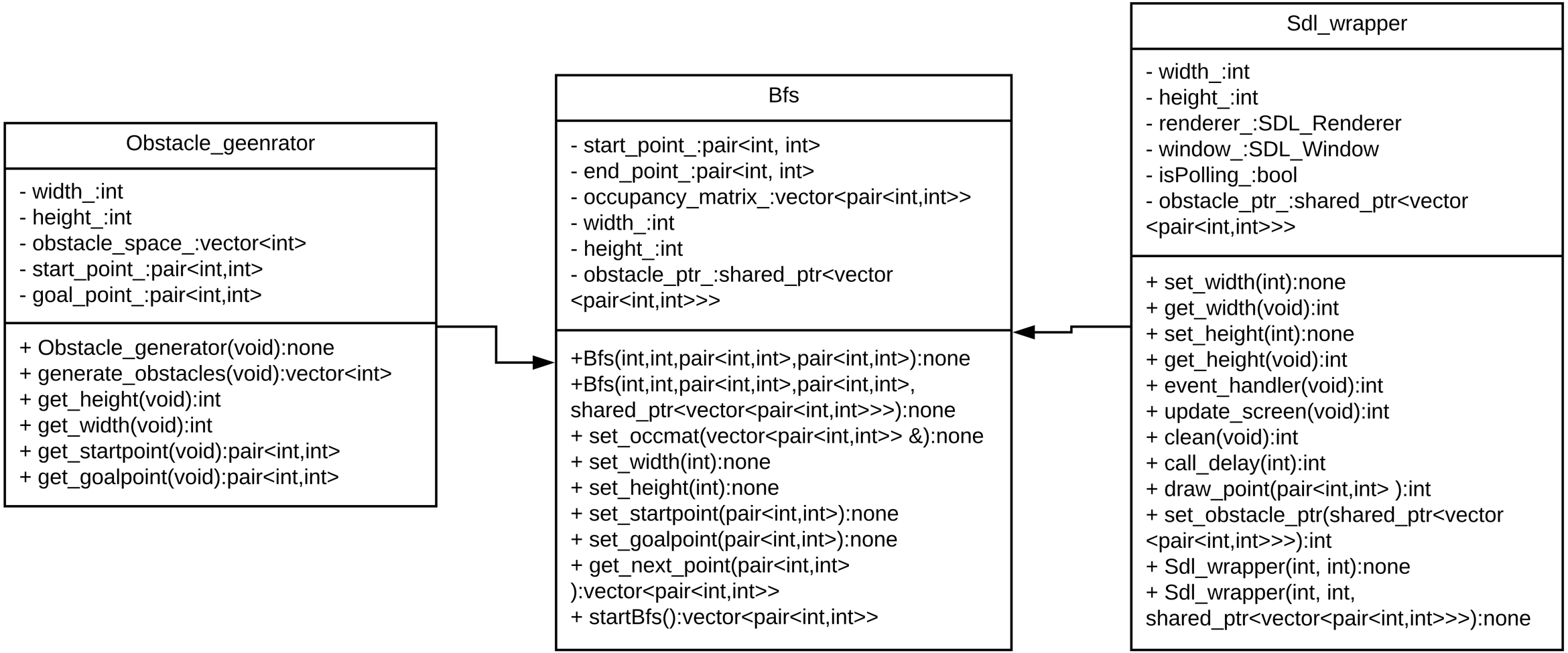
Obstacle_geenrator
- width_:int
- height_:int
- obstacle_space_:vector<int>
- start_point_:pair<int,int>
- goal_point_:pair<int,int>
+ Obstacle_generator(void):none
+ generate_obstacles(void):vector<int>
+ get_height(void):int
+ get_width(void):int
+ get_startpoint(void):pair<int,int>
+ get_goalpoint(void):pair<int,int>
Bfs
- start_point_:pair<int, int>
- end_point_:pair<int, int>
- occupancy_matrix_:vector<pair<int,int>>
- width_:int
- height_:int
- obstacle_ptr_:shared_ptr<vector
<pair<int,int>>>
+Bfs(int,int,pair<int,int>,pair<int,int>):none
+Bfs(int,int,pair<int,int>,pair<int,int>,
shared_ptr<vector<pair<int,int>>>):none
+ set_occmat(vector<pair<int,int>> &):none
+ set_width(int):none
+ set_height(int):none
+ set_startpoint(pair<int,int>):none
+ set_goalpoint(pair<int,int>):none
+ get_next_point(pair<int,int>
):vector<pair<int,int>>
+ startBfs():vector<pair<int,int>>
Sdl_wrapper
- width_:int
- height_:int
- renderer_:SDL_Renderer
- window_:SDL_Window
- isPolling_:bool
- obstacle_ptr_:shared_ptr<vector
<pair<int,int>>>
+ 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
+ set_obstacle_ptr(shared_ptr<vector
<pair<int,int>>>):int
+ Sdl_wrapper(int, int):none
+ Sdl_wrapper(int, int,
shared_ptr<vector<pair<int,int>>>):none