Obstacle_generator

- width_:int
- height_:int
- obstacle_space_:vector<int>
- obstacle_info_:vector<pair<int,int>>
- start_point_:pair<int,int>
- goal_point_:pair<int,int>
- path_container_:vector<pair<int,int>>
- debug_:bool
- + Obstacle_generator(void):none
- + Obstacle_generator(pair<int,int>, pair<int,int>,bool):none
- + generate_obstacles(void):vector<int>
- + get_height(void):int
- + get_width(void):int
- + get_startpoint(void):pair<int,int>
- + get_goalpoint(void):pair<int,int>
- + run_sdl(void):void
- + run_bfs(void):void
- + calculate_euclidean_dist(int,int,int)
 :void
- + get_obstacle_space(void):vector<int>

Sdl_wrapper

- width_:int
- height :int
- renderer_:SDL_Renderer
- window_:SDL_Window
- isPolling :bool
- + Sdl_wrapper(int, int):none
- + set_width(int):none
- + get_width(void):int
- + set_height(int):none
- + get_height(void):int
- + event_handler(void):int
- + update_screen(void):int
- + clean(void):int
- + call_delay(int):int
- + draw_point(pair<int,int>):int
- + draw_point_path(pair<int,int>):int
- + check_polling_var(void):bool
- + set_polling_var(bool):void

Bfs

- width_:int
- height_:int
- start_point_:pair<int, int>
- end_point_:pair<int, int>
- obstacle_ptr_:shared_ptr<vector<int>>
- +Bfs(int,int,pair<int,int>,pair<int,int>):none
- +Bfs(int,int,pair<int,int>,pair<int,int>, shared ptr<vector<int>>):none
- + set_occmat(shared_ptr<vector<int>>):int
- + set_width(int):none
- + get_width(void):int
- + set_height(int):none
- + get_height(void):int
- + set_startpoint(pair<int,int>):none
- + get_startpoint(void):pair<int,int>
- + set_goalpoint(pair<int,int>):none
- + get_goalpoint(void):pair<int,int>
- + get_next_point(pair<int,int>
):vector<pair<int,int>>
- + startBfs():vector<pair<int,int>>