REPORT

PROJECT 3

DESCRIPTION OF EACH PUBLIC FUNCTION

Constructor for Actor

Passes id, coordinates, direction and depth into the graph object, sets the world, sets the actor as not dead and not sleeping.

Constructor cannot be made virtual.

Actor::doSomething

This has a different implementation for every single derived class, so this was made pure virtual.

Actor::Health()

This simply returns the current health of the actor.

This works exactly the same for every object, so not needed to be virtual.

Actor::isDead

This simply returns whether the actor is dead or not.

This works exactly the same for every object, so not needed to be virtual.

Actor::setDead

This sets the actor to dead.

This works exactly the same for every object, so not needed to be virtual.

Actor::setHealth

This sets the health of the actor to the new passed value.

This works exactly the same for every object, so not needed to be virtual.

Actor::sleeping

This increments the sleeping counter by the passed value and returns the new value. In case user needs to check the current value, they can do it by passing 0.

This works exactly the same for every object which uses it, so not needed to be virtual.

Actor::biting

This sets whether the actor can bite (positive biting power) or not (0 biting power).

This works exactly the same for every object, so not needed to be virtual.

Actor::canBeBitten

This sets whether the actor can be bitten or not. This is mainly used for debugging purposes.

This works exactly the same for every object, so not needed to be virtual.

Actor::id

This simply returns the unique id of every actor. Although some actors use it in different ways, different implementation of such a simple thing is not required. Hence, this was not made virtual or pure virtual.

Actor::changeId

This is used to change the id of the actor.

This works exactly the same for every object, so not needed to be virtual.

Actor::world

This returns the home world of the actor.

This works exactly the same for every object, so not needed to be virtual.

Actor::dirResolver

On the basis of which direction is passed, it changes the coordinates by 1 in a particular direction.

Actor::notDeadAnymore