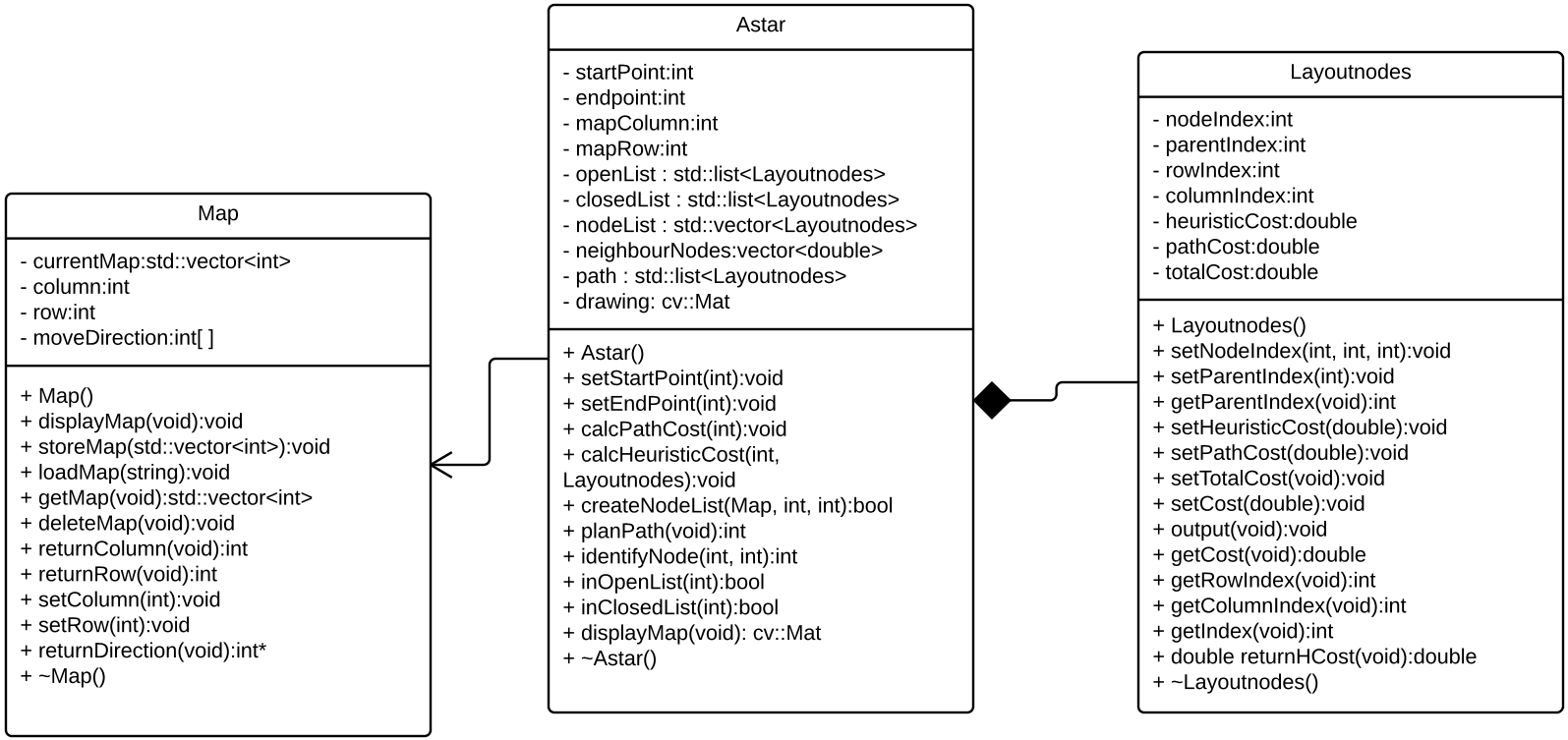
Map
- currentMap:std::vector<int>
- column:int
- row:int
- moveDirection:int[ ]
+ Map()
+ displayMap(void):void
+ storeMap(std::vector<int>):void
+ loadMap(string):void
+ getMap(void):std::vector<int>
+ deleteMap(void):void
+ returnColumn(void):int
+ returnRow(void):int
+ setColumn(int):void
+ setRow(int):void
+ returnDirection(void):int*
+ ~Map()
Astar
- startPoint:int
- endpoint:int
- mapColumn:int
- mapRow:int
- openList : std::list<Layoutnodes>
- closedList : std::list<Layoutnodes>
- nodeList : std::vector<Layoutnodes>
- neighbourNodes:vector<double>
- path : std::list<Layoutnodes>
- drawing: cv::Mat
+ Astar()
+ setStartPoint(int):void
+ setEndPoint(int):void
+ calcPathCost(int):void
+ calcHeuristicCost(int,
Layoutnodes):void
+ createNodeList(Map, int, int):bool
+ planPath(void):int
+ identifyNode(int, int):int
+ inOpenList(int):bool
+ inClosedList(int):bool
+ displayMap(void): cv::Mat
+ ~Astar()
Layoutnodes
- nodeIndex:int
- parentIndex:int
- rowIndex:int
- columnIndex:int
- heuristicCost:double
- pathCost:double
- totalCost:double
+ Layoutnodes()
+ setNodeIndex(int, int, int):void
+ setParentIndex(int):void
+ getParentIndex(void):int
+ setHeuristicCost(double):void
+ setPathCost(double):void
+ setTotalCost(void):void
+ setCost(double):void
+ output(void):void
+ getCost(void):double
+ getRowIndex(void):int
+ getColumnIndex(void):int
+ getIndex(void):int
+ double returnHCost(void):double
+ ~Layoutnodes()