

AbsComponentVisitor

Visiteur abstrait

- + AbsComponentVisitor()
- + ~AbsComponentVisitor()
- + processTeam(class Team&): void
- + processTeamMember(class TeamMember&): void
- + processTeamMemberRole(class TeamMemberRole&): void

TeamImageSizeCalculator

Visiteur concret

- m_totalSize: size_t
- + clearTotalSize(): void
- + getTotalSize(): size_t {query}
- + processTeam(class Team&): void
- + processTeamMember(class TeamMember&): void
- + processTeamMemberRole(class TeamMemberRole&): void
- + TeamImageSizeCalculator()

TeamManager

- m_teams: TeamComponentContainer
- + addMemberToTeam(Team&, std::string, class QImage&): TeamMember&
- + addMemberToTeamwRole(Team&, std::string, class QImage&, std::string): TeamMemberRole&
- + addTeam(std::string): Team&
- + begin(): TeamComponentIterator
- + cbegin(): TeamComponentIterator_const {query}
- + cend(): TeamComponentIterator_const {query}
- + deleteAllTeams(): void
- + deleteTeam(TeamComponentIterator_const): void
- + end(): TeamComponentIterator
- + loadTeamFromFile(std::string): void
- + TeamManager()

AbsTeamComponent

Élément abstrait

- + AbsTeamComponent()
- + ~AbsTeamComponent()
- + accept(class AbsComponentVisitor&): void
- + addTeamComponent(AbsTeamComponent&): AbsTeamComponent&
- + begin(): TeamComponentIterator
- + cbegin(): TeamComponentIterator_const {query}
- + cend(): TeamComponentIterator_const {query}
- + clone(): AbsTeamComponent* {query}
- + deleteTeamComponent(TeamComponentIterator_const): void
- + end(): TeamComponentIterator
- + getImage(): class QImage& {query}
- + getImage(): class QImage&
- + getName(): std::string {query}
- + setName(std::string): void

TeamMember

Élément concret

- m_emptyContainer: TeamComponentContainer
- m_image: QImage
- m_name: std::string
- + accept(class AbsComponentVisitor&): void
- + addTeamComponent(AbsTeamComponent&): AbsTeamComponent&
- + begin(): TeamComponentIterator
- + cbegin(): TeamComponentIterator_const {query}
- + cend(): TeamComponentIterator_const {query}
- + clone(): TeamMember* {query}
- + deleteTeamComponent(TeamComponentIterator_const): void
- + end(): TeamComponentIterator
- + getImage(): class QImage& {query}
- + getImage(): class QImage&
- + getName(): std::string {query}
- + setName(std::string): void
- + TeamMember(std::string, class QImage&)
- + TeamMember(TeamMember&)

TeamMemberRole

Élément concret

- m_image: QImage
- m_member: TeamComponentPtr
- m_role: std::string
- + accept(class AbsComponentVisitor&): void
- + addTeamComponent(AbsTeamComponent&): AbsTeamComponent&
- + begin(): TeamComponentIterator
- + cbegin(): TeamComponentIterator_const {query}
- + cend(): TeamComponentIterator_const {query}
- + clone(): TeamMemberRole* {query}
- + deleteTeamComponent(TeamComponentIterator_const): void
- + end(): TeamComponentIterator
- + getImage(): class QImage& {query}
- + getImage(): class QImage&
- + getMember(): AbsTeamComponent&
- + getMember(): AbsTeamComponent& {query}
- + getName(): std::string {query}
- + getRole(): std::string {query}
- paintRole(): void
- + setName(std::string): void
- + setRole(std::string): void
- + TeamMemberRole(std::string, class QImage&, std::string)
- + TeamMemberRole(TeamMemberRole&)

Team

Élément concret

- m_image: QImage
- m_members: TeamComponentContainer
- m_name: std::string
- + accept(class AbsComponentVisitor&): void
- + addTeamComponent(AbsTeamComponent&): AbsTeamComponent&
- + begin(): TeamComponentIterator
- + cbegin(): TeamComponentIterator_const {query}
- + cend(): TeamComponentIterator_const {query}
- + clone(): Team* {query}
- + deleteAllComponents(): void
- + deleteTeamComponent(TeamComponentIterator_const): void
- + end(): TeamComponentIterator
- + getImage(): class QImage& {query}
- + getImage(): class QImage&
- + getName(): std::string {query}
- + setName(std::string): void
- + Team(std::string)
- + Team(Team&)

