epuck_conquest

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Chapter 1

Namespace Index

1.1 Package List

Here are the packages with brief descriptions (if available):

sep 9
sep.conquest 9
sep.conquest.controller 9
sep.conquest.model 9

Chapter 2

Class Index

2.1 Class Hierarchy

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

sep.conquest.controller.Controller 16
sep.conquest.model.IBehaviour 22
sep.conquest.model.Behaviour 11
sep.conquest.model.BehaviourDistance 12
sep.conquest.model.IComClient 23
sep.conquest.model.Environment 21
sep.conquest.model.IComMan 24
sep.conquest.model.ComManager 14
sep.conquest.model.IRequest 25
sep.conquest.model.DriveRequest 19
sep.conquest.model.LogicThread 27

Chapter 3

Class Index

3.1 Class List

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

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sep.conquest.model.BehaviourDistance 12
sep.conquest.model.ComManager 14
sep.conquest.controller.Controller 16
sep.conquest.model.DriveRequest 19
sep.conquest.model.Environment 21
sep.conquest.model.IBehaviour 22
sep.conquest.model.IComClient 23
sep.conquest.model.IComMan 24
sep.conquest.model.IRequest 25
sep.conquest.model.LogicThread 27

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

src/sep/conquest/controller/Controller.java 29
src/sep/conquest/model/Behaviour.java 29
src/sep/conquest/model/BehaviourDistance.java 29
src/sep/conquest/model/ComManager.java 30
src/sep/conquest/model/Drive.java 30
src/sep/conquest/model/DriveRequest.java 30
src/sep/conquest/model/Environment.java 30
src/sep/conquest/model/IBehaviour.java 31
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src/sep/conquest/model/LogicThread.java 32
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Chapter 5

Namespace Documentation

5.1 Package sep

Packages

- package conquest

5.2 Package sep.conquest

Packages

- package controller
- package model

5.3 Package sep.conquest.controller

Classes

- class Controller

5.4 Package sep.conquest.model

Classes

- class Behaviour
- class BehaviourDistance
- class ComManager
- class DriveRequest

- class Environment
- interface IBehaviour
- interface IComClient
- interface IComMan
- interface IRequest
- class LogicThread

Enumerations

- enum Drive { LEFT, RIGHT, FORWARD, TURN }
- enum MessageType { CONTROL_DIR, CONTROL_SPEED }

5.4.1 Enumeration Type Documentation

5.4.1.1 enum sep::conquest::model::Drive

The enumeration for driving-commands.

Author

Andreas Wilhelm

Enumerator:

LEFT

RIGHT

FORWARD

TURN

5.4.1.2 enum sep::conquest::model::MessageType

The enumeration for message-types of the broadcast-communication.

Author

Ande

Enumerator:

CONTROL_DIR

CONTROL_SPEED

Chapter 6

Class Documentation

6.1 sep.conquest.model.Behaviour Class Reference

Inherits sep::conquest::model::IBehaviour.

Inherited by sep.conquest.model.BehaviourDistance.

Public Member Functions

- Map< int[], Object > execute (Map< int[], Object > map)

Protected Member Functions

- Behaviour (IBehaviour next)

Private Attributes

- IBehaviour nextBehaviour

6.1.1 Detailed Description

The abstract class Behaviour should be derived by all concrete behaviours due to have a centralized logic-approach. It forces a chain of logic-classes and the corresponding chain-handling.

Author

Andreas Wilhelm

6.1.2 Constructor & Destructor Documentation

6.1.2.1 sep.conquest.model.Behaviour.Behaviour (IBehaviour *next*) [protected]

The constructor sets the reference to the next behaviour in the chain.

Parameters

next	

6.1.3 Member Function Documentation

6.1.3.1 Map<int[], Object> sep.conquest.model.Behaviour.execute (Map< int[], Object > *map*)

The execute method will do some logic-dependent calculations on a map in order to navigation-decisions. It will return the resulting map with new values.

Parameters

map	the input map.

Returns

the map with new values.

Implements sep.conquest.model.IBehaviour.

Reimplemented in sep.conquest.model.BehaviourDistance.

6.1.4 Member Data Documentation

6.1.4.1 IBehaviour sep.conquest.model.Behaviour.nextBehaviour [private]

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

- src/sep/conquest/model/Behaviour.java

6.2 sep.conquest.model.BehaviourDistance Class Reference

Inherits sep::conquest::model::Behaviour.

Public Member Functions

- Map< int[], Object > execute (Map< int[], Object > map)

Protected Member Functions

- BehaviourDistance (IBehaviour next)

6.2.1 Detailed Description

BehaviourDistance represents a behaviour to identify the next frontier-nodes of a given map. It extends the Behaviour class for enabling a behaviour- chain.

Author

Andreas Wilhelm

6.2.2 Constructor & Destructor Documentation

6.2.2.1 sep.conquest.model.BehaviourDistance.BehaviourDistance (IBehaviour *next*) [protected]

The constructor enables chain-handling by calling the constructor of the super-class (Behaviour).

Parameters

next	

6.2.3 Member Function Documentation

6.2.3.1 Map<int[], Object> sep.conquest.model.BehaviourDistance.execute (Map< int[], Object > *map*)

The execute method will do some logic-dependent calculations on a map in order to navigation-decisions. It will return the resulting map with new values.

Parameters

map	the input map.

Returns

the map with new values.

Reimplemented from sep.conquest.model.Behaviour.

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

- src/sep/conquest/model/BehaviourDistance.java

6.3 sep.conquest.model.ComManager Class Reference

Inherits sep::conquest::model::IComMan.

Public Member Functions

- void addClient (String ID, IComClient client)
- void removeClient (String ID)
- void broadcast (IComClient sender, IRequest request)

Static Public Member Functions

- static ComManager getInstance ()

Private Member Functions

- ComManager ()

Private Attributes

- ConcurrentMap< String, IComClient > clients

Static Private Attributes

- static final ComManager INSTANCE = new ComManager()

6.3.1 Detailed Description

The ComManager class is the global communication-manager to provide broadcast-communication. It has a (thread-safe) list with all clients who are registered. Every registered participant will get the request-messages from others. Classes which have implemented the IComClient-interface can be registered by the addClient-method. Requests will be sent by the broadcast- method.

Author

Andreas Wilhelm

6.3.2 Constructor & Destructor Documentation

6.3.2.1 sep.conquest.model.ComManager.ComManager ( ) [private]

The private constructor to realize the singleton pattern.

6.3.3 Member Function Documentation

6.3.3.1 void sep.conquest.model.ComManager.addClient (String *ID,* IComClient *client*)

addClient registers a client for participating the broadcast- communication by the communication-manager.

Parameters

ID	the ID of the client.
client	the client which has to be added.

Implements sep.conquest.model.IComMan.

6.3.3.2 void sep.conquest.model.ComManager.broadcast (IComClient *sender,* IRequest *request*)

Initiate a broadcast message to all registered participants at the communication-manager.

Parameters

sender	the sender of the broadcast-message.
request	the request-message.

Implements sep.conquest.model.IComMan.

6.3.3.3 static ComManager sep.conquest.model.ComManager.getInstance ( ) [static]

The getInstance method returns the singleton object of the ComManager class.

Returns

the singleton instance of ComManager.

6.3.3.4 void sep.conquest.model.ComManager.removeClient (String *ID*)

removeClient removes a participant from the communication-manager.

Parameters

ID	the ID of the client which has to be removed.

Implements sep.conquest.model.IComMan.

6.3.4 Member Data Documentation

6.3.4.1 ConcurrentMap<String, IComClient> sep.conquest.model.ComManager.clients [private]

Initial value:

```
new ConcurrentHashMap<String, IComClient>()
```

6.3.4.2 final ComManager sep.conquest.model.ComManager.INSTANCE = new ComManager() [static, private]

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

- src/sep/conquest/model/ComManager.java

6.4 sep.conquest.controller.Controller Class Reference

Public Member Functions

- Environment getEnv ()
- void left (String ID)
- void right (String ID)
- void forward (String ID)
- void turn (String ID)
- void setSpeed (String ID, int speed)
- void setControlled (String ID, boolean enabled)

Static Public Member Functions

- static Controller getInstance ()

Private Member Functions

- Controller ()

Private Attributes

- Environment environment

Static Private Attributes

- static final Controller INSTANCE = new Controller()

6.4.1 Detailed Description

The Controller class represents the controller corresponding to the model- view-controller pattern. It is a unified interface between each `Activity`

`Author`

`Andreas Wilhelm`

6.4.2 Constructor & Destructor Documentation

6.4.2.1 sep.conquest.controller.Controller.Controller ( ) [private]

The private constructor to realize the singleton pattern. It also binds the reference to the environment (`Model`).

6.4.3 Member Function Documentation

6.4.3.1 void sep.conquest.controller.Controller.forward (String *ID*)

Initiates a forward-command at the environment for a specific robot.

Parameters

ID	the ID of the robot.

6.4.3.2 Environment sep.conquest.controller.Controller.getEnv ( )

This method returns the environment, so the `Activities` are allowed to register at the model.

Parameters

env	the environment.

6.4.3.3 static Controller sep.conquest.controller.Controller.getInstance ( ) [static]

The getInstance method returns the singleton object of the Controller class.

Returns

the singleton instance of Environment.

6.4.3.4 void sep.conquest.controller.Controller.left (String *ID*)

Initiates a left-command at the environment for a specific robot.

Parameters

ID	the ID of the robot.

6.4.3.5 void sep.conquest.controller.Controller.right (String *ID*)

Initiates a right-command at the environment for a specific robot.

Parameters

ID	the ID of the robot.

6.4.3.6 void sep.conquest.controller.Controller.setControlled (String *ID,* boolean *enabled*)

Sets a specific robot to be controlled by the user.

Parameters

ID	the ID of the robot.
enabled	true, if the robot should be controlled, otherwise false.

6.4.3.7 void sep.conquest.controller.Controller.setSpeed (String *ID,* int *speed*)

Sets the speed of a specific robot at the environment.

Parameters

ID	the ID of the robot.
speed	the speed of the robot (0-100)

6.4.3.8 void sep.conquest.controller.Controller.turn (String *ID*)

Initiates a turn-command at the environment for a specific robot.

Parameters

ID	the ID of the robot.

6.4.4 Member Data Documentation

6.4.4.1 Environment sep.conquest.controller.Controller.environment [private]

6.4.4.2 final Controller sep.conquest.controller.Controller.INSTANCE = new Controller() [static, private]

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

- src/sep/conquest/controller/Controller.java

6.5 sep.conquest.model.DriveRequest Class Reference

Inherits sep::conquest::model::IRequest.

Public Member Functions

- DriveRequest (String ID, Drive command)
- MessageType getKind ()
- String[] getReceiver ()
- Drive getCommand ()

Private Attributes

- Drive driveCommand
- String[] clients

6.5.1 Detailed Description

The DriveRequest class is a message object for IComClient clients. It represents a drive command for a specific robot. Therefore the command will be returned by the getCommand method.

Author

Andreas Wilhelm

6.5.2 Constructor & Destructor Documentation

6.5.2.1 sep.conquest.model.DriveRequest.DriveRequest (String *ID,* Drive *command*)

The constructor expects a drive-command and a corresponding robot.

Parameters

ID	the robot ID.
command	the drive-command.

6.5.3 Member Function Documentation

6.5.3.1 Drive sep.conquest.model.DriveRequest.getCommand ( )

getCommand returns the drive-command which should be executed.

Returns

the drive-command.

6.5.3.2 MessageType sep.conquest.model.DriveRequest.getKind ( )

getKind returns the type of the request-message.

Returns

Implements sep.conquest.model.IRequest.

6.5.3.3 String [] sep.conquest.model.DriveRequest.getReceiver ( )

getReceiver returns the list of client (IDs) which have to receive the message.

Returns

the list of destinations.

Implements sep.conquest.model.IRequest.

6.5.4 Member Data Documentation

6.5.4.1 String [] sep.conquest.model.DriveRequest.clients `[private]`

6.5.4.2 Drive sep.conquest.model.DriveRequest.driveCommand `[private]`

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

- src/sep/conquest/model/DriveRequest.java

6.6 sep.conquest.model.Environment Class Reference

Inherits java::util::Observable, and sep::conquest::model::IComClient.

Public Member Functions

- void driveCommand (String ID, Drive command)
- void deliver (IComClient sender, IRequest request)

Static Public Member Functions

- static Environment getInstance ()

Private Member Functions

- Environment ()

Private Attributes

- ComManager comManager

Static Private Attributes

- static final Environment INSTANCE = new Environment()

6.6.1 Detailed Description

The class Environment represents the model corresponding to the Model-View- Controller-pattern. It is used as interface between robots and the graphical user interface. Every `Activity` has to register in order to be notified.

Author

Ande

6.6.2 Constructor & Destructor Documentation

6.6.2.1 sep.conquest.model.Environment.Environment ( ) [private]

The private constructor to realize the singleton pattern. It gets a a reference to the communication-manager for broadcast-communication.

6.6.3 Member Function Documentation

6.6.3.1 void sep.conquest.model.Environment.deliver (IComClient *sender,* IRequest *request*)

The method delivers a message from a specific sender.

Parameters

sender	sender the sender of the broadcast message.
request	request the message which has to be delivered.

Implements sep.conquest.model.IComClient.

6.6.3.2 void sep.conquest.model.Environment.driveCommand (String *ID,* Drive *command*)

Initiate a drive-command to a specific robot by broadcast. In order to do this a new request object will be created.

Parameters

ID	the ID of the robot.
command	the drive command to send.

6.6.3.3 static Environment sep.conquest.model.Environment.getInstance ( ) [static]

The getInstance method returns the singleton object of the Environment class.

Returns

the singleton instance of Environment.

6.6.4 Member Data Documentation

6.6.4.1 ComManager sep.conquest.model.Environment.comManager [private]

6.6.4.2 final Environment sep.conquest.model.Environment.INSTANCE = new Environment() [static, private]

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

- src/sep/conquest/model/Environment.java

6.7 sep.conquest.model.IBehaviour Interface Reference

Inherited by sep.conquest.model.Behaviour.

Package Functions

- Map< int[], Object > execute (Map< int[], Object > map)

6.7.1 Detailed Description

Every single logic-stage of the navigation has to implement the IBehaviour interface. The execute method will be used to do calcualtions on a given map in order to the specific behaviour.

Author

Andreas Wilhelm

6.7.2 Member Function Documentation

6.7.2.1 Map<int[], Object> sep.conquest.model.IBehaviour.execute (Map< int[], Object > *map*) [package]

The execute method will do some logic-dependent calculations on a map in order to navigation-decisions. It will return the resulting map with new values.

Parameters

map	the input map.

Returns

the map with new values.

Implemented in sep.conquest.model.Behaviour, and sep.conquest.model.BehaviourDistance.

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

- src/sep/conquest/model/IBehaviour.java

6.8 sep.conquest.model.IComClient Interface Reference

Inherited by sep.conquest.model.Environment.

Package Functions

- void deliver (IComClient sender, IRequest request)

6.8.1 Detailed Description

The interface IComClient enables clients to receive messages from others by the communication-manager.

Author

Andreas Wilhelm

6.8.2 Member Function Documentation

6.8.2.1 void sep.conquest.model.IComClient.deliver (IComClient *sender,* IRequest *request*) [package]

The method delivers a message from a specific sender.

Parameters

sender	sender the sender of the broadcast message.
request	request the message which has to be delivered.

Implemented in sep.conquest.model.Environment.

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

- src/sep/conquest/model/IComClient.java

6.9 sep.conquest.model.IComMan Interface Reference

Inherited by sep.conquest.model.ComManager.

Public Member Functions

- void addClient (String ID, IComClient client)
- void removeClient (String ID)

Package Functions

- void broadcast (IComClient sender, IRequest request)

6.9.1 Detailed Description

The IComMan-interface enables a communication-manager to provide broadcast messaging.

Author

Andreas Wilhelm

6.9.2 Member Function Documentation

6.9.2.1 void sep.conquest.model.IComMan.addClient (String *ID,* IComClient *client*)

addClient registers a client for participating the broadcast- communication by the communication-manager.

Parameters

ID	the ID of the client.
client	the client which has to be added.

Implemented in sep.conquest.model.ComManager.

6.9.2.2 void sep.conquest.model.IComMan.broadcast (IComClient *sender,* IRequest *request*) [package]

Initiate a broadcast message to all registered participants at the communication-manager.

Parameters

sender	the sender of the broadcast-message.
request	the request-message.

Implemented in sep.conquest.model.ComManager.

6.9.2.3 void sep.conquest.model.IComMan.removeClient (String *ID*)

removeClient removes a participant from the communication-manager.

Parameters

ID	the ID of the client which has to be removed.

Implemented in sep.conquest.model.ComManager.

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

- src/sep/conquest/model/IComMan.java

6.10 sep.conquest.model.IRequest Interface Reference

Inherited by sep.conquest.model.DriveRequest.

Public Member Functions

- String[] getReceiver ()

Package Functions

- MessageType getKind ()

6.10.1 Detailed Description

The IRequest-interface determines, that every request-object must implement the getKind-method to identify the request-type.

Author

Andreas Wilhelm

6.10.2 Member Function Documentation

6.10.2.1 MessageType sep.conquest.model.IRequest.getKind ( ) [package]

getKind returns the type of the request-message.

Returns

Implemented in sep.conquest.model.DriveRequest.

6.10.2.2 String [ ] sep.conquest.model.IRequest.getReceiver ( )

getReceiver returns the list of client (IDs) which have to receive the message.

Returns

the list of destinations.

Implemented in sep.conquest.model.DriveRequest.

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

- src/sep/conquest/model/IRequest.java

6.11 sep.conquest.model.LogicThread Class Reference

Public Member Functions

- void run ()

6.11.1 Detailed Description

The LogicThread class will be used by Puck objects for navigation decisions.

Author

Andreas Wilhelm

6.11.2 Member Function Documentation

6.11.2.1 void sep.conquest.model.LogicThread.run ( )

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

- src/sep/conquest/model/LogicThread.java

Chapter 7

File Documentation

7.1 src/sep/conquest/controller/Controller.java File Reference

Classes

- class sep.conquest.controller.Controller

Packages

- package sep.conquest.controller

7.2 src/sep/conquest/model/Behaviour.java File Reference

Classes

- class sep.conquest.model.Behaviour

Packages

- package sep.conquest.model

7.3 src/sep/conquest/model/BehaviourDistance.java File Reference

Classes

- class sep.conquest.model.BehaviourDistance

Packages

- package sep.conquest.model

7.4 src/sep/conquest/model/ComManager.java File Reference

Classes

- class sep.conquest.model.ComManager

Packages

- package sep.conquest.model

7.5 src/sep/conquest/model/Drive.java File Reference

Packages

- package sep.conquest.model

Enumerations

- enum sep::conquest::model.Drive { sep::conquest::model.LEFT, sep::conquest::model.RIGHT, sep::conquest::model.FORWARD, sep::conquest::model.TURN }

7.6 src/sep/conquest/model/DriveRequest.java File Reference

Classes

- class sep.conquest.model.DriveRequest

Packages

- package sep.conquest.model

7.7 src/sep/conquest/model/Environment.java File Reference

Classes

- class sep.conquest.model.Environment

Packages

- package sep.conquest.model

7.8 src/sep/conquest/model/IBehaviour.java File Reference

Classes

- interface sep.conquest.model.IBehaviour

Packages

- package sep.conquest.model

7.9 src/sep/conquest/model/IComClient.java File Reference

Classes

- interface sep.conquest.model.IComClient

Packages

- package sep.conquest.model

7.10 src/sep/conquest/model/IComMan.java File Reference

Classes

- interface sep.conquest.model.IComMan

Packages

- package sep.conquest.model

7.11 src/sep/conquest/model/IRequest.java File Reference

Classes

- interface sep.conquest.model.IRequest

Packages

- package sep.conquest.model

7.12 src/sep/conquest/model/LogicThread.java File Reference

Classes

- class sep.conquest.model.LogicThread

Packages

- package sep.conquest.model

7.13 src/sep/conquest/model/MessageType.java File Reference

Packages

- package sep.conquest.model

Enumerations

- enum sep::conquest::model.MessageType { sep::conquest::model.CONTROL_-DIR, sep::conquest::model.CONTROL_SPEED }