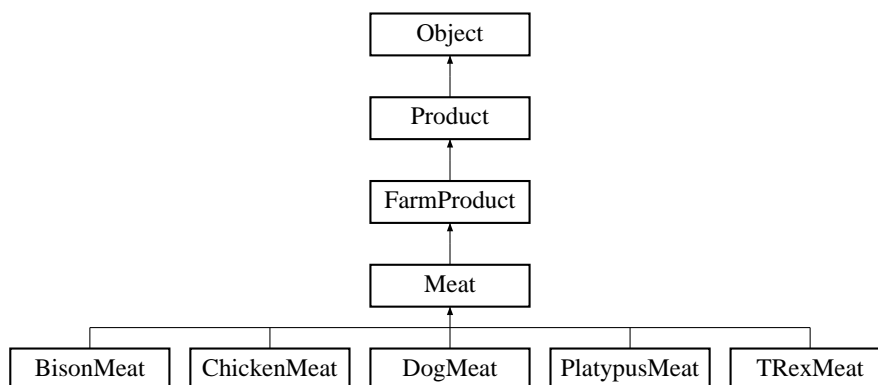
Additional Inherited Members

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

- include/Mayonaise.hpp
- src/Mayonaise.cpp

3.26 Meat Class Reference

Inheritance diagram for Meat:



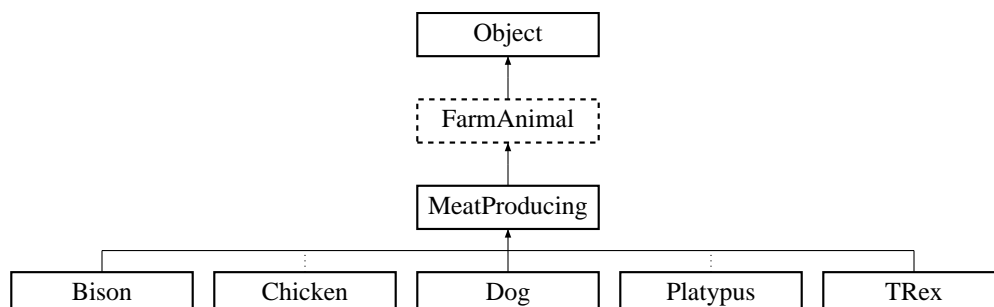
Additional Inherited Members

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

- include/Meat.hpp
- src/Meat.cpp

3.27 MeatProducing Class Reference

Inheritance diagram for MeatProducing:



Public Member Functions

- void **initializeMeatProducing** ([Meat](#) * _meat)
- virtual void **produceMeat** ([Player](#) & _player)=0

Protected Attributes

- [Meat](#) * meat

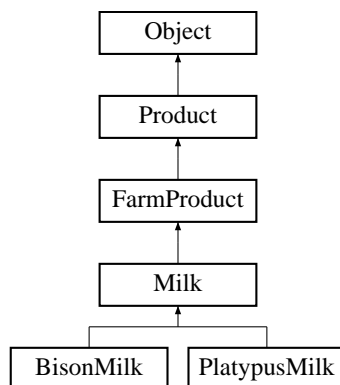
Additional Inherited Members

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

- include/MeatProducing.hpp
- src/MeatProducing.cpp

3.28 Milk Class Reference

Inheritance diagram for Milk:



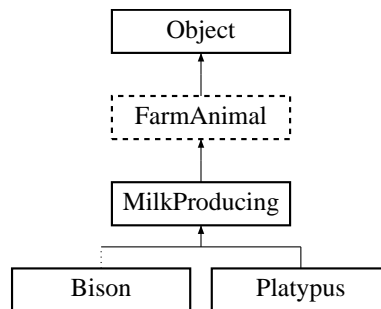
Additional Inherited Members

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

- include/Milk.hpp
- src/Milk.cpp

3.29 MilkProducing Class Reference

Inheritance diagram for MilkProducing:



Public Member Functions

- void **initializeMilkProducing** ([Milk](#) * _milk)
- virtual void **produceMilk** ([Player](#) & _player)=0

Protected Attributes

- [Milk](#) * **milk**

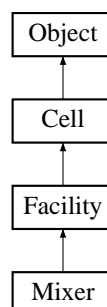
Additional Inherited Members

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

- include/MilkProducing.hpp
- src/MilkProducing.cpp

3.30 Mixer Class Reference

Inheritance diagram for Mixer:



Public Member Functions

- **Mixer** (pair< int, int > _position)
- void **interact** ([Player](#) *_p)

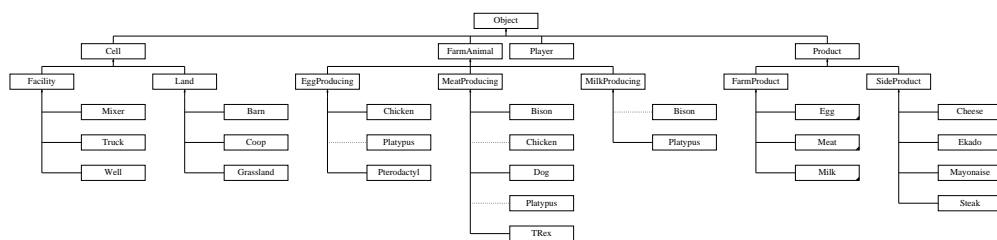
Additional Inherited Members

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

- include/Mixer.hpp
- src/Mixer.cpp

3.31 Object Class Reference

Inheritance diagram for Object:



Public Member Functions

- **Object** (char _objectSymbol='?')
- void **render** ()
- virtual void **interact** ([Player](#) *_p)
- ObjectType **getObjectType** ()

Protected Attributes

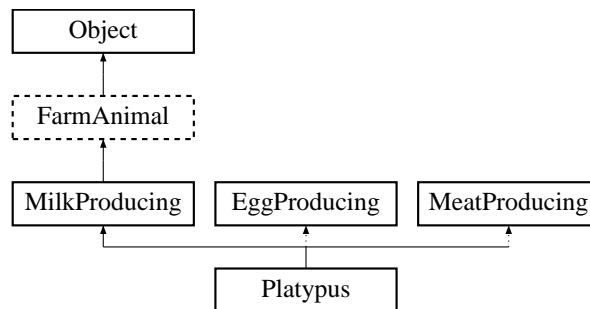
- ObjectType **objectType**
- char **objectSymbol**

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

- include/Object.hpp
- src/Object.cpp

3.32 Platypus Class Reference

Inheritance diagram for Platypus:



Public Member Functions

- **Platypus** (pair< int, int > _position, string _name, [Land](#) *_landPos)
- void **produceMeat** ([Player](#) &_player)
- void **produceMilk** ([Player](#) &_player)
- void **produceEgg** ([Player](#) &_player)
- bool **isKillable** ()
- void **eat** ()
- void **talk** ()
- void **interact** ([Player](#) *_p)

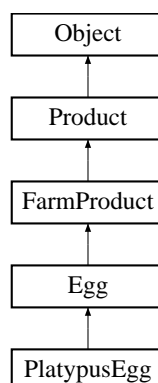
Additional Inherited Members

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

- include/Platypus.hpp
- src/Platypus.cpp

3.33 PlatypusEgg Class Reference

Inheritance diagram for PlatypusEgg:



Public Member Functions

- **PlatypusEgg** (int _price, string _producer)

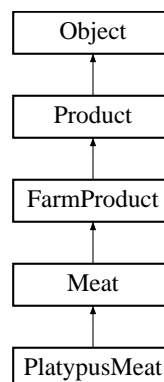
Additional Inherited Members

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

- include/PlatypusEgg.hpp
- src/PlatypusEgg.cpp

3.34 PlatypusMeat Class Reference

Inheritance diagram for PlatypusMeat:



Public Member Functions

- **PlatypusMeat** (int _price, string _producer)

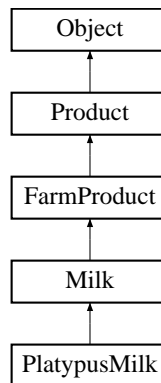
Additional Inherited Members

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

- include/PlatypusMeat.hpp
- src/PlatypusMeat.cpp

3.35 PlatypusMilk Class Reference

Inheritance diagram for PlatypusMilk:



Public Member Functions

- **PlatypusMilk** (int _price, string _producer)

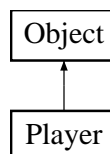
Additional Inherited Members

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

- include/PlatypusMilk.hpp
- src/PlatypusMilk.cpp

3.36 Player Class Reference

Inheritance diagram for Player:



Public Member Functions

- **Player** (string _name, int _water, double _uang, pair< int, int > _position)
- string [getName](#) ()
- int [getWater](#) ()
- [LinkedList< Product * >](#) [getInventory](#) ()
- double [getUang](#) ()
- pair< int, int > [getPosition](#) ()
- int [getCount](#) ([Product *](#) _product)

- void `setName` (string `_name`)
- void `setWater` (int `_water`)
- void `addInventory` (`Product` * `_barang`)
- void `setUang` (double `_uang`)
- void `setPosition` (pair< int, int > `_position`)
- void `talk` ()
- void `interact` ()
- void `interact` (`Player` * `_p`)
- void `kill` ()
- void `grow` ()
- void `move` (DirectionType `direction`)
- `Cell` * `getCellInFront` ()
- void `changeDirection` (DirectionType `newDirection`)

Protected Attributes

- string `player_name`
- int `water`
- `LinkedList`< `Product` * > `inventory`
- double `uang`
- pair< int, int > `position`
- DirectionType `direction`
- `LinkedList`< `LinkedList`< `Cell` * > > * `worldMap`

3.36.1 Member Function Documentation

3.36.1.1 addInventory()

```
void Player::addInventory (
    Product * _barang )
```

Menambah barang ke dalam inventory.

3.36.1.2 getCount()

```
int Player::getCount (
    Product * _product )
```

Mengembalikan nilai dari Atribut Count / Jumlah Produk

3.36.1.3 getInventory()

```
LinkedList< Product * > Player::getInventory ( )
```

Mengembalikan nilai dari Atribut Inventory

3.36.1.4 getName()

```
string Player::getName ( )
```

Mengembalikan nilai dari Atribut Name

3.36.1.5 getPosition()

```
pair< int, int > Player::getPosition ( )
```

Mengembalikan nilai dari Atribut Position

3.36.1.6 getUang()

```
double Player::getUang ( )
```

Mengembalikan nilai dari Atribut Uang

3.36.1.7 getWater()

```
int Player::getWater ( )
```

Mengembalikan nilai dari Atribut Water

3.36.1.8 grow()

```
void Player::grow ( )
```

Fungsi grow berguna untuk menumbuhkan rumput pada land yang dikenai, agar bisa dimakan oleh Hewan yang berada pada land tersebut.

3.36.1.9 interact()

```
void Player::interact ( )
```

Fungsi interact berguna untuk melakukan interaksi dengan objek objek yang ada. Efek Interaksi bergantung pada objek yang dikenai.

3.36.1.10 kill()

```
void Player::kill ( )
```

Fungsi kill berguna untuk menyembelih hewan dalam kategori [MeatProducing](#).

3.36.1.11 move()

```
void Player::move (
    DirectionType direction )
```

Fungsi Move berguna untuk mengubah posisi dari player sesuai dengan direction yang diberikan.

3.36.1.12 setName()

```
void Player::setName (
    string _name )
```

Mengeset nilai dari Atribut Name

3.36.1.13 setPosition()

```
void Player::setPosition (
    pair< int, int > _position )
```

Mengeset nilai dari Atribut Position

3.36.1.14 setUang()

```
void Player::setUang (
    double _uang )
```

Mengeset nilai dari Atribut Uang

3.36.1.15 setWater()

```
void Player::setWater (
    int _water )
```

Mengeset nilai dari Atribut Water

3.36.1.16 talk()

```
void Player::talk ( )
```

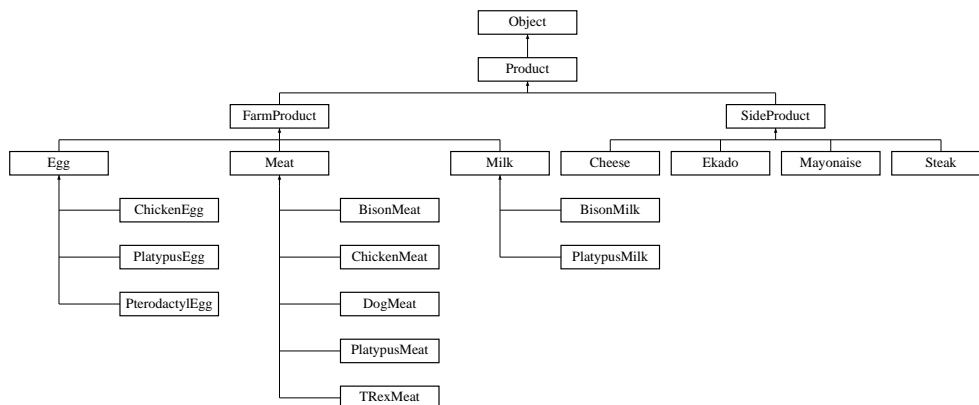
Fungsi talk berguna untuk ngobrol hewan. Hewan yang diajak ngobrol, adalah hewan yang berada di depan player.

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

- include/Player.hpp
- src/Player.cpp

3.37 Product Class Reference

Inheritance diagram for Product:



Public Member Functions

- int **getPrice** () const
- ProductType **getProductType** () const
- void **initializeProduct** (int _price, ProductType _productType, ObjectType _objectType, char _objectSymbol)

Protected Attributes

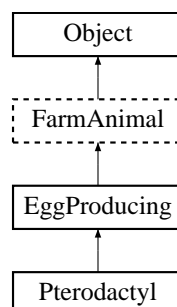
- ProductType **productType**
- int **price**

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

- include/Product.hpp
- src/Product.cpp

3.38 Pterodactyl Class Reference

Inheritance diagram for Pterodactyl:



Public Member Functions

- **Pterodactyl** (pair< int, int > _position, string _name, [Land](#) *_landPos)
- void **produceEgg** ([Player](#) &_player)
- bool **isKillable** ()
- void **eat** ()
- void **talk** ()
- void **interact** ([Player](#) *_p)

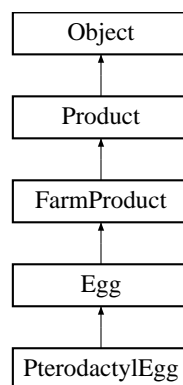
Additional Inherited Members

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

- include/Pterodactyl.hpp
- src/Pterodactyl.cpp

3.39 PterodactylEgg Class Reference

Inheritance diagram for PterodactylEgg:



Public Member Functions

- **PterodactylEgg** (int _price, string _producer)

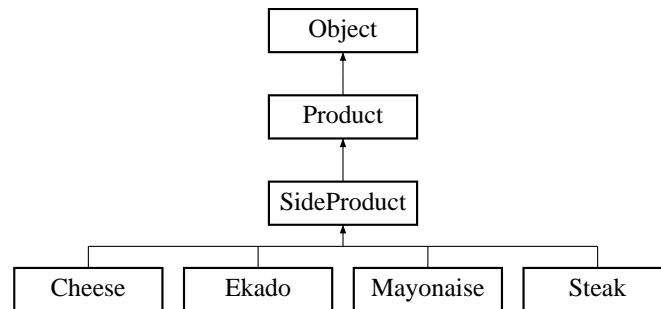
Additional Inherited Members

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

- include/PterodactylEgg.hpp
- src/PterodactylEgg.cpp

3.40 SideProduct Class Reference

Inheritance diagram for SideProduct:



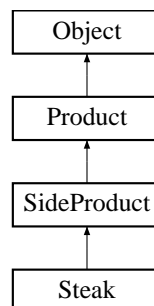
Additional Inherited Members

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

- include/SideProduct.hpp

3.41 Steak Class Reference

Inheritance diagram for Steak:



Public Member Functions

- **Steak** (int _price)

Static Public Member Functions

- static [LinkedList](#)< FarmProductType > **getResep** ()
- static FarmProductType **getResepwithIdx** (int i)

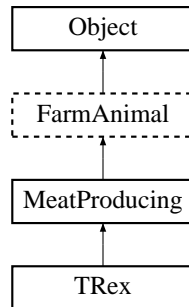
Additional Inherited Members

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

- include/Steak.hpp
- src/Steak.cpp

3.42 TRex Class Reference

Inheritance diagram for TRex:



Public Member Functions

- **TRex** (pair< int, int > _position, string _name, Land * _landPos)
- void **produceMeat** (Player &_player)
- bool **isKillable** ()
- void **eat** ()
- void **talk** ()

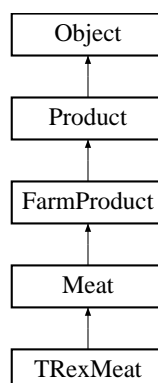
Additional Inherited Members

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

- include/TRex.hpp
- src/TRex.cpp

3.43 TRexMeat Class Reference

Inheritance diagram for TRexMeat:



Public Member Functions

- **TRexMeat** (int _price, string _producer)

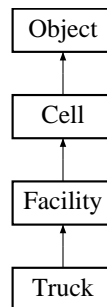
Additional Inherited Members

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

- include/TRexMeat.hpp
- src/TRexMeat.cpp

3.44 Truck Class Reference

Inheritance diagram for Truck:



Public Member Functions

- **Truck** (pair< int, int > _position)
- void **interact** ([Player](#) *_p)
- bool **isUsable** ()
- int **getNotUsableTurns** ()
- void **setNotUsableTurns** (int nut)

Additional Inherited Members

3.44.1 Member Function Documentation

3.44.1.1 getNotUsableTurns()

```
int Truck::getNotUsableTurns ( ) [inline]
```

getNotUsableTurns akan mengembalikan nilai dari atribut notUsableTurns.

3.44.1.2 interact()

```
void Truck::interact (
    Player * _p ) [virtual]
```

Interact() berguna untuk berinteraksi dengan 'Truck'. Berinteraksi dengan 'Truck' akan menjual semua barang yang ada di Inventory player, dan menambah uang pemain sejumlah harga barang - barang tersebut. Setelah interact digunakan, Interact tidak akan bisa digunakan untuk sementara waktu.

Reimplemented from [Object](#).

3.44.1.3 isUsable()

```
bool Truck::isUsable ( ) [inline]
```

[isUsable\(\)](#) akan mengembalikan True jika [Truck](#) bisa digunakan, yaitu, bisa dikenai fungsi Interact(). Ditunjukkan dengan value dari atribut notUsableTurns yang bernilai 0

3.44.1.4 setNotUsableTurns()

```
void Truck::setNotUsableTurns (
    int nut )
```

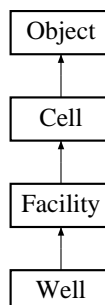
setNotUsableTurns akan mengubah nilai dari notUsableTurn menjadi sebesar nut.

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

- include/Truck.hpp
- src/Truck.cpp

3.45 Well Class Reference

Inheritance diagram for Well:



Public Member Functions

- **Well** (pair< int, int > _position)
- void [interact](#) ([Player](#) * _p)

Additional Inherited Members

3.45.1 Member Function Documentation

3.45.1.1 `interact()`

```
void Well::interact (
    Player * _p ) [virtual]
```

Interact berguna untuk berinteraksi dengan '[Well](#)'. Berinteraksi dengan '[Well](#)' akan menambah persediaan 'Water' yang dimiliki hingga mencapai maksimal.

Reimplemented from [Object](#).

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

- `include/Well.hpp`
- `src/Well.cpp`

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