OOPokemon

AUTHOR
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Hierarchical Index

Class Hierarchy

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

Class Index

Class List

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

File Index

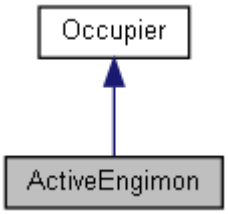
File List

Here is a list of all files with brief descriptions:

Class Documentation

ActiveEngimon Class Reference

`#include <ActiveEngimon.hpp>`
Inheritance diagram for ActiveEngimon:



Public Member Functions

- **ActiveEngimon** (**Map** &**m**, **Engimon** &)
- **ElementType getElement1** ()
- **ElementType getElement2** ()
- int **getLevel** ()
- void **setEngimon** (**Engimon** *)
- **Engimon** * **getEngimon** ()
- **~ActiveEngimon** ()

Public Attributes

- **Engimon** * **engimon**

Additional Inherited Members

Constructor & Destructor Documentation

ActiveEngimon::ActiveEngimon (Map & *m*, Engimon & *edgymon*)

ActiveEngimon::~ActiveEngimon ()

Member Function Documentation

ElementType ActiveEngimon::getElement1 () `[virtual]`

Implements **Occupier** (*p.49*).
Here is the call graph for this function:

ElementType ActiveEngimon::getElement2 () `[virtual]`

Implements **Occupier** (*p.49*).
Here is the call graph for this function:

Engimon * ActiveEngimon::getEngimon () `[virtual]`

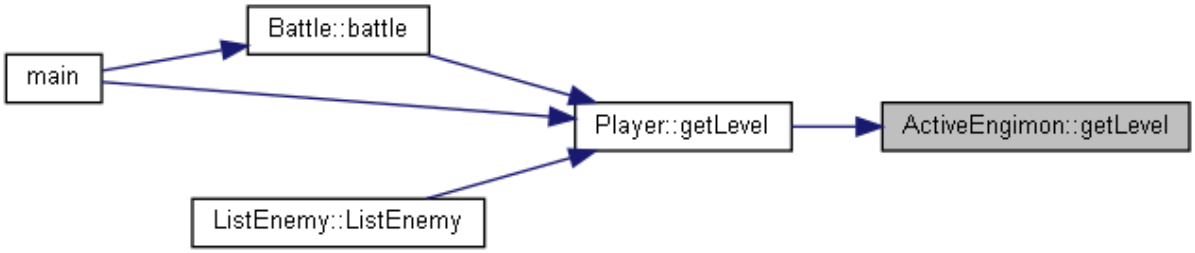
Implements **Occupier** (*p.49*).

int ActiveEngimon::getLevel () `[virtual]`

Implements **Occupier** (*p.49*).

Here is the call graph for this function:

Here is the caller graph for this function:



void ActiveEngimon::setEngimon (Engimon * *e*)

Here is the caller graph for this function:

Member Data Documentation

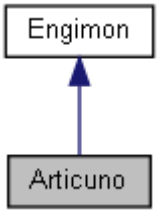
Engimon* ActiveEngimon::engimon

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

- Juan/Tubes-OOP-1/src/**ActiveEngimon.hpp**
- Juan/Tubes-OOP-1/src/**ActiveEngimon.cpp**

Articuno Class Reference

`#include <Articuno.hpp>`
Inheritance diagram for Articuno:



Public Member Functions

- **Articuno** ()
- **Articuno** (string)
- **~Articuno** ()

Protected Member Functions

- void **InitComp** ()

Additional Inherited Members

Constructor & Destructor Documentation

Articuno::Articuno ()

Here is the call graph for this function:

Articuno::Articuno (string *name*)

Here is the call graph for this function:

Articuno::~Articuno ()

Member Function Documentation

void Articuno::InitComp () `[protected]`

Here is the caller graph for this function:

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

- Juan/Tubes-OOP-1/src/Species/**Articuno.hpp**
- Juan/Tubes-OOP-1/src/Species/**Articuno.cpp**

Bag< T > Class Template Reference

`#include <Bag.hpp>`

Public Member Functions

- bool **Add** (T &other)
- void **printAllInfo** ()
- **Bag** ()
- **~Bag** ()

Public Attributes

- T ** **listItem**
- int **neff**

Constructor & Destructor Documentation

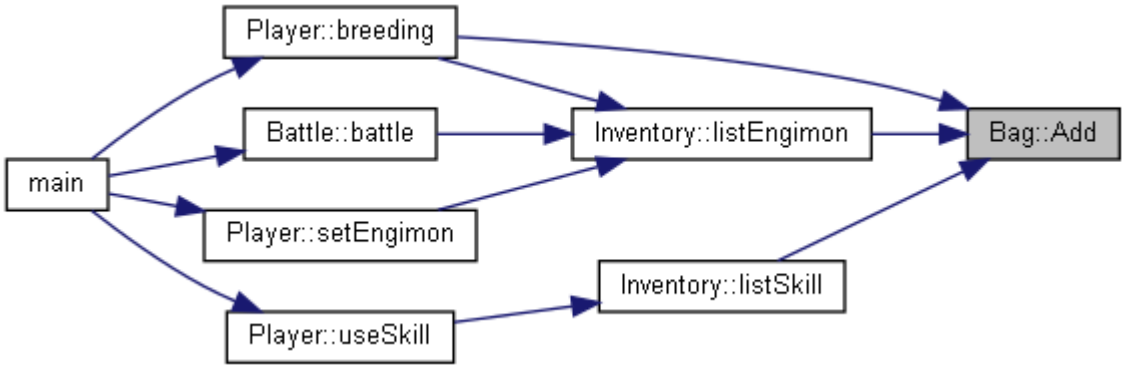
template<class T > Bag< T >::Bag

template<class T > Bag< T >::~Bag

Member Function Documentation

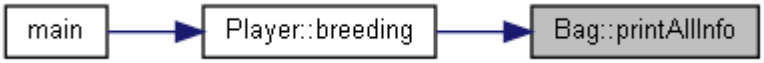
template<class T > bool Bag< T >::Add (T & *other*)

Here is the caller graph for this function:



template<class T > void Bag< T >::printAllInfo

Here is the caller graph for this function:



Member Data Documentation

template<class T > T Bag< T >::listItem**

template<class T > int Bag< T >::neff

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

- Juan/Tubes-OOP-1/src/**Bag.hpp**
- Juan/Tubes-OOP-1/src/**Bag.cpp**

Battle Class Reference

`#include <Battle.hpp>`

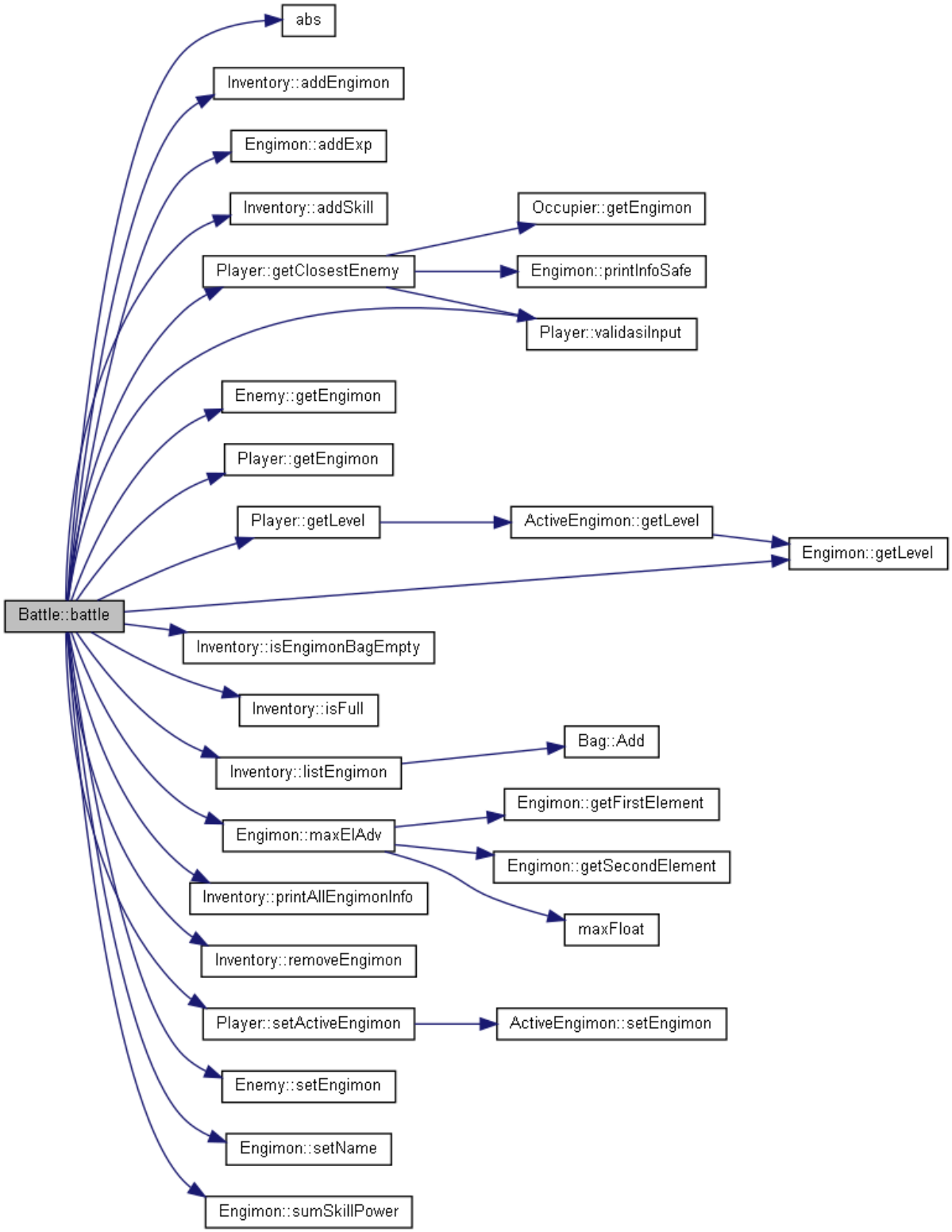
Static Public Member Functions

- static **Player** * **battle** (**Player** *myplayer, **ListEnemy** &musuh)

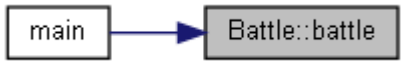
Member Function Documentation

Player * Battle::battle (Player * *myplayer*, ListEnemy & *musuh*) `[static]`

Here is the call graph for this function:



Here is the caller graph for this function:

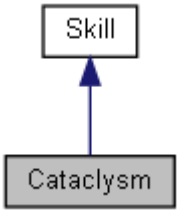


The documentation for this class was generated from the following files:

- Juan/Tubes-OOP-1/src/**Battle.hpp**
- Juan/Tubes-OOP-1/src/**Battle.cpp**

Cataclysm Class Reference

`#include <Cataclysm.hpp>`
Inheritance diagram for Cataclysm:



Public Member Functions

- **Cataclysm** ()
- **Cataclysm** (string, int)

Additional Inherited Members

Constructor & Destructor Documentation

Cataclysm::Cataclysm ()

Cataclysm::Cataclysm (string *species*, int *masteryLevel*)

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

- Juan/Tubes-OOP-1/src/Skill/**Cataclysm.hpp**
- Juan/Tubes-OOP-1/src/Skill/**Cataclysm.cpp**

Cell Class Reference

`#include <Cell.hpp>`

Public Member Functions

- **Cell** ()
- **Cell** (int x, int y, **CellType**)
- void **setPosition** (int _x, int _y)
- void **setCellType** (**CellType**)
- void **setOccupier** (**Occupier** *)

Public Attributes

- **Position position**
- **CellType cellType**
- **Occupier * occupier**

Constructor & Destructor Documentation

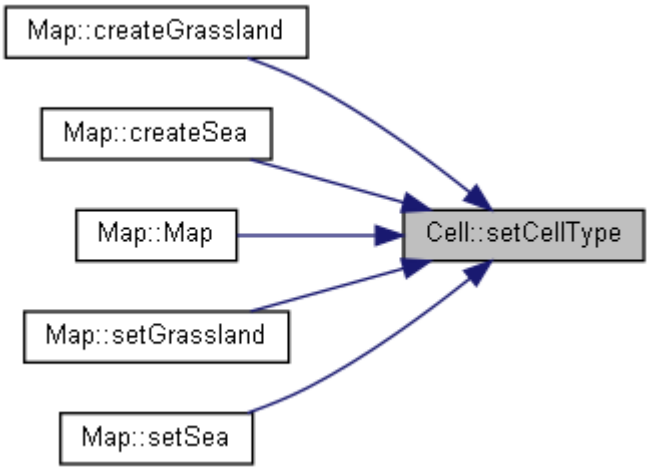
Cell::Cell ()

Cell::Cell (int *x*, int *y*, CellType *cellType*)

Member Function Documentation

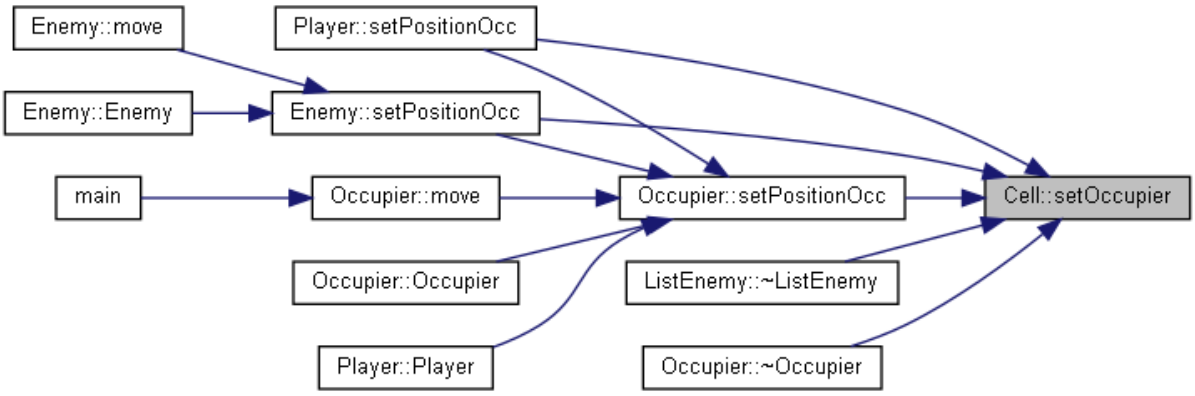
void Cell::setCellType (CellType *cellType*)

Here is the caller graph for this function:



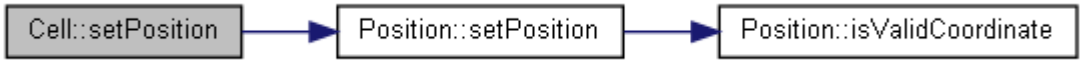
void Cell::setOccupier (Occupier * *occupier*)

Here is the caller graph for this function:

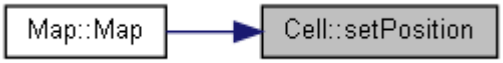


void Cell::setPosition (int _x, int _y)

Here is the call graph for this function:



Here is the caller graph for this function:



Member Data Documentation

CellType Cell::cellType

Occupier* Cell::occupier

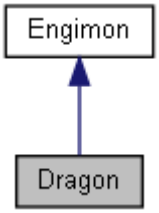
Position Cell::position

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

- Juan/Tubes-OOP-1/src/Map/**Cell.hpp**
- Juan/Tubes-OOP-1/src/Map/**Cell.cpp**

Dragon Class Reference

`#include <Dragon.hpp>`
Inheritance diagram for Dragon:



Public Member Functions

- **Dragon** ()
- **Dragon** (string)
- **~Dragon** ()

Protected Member Functions

- void **InitComp** ()

Additional Inherited Members

Constructor & Destructor Documentation

Dragon::Dragon ()

Here is the call graph for this function:

Dragon::Dragon (string *name*)

Here is the call graph for this function:

Dragon::~Dragon ()

Member Function Documentation

void Dragon::InitComp () `[protected]`

Here is the caller graph for this function:

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

- Juan/Tubes-OOP-1/src/Species/**Dragon.hpp**
- Juan/Tubes-OOP-1/src/Species/**Dragon.cpp**

Element Class Reference

`#include <Element.hpp>`

Public Types

- typedef std::map< std::pair< **ElementType**, **ElementType** >, float > **ElementAdv**
- typedef std::map< **ElementType**, std::string > **ElementToString**

Public Member Functions

- **Element** (**ElementType** eltype)
- **Element** ()
- void **setElement** (**ElementType** eltype)
- **ElementType getElementType** () const
- bool **operator==** (const **Element** &other)
- float **getElementAdvantage** (const **Element** &other)
- string **to_string** ()

Static Public Attributes

- static **ElementAdv elementAdv**
- static **ElementToString stringify**

Member Typedef Documentation

typedef std::map<std::pair<ElementType,ElementType>, float> Element::ElementAdv

typedef std::map<ElementType, std::string> Element::ElementToString

---

Constructor & Destructor Documentation

Element::Element (ElementType *eltype*)

Element::Element ()

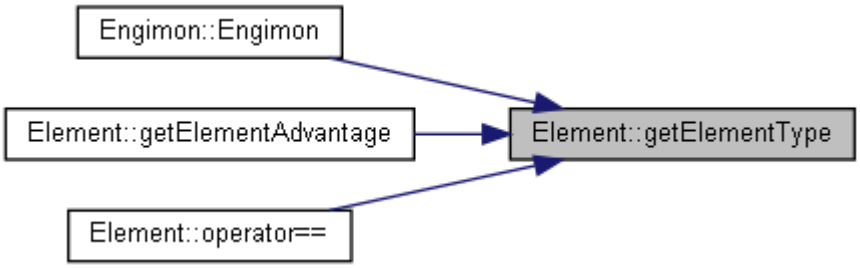
Member Function Documentation

float Element::getElementAdvantage (const Element & *other*)

Here is the call graph for this function:

ElementType Element::getElementType () const

Here is the caller graph for this function:

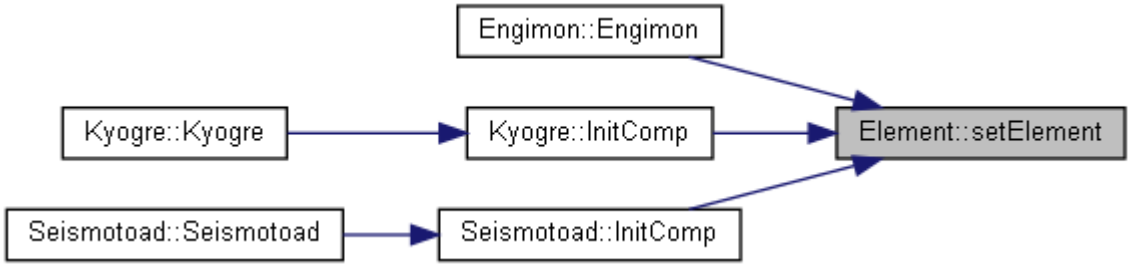


bool Element::operator== (const Element & *other*)

Here is the call graph for this function:

void Element::setElement (ElementType *eltype*)

Here is the caller graph for this function:



string Element::to_string ()

Member Data Documentation

Element::ElementAdv Element::elementAdv `[static]`

Element::ElementToString Element::stringify `[static]`

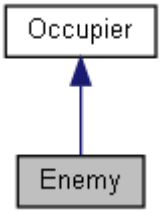
```
Initial value:= {
    {None, "None"},
    {Fire, "Fire"},
    {Water, "Water"},
    {Electric, "Electric"},
    {Ground, "Ground"},
    {Ice, "Ice"}
}
```

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

- Juan/Tubes-OOP-1/src/**Element.hpp**
- Juan/Tubes-OOP-1/src/**Element.cpp**

Enemy Class Reference

`#include <Enemy.hpp>`
Inheritance diagram for Enemy:



Public Member Functions

- **Enemy** (**Map** &, int jenis, int level)
- **ElementType getElement1** ()
- **ElementType getElement2** ()
- int **getLevel** ()
- **Engimon** * **getEngimon** ()
- void **setEngimon** (**Engimon** *)
- bool **setPositionOcc** (int, int)
- bool **move** (int)
- virtual **~Enemy** ()

Public Attributes

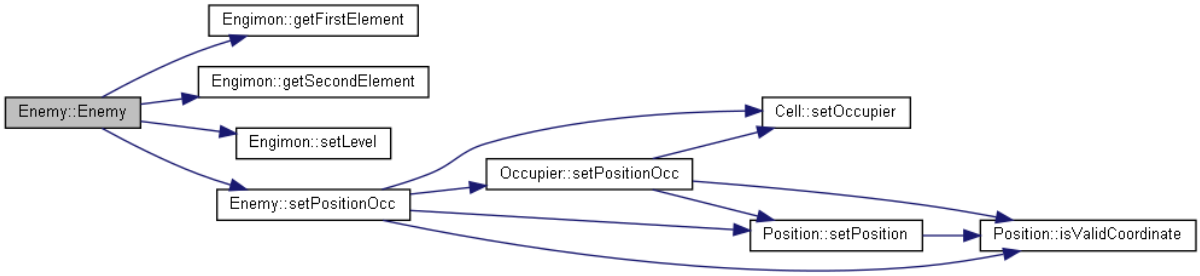
- **Engimon** * **engimon**

Additional Inherited Members

Constructor & Destructor Documentation

Enemy::Enemy (Map & *m*, int *jenis*, int *level*)

Here is the call graph for this function:



Enemy::~Enemy () `[virtual]`

Member Function Documentation

ElementType Enemy::getElement1 () `[virtual]`

Implements **Occupier** (*p.49*).

Here is the call graph for this function:

ElementType Enemy::getElement2 () `[virtual]`

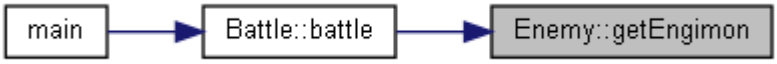
Implements **Occupier** (*p.49*).

Here is the call graph for this function:

Engimon * Enemy::getEngimon () `[virtual]`

Implements **Occupier** (*p.49*).

Here is the caller graph for this function:



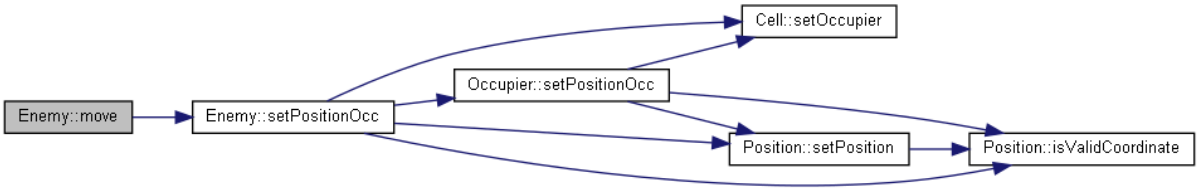
int Enemy::getLevel () `[virtual]`

Implements **Occupier** (*p.49*).

Here is the call graph for this function:

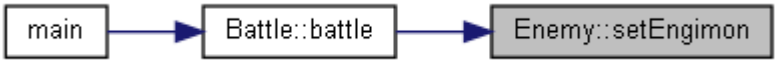
bool Enemy::move (int *rand*)

Here is the call graph for this function:



void Enemy::setEngimon (Engimon * *e*)

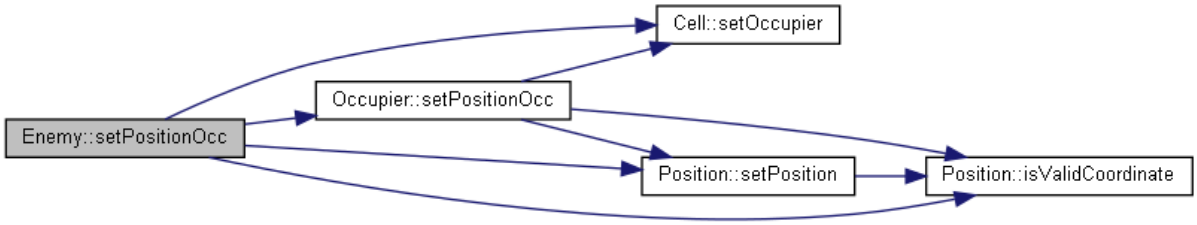
Here is the caller graph for this function:



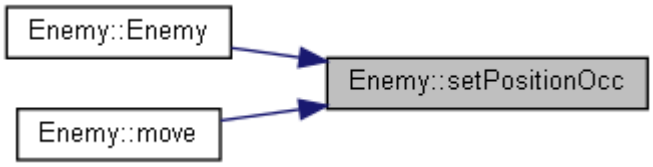
bool Enemy::setPositionOcc (int *x*, int *y*) `[virtual]`

Reimplemented from **Occupier** (*p.49*).

Here is the call graph for this function:



Here is the caller graph for this function:



Member Data Documentation

Engimon* Enemy::engimon

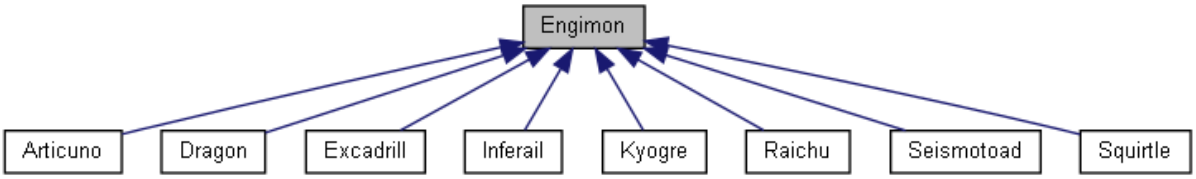
The documentation for this class was generated from the following files:

- Juan/Tubes-OOP-1/src/**Enemy.hpp**
- Juan/Tubes-OOP-1/src/**Enemy.cpp**

Engimon Class Reference

`#include <Engimon.hpp>`

Inheritance diagram for Engimon:



Public Member Functions

- **Engimon** ()
- **Engimon** (string)
- **Engimon** (const **Engimon** &)
- **Engimon** (string, const **Engimon** &, const **Engimon** &)
- **Engimon** & **operator=** (const **Engimon** &)
- void **printInfo** ()
- void **printInfoSafe** ()
- void **printInfoSkill** ()
- virtual **~Engimon** ()
- string **getName** () const
- void **setName** (string)
- int **getLevel** () const
- void **setLevel** (int level)
- bool **addExp** (int additionalExp)
- bool **isContainSkill** (**Skill**)
- bool **learnSkill** (**Skill**)
- virtual **ElementType getFirstElement** () const
- virtual **ElementType getSecondElement** () const
- virtual float **sumSkillPower** ()
- string **getNamaSpecies** () const
- int * **quickSort** (int *, int)

Static Public Member Functions

- static float **maxElAdv** (const **Engimon** *a, const **Engimon** *b)

Protected Attributes

- int **monLevel**
- int **monExp**
- int **monCtvExp**
- int **baseLevel**
- string **monName**
- string **namaSpecies**
- **Skill** * **monSkills**
- **Element** * **monElements**
- **Engimon** * **monParents**

Friends

- ostream & **operator<<** (ostream &, const **Engimon** &)

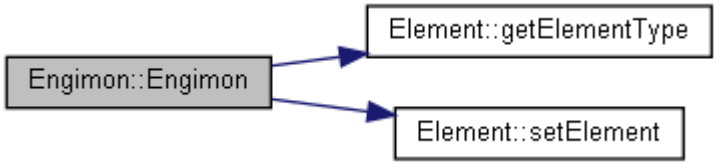
Constructor & Destructor Documentation

Engimon::Engimon ()

Engimon::Engimon (string *monName*)

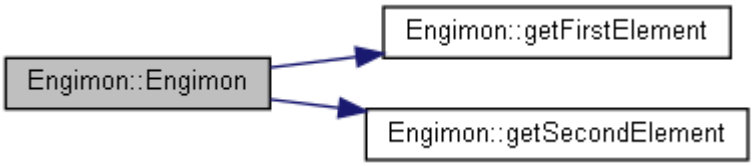
Engimon::Engimon (const Engimon & *other*)

Here is the call graph for this function:



Engimon::Engimon (string *name*, const Engimon & *other1*, const Engimon & *other2*)

Here is the call graph for this function:

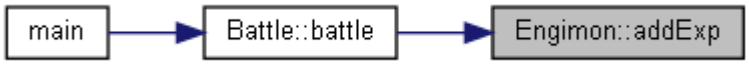


Engimon::~Engimon () `[virtual]`

Member Function Documentation

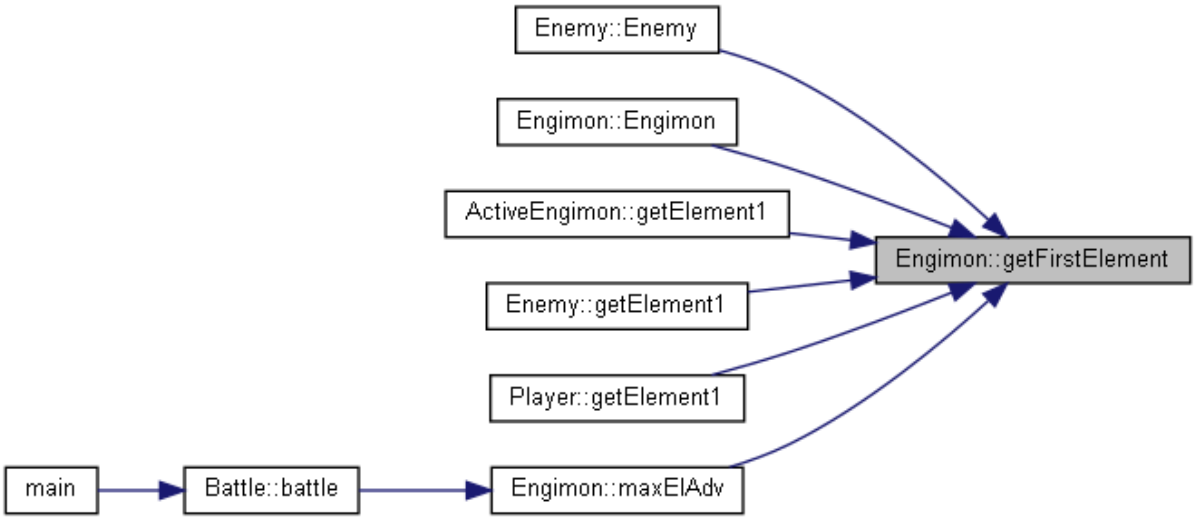
bool Engimon::addExp (int *additionalExp*)

Here is the caller graph for this function:



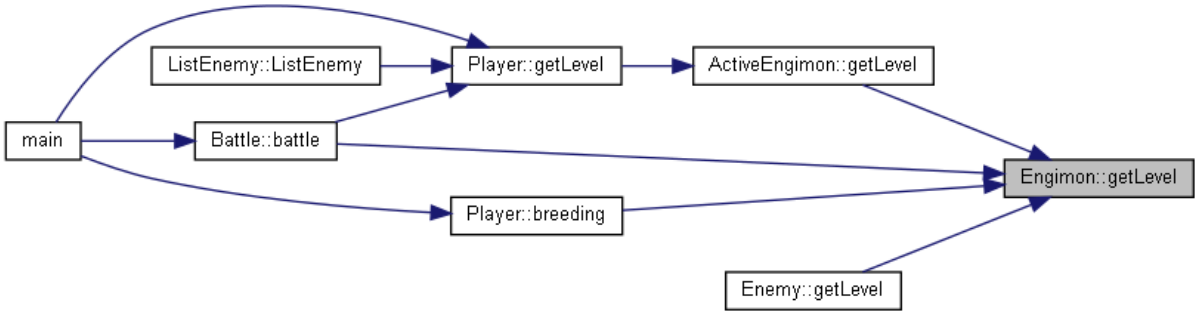
ElementType Engimon::getFirstElement () const `[virtual]`

Here is the caller graph for this function:



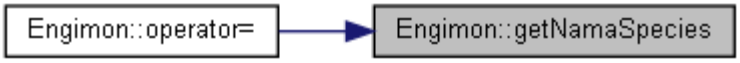
int Engimon::getLevel () const

Here is the caller graph for this function:



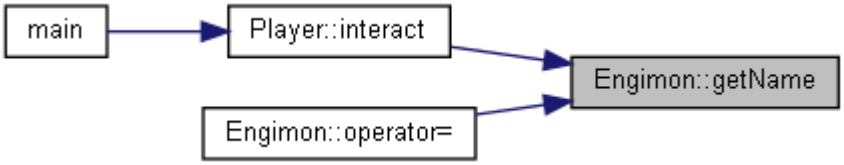
string Engimon::getNamaSpecies () const

Here is the caller graph for this function:



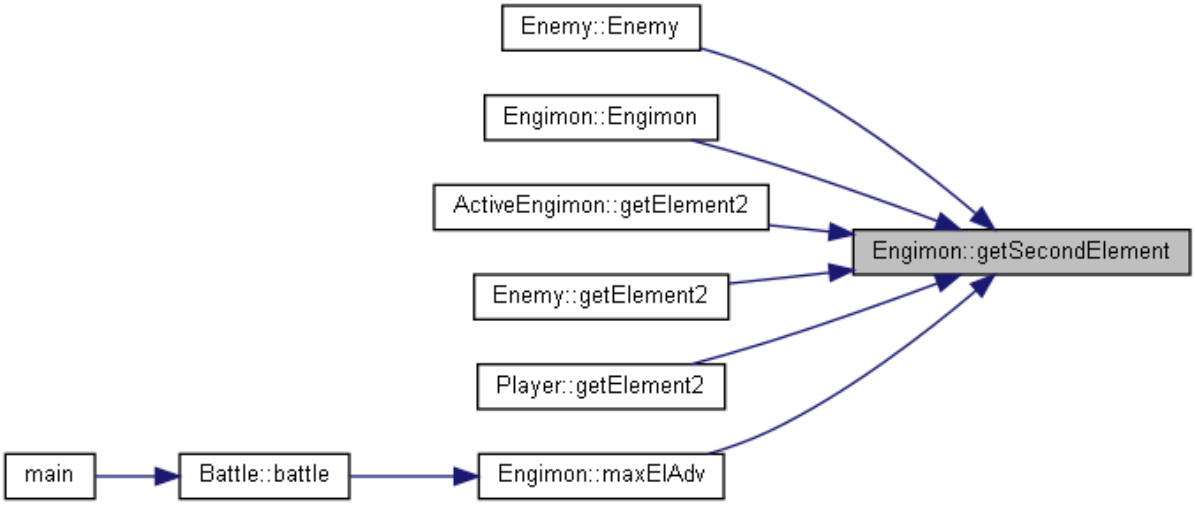
string Engimon::getName () const

Here is the caller graph for this function:



ElementType Engimon::getSecondElement () const `[virtual]`

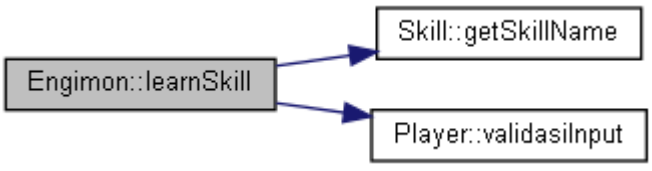
Here is the caller graph for this function:



bool Engimon::isContainSkill (Skill *a*)

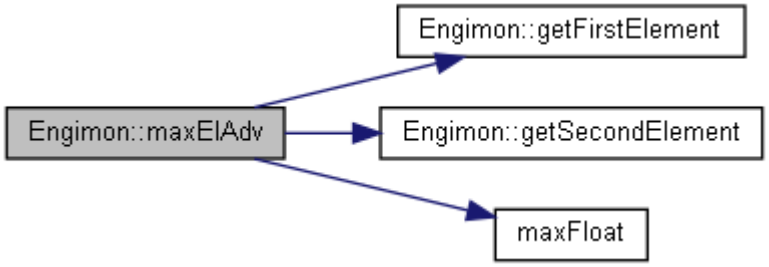
bool Engimon::learnSkill (Skill *other*)

Here is the call graph for this function:

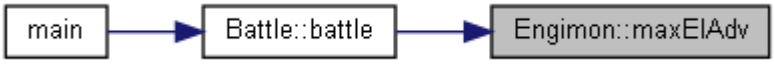


float Engimon::maxElAdv (const Engimon * *a*, const Engimon * *b*) `[static]`

Here is the call graph for this function:

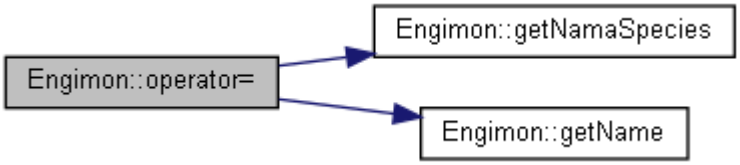


Here is the caller graph for this function:



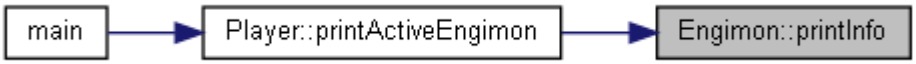
Engimon & Engimon::operator= (const Engimon & *other*)

Here is the call graph for this function:



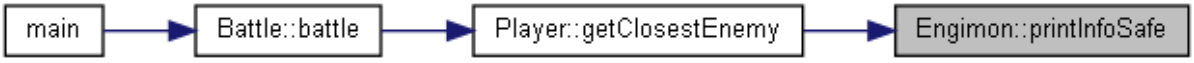
void Engimon::printInfo ()

Here is the caller graph for this function:



void Engimon::printInfoSafe ()

Here is the caller graph for this function:



void Engimon::printInfoSkill ()

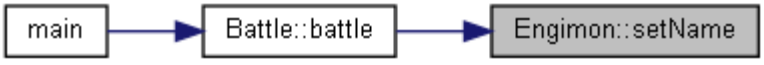
int* Engimon::quickSort (int * , int)

void Engimon::setLevel (int *level*)

Here is the caller graph for this function:

void Engimon::setName (string *name*)

Here is the caller graph for this function:



float Engimon::sumSkillPower () `[virtual]`

Here is the caller graph for this function:

Friends And Related Function Documentation

ostream& operator<< (ostream & *os*, const Engimon & *e*) [friend]

Member Data Documentation

int Engimon::baseLevel [protected]

int Engimon::monCtvExp [protected]

Element* Engimon::monElements [protected]

int Engimon::monExp [protected]

int Engimon::monLevel [protected]

string Engimon::monName [protected]

Engimon* Engimon::monParents [protected]

Skill* Engimon::monSkills [protected]

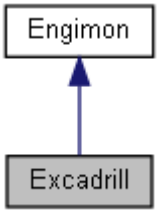
string Engimon::namaSpecies [protected]

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

- Juan/Tubes-OOP-1/src/Species/**Engimon.hpp**
- Juan/Tubes-OOP-1/src/Species/**Engimon.cpp**

Excadrill Class Reference

`#include <Excadrill.hpp>`
Inheritance diagram for Excadrill:



Public Member Functions

- **Excadrill** ()
- **Excadrill** (string)
- **~Excadrill** ()

Protected Member Functions

- void **InitComp** ()

Additional Inherited Members

Constructor & Destructor Documentation

Excadrill::Excadrill ()

Here is the call graph for this function:

Excadrill::Excadrill (string *name*)

Here is the call graph for this function:

Excadrill::~Excadrill ()

Member Function Documentation

void Excadrill::InitComp () `[protected]`

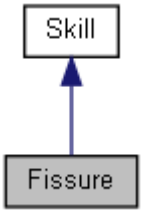
Here is the caller graph for this function:

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

- Juan/Tubes-OOP-1/src/Species/**Excadrill.hpp**
- Juan/Tubes-OOP-1/src/Species/**Excadrill.cpp**

Fissure Class Reference

`#include <Fissure.hpp>`
Inheritance diagram for Fissure:



Public Member Functions

- **Fissure** ()
- **Fissure** (string, int)

Additional Inherited Members

Constructor & Destructor Documentation

Fissure::Fissure ()

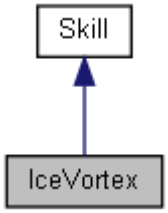
Fissure::Fissure (string *species*, int *masteryLevel*)

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

- Juan/Tubes-OOP-1/src/Skill/**Fissure.hpp**
- Juan/Tubes-OOP-1/src/Skill/**Fissure.cpp**

IceVortex Class Reference

`#include <IceVortex.hpp>`
Inheritance diagram for IceVortex:



Public Member Functions

- **IceVortex** ()
- **IceVortex** (string, int)

Additional Inherited Members

Constructor & Destructor Documentation

IceVortex::IceVortex ()

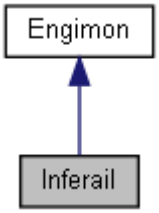
IceVortex::IceVortex (string *species*, int *masteryLevel*)

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

- Juan/Tubes-OOP-1/src/Skill/**IceVortex.hpp**
- Juan/Tubes-OOP-1/src/Skill/**IceVortex.cpp**

Inferail Class Reference

`#include <Inferail.hpp>`
Inheritance diagram for Inferail:



Public Member Functions

- **Inferail** ()
- **Inferail** (string)
- **~Inferail** ()

Protected Member Functions

- void **InitComp** ()

Additional Inherited Members

Constructor & Destructor Documentation

Inferail::Inferail ()

Here is the call graph for this function:

Inferail::Inferail (string *name*)

Here is the call graph for this function:

Inferail::~Inferail ()

Member Function Documentation

void Inferail::InitComp () `[protected]`

Here is the caller graph for this function:

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

- Juan/Tubes-OOP-1/src/Species/**Inferail.hpp**
- Juan/Tubes-OOP-1/src/Species/**Inferail.cpp**

Inventory< T1, T2 > Class Template Reference

`#include <Inventory.hpp>`

Public Member Functions

- **Inventory** ()
- **~Inventory** ()
- bool **addEngimon** (const **Engimon** &)
- void **removeEngimon** (int)
- void **addSkill** (**Skill** &)
- void **removeSkill** (int)
- void **printItem** ()
- void **printAllEngimonInfo** ()
- void **printAllSkillInfo** ()
- bool **isSkillExist** (**Skill** &) const
- bool **isEmpty** ()
- bool **isEngimonBagEmpty** ()
- int **EngimonBagSize** ()
- bool **isBagSkillsEmpty** ()
- **Bag**< **Engimon** > * **listEngimon** ()
- **Bag**< **Skill** > * **listSkill** ()
- int **engimonCount** () const
- int **skillCount** () const
- bool **isFull** ()
- void **purgeDict** ()

Constructor & Destructor Documentation

template<class T1 , class T2 > Inventory< T1, T2 >::Inventory

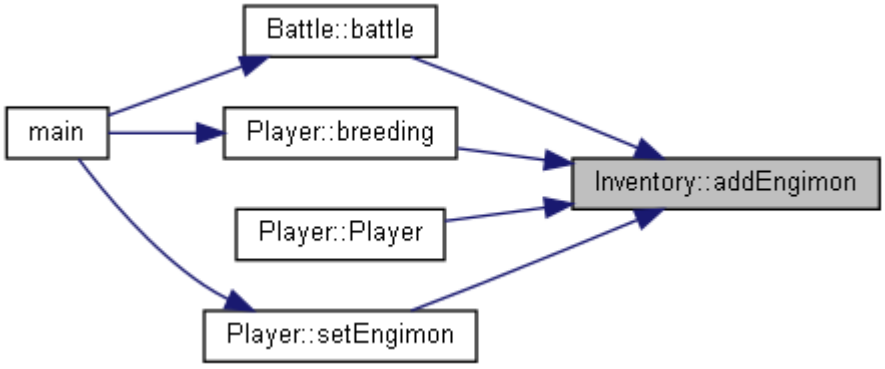
template<class T1 , class T2 > Inventory< T1, T2 >::~Inventory

---

Member Function Documentation

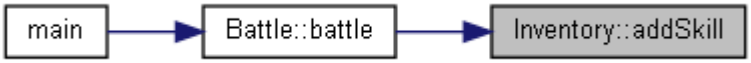
template<class T1 , class T2 > bool Inventory< T1, T2 >::addEngimon (const Engimon & *e*)

Here is the caller graph for this function:



template<class T1 , class T2 > void Inventory< T1, T2 >::addSkill (Skill & s)

Here is the caller graph for this function:

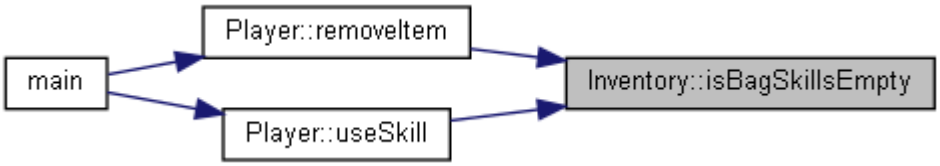


template<class T1 , class T2 > int Inventory< T1, T2 >::EngimonBagSize

template<class T1 , class T2 > int Inventory< T1, T2 >::engimonCount

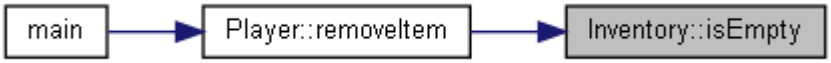
template<class T1 , class T2 > bool Inventory< T1, T2 >::isBagSkillsEmpty

Here is the caller graph for this function:



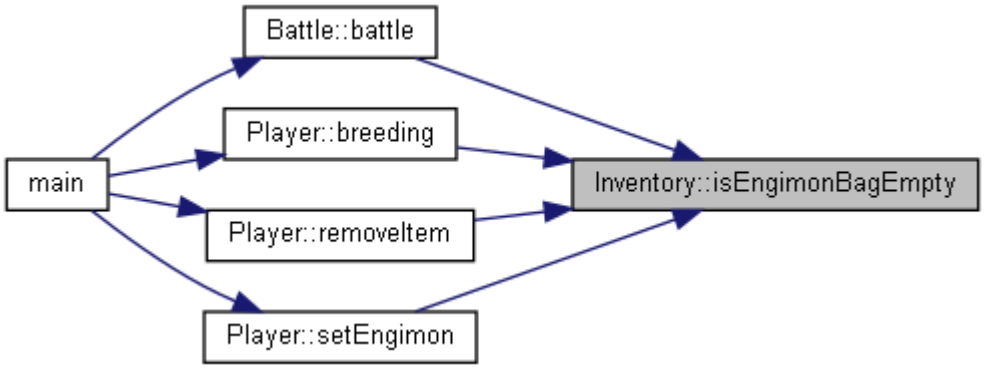
template<class T1 , class T2 > bool Inventory< T1, T2 >::isEmpty

Here is the caller graph for this function:



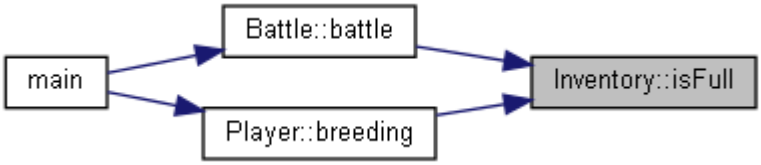
template<class T1 , class T2 > bool Inventory< T1, T2 >::isEngimonBagEmpty

Here is the caller graph for this function:



template<class T1 , class T2 > bool Inventory< T1, T2 >::isFull

Here is the caller graph for this function:

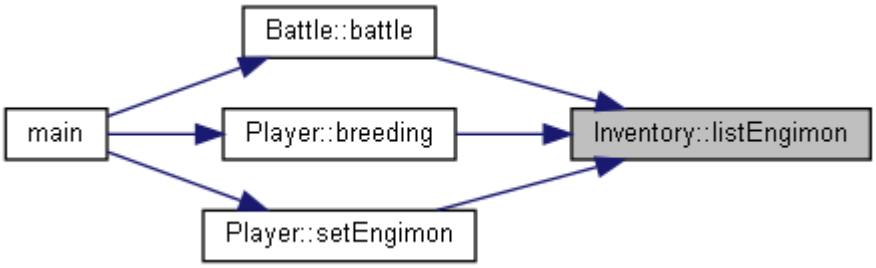


template<class T1 , class T2 > bool Inventory< T1, T2 >::isSkillExist (Skill & s) const

template<class T1 , class T2 > Bag< Engimon > * Inventory< T1, T2 >::listEngimon

Here is the call graph for this function:

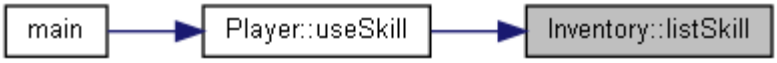
Here is the caller graph for this function:



template<class T1 , class T2 > Bag< Skill > * Inventory< T1, T2 >::listSkill

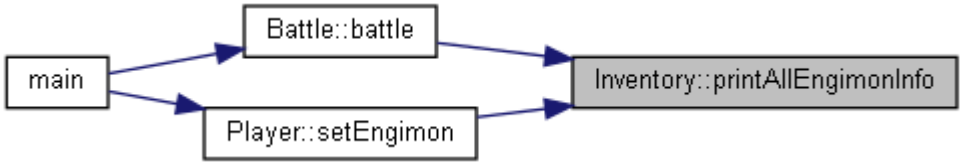
Here is the call graph for this function:

Here is the caller graph for this function:



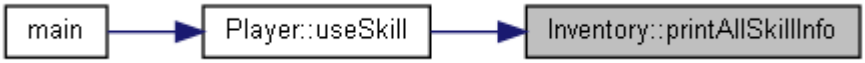
template<class T1 , class T2 > void Inventory< T1, T2 >::printAllEngimonInfo

Here is the caller graph for this function:



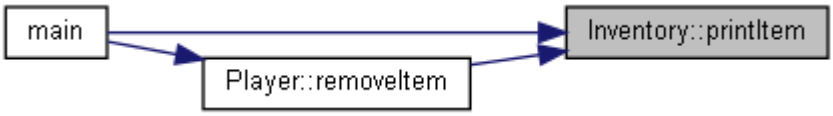
template<class T1 , class T2 > void Inventory< T1, T2 >::printAllSkillInfo

Here is the caller graph for this function:



template<class T1 , class T2 > void Inventory< T1, T2 >::printItem

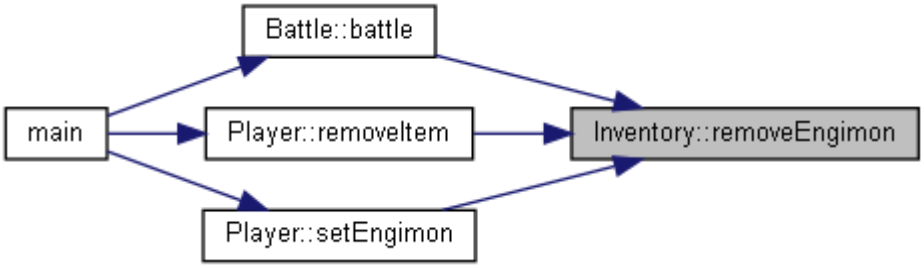
Here is the caller graph for this function:



template<class T1 , class T2 > void Inventory< T1, T2 >::purgeDict ()

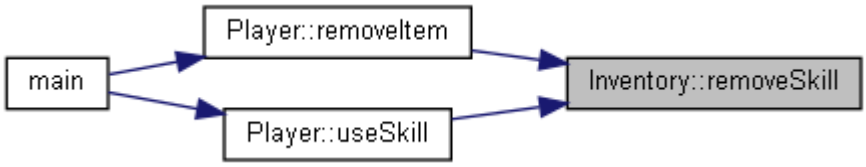
template<class T1 , class T2 > void Inventory< T1, T2 >::removeEngimon (int *x*)

Here is the caller graph for this function:



template<class T1 , class T2 > void Inventory< T1, T2 >::removeSkill (int *x*)

Here is the caller graph for this function:



template<class T1 , class T2 > int Inventory< T1, T2 >::skillCount

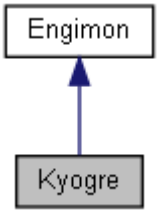
---

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

- Juan/Tubes-OOP-1/src/**Inventory.hpp**
- Juan/Tubes-OOP-1/src/**Inventory.cpp**

Kyogre Class Reference

`#include <Kyogre.hpp>`
Inheritance diagram for Kyogre:



Public Member Functions

- **Kyogre** ()
- **Kyogre** (string)
- **~Kyogre** ()

Protected Member Functions

- void **InitComp** ()

Additional Inherited Members

Constructor & Destructor Documentation

Kyogre::Kyogre ()

Here is the call graph for this function:

Kyogre::Kyogre (string *name*)

Here is the call graph for this function:

Kyogre::~Kyogre ()

Member Function Documentation

void Kyogre::InitComp () `[protected]`

Here is the call graph for this function:

Here is the caller graph for this function:

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

- Juan/Tubes-OOP-1/src/Species/**Kyogre.hpp**
- Juan/Tubes-OOP-1/src/Species/**Kyogre.cpp**

ListEnemy Class Reference

`#include <ListEnemy.hpp>`

Public Member Functions

- **ListEnemy** (**Map** &**map**, **Player** *player)
- **ListEnemy** (**Map** &**map**, **Player** *player, int size)
- bool **deleteEnemy** (int)
- void **moveAllRandom** ()
- void **respawnEnemy** ()
- **~ListEnemy** ()

Public Attributes

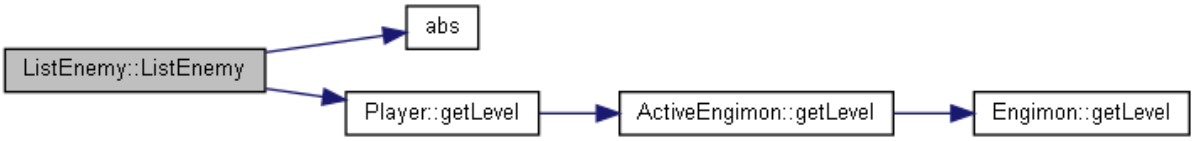
- **Enemy** ** **listEnemy**
- int **jmlhMusuh**
- **Player** * **currentplayer**
- **Map** * **map**

Constructor & Destructor Documentation

ListEnemy::ListEnemy (Map & *map*, Player * *player*)

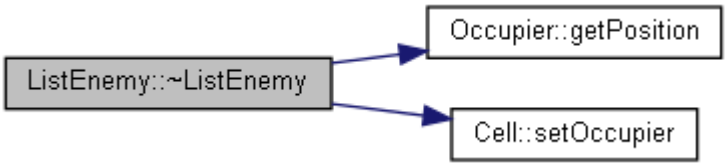
ListEnemy::ListEnemy (Map & *map*, Player * *player*, int *size*)

Here is the call graph for this function:



ListEnemy::~ListEnemy ()

Here is the call graph for this function:



Member Function Documentation

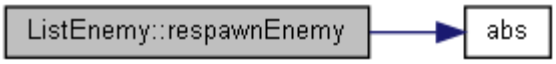
bool ListEnemy::deleteEnemy (int *no*)

void ListEnemy::moveAllRandom ()

Here is the caller graph for this function:

void ListEnemy::respawnEnemy ()

Here is the call graph for this function:



Member Data Documentation

Player* ListEnemy::currentplayer

int ListEnemy::jmlhMusuh

Enemy ListEnemy::listEnemy**

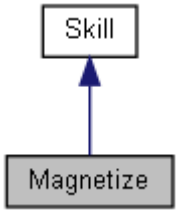
Map* ListEnemy::map

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

- Juan/Tubes-OOP-1/src/**ListEnemy.hpp**
- Juan/Tubes-OOP-1/src/**ListEnemy.cpp**

Magnetize Class Reference

`#include <Magnetize.hpp>`
Inheritance diagram for Magnetize:



Public Member Functions

- **Magnetize** ()
- **Magnetize** (string, int)

Additional Inherited Members

Constructor & Destructor Documentation

Magnetize::Magnetize ()

Magnetize::Magnetize (string *species*, int *masteryLevel*)

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

- Juan/Tubes-OOP-1/src/Skill/**Magnetize.hpp**
- Juan/Tubes-OOP-1/src/Skill/**Magnetize.cpp**

Map Class Reference

`#include <Map.hpp>`

Public Member Functions

- **Map** (int x, int y)
- **Map** (const char *namafile)
- **~Map** ()
- void **createGrassland** ()
- void **createSea** ()
- void **setGrassland** (int x_kiri, int x_kanan, int y_kiri, int y_kanan)
- void **setSea** (int x_kiri, int x_kanan, int y_kiri, int y_kanan)
- void **printMap** (int currentlevel)

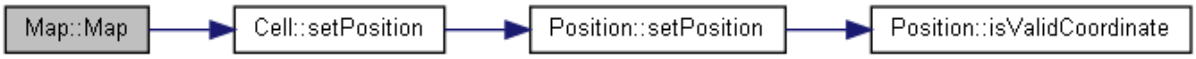
Public Attributes

- int **MAX_X**
- int **MAX_Y**
- **Cell** * **cells**

Constructor & Destructor Documentation

Map::Map (int *x*, int *y*)

Here is the call graph for this function:



Map::Map (const char * *namafile*)

Here is the call graph for this function:

Map::~Map ()

Member Function Documentation

void Map::createGrassland ()

Here is the call graph for this function:

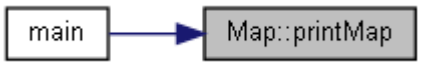
void Map::createSea ()

Here is the call graph for this function:

void Map::printMap (int *currentlevel*)

Here is the call graph for this function:

Here is the caller graph for this function:



void Map::setGrassland (int *x_kiri*, int *x_kanan*, int *y_kiri*, int *y_kanan*)

Here is the call graph for this function:

void Map::setSea (int *x_kiri*, int *x_kanan*, int *y_kiri*, int *y_kanan*)

Here is the call graph for this function:

Member Data Documentation

Cell* Map::cells

int Map::MAX_X

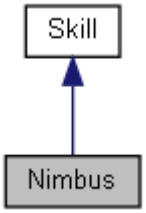
int Map::MAX_Y

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

- Juan/Tubes-OOP-1/src/Map/**Map.hpp**
- Juan/Tubes-OOP-1/src/Map/**Map.cpp**

Nimbus Class Reference

`#include <Nimbus.hpp>`
Inheritance diagram for Nimbus:



Public Member Functions

- **Nimbus** ()
- **Nimbus** (string, int)

Additional Inherited Members

Constructor & Destructor Documentation

Nimbus::Nimbus ()

Nimbus::Nimbus (string *species*, int *masteryLevel*)

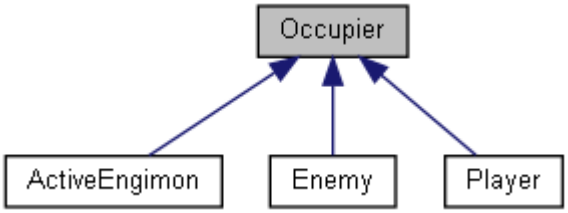
The documentation for this class was generated from the following files:

- Juan/Tubes-OOP-1/src/Skill/**Nimbus.hpp**
- Juan/Tubes-OOP-1/src/Skill/**Nimbus.cpp**

Occupier Class Reference

`#include <Occupier.hpp>`

Inheritance diagram for Occupier:



Public Member Functions

- **Occupier** (**Map** &**m**)
- **Occupier** (**Map** &**m**, int, int, **Occupier_Type**)
- virtual **~Occupier** ()
- **Position getPosition** ()
- virtual **ElementType getElement1** ()=0
- virtual **ElementType getElement2** ()=0
- virtual int **getLevel** ()=0
- virtual **Engimon** * **getEngimon** ()=0
- virtual bool **setPositionOcc** (int, int)
- virtual bool **move** (std::string c)
- void **printPosition** ()

Public Attributes

- **Occupier_Type ocpType**

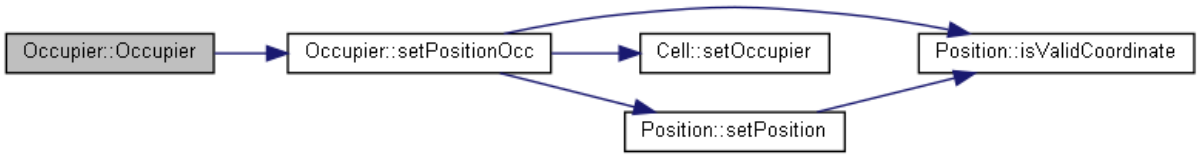
Protected Attributes

- **Position** * **position**
- **Map** * **m**

Constructor & Destructor Documentation

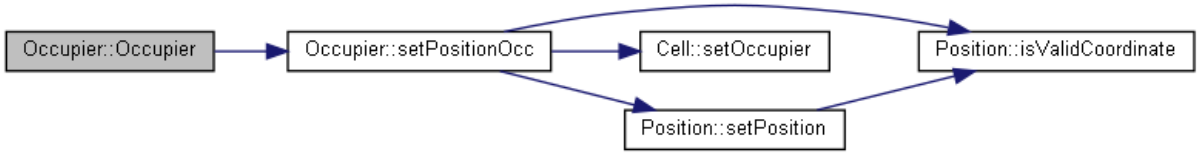
Occupier::Occupier (Map & *m*)

Here is the call graph for this function:



Occupier::Occupier (Map & *m*, int *x*, int *y*, Occupier_Type *octype*)

Here is the call graph for this function:



Occupier::~Occupier () [virtual]

Here is the call graph for this function:

Member Function Documentation

virtual ElementType Occupier::getElement1 () [pure virtual]

Implemented in **Player** (*p.53*), **Enemy** (*p.22*), and **ActiveEngimon** (*p.6*).

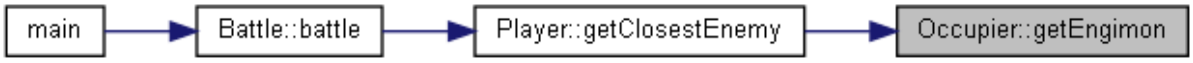
virtual ElementType Occupier::getElement2 () [pure virtual]

Implemented in **Player** (*p.53*), **Enemy** (*p.23*), and **ActiveEngimon** (*p.6*).

virtual Engimon* Occupier::getEngimon () [pure virtual]

Implemented in **Player** (*p.53*), **Enemy** (*p.23*), and **ActiveEngimon** (*p.7*).

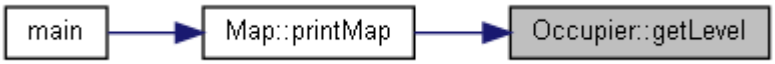
Here is the caller graph for this function:



virtual int Occupier::getLevel () [pure virtual]

Implemented in **Player** (*p.53*), **Enemy** (*p.23*), and **ActiveEngimon** (*p.7*).

Here is the caller graph for this function:

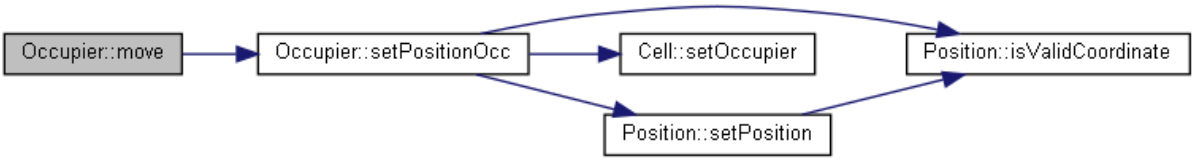


Position Occupier::getPosition ()

Here is the caller graph for this function:

bool Occupier::move (std::string *c*) [virtual]

Here is the call graph for this function:



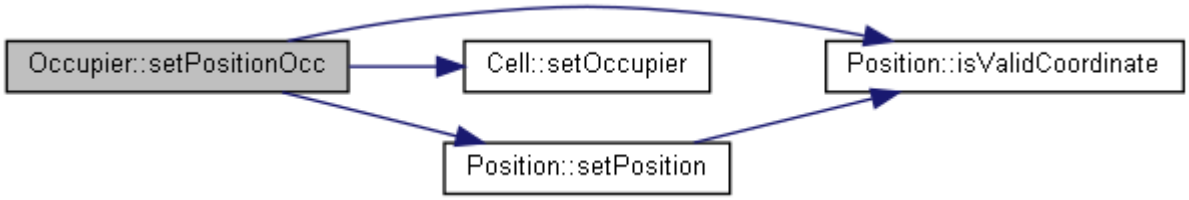
Here is the caller graph for this function:

void Occupier::printPosition ()

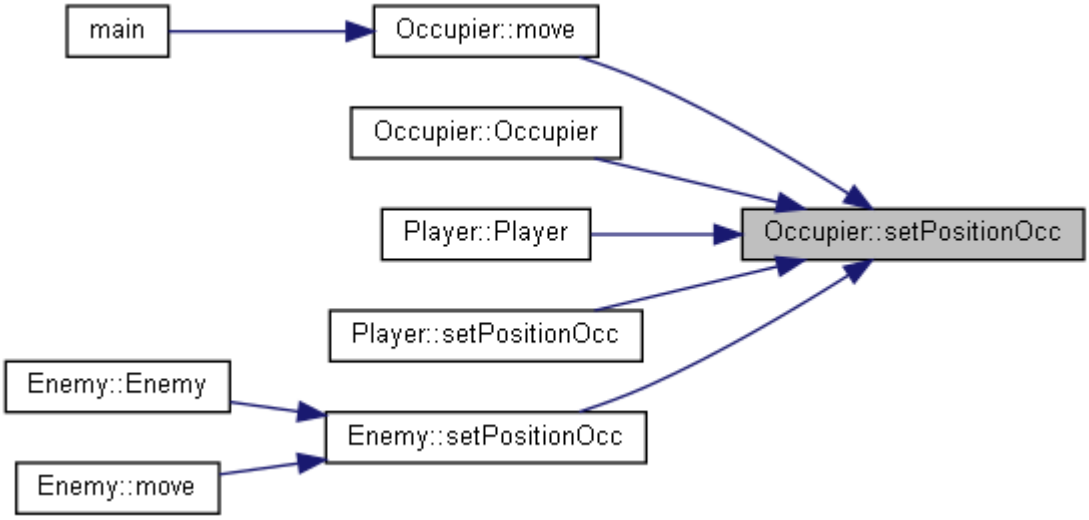
bool Occupier::setPositionOcc (int *x*, int *y*) [virtual]

Reimplemented in **Enemy** (*p.23*), and **Player** (*p.55*).

Here is the call graph for this function:



Here is the caller graph for this function:



Member Data Documentation

Map* Occupier::m `[protected]`

Occupier_Type Occupier::ocpType

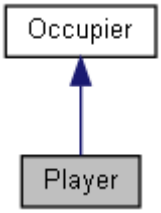
Position* Occupier::position `[protected]`

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

- Juan/Tubes-OOP-1/src/Map/**Occupier.hpp**
- Juan/Tubes-OOP-1/src/Map/**Occupier.cpp**

Player Class Reference

`#include <Player.hpp>`
Inheritance diagram for Player:



Public Member Functions

- **Player** (**Map** &)
- **Player** (**Map** &, int x, int y)
- **~Player** ()
- int **getLevel** ()
- bool **setPositionOcc** (int x, int y)
- void **printActiveEngimon** ()
- void **setActiveEngimon** (**Engimon** *)
- void **breeding** ()
- void **removeItem** ()
- void **interact** ()
- void **useSkill** ()
- bool **setEngimon** ()
- **Engimon** * **getEngimon** ()
- **Engimon** * **getClosestEnemy** ()
- **ElementType getElement1** ()
- **ElementType getElement2** ()

Static Public Member Functions

- static int **validasiInput** (std::string pesan, int batasBawah, int batasAtas, int angkalain)

Public Attributes

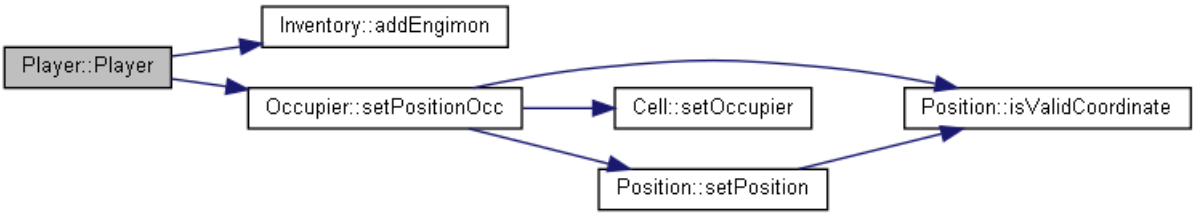
- **Inventory**< **Skill**, **Engimon** > * **inventory**

Additional Inherited Members

Constructor & Destructor Documentation

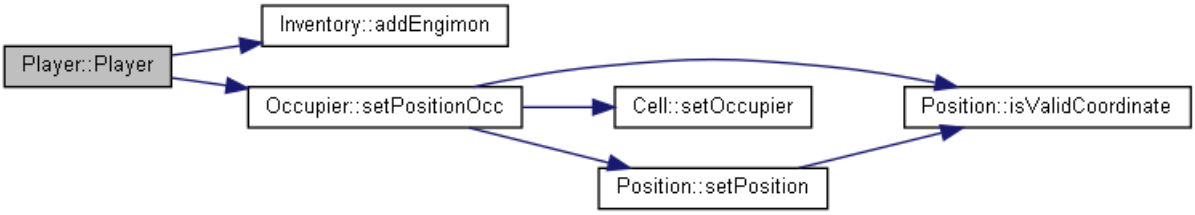
Player::Player (Map & *m*)

Here is the call graph for this function:



Player::Player (Map & *m*, int *x*, int *y*)

Here is the call graph for this function:

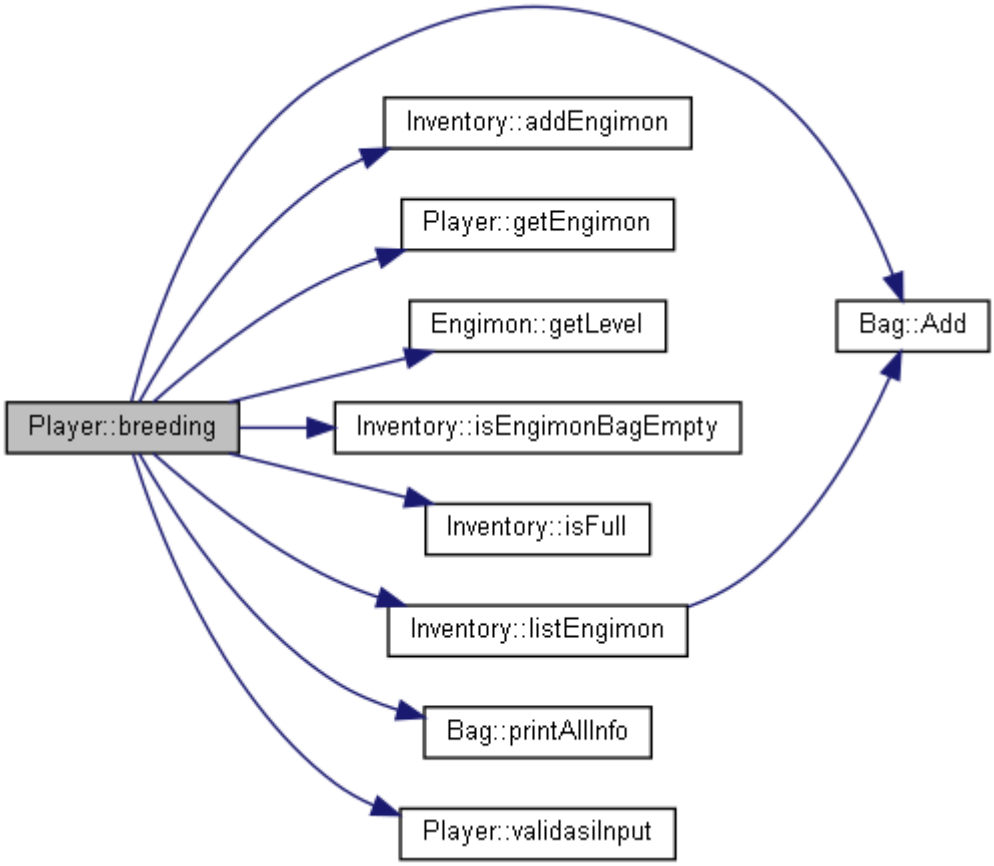


Player::~Player ()

Member Function Documentation

void Player::breeding ()

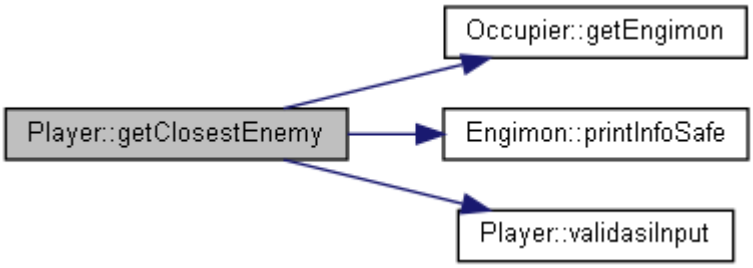
Here is the call graph for this function:



Here is the caller graph for this function:

Engimon * Player::getClosestEnemy ()

Here is the call graph for this function:

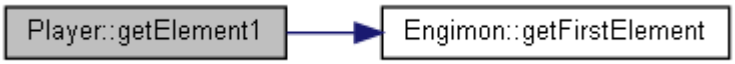


Here is the caller graph for this function:

ElementType Player::getElement1 () `[virtual]`

Implements **Occupier** (*p.49*).

Here is the call graph for this function:



ElementType Player::getElement2 () `[virtual]`

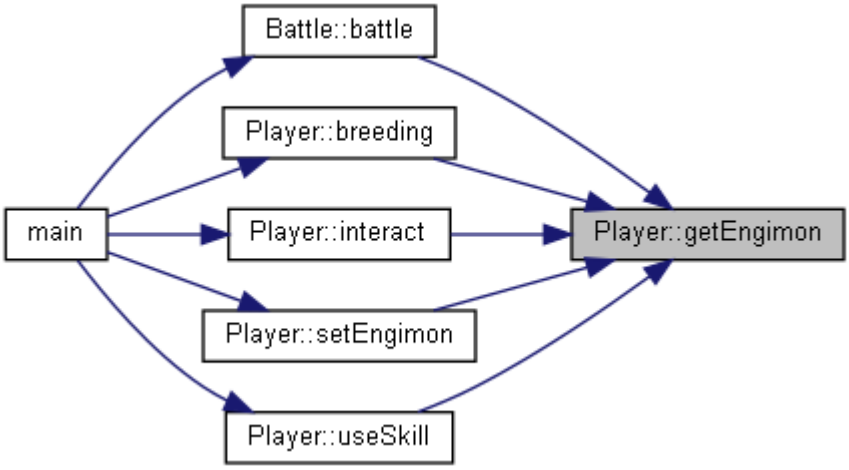
Implements **Occupier** (*p.49*).

Here is the call graph for this function:

Engimon * Player::getEngimon () `[virtual]`

Implements **Occupier** (*p.49*).

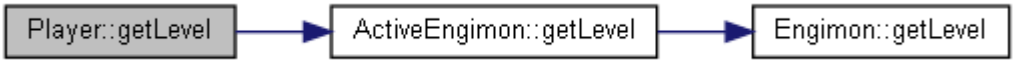
Here is the caller graph for this function:



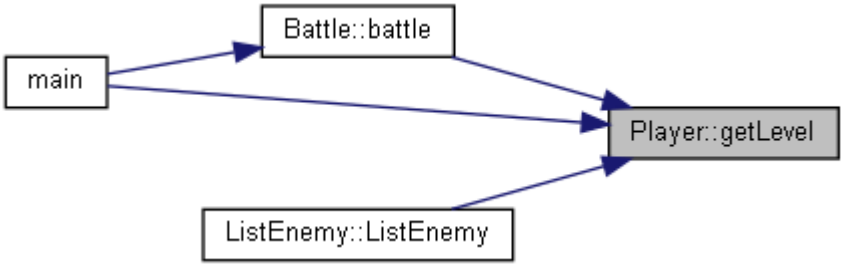
int Player::getLevel () `[virtual]`

Implements **Occupier** (*p.49*).

Here is the call graph for this function:

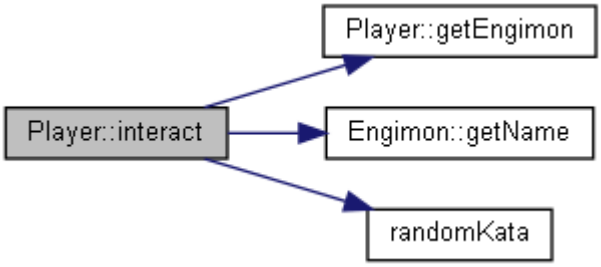


Here is the caller graph for this function:



void Player::interact ()

Here is the call graph for this function:



Here is the caller graph for this function:

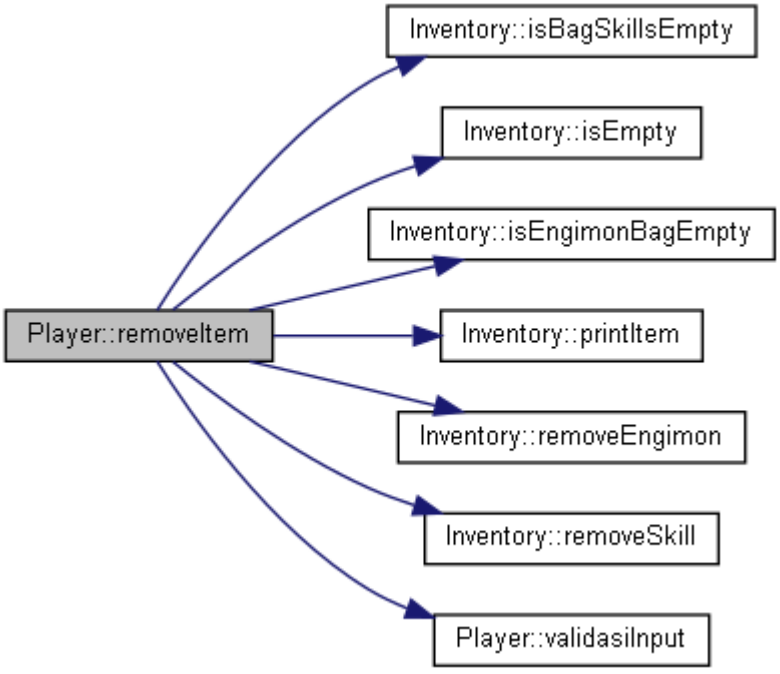
void Player::printActiveEngimon ()

Here is the call graph for this function:

Here is the caller graph for this function:

void Player::removeItem ()

Here is the call graph for this function:

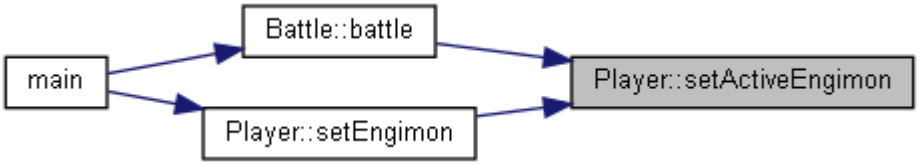


Here is the caller graph for this function:

void Player::setActiveEngimon (Engimon * *m*)

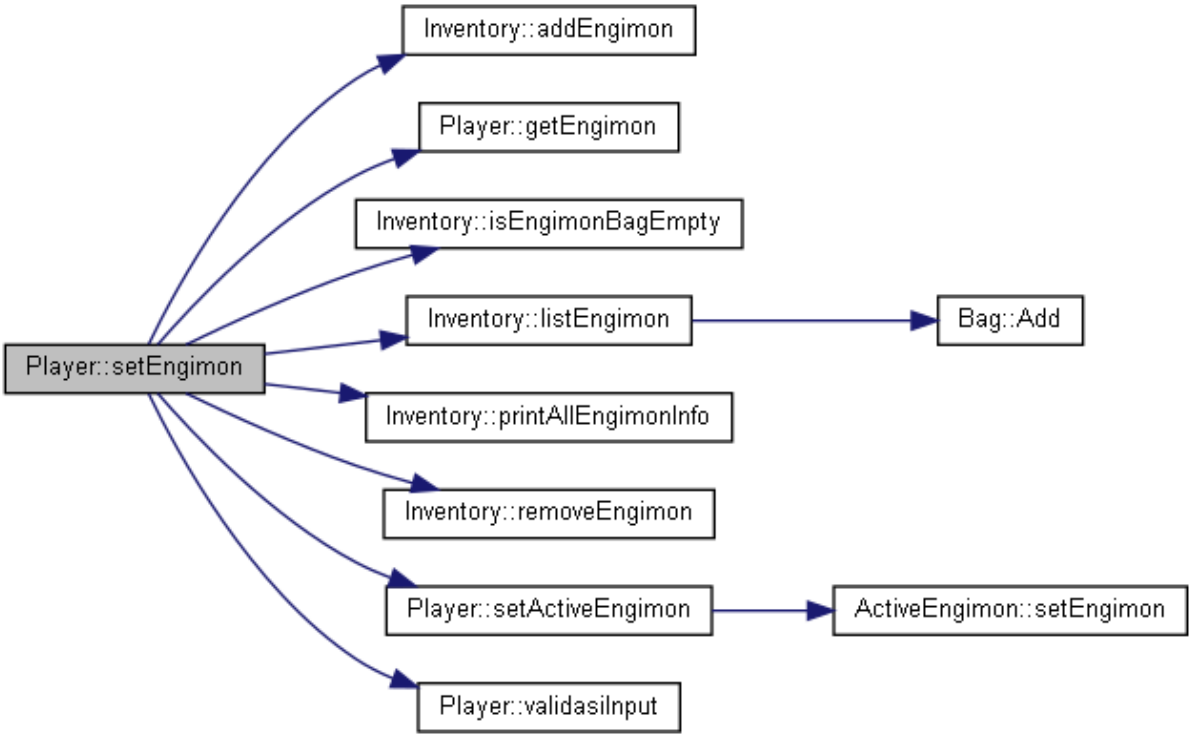
Here is the call graph for this function:

Here is the caller graph for this function:



bool Player::setEngimon ()

Here is the call graph for this function:

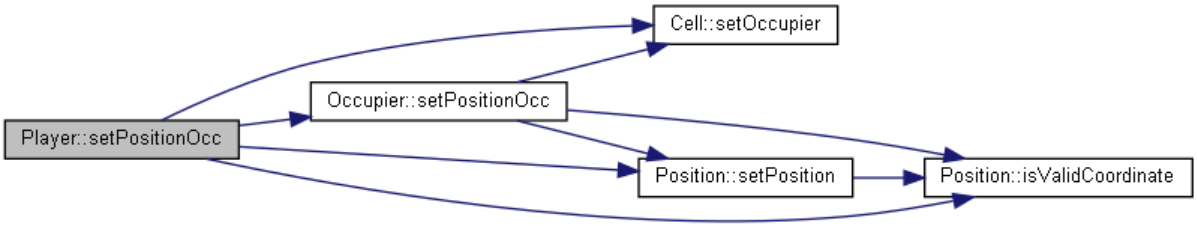


Here is the caller graph for this function:

bool Player::setPositionOcc (int *x*, int *y*) `[virtual]`

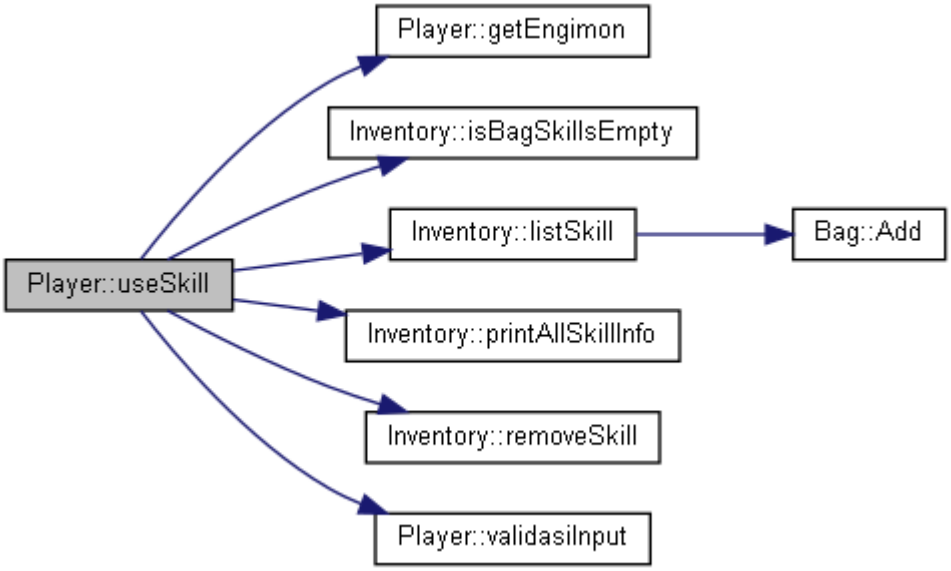
Reimplemented from **Occupier** (*p.49*).

Here is the call graph for this function:



void Player::useSkill ()

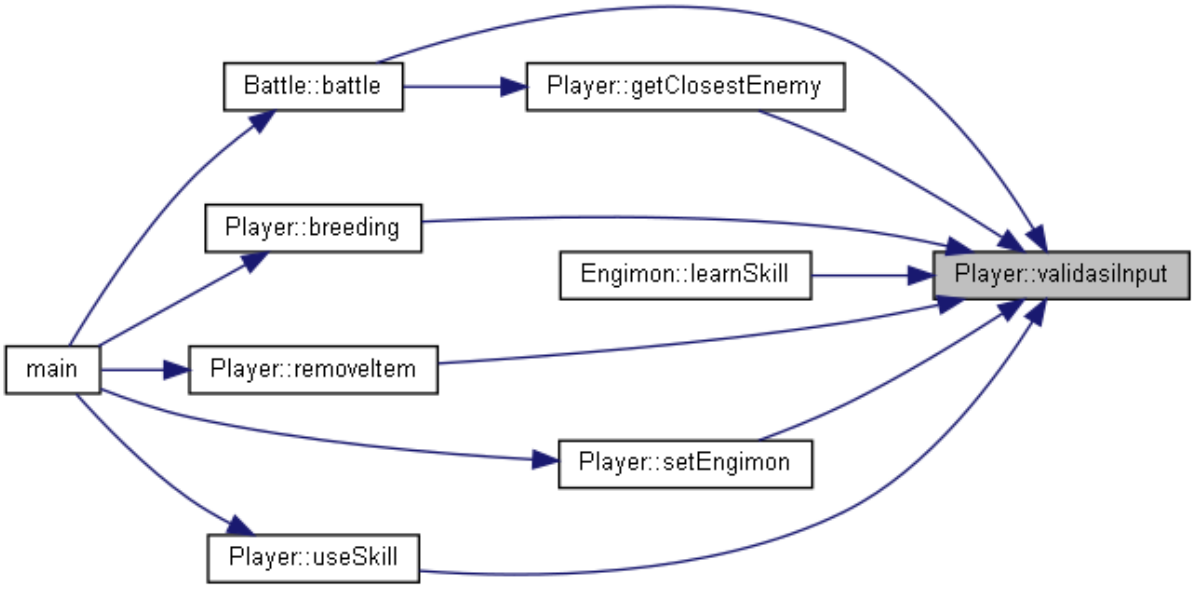
Here is the call graph for this function:



Here is the caller graph for this function:

int Player::validasiInput (std::string *pesan*, int *batasBawah*, int *batasAtas*, int *angkalain*) `[static]`

Here is the caller graph for this function:



Member Data Documentation

Inventory<Skill, Engimon>* Player::inventory

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

- Juan/Tubes-OOP-1/src/**Player.hpp**
- Juan/Tubes-OOP-1/src/**Player.cpp**

Position Class Reference

`#include <Position.hpp>`

Public Member Functions

- **Position** ()
- **Position** (int, int)
- bool **setPosition** (int, int)

Static Public Member Functions

- static bool **isValidCoordinate** (int, int)

Public Attributes

- int **x**
- int **y**

Static Public Attributes

- static int **MAX_X** = 30
- static int **MAX_Y** = 20

Constructor & Destructor Documentation

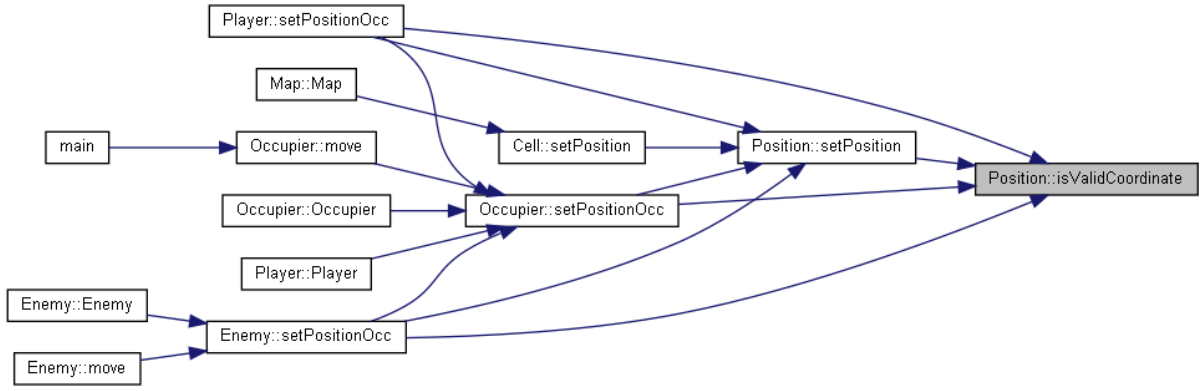
Position::Position ()

Position::Position (int _x, int _y)

Member Function Documentation

bool Position::isValidCoordinate (int x, int y) `[static]`

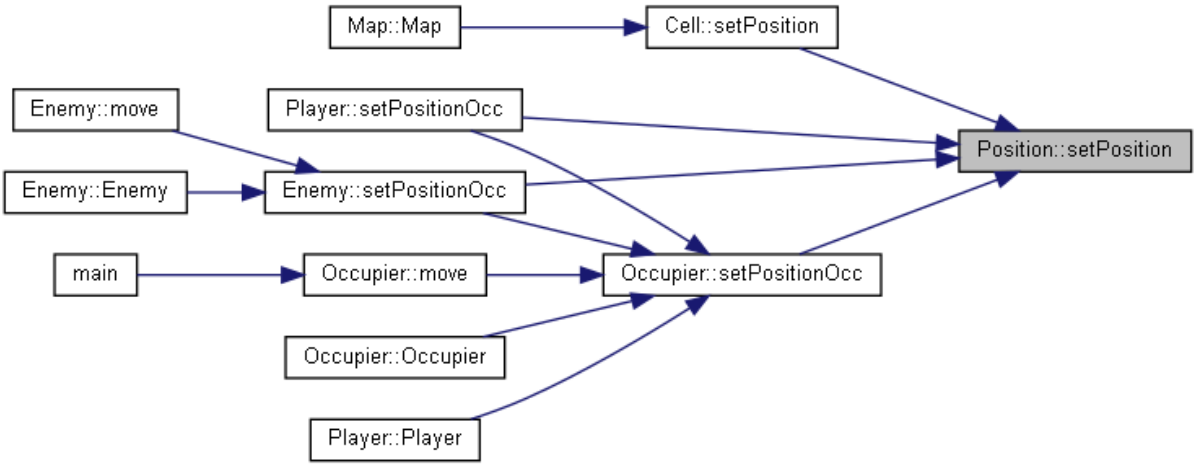
Here is the caller graph for this function:



bool Position::setPosition (int _x, int _y)

Here is the call graph for this function:

Here is the caller graph for this function:



Member Data Documentation

int Position::MAX_X = 30 `[static]`

int Position::MAX_Y = 20 `[static]`

int Position::x

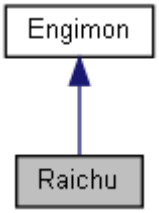
int Position::y

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

- Juan/Tubes-OOP-1/src/Map/**Position.hpp**
- Juan/Tubes-OOP-1/src/Map/**Position.cpp**

Raichu Class Reference

`#include <Raichu.hpp>`
Inheritance diagram for Raichu:



Public Member Functions

- **Raichu** ()
- **Raichu** (string)
- **~Raichu** ()

Protected Member Functions

- void **InitComp** ()

Additional Inherited Members

Constructor & Destructor Documentation

Raichu::Raichu ()

Here is the call graph for this function:

Raichu::Raichu (string *name*)

Here is the call graph for this function:

Raichu::~Raichu ()

Member Function Documentation

void Raichu::InitComp () `[protected]`

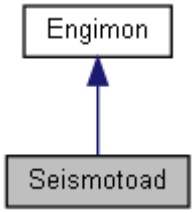
Here is the caller graph for this function:

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

- Juan/Tubes-OOP-1/src/Species/**Raichu.hpp**
- Juan/Tubes-OOP-1/src/Species/**Raichu.cpp**

Seismotoad Class Reference

`#include <Seismotoad.hpp>`
Inheritance diagram for Seismotoad:



Public Member Functions

- **Seismotoad** ()
- **Seismotoad** (string)
- **~Seismotoad** ()

Protected Member Functions

- void **InitComp** ()

Additional Inherited Members

Constructor & Destructor Documentation

Seismotoad::Seismotoad ()

Here is the call graph for this function:

Seismotoad::Seismotoad (string *name*)

Here is the call graph for this function:

Seismotoad::~Seismotoad ()

Member Function Documentation

void Seismotoad::InitComp () `[protected]`

Here is the call graph for this function:

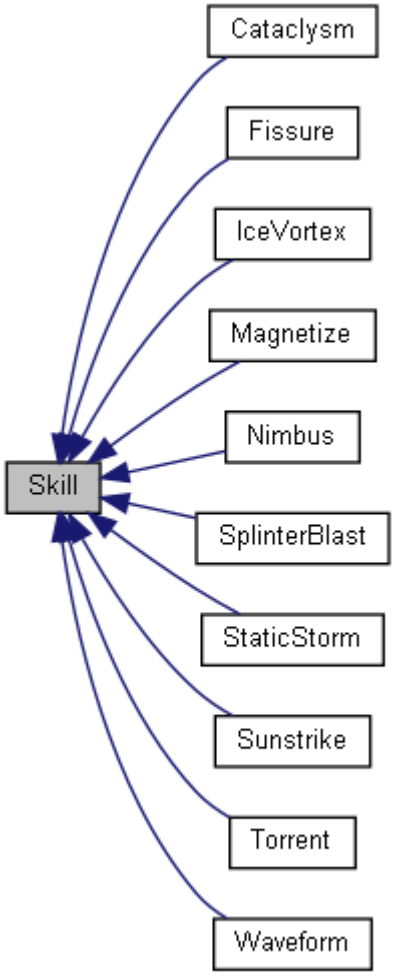
Here is the caller graph for this function:

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

- Juan/Tubes-OOP-1/src/Species/**Seismotoad.hpp**
- Juan/Tubes-OOP-1/src/Species/**Seismotoad.cpp**

Skill Class Reference

`#include <Skill.hpp>`
Inheritance diagram for Skill:



Public Member Functions

- **Skill** ()
- **Skill** (string, string, int, int)
- **Skill** (const **Skill** &)
- string **getSkillName** () const
- int **getBasePower** () const
- void **printInfo** ()
- void **printInfoAll** ()

Public Attributes

- int **masteryLevel**
- string **skillName**
- string **skillType**

Protected Attributes

- int **basePower**

Friends

- ostream & **operator**<< (ostream &os, const **Skill** &s)
- bool **operator**== (const **Skill** &c1, const **Skill** &c2)
- bool **operator!**= (const **Skill** &c1, const **Skill** &c2)
- bool **operator**> (const **Skill** &c1, const **Skill** &c2)
- bool **operator**< (const **Skill** &c1, const **Skill** &c2)
- bool **operator**>= (const **Skill** &c1, const **Skill** &c2)
- bool **operator!**= (const **Skill** &c1, const **Skill** &c2)

Constructor & Destructor Documentation

Skill::Skill ()

Skill::Skill (string *skillName*, string *skillType*, int *basePower*, int *masteryLevel*)

Skill::Skill (const Skill & *s*)

Member Function Documentation

int Skill::getBasePower () const

string Skill::getSkillName () const

Here is the caller graph for this function:

void Skill::printInfo ()

void Skill::printInfoAll ()

Friends And Related Function Documentation

bool operator!= (const Skill & *c1*, const Skill & *c2*)`[friend]`

bool operator!= (const Skill & *c1*, const Skill & *c2*)`[friend]`

bool operator< (const Skill & *c1*, const Skill & *c2*)`[friend]`

ostream& operator<< (ostream & *os*, const Skill & *s*)`[friend]`

bool operator== (const Skill & *c1*, const Skill & *c2*)`[friend]`

bool operator> (const Skill & *c1*, const Skill & *c2*)`[friend]`

bool operator>= (const Skill & *c1*, const Skill & *c2*)`[friend]`

Member Data Documentation

int Skill::basePower `[protected]`

int Skill::masteryLevel

string Skill::skillName

string Skill::skillType

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

- Juan/Tubes-OOP-1/src/Skill/**Skill.hpp**
- Juan/Tubes-OOP-1/src/Skill/**Skill.cpp**

SkillHashFunction Class Reference

`#include <Skill.hpp>`

Public Member Functions

- size_t **operator()** (const **Skill** &s) const

Member Function Documentation

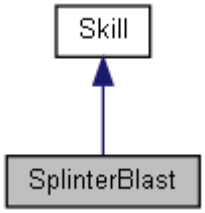
size_t SkillHashFunction::operator() (const Skill & s) const [inline]

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

- Juan/Tubes-OOP-1/src/Skill/**Skill.hpp**

SplinterBlast Class Reference

`#include <SplinterBlast.hpp>`
Inheritance diagram for SplinterBlast:



Public Member Functions

- **SplinterBlast** ()
- **SplinterBlast** (string, int)

Additional Inherited Members

Constructor & Destructor Documentation

SplinterBlast::SplinterBlast ()

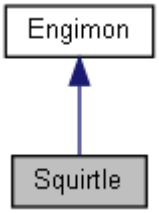
SplinterBlast::SplinterBlast (string *species*, int *masteryLevel*)

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

- Juan/Tubes-OOP-1/src/Skill/**SplinterBlast.hpp**
- Juan/Tubes-OOP-1/src/Skill/**SplinterBlast.cpp**

Squirtle Class Reference

`#include <Squirtle.hpp>`
Inheritance diagram for Squirtle:



Public Member Functions

- **Squirtle** ()
- **Squirtle** (string)
- **~Squirtle** ()

Protected Member Functions

- void **InitComp** ()

Additional Inherited Members

Constructor & Destructor Documentation

Squirtle::Squirtle ()

Here is the call graph for this function:

Squirtle::Squirtle (string *name*)

Here is the call graph for this function:

Squirtle::~Squirtle ()

Member Function Documentation

void Squirtle::InitComp () `[protected]`

Here is the caller graph for this function:

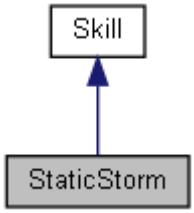
The documentation for this class was generated from the following files:

- Juan/Tubes-OOP-1/src/Species/**Squirtle.hpp**
- Juan/Tubes-OOP-1/src/Species/**Squirtle.cpp**

StaticStorm Class Reference

`#include <StaticStorm.hpp>`

Inheritance diagram for StaticStorm:



Public Member Functions

- **StaticStorm** ()
- **StaticStorm** (string, int)

Additional Inherited Members

Constructor & Destructor Documentation

StaticStorm::StaticStorm ()

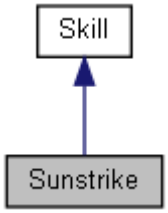
StaticStorm::StaticStorm (string *species*, int *masteryLevel*)

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

- Juan/Tubes-OOP-1/src/Skill/**StaticStorm.hpp**
- Juan/Tubes-OOP-1/src/Skill/**StaticStorm.cpp**

Sunstrike Class Reference

`#include <Sunstrike.hpp>`
Inheritance diagram for Sunstrike:



Public Member Functions

- **Sunstrike** ()
- **Sunstrike** (string, int)

Additional Inherited Members

Constructor & Destructor Documentation

Sunstrike::Sunstrike ()

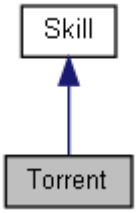
Sunstrike::Sunstrike (string *species*, int *masteryLevel*)

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

- Juan/Tubes-OOP-1/src/Skill/**Sunstrike.hpp**
- Juan/Tubes-OOP-1/src/Skill/**Sunstrike.cpp**

Torrent Class Reference

`#include <Torrent.hpp>`
Inheritance diagram for Torrent:



Public Member Functions

- **Torrent** ()
- **Torrent** (string, int)

Additional Inherited Members

Constructor & Destructor Documentation

Torrent::Torrent ()

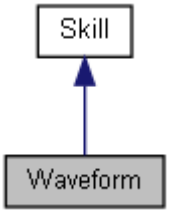
Torrent::Torrent (string *species*, int *masteryLevel*)

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

- Juan/Tubes-OOP-1/src/Skill/**Torrent.hpp**
- Juan/Tubes-OOP-1/src/Skill/**Torrent.cpp**

Waveform Class Reference

`#include <Waveform.hpp>`
Inheritance diagram for Waveform:



Public Member Functions

- **Waveform** ()
- **Waveform** (string, int)

Additional Inherited Members

Constructor & Destructor Documentation

Waveform::Waveform ()

Waveform::Waveform (string *species*, int *masteryLevel*)

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

- Juan/Tubes-OOP-1/src/Skill/**Waveform.hpp**
- Juan/Tubes-OOP-1/src/Skill/**Waveform.cpp**

File Documentation

Juan/Tubes-OOP-1/src/ActiveEngimon.cpp File Reference

```
#include "ActiveEngimon.hpp"
#include <stdlib.h>
```

Juan/Tubes-OOP-1/src/ActiveEngimon.hpp File Reference

```
#include "Species/Engimon.hpp"
#include "Species/Articuno.hpp"
#include "Species/Dragon.hpp"
#include "Species/Excadrill.hpp"
#include "Species/Raichu.hpp"
#include "Skill/Skill.hpp"
#include "Species/Squirtle.hpp"
#include "Map/Occupier.hpp"
```

Classes

- class **ActiveEngimon**

Juan/Tubes-OOP-1/src/Bag.cpp File Reference

```
#include "Bag.hpp"
```

Juan/Tubes-OOP-1/src/Bag.hpp File Reference

```
#include "Species/Engimon.hpp"
#include "Inventory.hpp"
```

Classes

- class **Bag< T >**

Juan/Tubes-OOP-1/src/Battle.cpp File Reference

```
#include "Battle.hpp"
#include <iostream>
#include <time.h>
```

Juan/Tubes-OOP-1/src/Battle.hpp File Reference

```
#include <iostream>
#include "Element.hpp"
#include "Inventory.hpp"
#include "Player.hpp"
#include "ListEnemy.hpp"
#include "Species/Articuno.hpp"
#include "Species/Dragon.hpp"
#include "Species/Engimon.hpp"
#include "Species/Excadrill.hpp"
#include "Species/Raichu.hpp"
#include "Skill/Skill.hpp"
#include "Species/Squirtle.hpp"
#include "Skill/Cataclysm.hpp"
#include "Skill/Fissure.hpp"
#include "Skill/IceVortex.hpp"
#include "Skill/Magnetize.hpp"
#include "Skill/Nimbus.hpp"
#include "Skill/SplinterBlast.hpp"
#include "Skill/StaticStorm.hpp"
#include "Skill/Sunstrike.hpp"
#include "Skill/Torrent.hpp"
#include "Skill/Waveform.hpp"
```

Classes

- class **Battle**

Juan/Tubes-OOP-1/src/Element.cpp File Reference

```
#include "Element.hpp"
#include <iterator>
#include <map>
#include <utility>
#include <iostream>
```

Juan/Tubes-OOP-1/src/Element.hpp File Reference

```
#include <map>
#include <utility>
#include <string>
```

Classes

- class **Element**

Enumerations

- enum **ElementType** { **None**, **Fire**, **Water**, **Electric**, **Ground**, **Ice** }

Enumeration Type Documentation

enum ElementType

Enumerator:

None	
Fire	
Water	
Electric	
Ground	
Ice	

Juan/Tubes-OOP-1/src/Enemy.cpp File Reference

```
#include "Enemy.hpp"
#include <stdlib.h>
#include "time.h"
```

Juan/Tubes-OOP-1/src/Enemy.hpp File Reference

```
#include "Species/Engimon.hpp"
#include "Species/Articuno.hpp"
#include "Species/Dragon.hpp"
#include "Species/Excadrill.hpp"
#include "Species/Raichu.hpp"
#include "Species/Inferail.hpp"
#include "Species/Kyogre.hpp"
#include "Species/Seismotoad.hpp"
#include "Skill/Skill.hpp"
#include "Species/Squirtle.hpp"
#include "Map/Occupier.hpp"
```

Classes

- class **Enemy**

Juan/Tubes-OOP-1/src/Inventory.cpp File Reference

```
#include <iostream>
#include "Inventory.hpp"
#include <vector>
```

Juan/Tubes-OOP-1/src/Inventory.hpp File Reference

```
#include <vector>
#include <unordered_map>
#include "Species/Engimon.hpp"
#include "Species/Dragon.hpp"
#include "Skill/Skill.hpp"
#include "Bag.hpp"
```

Classes

- class **Inventory< T1, T2 >**

Macros

- #define **MAX_CAPACITY** 6

Macro Definition Documentation

#define MAX_CAPACITY 6

Juan/Tubes-OOP-1/src/ListEnemy.cpp File Reference

```
#include "ListEnemy.hpp"
#include "Map/Occupier.hpp"
#include <string>
#include "Species/Engimon.hpp"
#include "Species/Dragon.hpp"
#include "time.h"
#include "Battle.hpp"
```

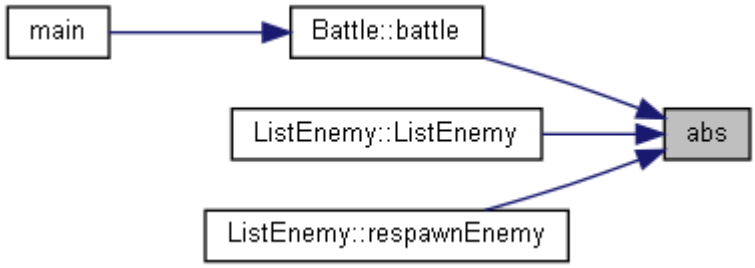
Functions

- int **abs** (int x)

Function Documentation

int abs (int *x*)

Here is the caller graph for this function:



Juan/Tubes-OOP-1/src/ListEnemy.hpp File Reference

```
#include "Enemy.hpp"
#include "Player.hpp"
```

Classes

- class **ListEnemy**

Juan/Tubes-OOP-1/src/Main.cpp File Reference

```
#include "Battle.hpp"
#include "time.h"
```

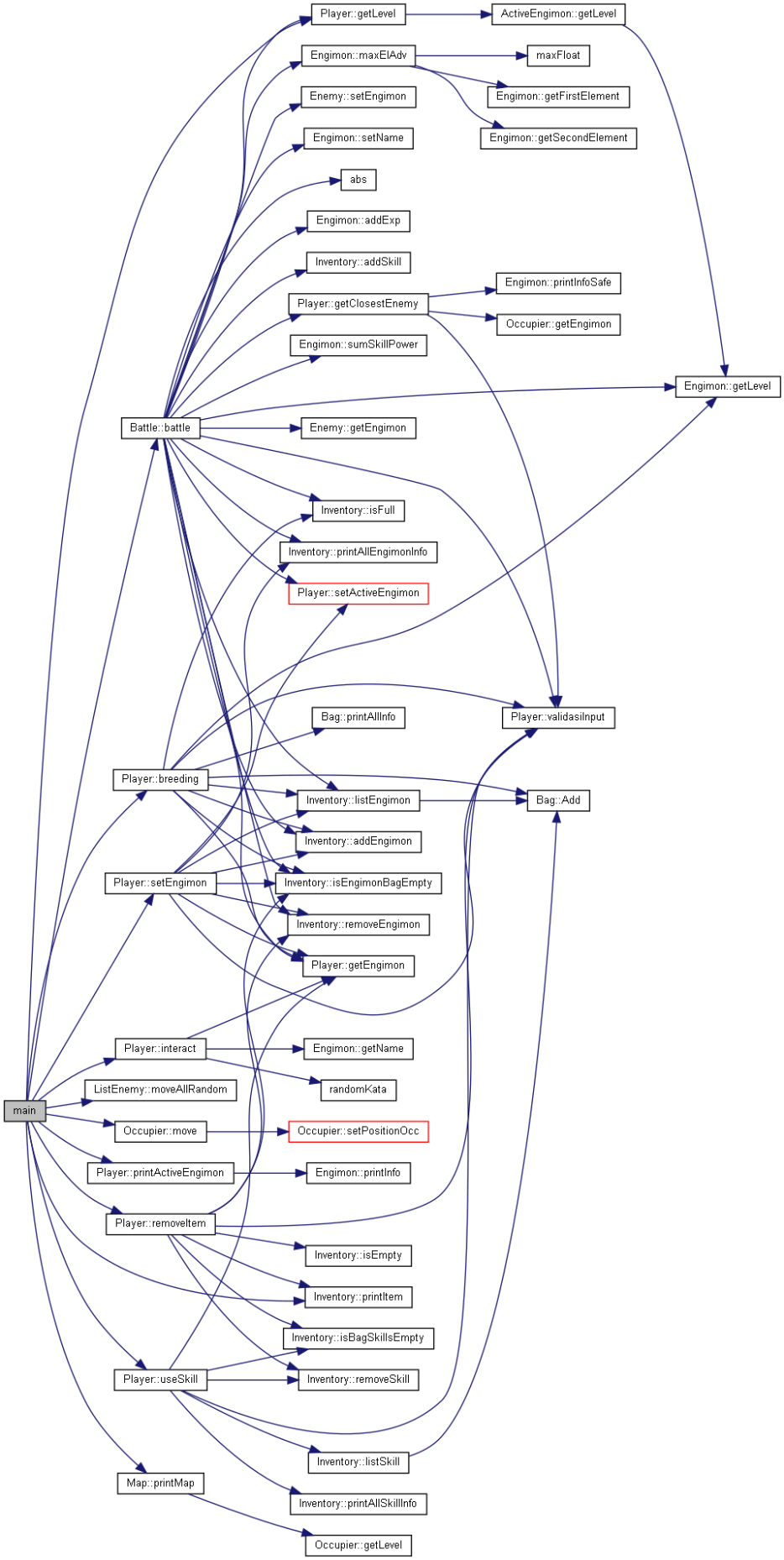
Functions

- int **main** (int argc, char const *argv[])

Function Documentation

int main (int *argc*, char const * *argv*[])

Here is the call graph for this function:


Player::getLevel
ActiveEngimon::getLevel
Engimon::maxElAdv
maxFloat
Engimon::getFirstElement
Engimon::getSecondElement
Enemy::setEngimon
Engimon::setName
abs
Engimon::addExp
Inventory::addSkill
Engimon::printInfoSafe
Player::getClosestEnemy
Occupier::getEngimon
Engimon::sumSkillPower
Engimon::getLevel
Battle::battle
Enemy::getEngimon
Inventory::isFull
Inventory::printAllEngimonInfo
Player::setActiveEngimon
Player::validasiInput
Bag::printAllInfo
Player::breeding
Inventory::listEngimon
Bag::Add
Inventory::addEngimon
Player::setEngimon
Inventory::isEngimonBagEmpty
Inventory::removeEngimon
Player::getEngimon
Player::interact
Engimon::getName
randomKata
ListEnemy::moveAllRandom
main
Occupier::move
Occupier::setPositionOcc
Player::printActiveEngimon
Engimon::printInfo
Player::removeItem
Inventory::isEmpty
Inventory::printItem
Inventory::isBagSkillsEmpty
Player::useSkill
Inventory::removeSkill
Inventory::listSkill
Map::printMap
Inventory::printAllSkillInfo
Occupier::getLevel

Juan/Tubes-OOP-1/src/Map/Cell.cpp File Reference

```
#include "Cell.hpp"
#include "Position.hpp"
#include "Occupier.hpp"
```

Juan/Tubes-OOP-1/src/Map/Cell.hpp File Reference

```
#include "Position.hpp"
#include "Occupier.hpp"
```

Classes

- class **Cell**

Enumerations

- enum **CellType** { **Sea_Cell**, **Grassland_Cell**, **Rancu** }

Enumeration Type Documentation

enum CellType

Enumerator:

Sea_Cell	
Grassland_Cell	
Rancu	

Juan/Tubes-OOP-1/src/Map/Map.cpp File Reference

```
#include "Map.hpp"
#include "Cell.hpp"
#include <iostream>
#include <windows.h>
```

Juan/Tubes-OOP-1/src/Map/Map.hpp File Reference

```
#include "Cell.hpp"
#include <iostream>
#include <fstream>
```

Classes

- class **Map**

Juan/Tubes-OOP-1/src/Map/Occupier.cpp File Reference

```
#include "Occupier.hpp"
#include "Position.hpp"
#include <iostream>
#include <string>
```

Juan/Tubes-OOP-1/src/Map/Occupier.hpp File Reference

```
#include "Map.hpp"
#include "Position.hpp"
#include "Cell.hpp"
#include "../Element.hpp"
#include "../Species/Engimon.hpp"
#include <string>
```

Classes

- class **Occupier**

Enumerations

- enum **Occupier_Type** { **Player_Type**, **Enemy_Type**, **Pet_Type** }

Enumeration Type Documentation

enum Occupier_Type

Enumerator:

Player_Type	
Enemy_Type	
Pet_Type	

Juan/Tubes-OOP-1/src/Map/Position.cpp File Reference

```
#include "Position.hpp"
```

Juan/Tubes-OOP-1/src/Map/Position.hpp File Reference

Classes

- class **Position**

Juan/Tubes-OOP-1/src/Player.cpp File Reference

```
#include "Player.hpp"
#include <string>
#include <iostream>
#include "Inventory.hpp"
#include "Map/Occupier.hpp"
#include "time.h"
#include "Bag.hpp"
```

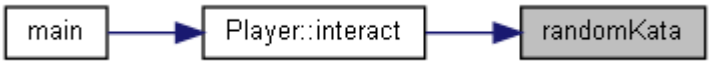
Functions

- std::string **randomKata** ()

Function Documentation

std::string randomKata ()

Here is the caller graph for this function:



Juan/Tubes-OOP-1/src/Player.hpp File Reference

```
#include "Map/Occupier.hpp"
#include <string>
#include "Species/Engimon.hpp"
#include "Species/Dragon.hpp"
#include "ActiveEngimon.hpp"
#include "Skill/Skill.hpp"
#include "Inventory.hpp"
#include "Enemy.hpp"
#include <vector>
```

Classes

- class **Player**

Juan/Tubes-OOP-1/src/Skill/Cataclysm.cpp File Reference

```
#include "Cataclysm.hpp"
```

Juan/Tubes-OOP-1/src/Skill/Cataclysm.hpp File Reference

```
#include "Skill.hpp"
```

Classes

- class **Cataclysm**

Juan/Tubes-OOP-1/src/Skill/Fissure.cpp File Reference

```
#include "Fissure.hpp"
```

Juan/Tubes-OOP-1/src/Skill/Fissure.hpp File Reference

```
#include "Skill.hpp"
```

Classes

- class **Fissure**

Juan/Tubes-OOP-1/src/Skill/IceVortex.cpp File Reference

```
#include "IceVortex.hpp"
```

Juan/Tubes-OOP-1/src/Skill/IceVortex.hpp File Reference

```
#include "Skill.hpp"
```

Classes

- class **IceVortex**

Juan/Tubes-OOP-1/src/Skill/Magnetize.cpp File Reference

```
#include "Magnetize.hpp"
```

Juan/Tubes-OOP-1/src/Skill/Magnetize.hpp File Reference

```
#include "Skill.hpp"
```

Classes

- class **Magnetize**

Juan/Tubes-OOP-1/src/Skill/Nimbus.cpp File Reference

```
#include "Nimbus.hpp"
```

Juan/Tubes-OOP-1/src/Skill/Nimbus.hpp File Reference

```
#include "Skill.hpp"
```

Classes

- class **Nimbus**

Juan/Tubes-OOP-1/src/Skill/Skill.cpp File Reference

```
#include <iostream>
#include "Skill.hpp"
```

Functions

- ostream & **operator**<< (ostream &o, const **Skill** &e)
- bool **operator**== (const **Skill** &c1, const **Skill** &c2)
- bool **operator**> (const **Skill** &c1, const **Skill** &c2)
- bool **operator**>= (const **Skill** &c1, const **Skill** &c2)
- bool **operator**< (const **Skill** &c1, const **Skill** &c2)
- bool **operator**<= (const **Skill** &c1, const **Skill** &c2)
- bool **operator!=** (const **Skill** &c1, const **Skill** &c2)

Function Documentation

bool operator!= (const Skill & *c1*, const Skill & *c2*)

bool operator< (const Skill & *c1*, const Skill & *c2*)

ostream& operator<< (ostream & *o*, const Skill & *e*)

bool operator<= (const Skill & *c1*, const Skill & *c2*)

bool operator== (const Skill & *c1*, const Skill & *c2*)

bool operator> (const Skill & *c1*, const Skill & *c2*)

bool operator>= (const Skill & *c1*, const Skill & *c2*)

Juan/Tubes-OOP-1/src/Skill/Skill.hpp File Reference

```
#include <string>
```

Classes

- class **Skill**
- class **SkillHashFunction**

Juan/Tubes-OOP-1/src/Skill/SplinterBlast.cpp File Reference

```
#include "SplinterBlast.hpp"
```

Juan/Tubes-OOP-1/src/Skill/SplinterBlast.hpp File Reference

```
#include "Skill.hpp"
```

Classes

- class **SplinterBlast**

Juan/Tubes-OOP-1/src/Skill/StaticStorm.cpp File Reference

```
#include "StaticStorm.hpp"
```

Juan/Tubes-OOP-1/src/Skill/StaticStorm.hpp File Reference

```
#include "Skill.hpp"
```

Classes

- class **StaticStorm**

Juan/Tubes-OOP-1/src/Skill/Sunstrike.cpp File Reference

```
#include "Sunstrike.hpp"
```

Juan/Tubes-OOP-1/src/Skill/Sunstrike.hpp File Reference

```
#include "Skill.hpp"
```

Classes

- class **Sunstrike**

Juan/Tubes-OOP-1/src/Skill/Torrent.cpp File Reference

```
#include "Torrent.hpp"
```

Juan/Tubes-OOP-1/src/Skill/Torrent.hpp File Reference

```
#include "Skill.hpp"
```

Classes

- class **Torrent**

Juan/Tubes-OOP-1/src/Skill/Waveform.cpp File Reference

```
#include "Waveform.hpp"
```

Juan/Tubes-OOP-1/src/Skill/Waveform.hpp File Reference

```
#include "Skill.hpp"
```

Classes

- class **Waveform**

Juan/Tubes-OOP-1/src/Species/Articuno.cpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "Articuno.hpp"
#include "../Skill/IceVortex.hpp"
#include "../Skill/Magnetize.hpp"
```

Juan/Tubes-OOP-1/src/Species/Articuno.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
```

Classes

- class **Articuno**

Juan/Tubes-OOP-1/src/Species/Dragon.cpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "Dragon.hpp"
#include "../Skill/Sunstrike.hpp"
```

Juan/Tubes-OOP-1/src/Species/Dragon.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
```

Classes

- class **Dragon**

Juan/Tubes-OOP-1/src/Species/Engimon.cpp File Reference

```
#include <iostream>
#include <string>
#include "Engimon.hpp"
#include "../Skill/Skill.hpp"
#include "../Player.hpp"
```

Functions

- ostream & **operator**<< (ostream &os, const **Engimon** &e)
- float **maxFloat** (float a, float b)

Function Documentation

float maxFloat (float *a*, float *b*)

Here is the caller graph for this function:

ostream& operator<< (ostream & *os*, const Engimon & *e*)

Juan/Tubes-OOP-1/src/Species/Engimon.hpp File Reference

```
#include <string>
#include "../Skill/Skill.hpp"
#include "../Element.hpp"
```

Classes

- class **Engimon**

Juan/Tubes-OOP-1/src/Species/Excadrill.cpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "Excadrill.hpp"
#include "../Skill/Fissure.hpp"
```

Juan/Tubes-OOP-1/src/Species/Excadrill.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
```

Classes

- class **Excadrill**

Juan/Tubes-OOP-1/src/Species/Inferail.cpp File Reference

```
#include "Inferail.hpp"
#include "../Skill/Sunstrike.hpp"
#include "../Skill/StaticStorm.hpp"
```

Juan/Tubes-OOP-1/src/Species/Inferail.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
```

Classes

- class **Inferail**

Juan/Tubes-OOP-1/src/Species/Kyogre.cpp File Reference

```
#include "Kyogre.hpp"
#include "../Skill/Torrent.hpp"
#include "../Skill/IceVortex.hpp"
```

Juan/Tubes-OOP-1/src/Species/Kyogre.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
```

Classes

- class **Kyogre**

Juan/Tubes-OOP-1/src/Species/Raichu.cpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "Raichu.hpp"
#include "../Skill/StaticStorm.hpp"
```

Juan/Tubes-OOP-1/src/Species/Raichu.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
```

Classes

- class **Raichu**

Juan/Tubes-OOP-1/src/Species/Seismotoad.cpp File Reference

```
#include "Seismotoad.hpp"
#include "../Skill/Torrent.hpp"
#include "../Skill/Fissure.hpp"
```

Juan/Tubes-OOP-1/src/Species/Seismotoad.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
```

Classes

- class **Seismotoad**

Juan/Tubes-OOP-1/src/Species/Squirtle.cpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "Squirtle.hpp"
#include "../Skill/Torrent.hpp"
```

Juan/Tubes-OOP-1/src/Species/Squirtle.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
```

Classes

- class **Squirtle**

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