

# OOPokemon

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Version  
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## Class Hierarchy

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## Class List

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## File List

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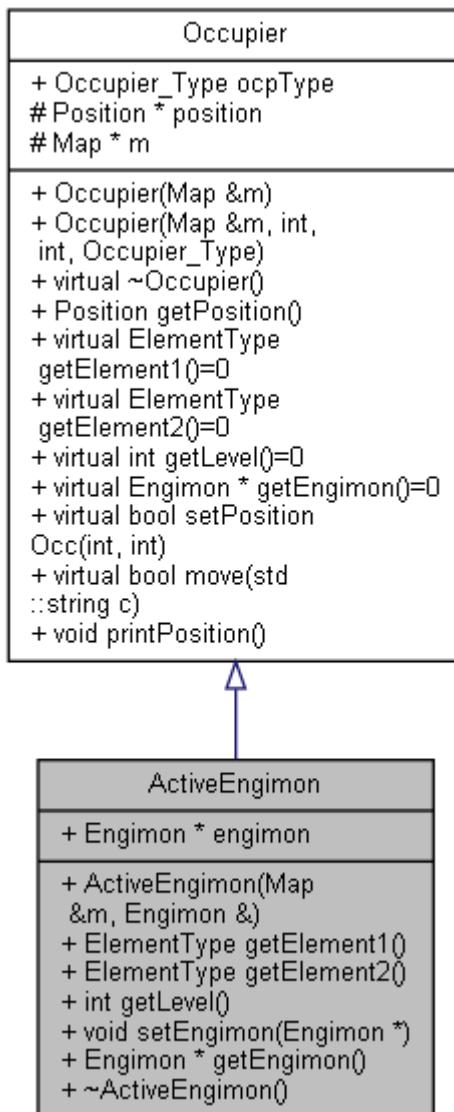
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# Class Documentation

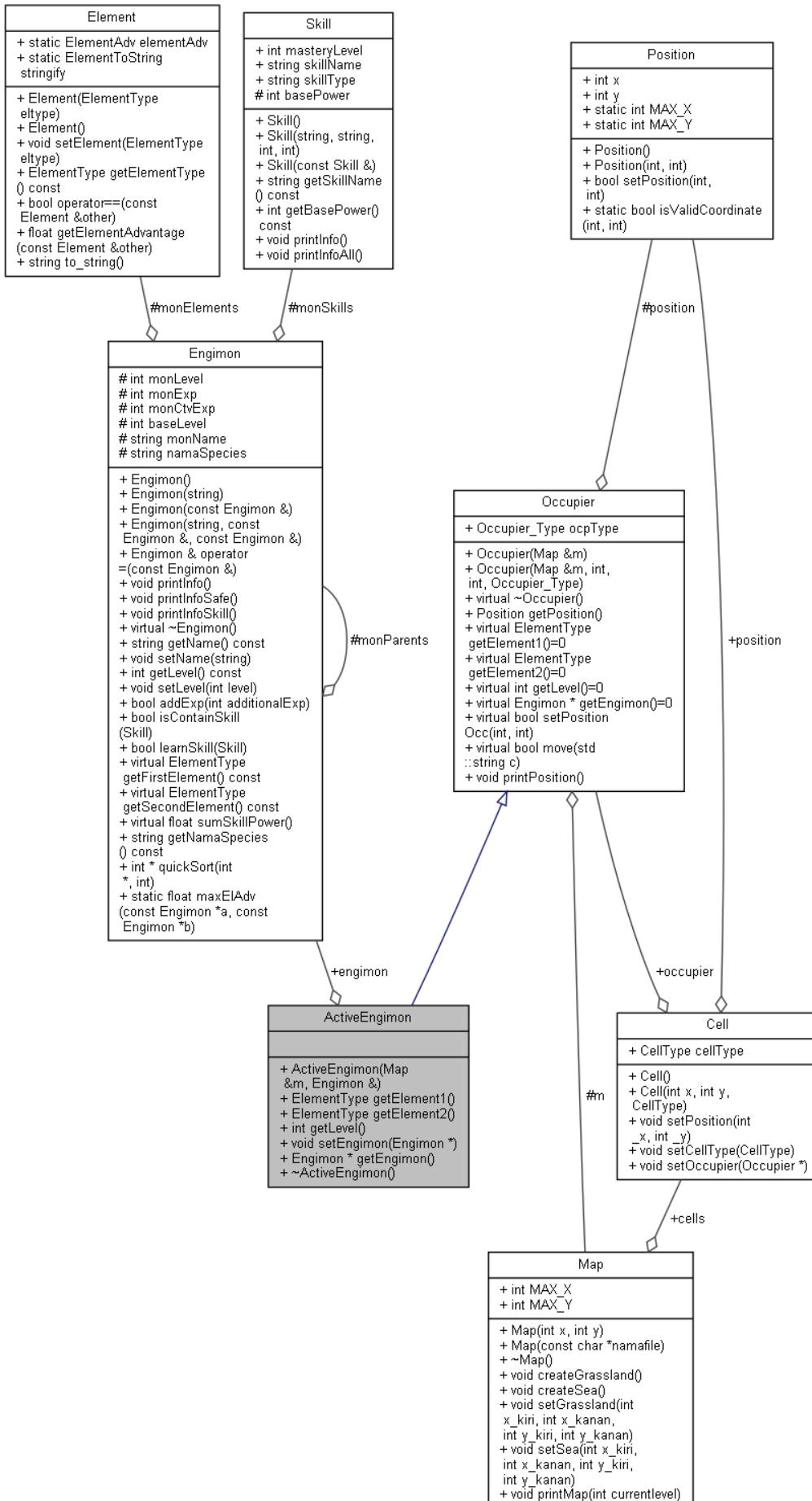
## ActiveEngimon Class Reference

```
#include <ActiveEngimon.hpp>
```

Inheritance diagram for ActiveEngimon:



Collaboration 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.78*).

Here is the call graph for this function:



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

Implements **Occupier** (*p.79*).

Here is the call graph for this function:



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

Implements **Occupier** (*p.79*).

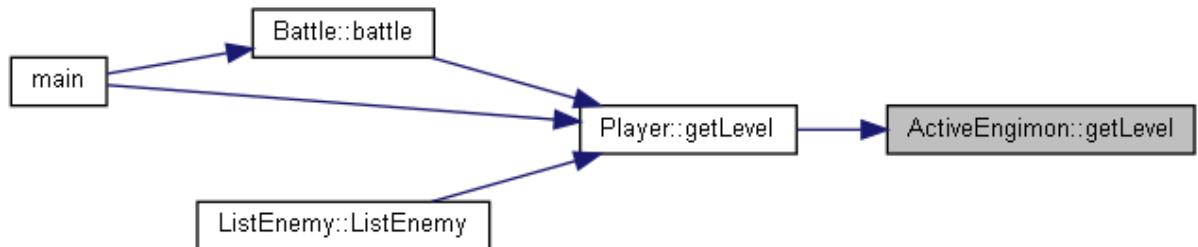
`int ActiveEngimon::getLevel () [virtual]`

Implements **Occupier** (*p.79*).

Here is the call graph for this function:

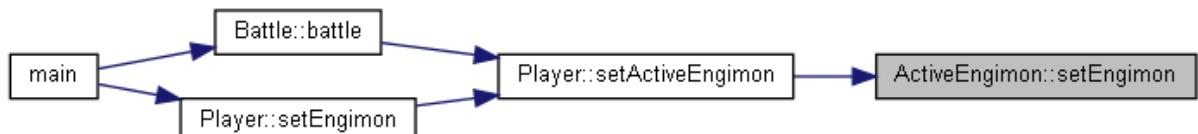


Here is the caller graph for this function:



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

Here is the caller graph for this function:



---

## Member Data Documentation

**Engimon\* ActiveEngimon::engimon**

---

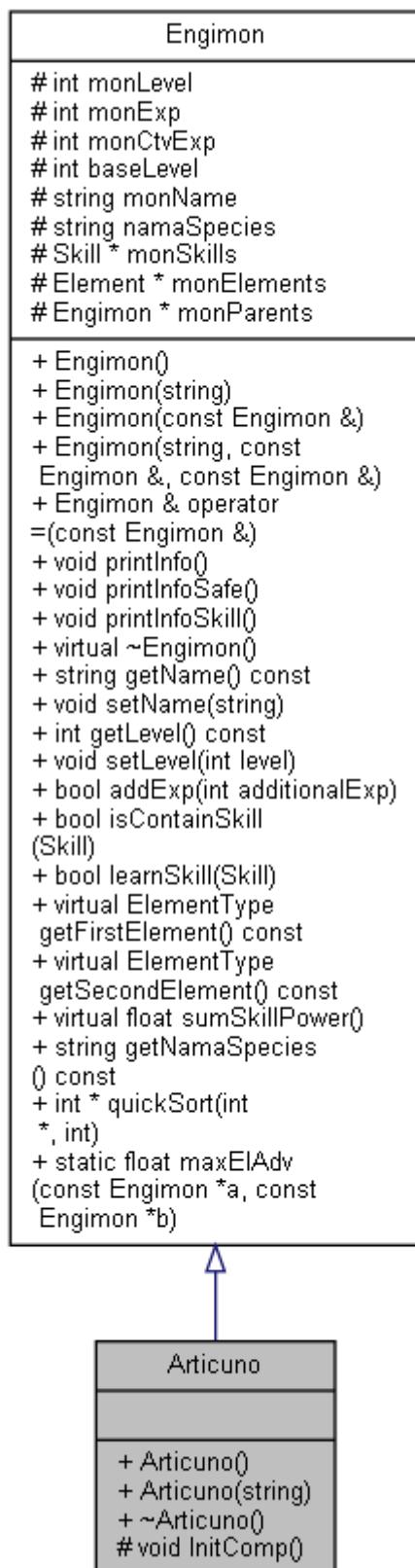
The documentation for this class was generated from the following files:

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

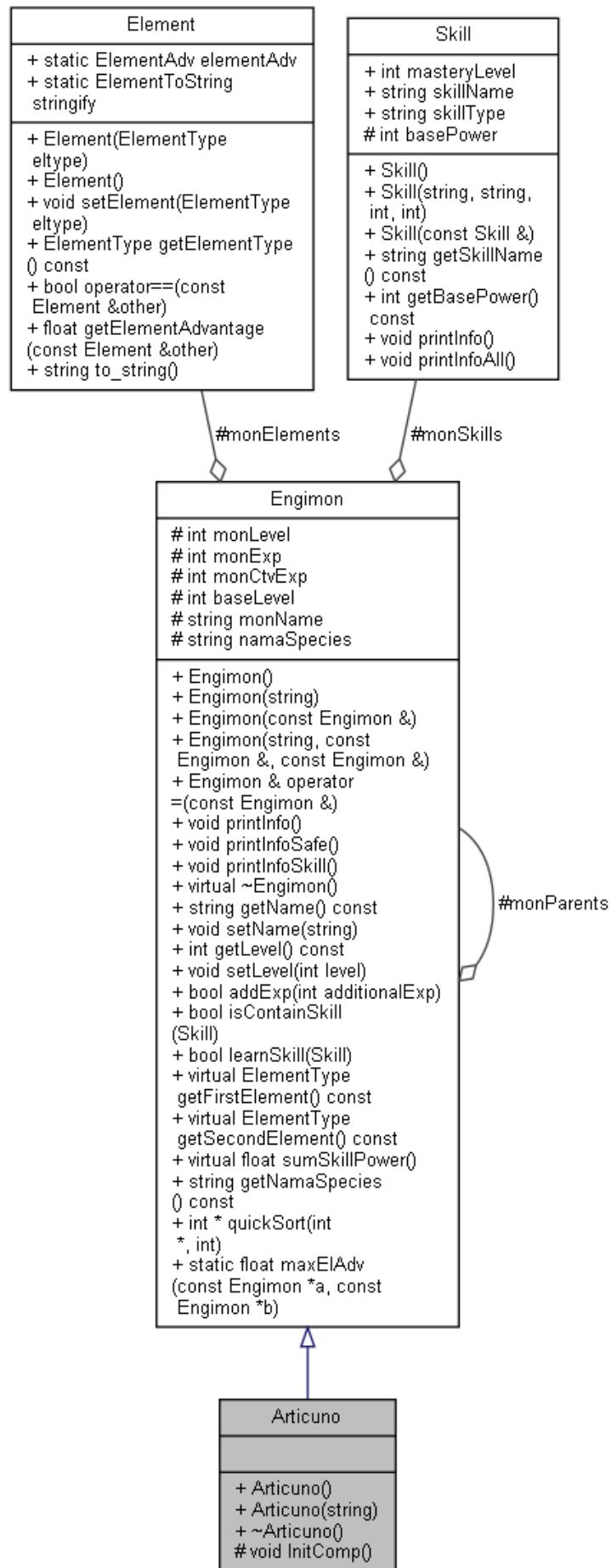
## Articuno Class Reference

```
#include <Articuno.hpp>
```

Inheritance diagram for Articuno:



Collaboration 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:



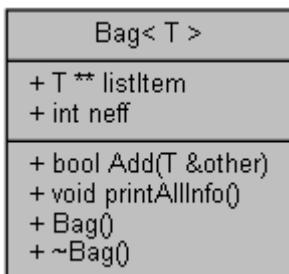
The documentation for this class was generated from the following files:

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

## Bag< T > Class Template Reference

```
#include <Bag.hpp>
```

Collaboration diagram for Bag< T >:



### 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
```

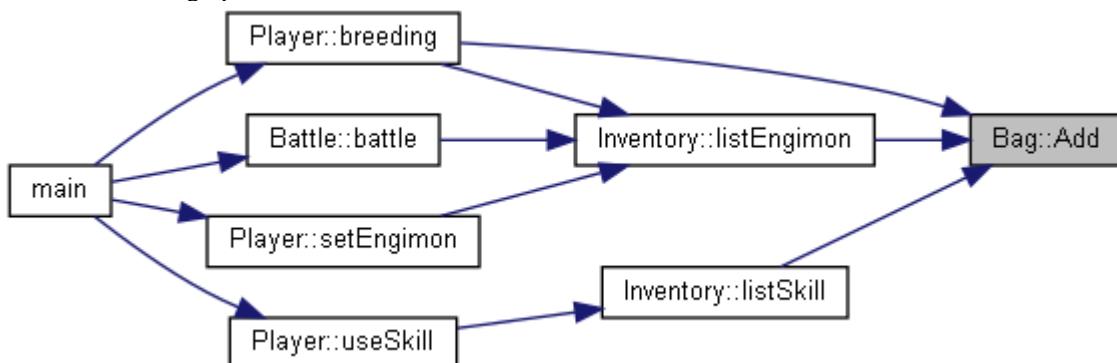
```
template<class T> Bag< T >::~Bag
```

---

### Member Function Documentation

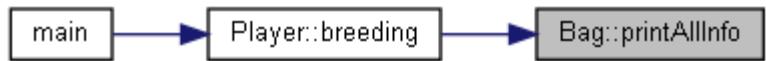
**template<class T> bool Bag< T >::Add (T & other)**

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**

---

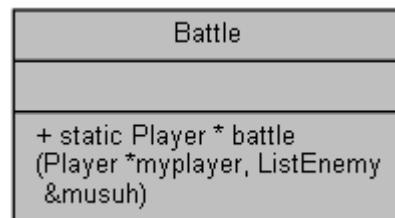
**The documentation for this class was generated from the following files:**

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

## Battle Class Reference

```
#include <Battle.hpp>
```

Collaboration diagram for Battle:



### Static Public Member Functions

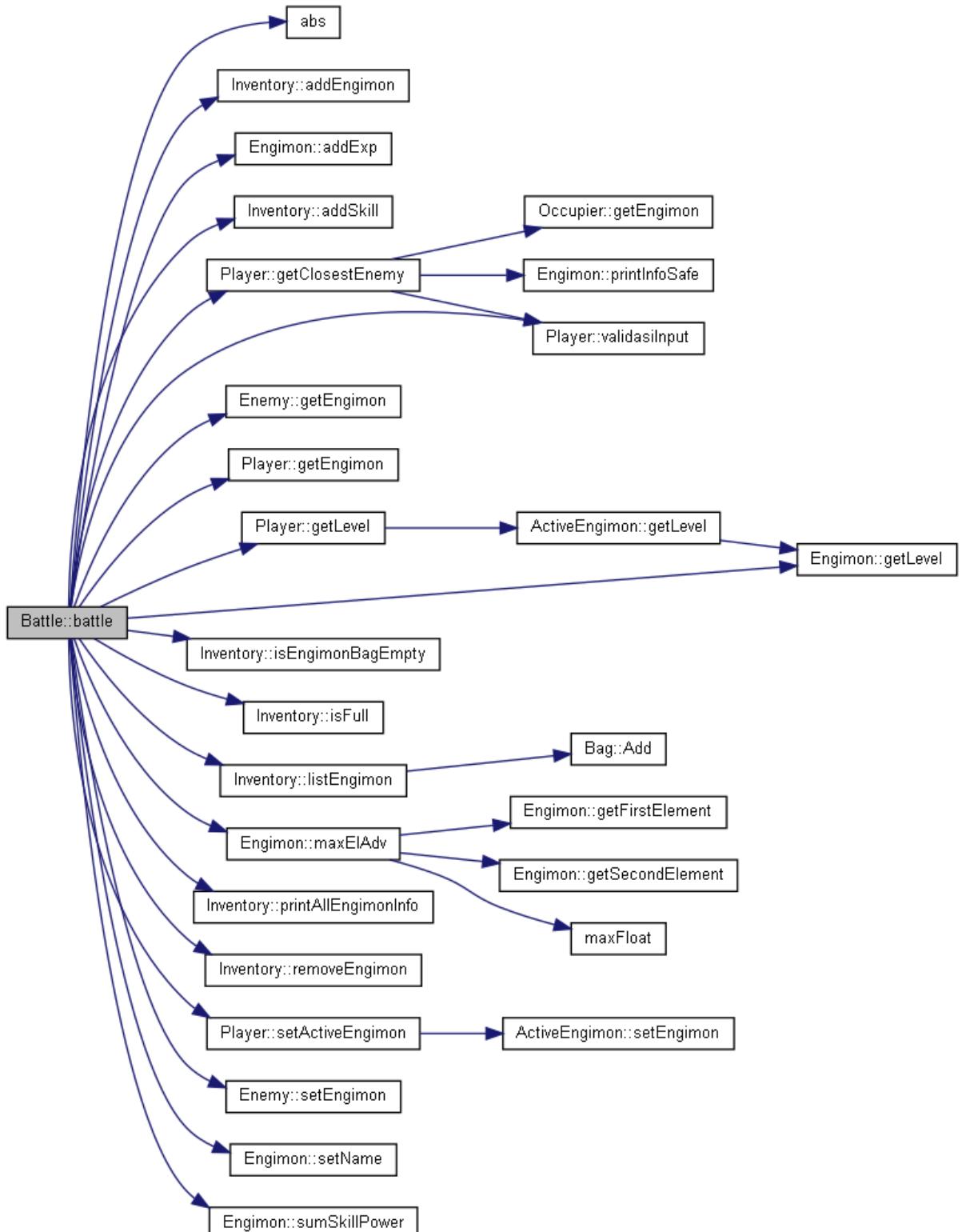
- static Player \* battle (Player \*myplayer, ListEnemy &musuh)

---

### 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:**

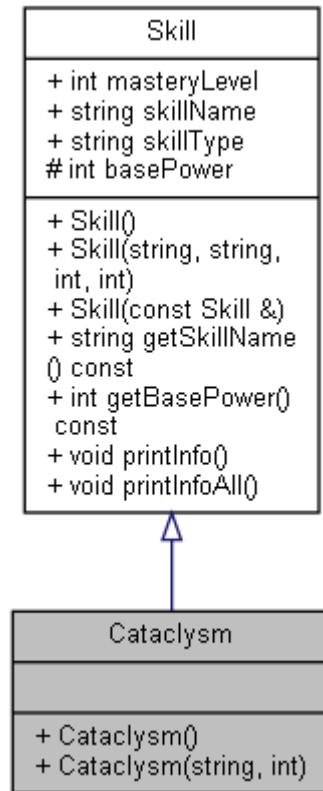
- Juan/Tubes-OOP-1/src/**Battle.hpp**
- Juan/Tubes-OOP-1/src/**Battle.cpp**



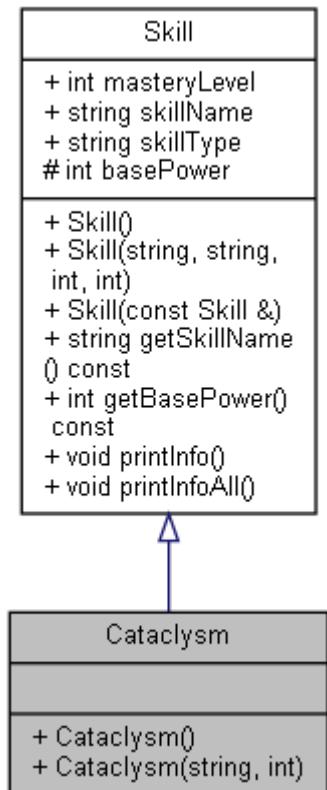
## Cataclysm Class Reference

```
#include <Cataclysm.hpp>
```

Inheritance diagram for Cataclysm:



Collaboration diagram for Cataclysm:



## Public Member Functions

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

## Additional Inherited Members

---

### Constructor & Destructor Documentation

**Cataclysm::Cataclysm ()**

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

---

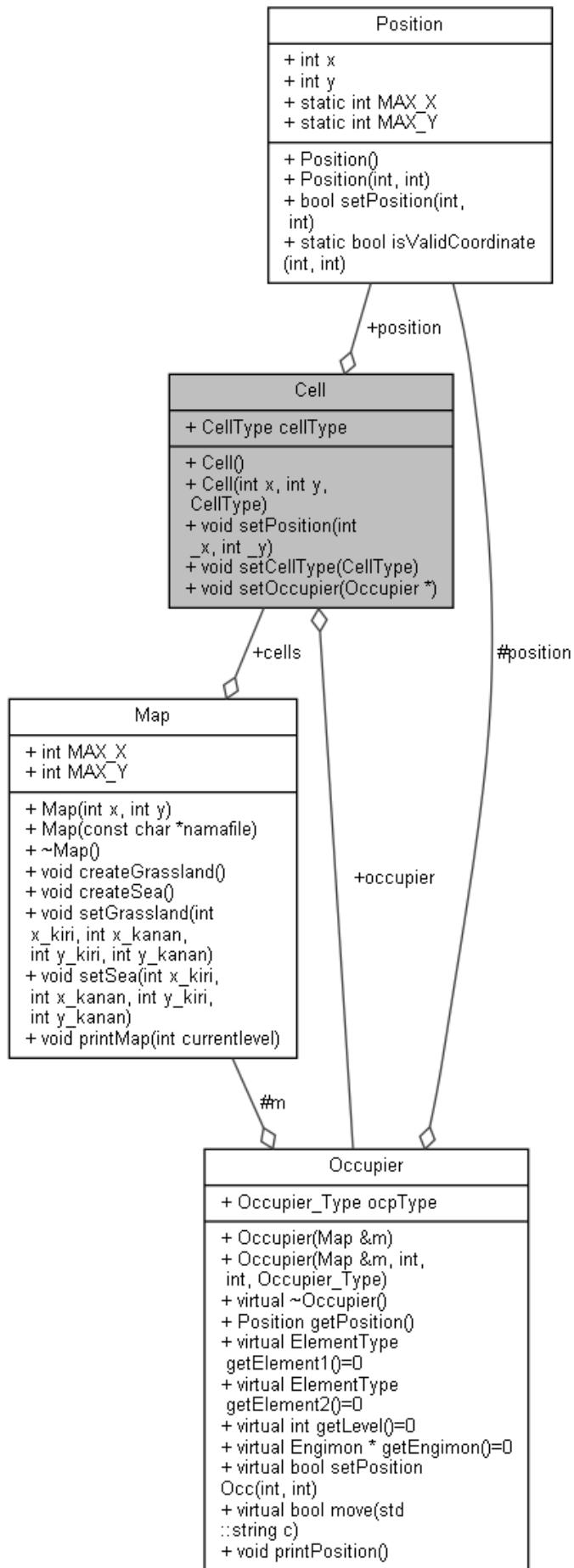
**The documentation for this class was generated from the following files:**

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

## **Cell Class Reference**

```
#include <Cell.hpp>
```

Collaboration diagram for Cell:



## 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 ()`

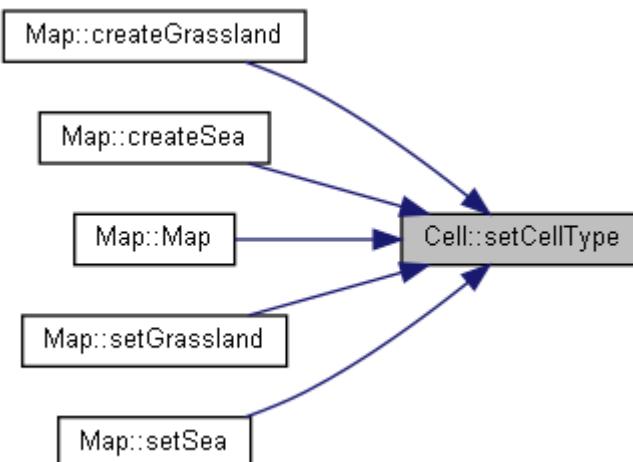
`Cell::Cell (int x, int y, CellType cellType)`

---

## Member Function Documentation

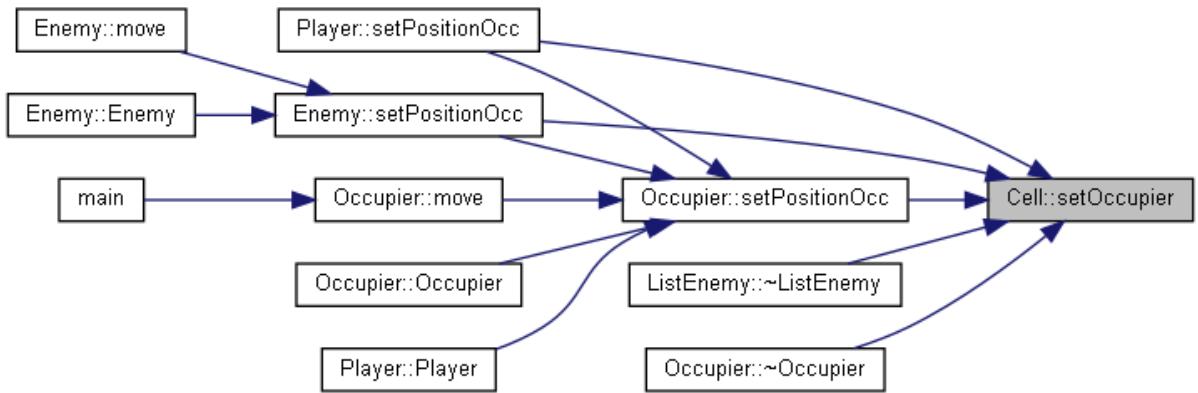
`void Cell::setCellType (CellType cellType)`

Here is the caller graph for this function:



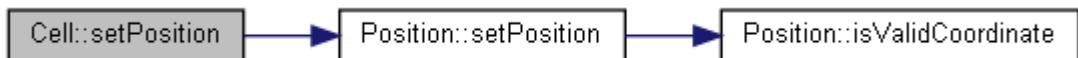
`void Cell::setOccupier (Occupier * occupier)`

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**

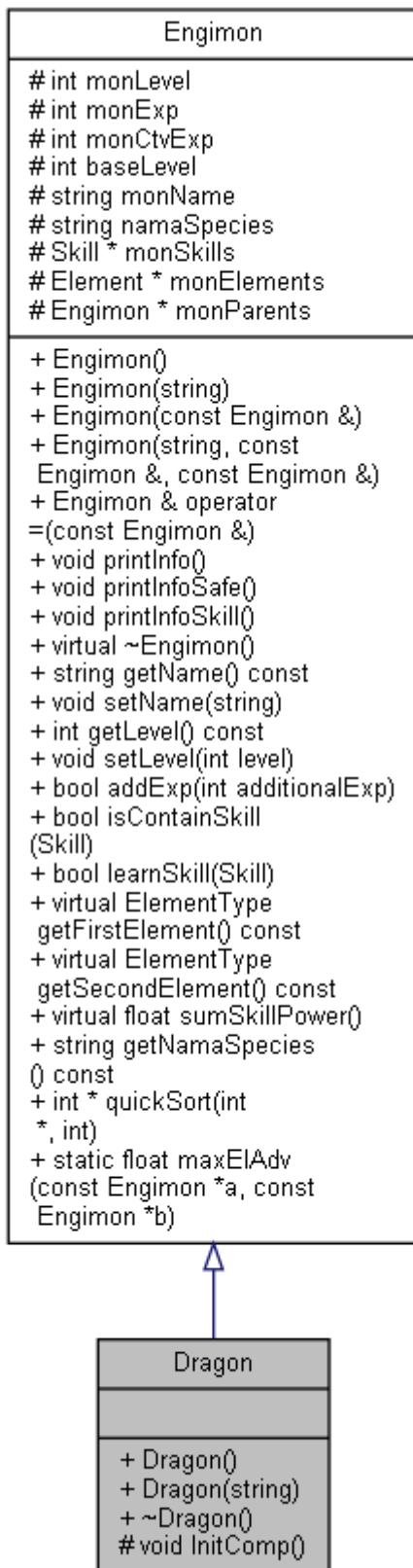
**The documentation for this class was generated from the following files:**

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

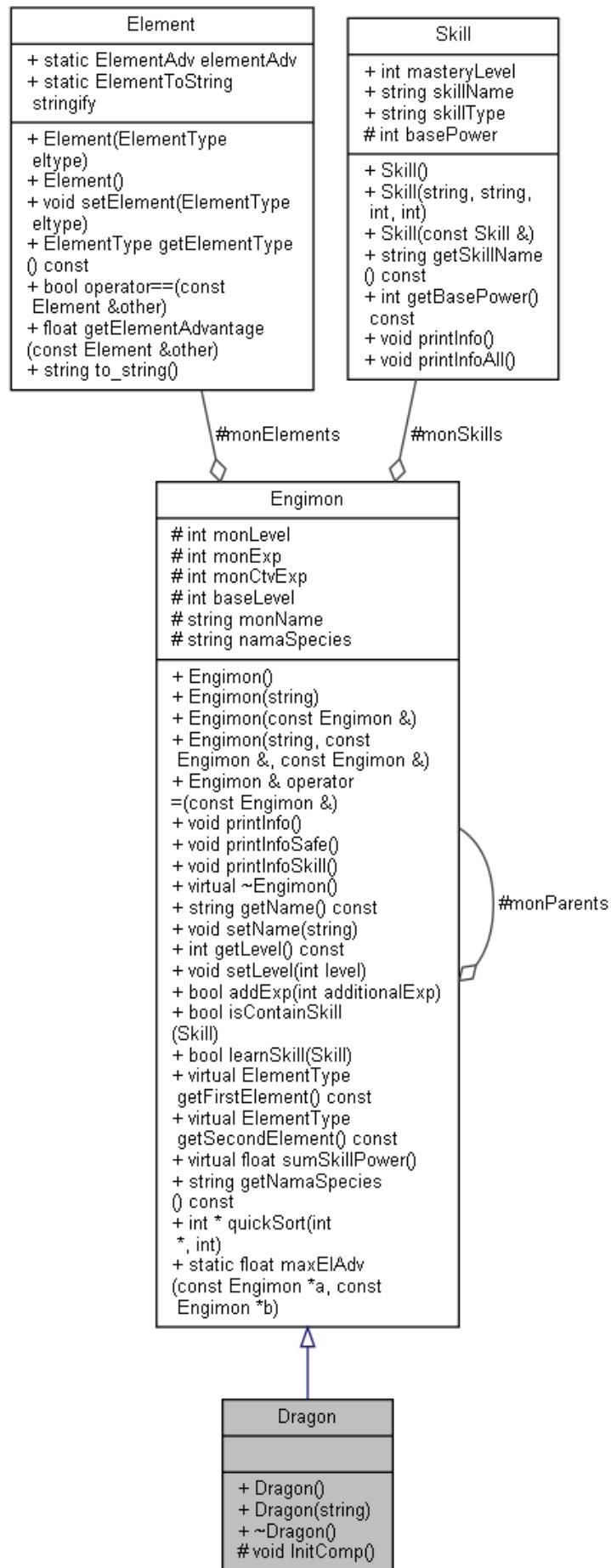
## Dragon Class Reference

```
#include <Dragon.hpp>
```

Inheritance diagram for Dragon:



Collaboration 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>
```

Collaboration diagram for Element:

Element
+ static ElementAdv elementAdv + static ElementToString stringify

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

### 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

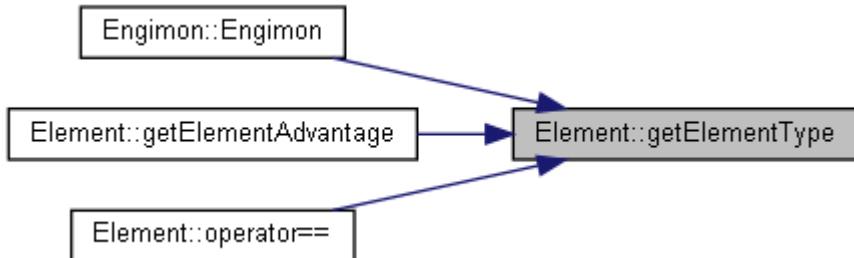
**float Element::getElementAdvantage (const Element & other)**

Here is the call graph for this function:



**ElementType Element::getElementType () const**

Here is the caller graph for this function:



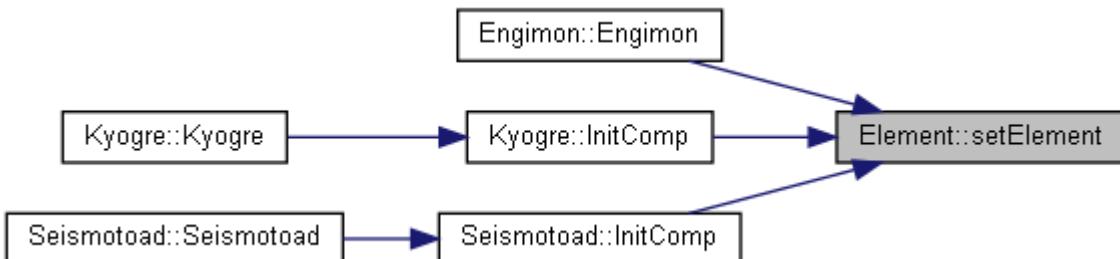
**bool Element::operator==(const Element & other)**

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"}  
}
```

---

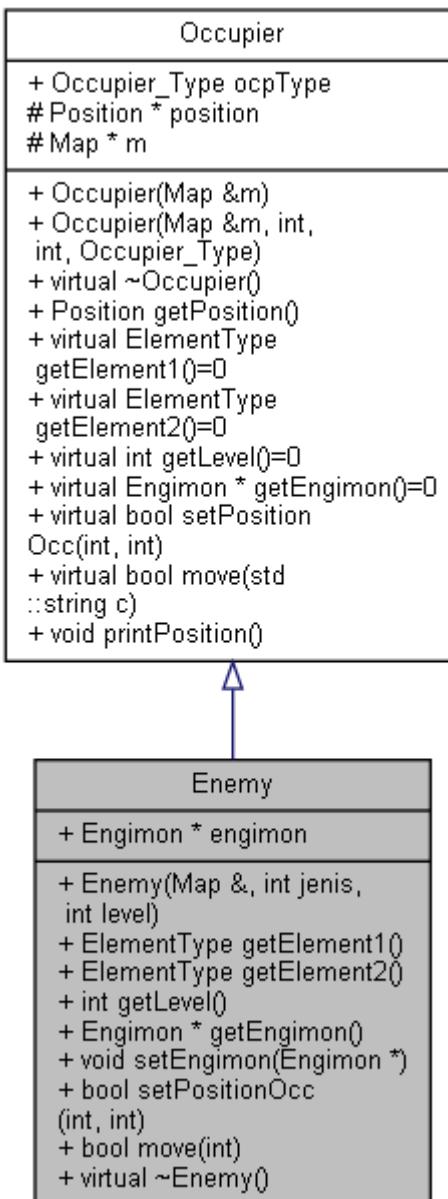
**The documentation for this class was generated from the following files:**

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

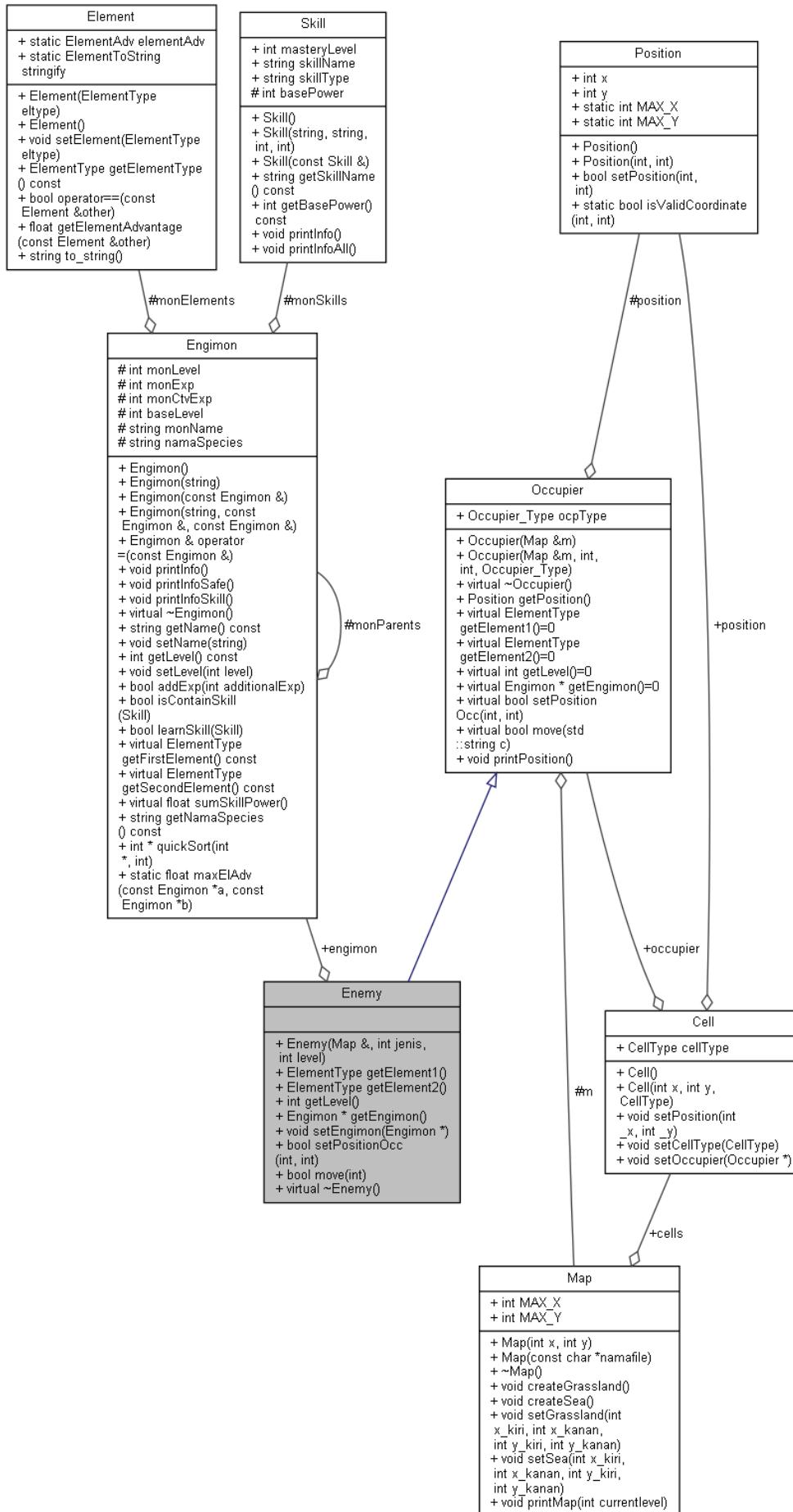
## Enemy Class Reference

```
#include <Enemy.hpp>
```

Inheritance diagram for Enemy:



Collaboration 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**

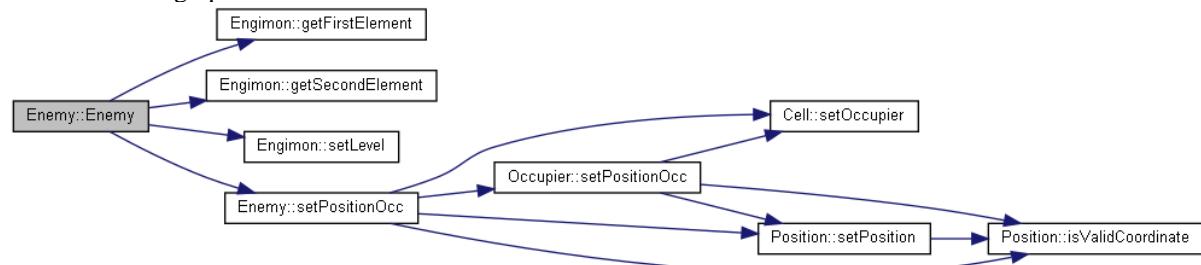
## Additional Inherited Members

---

### 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.78).

Here is the call graph for this function:



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

Implements **Occupier** (p.79).

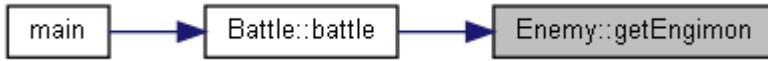
Here is the call graph for this function:



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

Implements **Occupier** (p.79).

Here is the caller graph for this function:



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

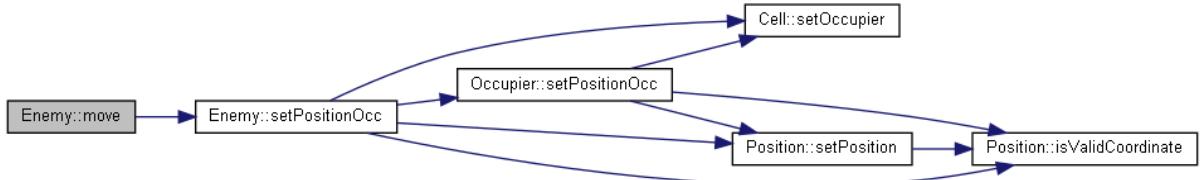
Implements **Occupier** (p.79).

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)**

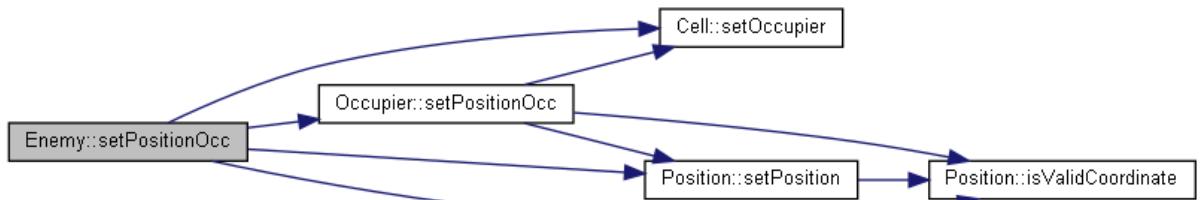
Here is the caller graph for this function:



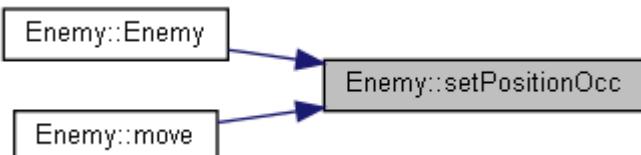
**bool Enemy::setPositionOcc (int x, int y)[virtual]**

Reimplemented from **Occupier** (p.79).

Here is the call graph for this function:



Here is the caller graph for this function:



---

## Member Data Documentation

**Engimon\* Enemy::engimon**

---

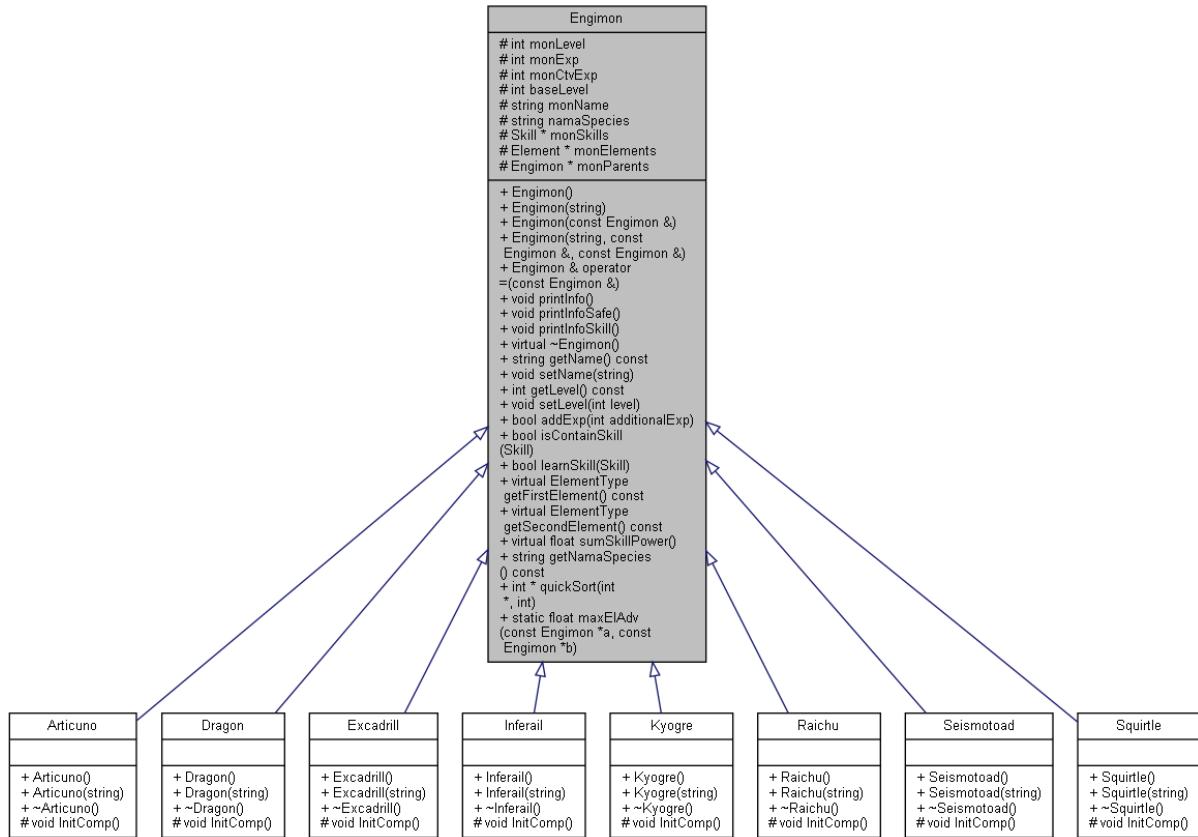
**The documentation for this class was generated from the following files:**

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

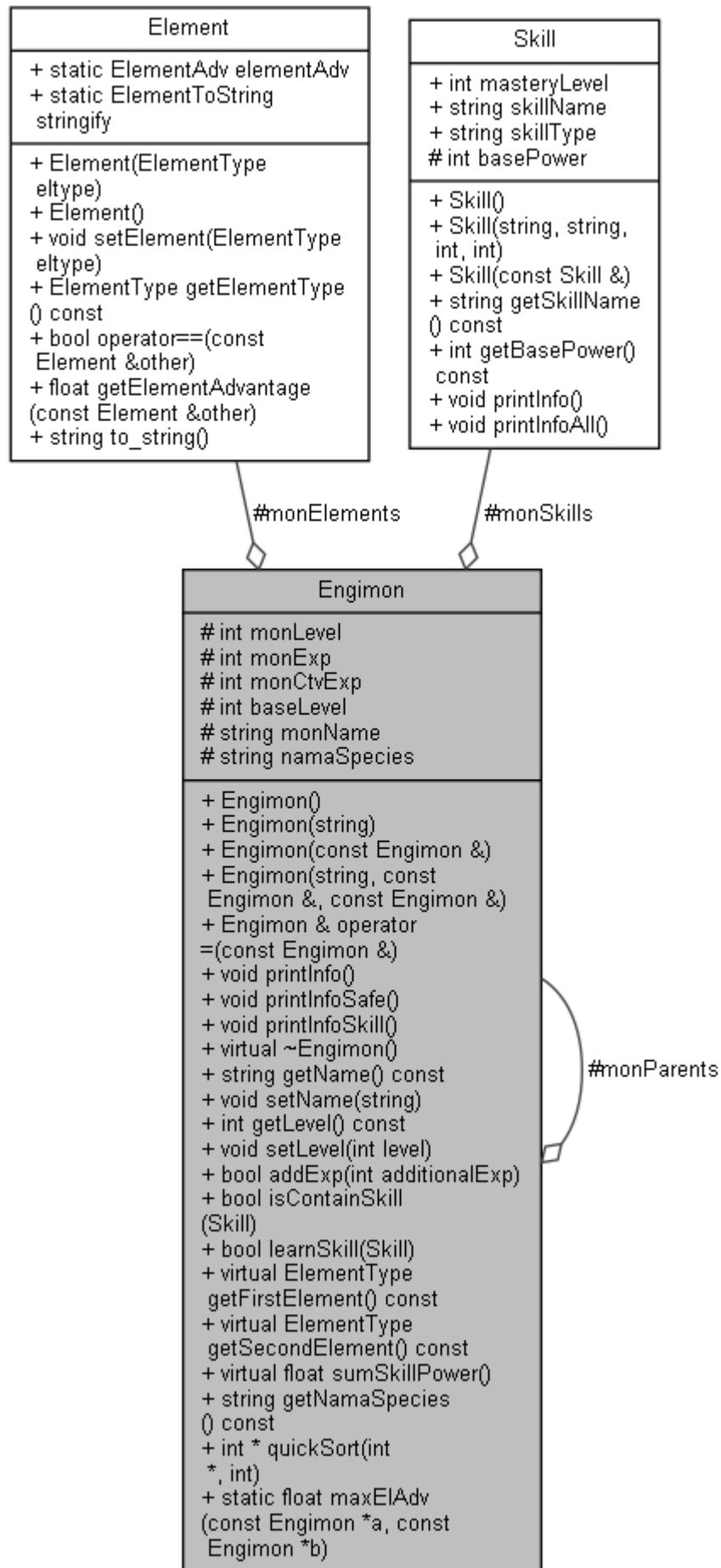
# Engimon Class Reference

```
#include <Engimon.hpp>
```

Inheritance diagram for Engimon:



Collaboration 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 &)`

---

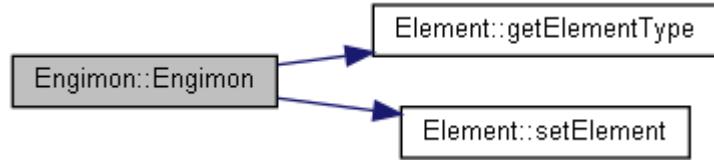
## Constructor & Destructor Documentation

**Engimon::Engimon ()**

**Engimon::Engimon (string *monName*)**

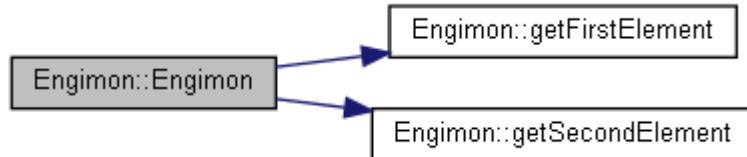
**Engimon::Engimon (const Engimon & *other*)**

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

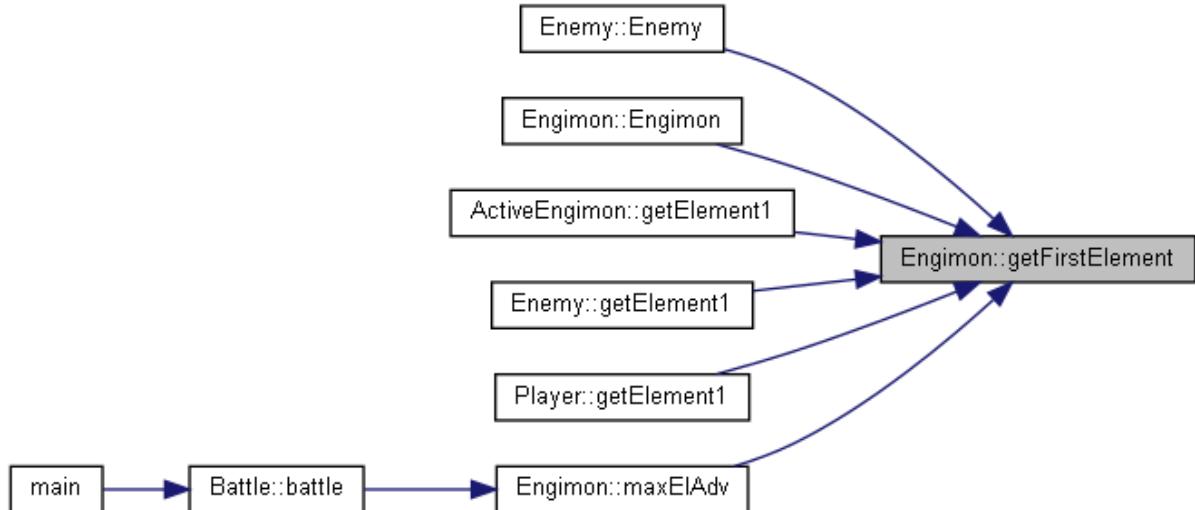
**bool Engimon::addExp (int additionalExp)**

Here is the caller graph for this function:



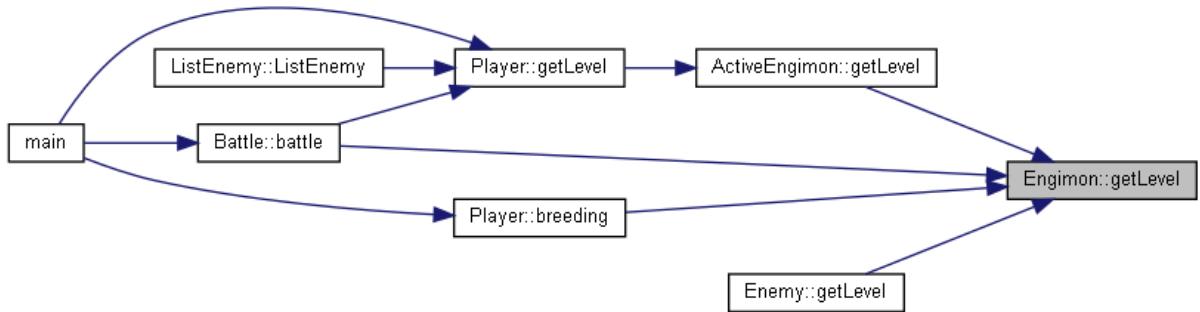
**ElementType Engimon::getFirstElement () const [virtual]**

Here is the caller graph for this function:



**int Engimon::getLevel () const**

Here is the caller graph for this function:



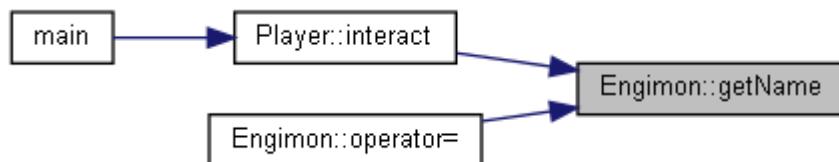
**string Engimon::getNamaSpecies () const**

Here is the caller graph for this function:



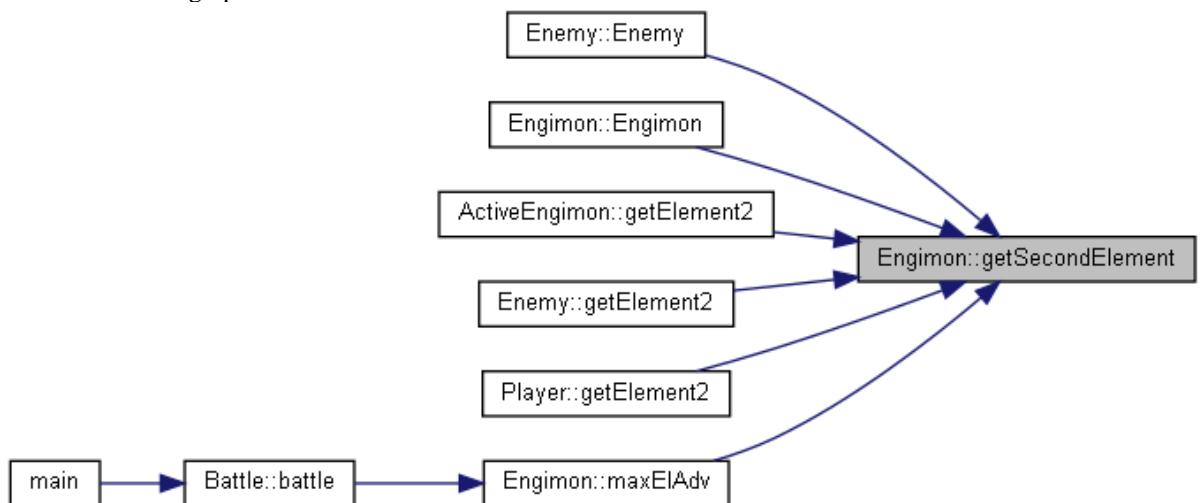
**string Engimon::getName () const**

Here is the caller graph for this function:



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

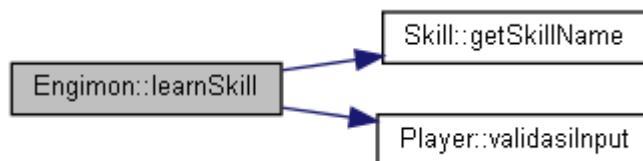
Here is the caller graph for this function:



**bool Engimon::isContainSkill (Skill a)**

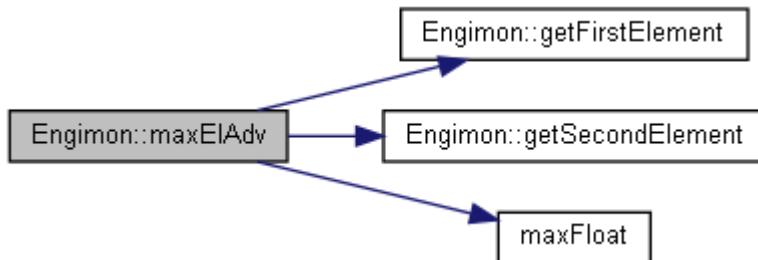
**bool Engimon::learnSkill (Skill other)**

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:

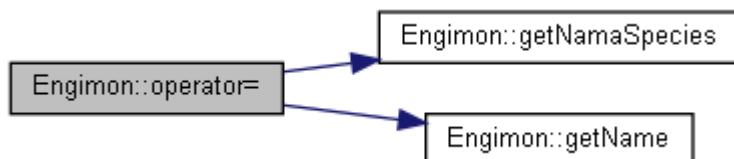


Here is the caller graph for this function:



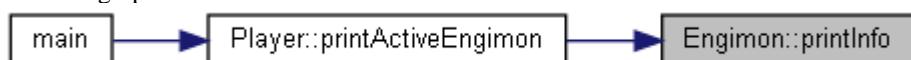
### **Engimon & Engimon::operator= (const Engimon & other)**

Here is the call graph for this function:



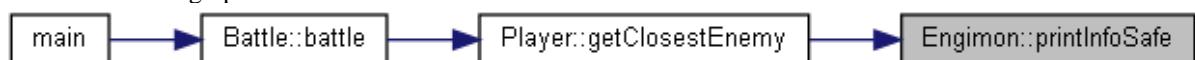
### **void Engimon::printInfo ()**

Here is the caller graph for this function:



### **void Engimon::printInfoSafe ()**

Here is the caller graph for this function:

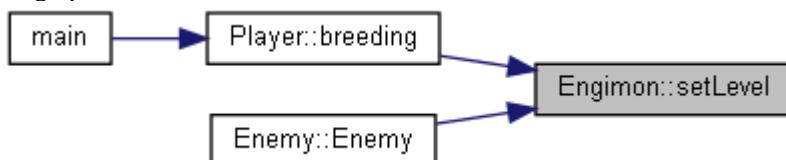


### **void Engimon::printInfoSkill ()**

**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]**

---

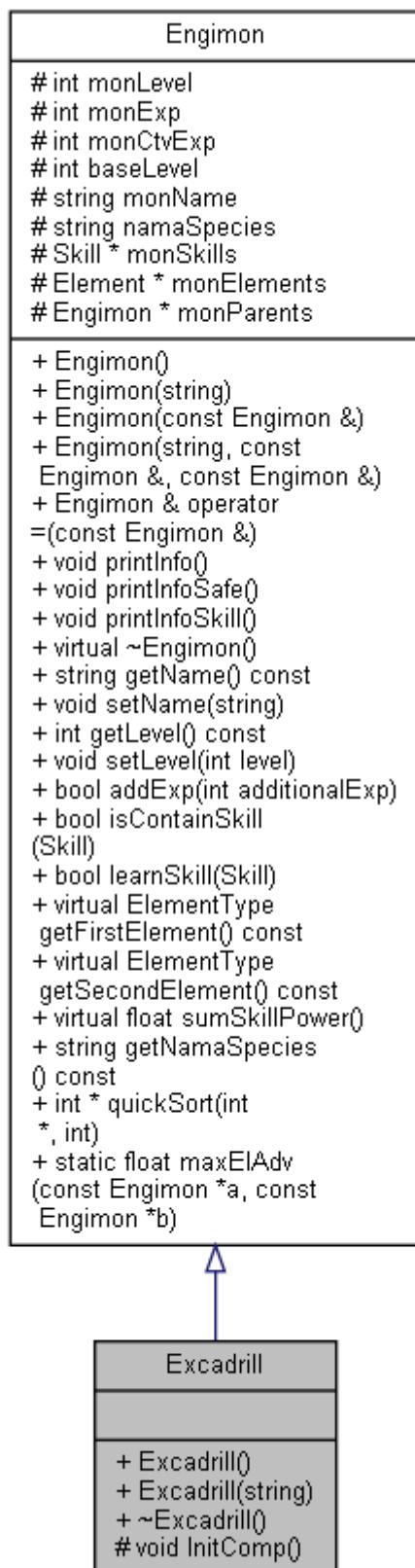
**The documentation for this class was generated from the following files:**

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

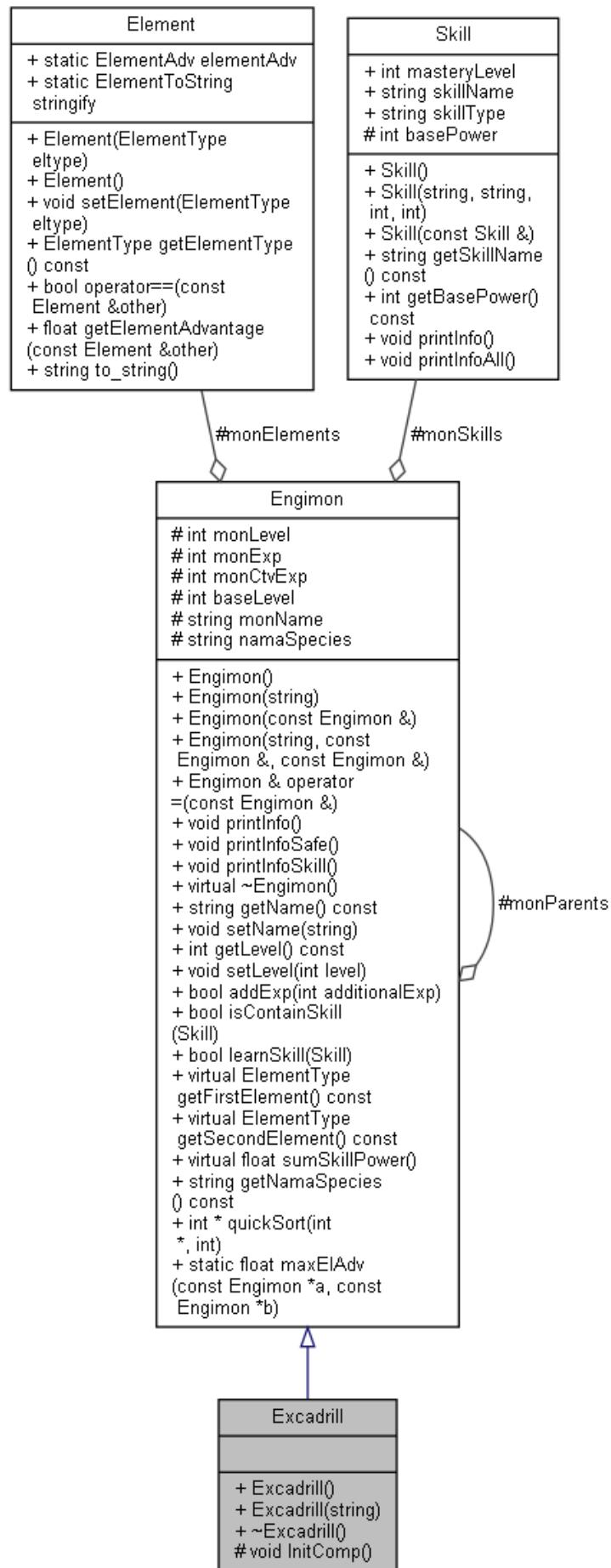
## Excadrill Class Reference

```
#include <Excadrill.hpp>
```

Inheritance diagram for Excadrill:



Collaboration 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:



---

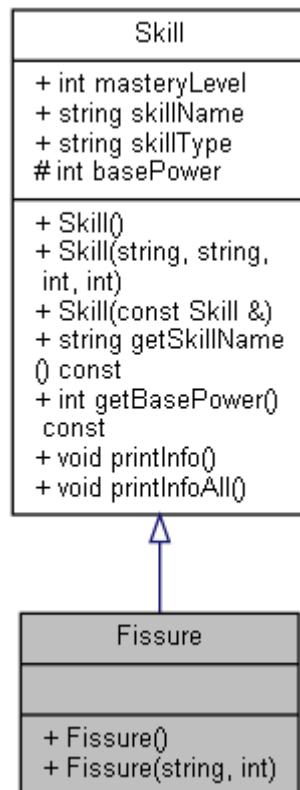
The documentation for this class was generated from the following files:

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

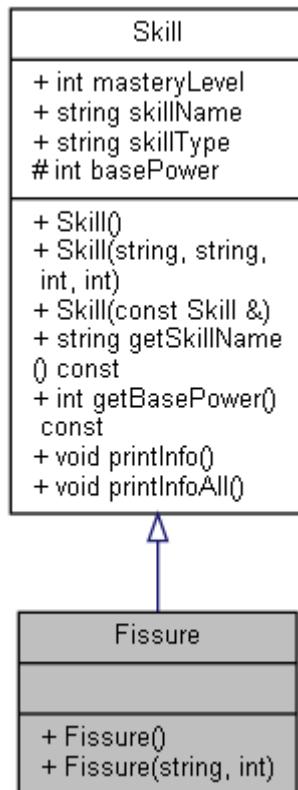
## Fissure Class Reference

```
#include <Fissure.hpp>
```

Inheritance diagram for Fissure:



Collaboration diagram for Fissure:



## Public Member Functions

- `Fissure ()`
- `Fissure (string, int)`

## Additional Inherited Members

---

### Constructor & Destructor Documentation

**Fissure::Fissure ()**

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

---

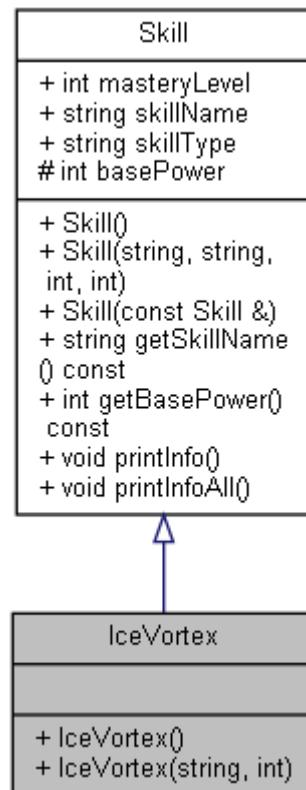
**The documentation for this class was generated from the following files:**

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

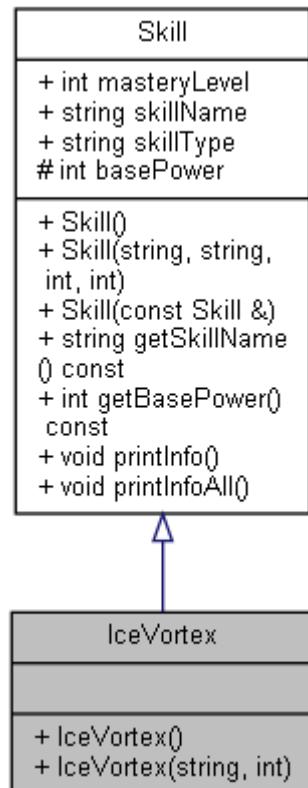
## **IceVortex Class Reference**

```
#include <IceVortex.hpp>
```

Inheritance diagram for IceVortex:



Collaboration diagram for IceVortex:



## Public Member Functions

- `IceVortex ()`
- `IceVortex (string, int)`

## Additional Inherited Members

---

### Constructor & Destructor Documentation

`IceVortex::IceVortex ()`

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

---

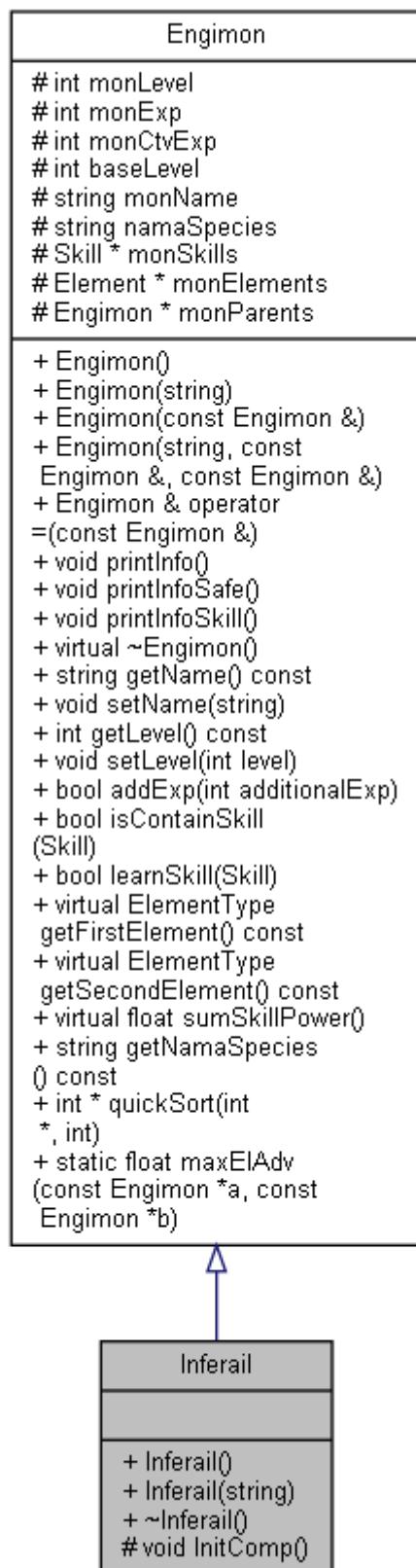
The documentation for this class was generated from the following files:

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

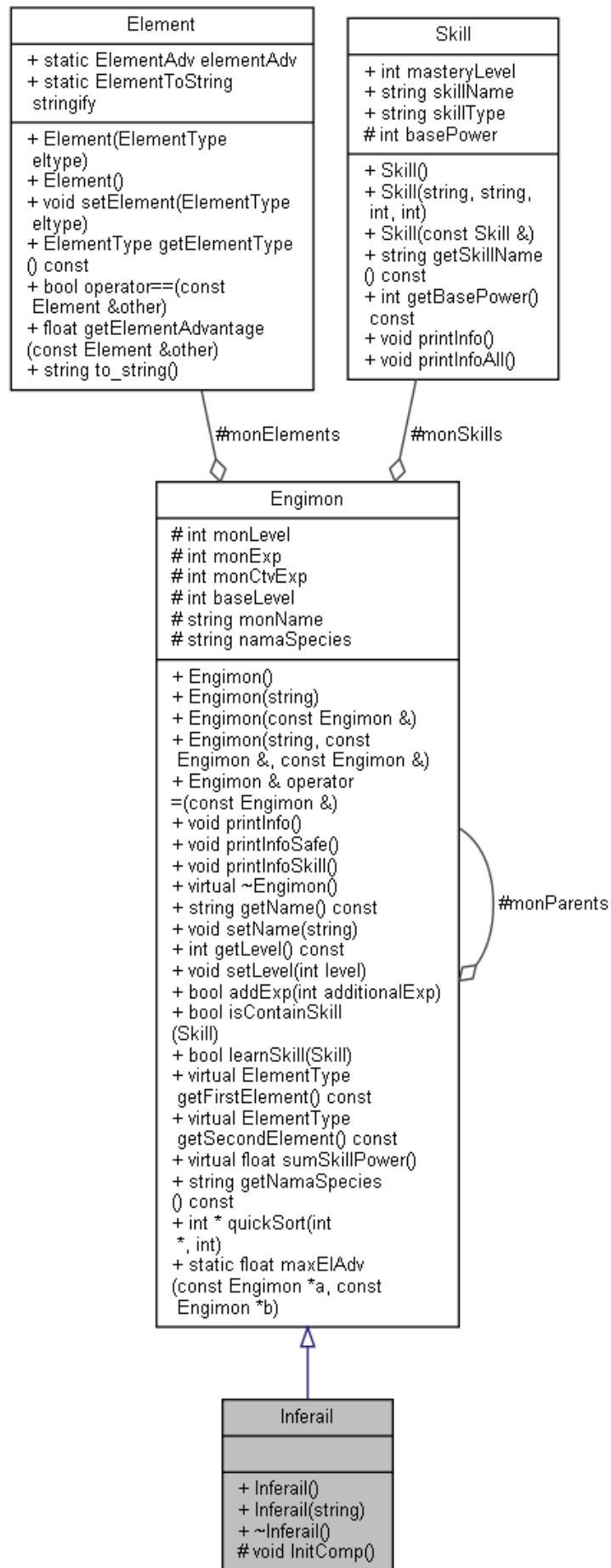
## Inferail Class Reference

```
#include <Inferail.hpp>
```

Inheritance diagram for Inferail:



Collaboration 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:



---

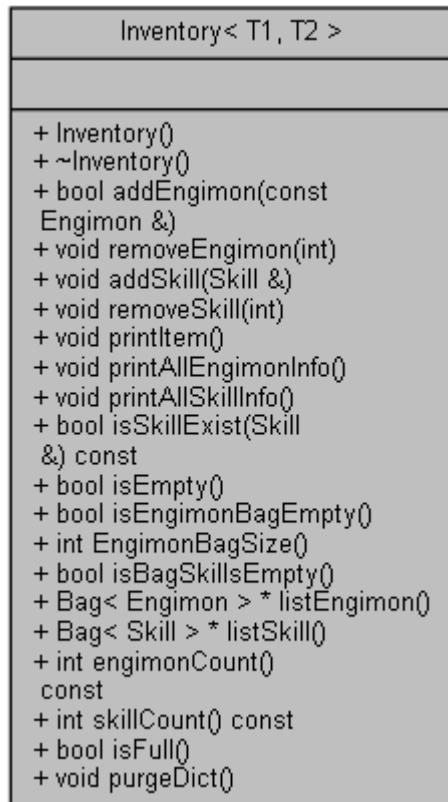
**The documentation for this class was generated from the following files:**

- 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>
```

Collaboration diagram for Inventory< T1, T2 >:



### 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
```

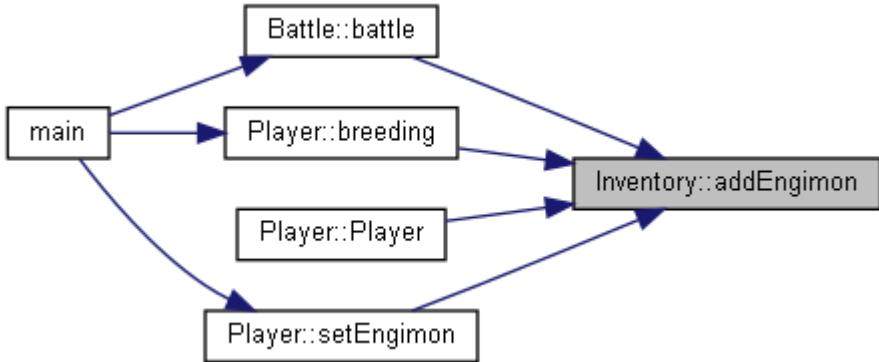
```
template<class T1 , class T2 > Inventory< T1, T2 >::~Inventory
```

---

## 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:

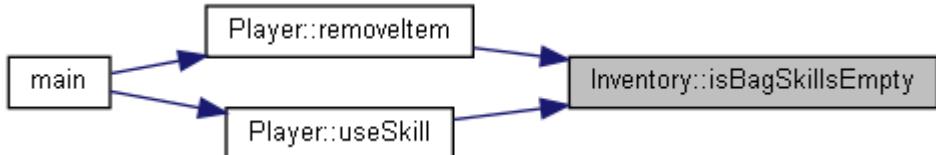


```
template<class T1 , class T2 > int Inventory< T1, T2 >::EngimonBagSize
```

```
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:



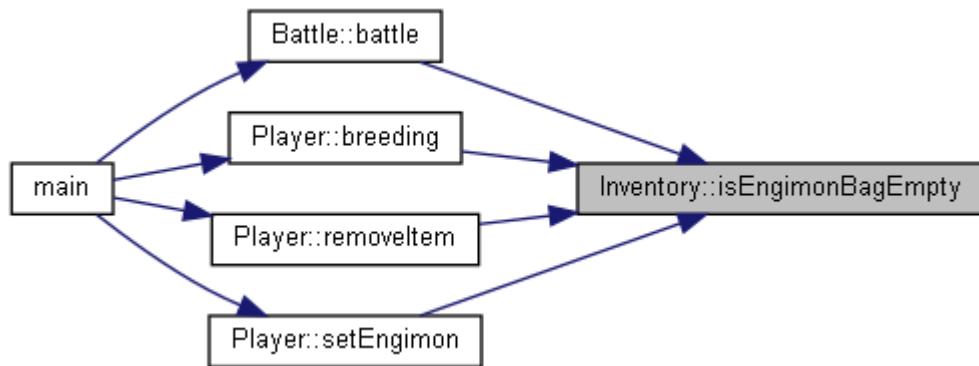
```
template<class T1 , class T2 > bool Inventory< T1, T2 >::isEmpty
```

Here is the caller graph for this function:



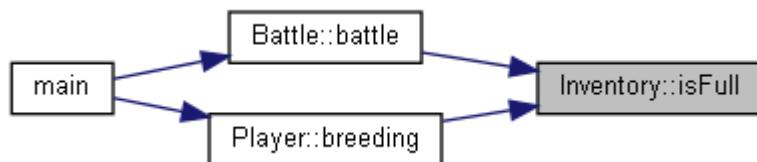
```
template<class T1 , class T2 > bool Inventory< T1, T2 >::isEngimonBagEmpty
```

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:



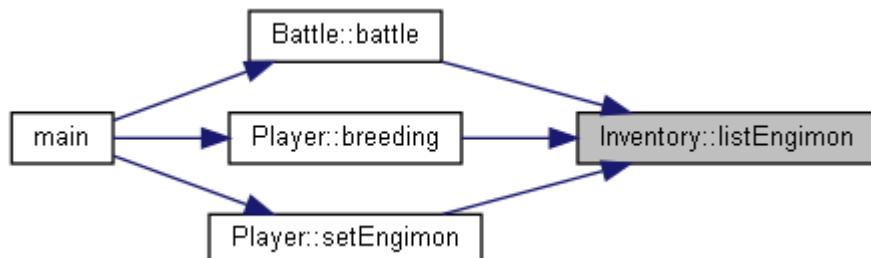
**template<class T1 , class T2 > bool Inventory< T1, T2 >::isSkillExist (Skill & s) const**

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

Here is the call graph for this function:

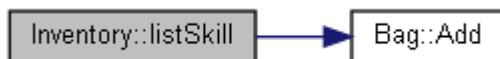


Here is the caller graph for this function:

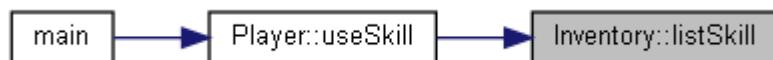


**template<class T1 , class T2 > Bag< Skill > \* Inventory< T1, T2 >::listSkill**

Here is the call graph for this function:

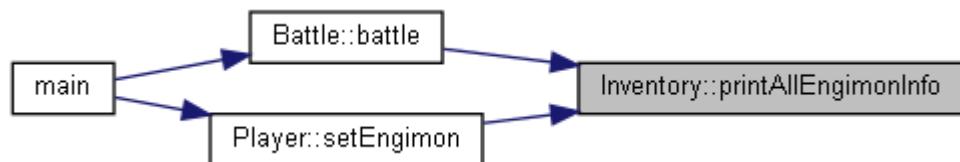


Here is the caller graph for this function:



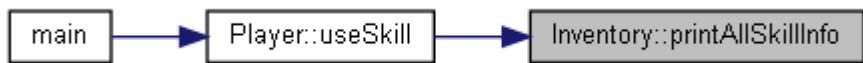
**template<class T1 , class T2 > void Inventory< T1, T2 >::printAllEngimonInfo**

Here is the caller graph for this function:



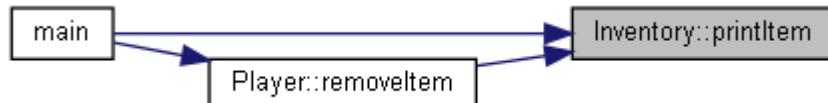
**template<class T1 , class T2 > void Inventory< T1, T2 >::printAllSkillInfo**

Here is the caller graph for this function:



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

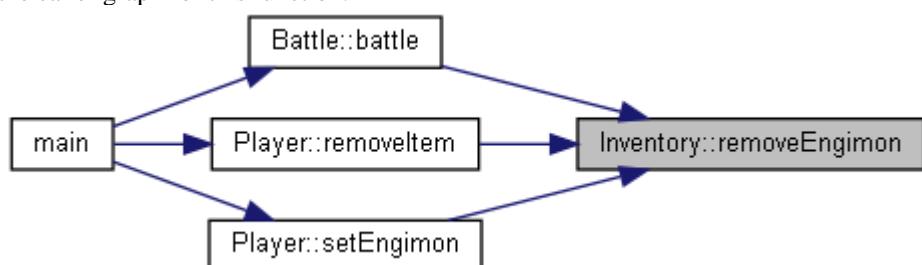
Here is the caller graph for this function:



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

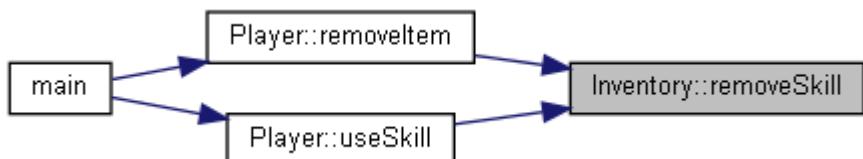
**template<class T1 , class T2 > void Inventory< T1, T2 >::removeEngimon (int x)**

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**

---

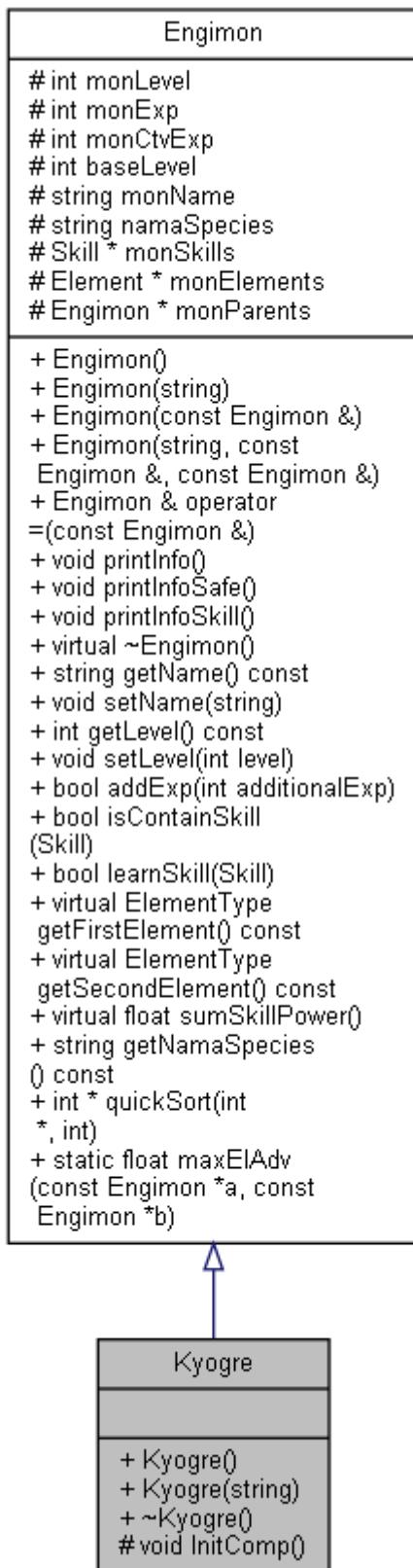
**The documentation for this class was generated from the following files:**

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

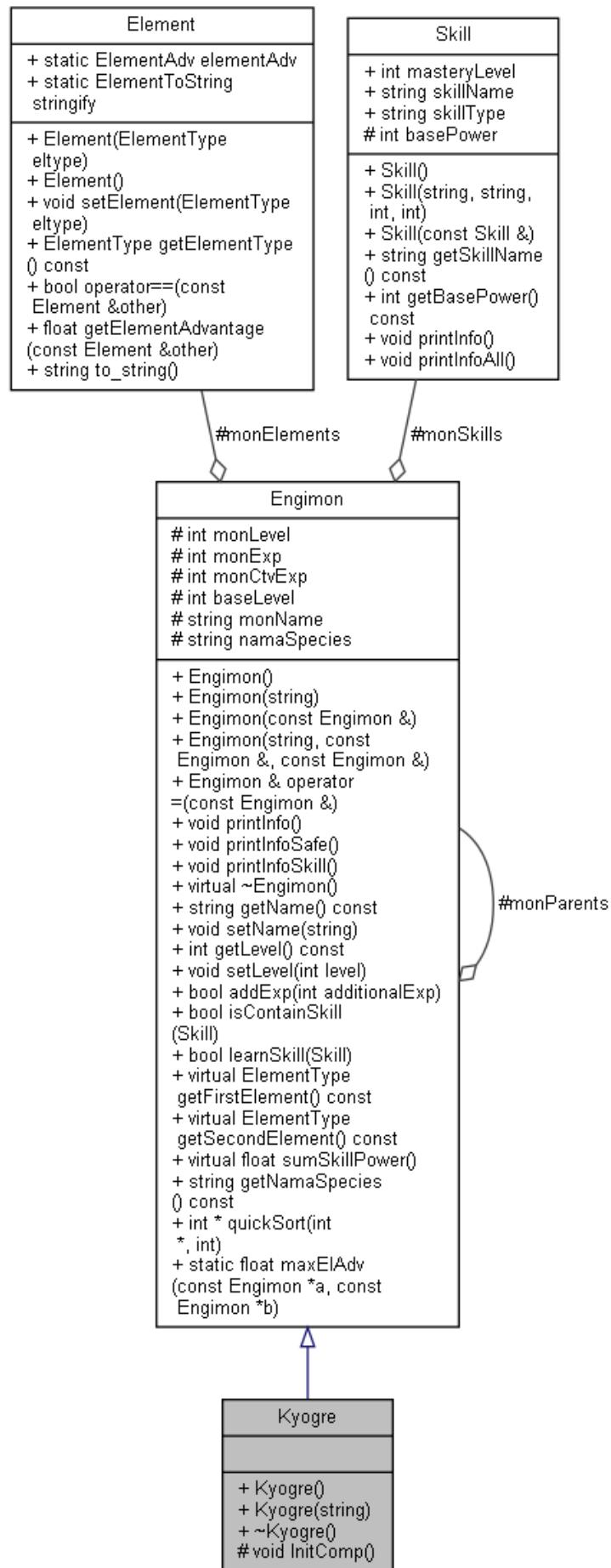
## Kyogre Class Reference

```
#include <Kyogre.hpp>
```

Inheritance diagram for Kyogre:



Collaboration 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:



---

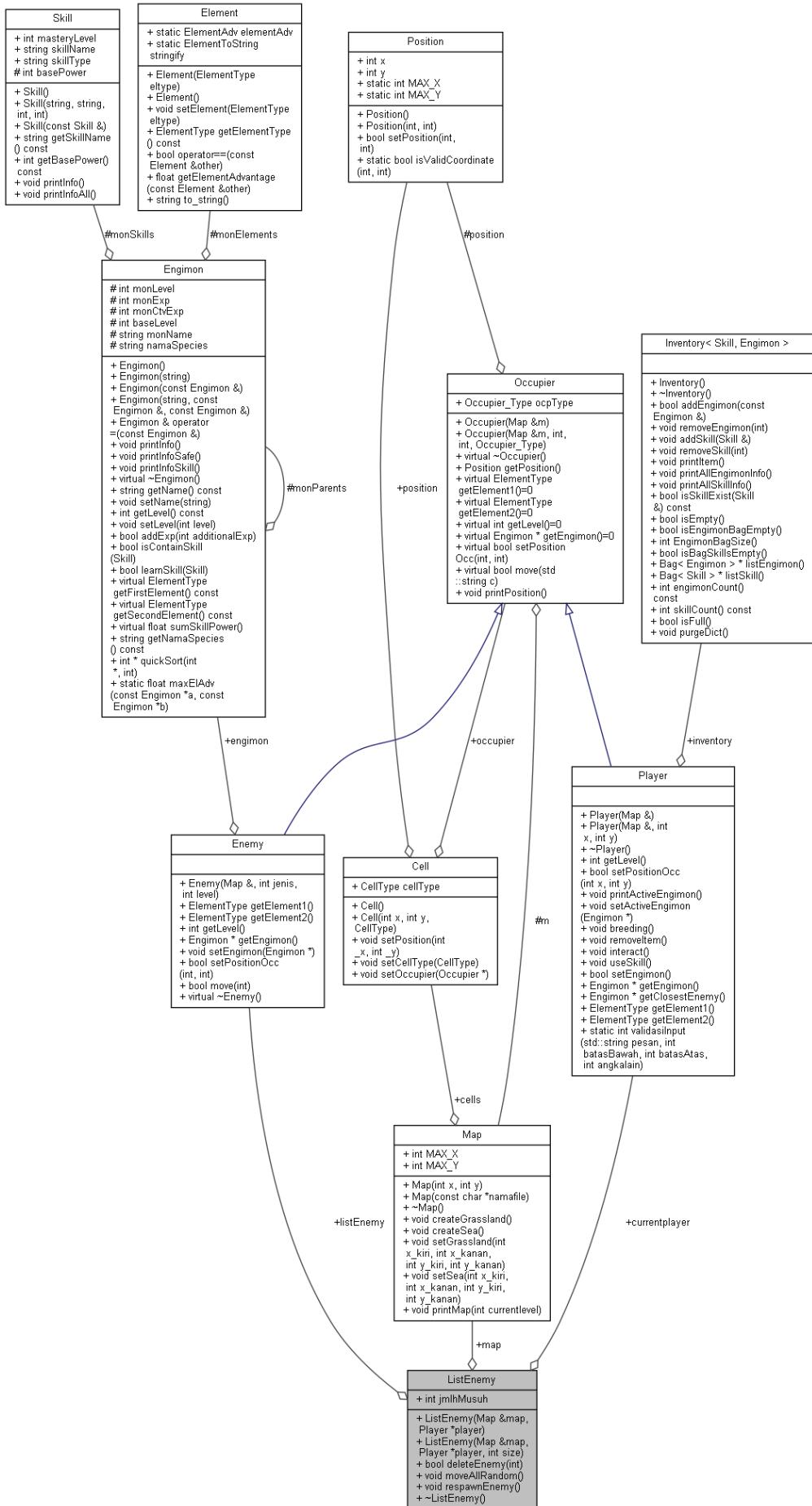
**The documentation for this class was generated from the following files:**

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

## ListEnemy Class Reference

```
#include <ListEnemy.hpp>
```

Collaboration diagram for ListEnemy:



## 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

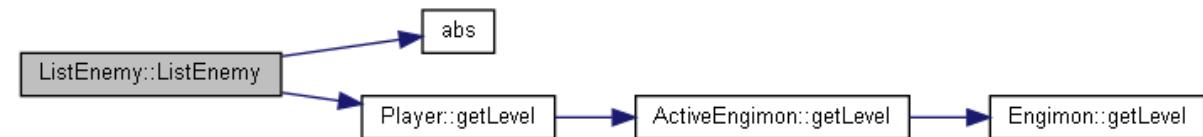
- `Enemy ** listEnemy`
  - `int jmlhMusuh`
  - `Player * currentplayer`
  - `Map * map`
- 

## Constructor & Destructor Documentation

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

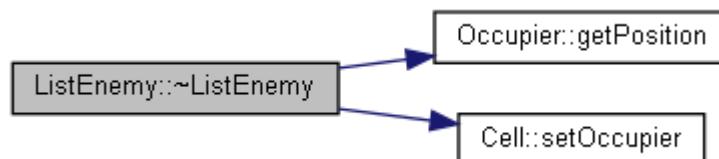
**`ListEnemy::ListEnemy (Map & map, Player * player, int size)`**

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**

---

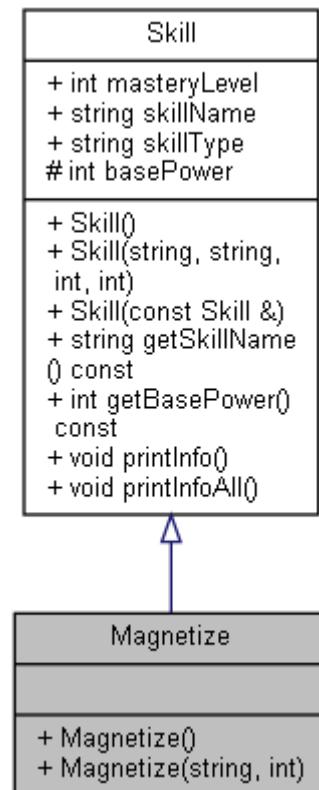
**The documentation for this class was generated from the following files:**

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

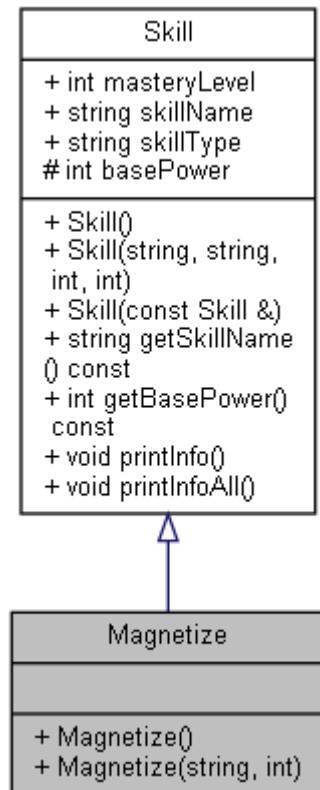
## Magnetize Class Reference

```
#include <Magnetize.hpp>
```

Inheritance diagram for Magnetize:



Collaboration diagram for Magnetize:



## Public Member Functions

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

## Additional Inherited Members

---

### Constructor & Destructor Documentation

**Magnetize::Magnetize ()**

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

---

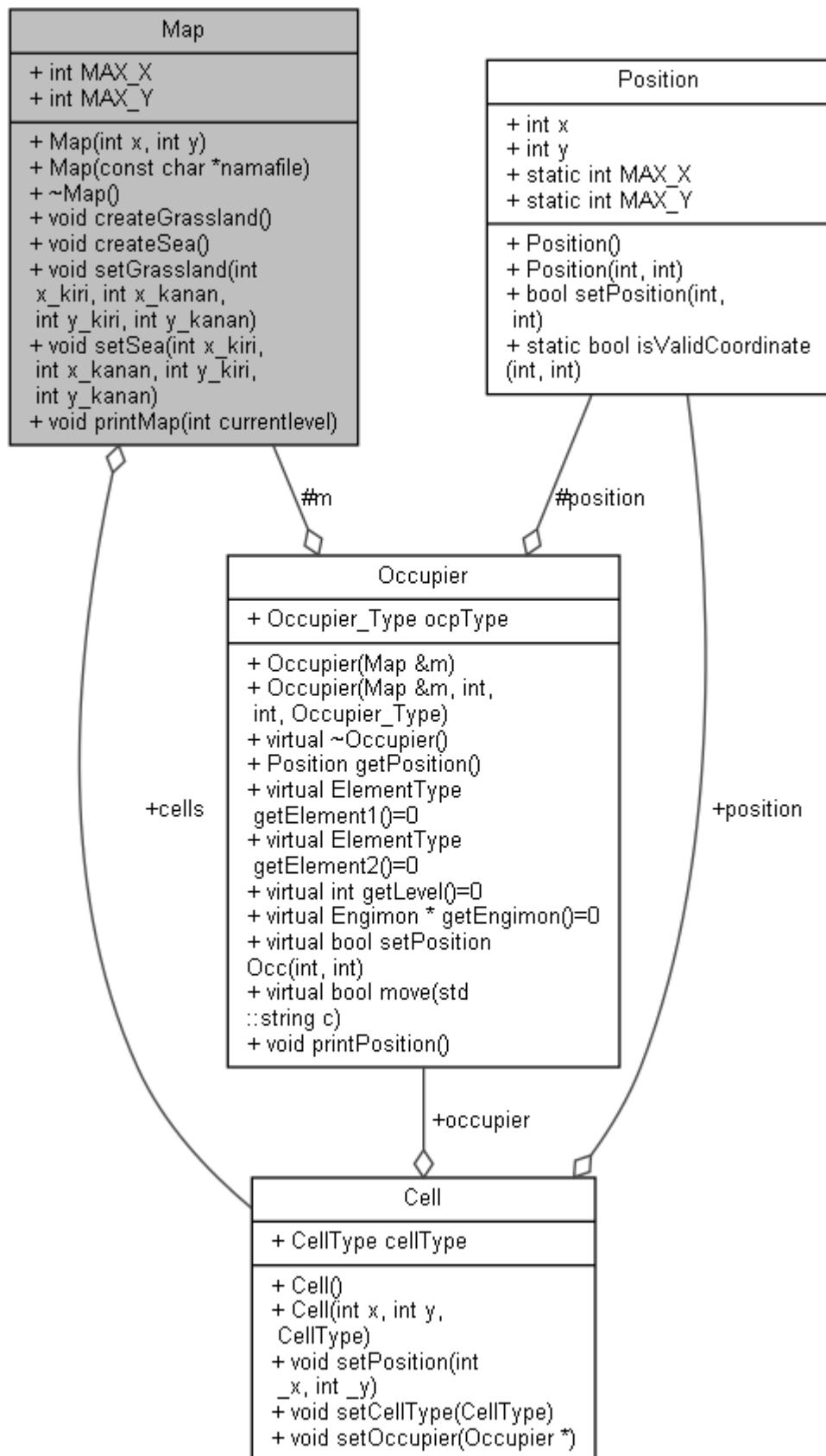
The documentation for this class was generated from the following files:

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

## **Map Class Reference**

```
#include <Map.hpp>
```

Collaboration diagram for Map:



## 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)

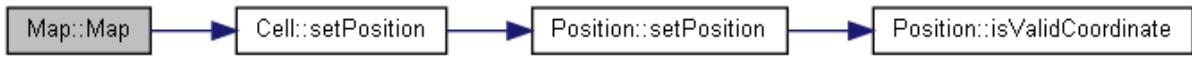
## Public Attributes

- 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**

---

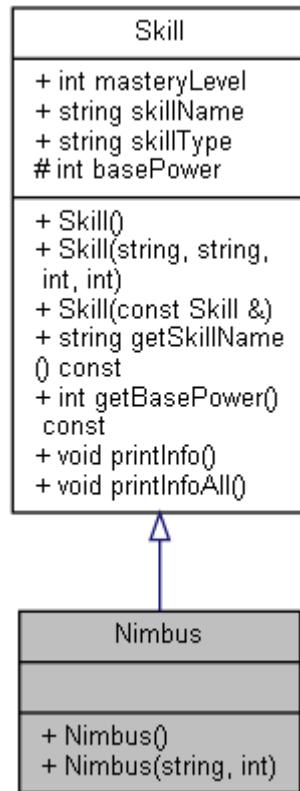
**The documentation for this class was generated from the following files:**

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

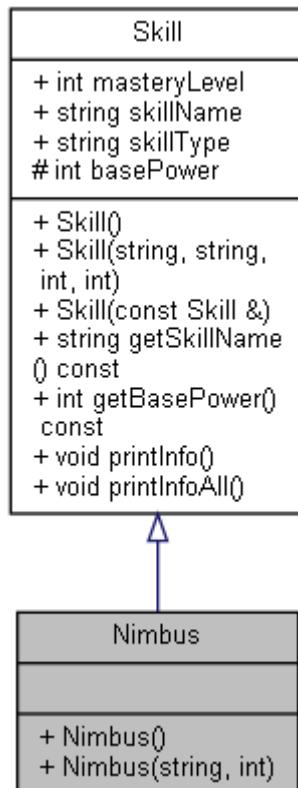
## Nimbus Class Reference

```
#include <Nimbus.hpp>
```

Inheritance diagram for Nimbus:



Collaboration diagram for Nimbus:



## Public Member Functions

- `Nimbus ()`
- `Nimbus (string, int)`

## Additional Inherited Members

---

### Constructor & Destructor Documentation

**Nimbus::Nimbus ()**

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

---

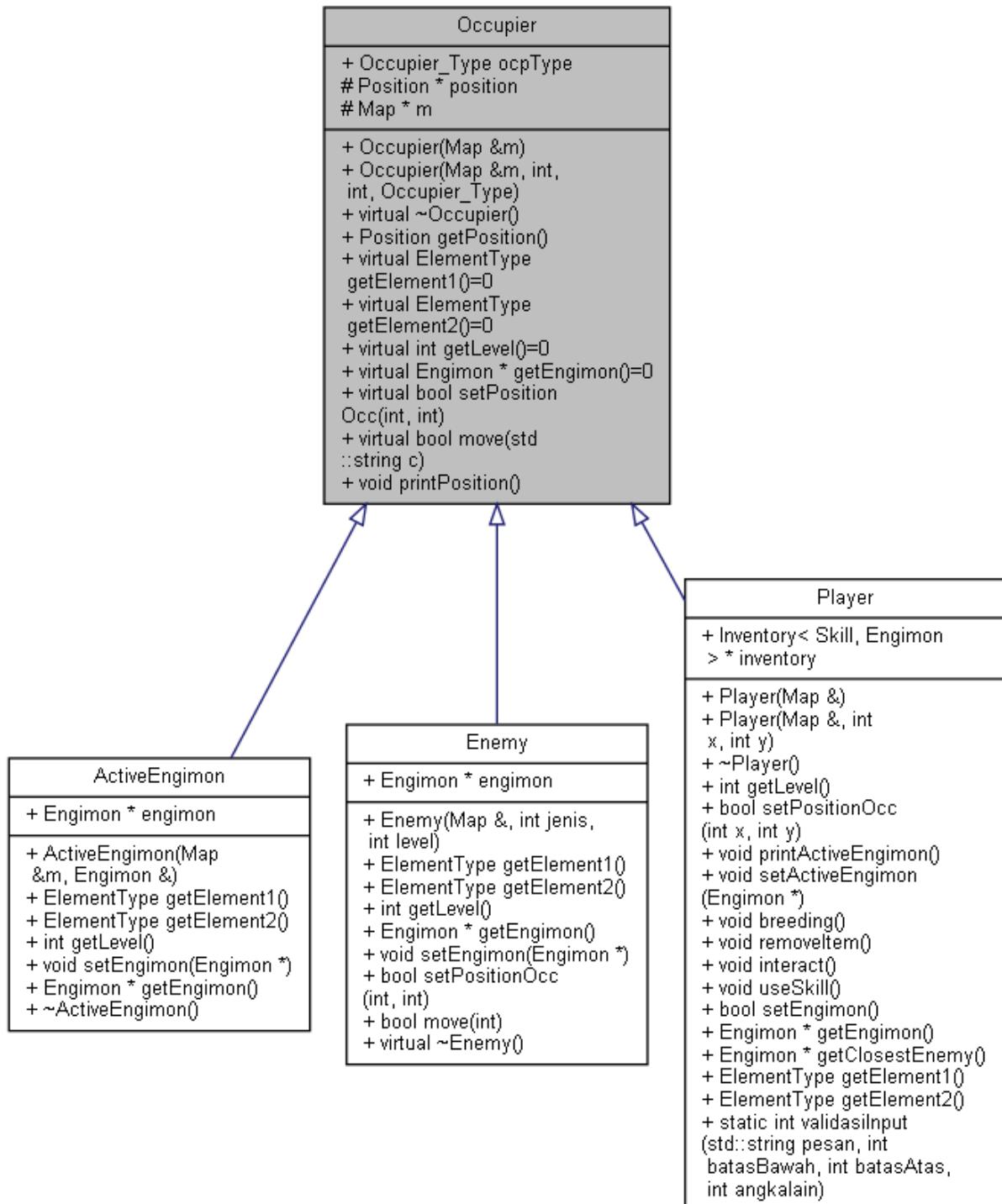
The documentation for this class was generated from the following files:

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

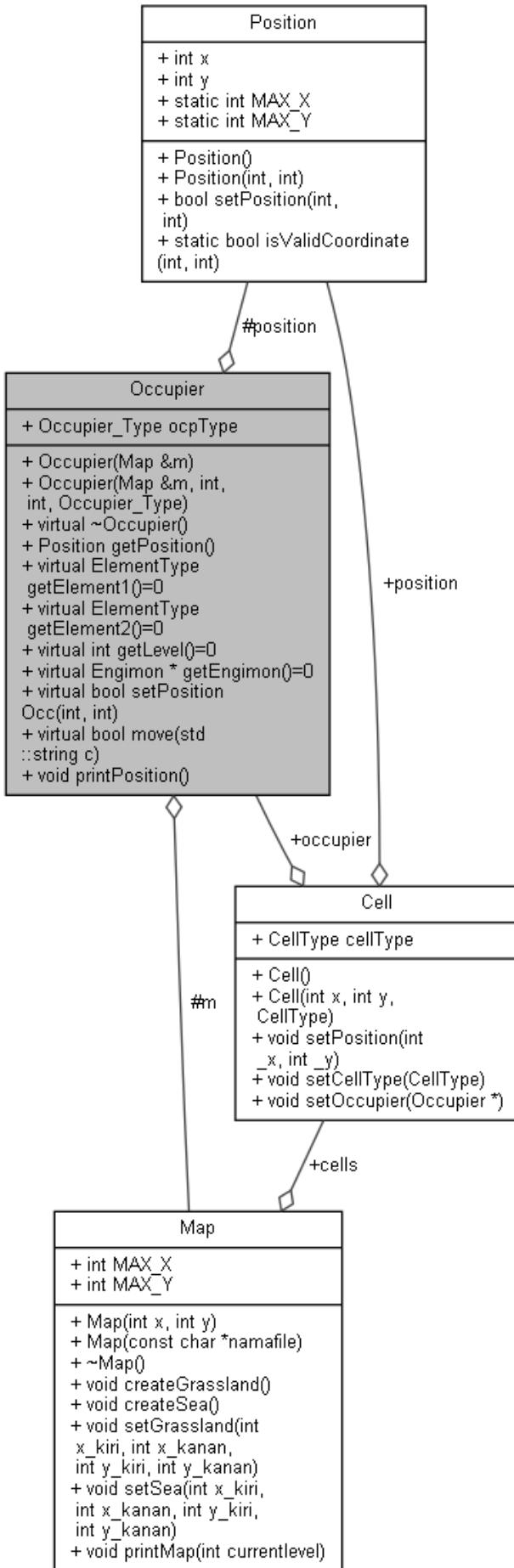
## Occupier Class Reference

```
#include <Occupier.hpp>
```

Inheritance diagram for Occupier:



Collaboration 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

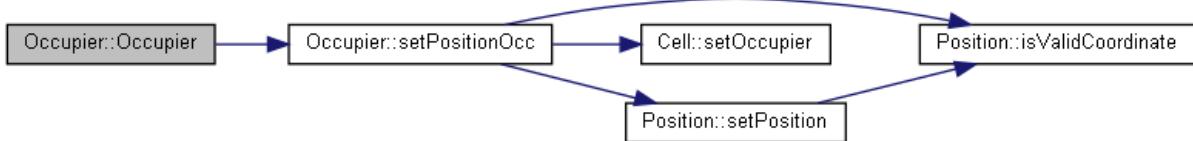
- Position \* position
- Map \* m

---

## Constructor & Destructor Documentation

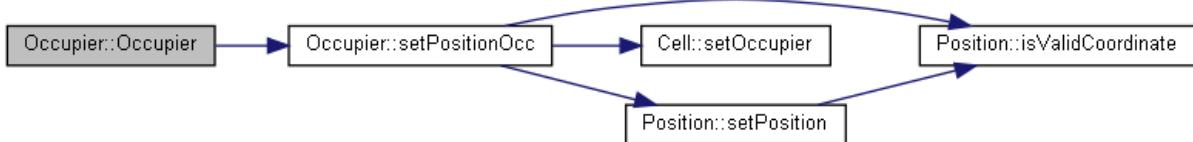
### Occupier::Occupier (Map & m)

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.85), **Enemy** (p.34), and **ActiveEngimon** (p.8).

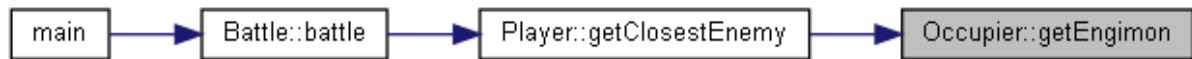
**virtual ElementType Occupier::getElement2 () [pure virtual]**

Implemented in **Player** (p.86), **Enemy** (p.34), and **ActiveEngimon** (p.8).

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

Implemented in **Player** (p.86), **Enemy** (p.35), and **ActiveEngimon** (p.8).

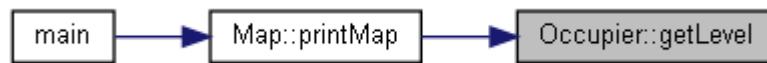
Here is the caller graph for this function:



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

Implemented in **Player** (p.86), **Enemy** (p.35), and **ActiveEngimon** (p.8).

Here is the caller graph for this function:



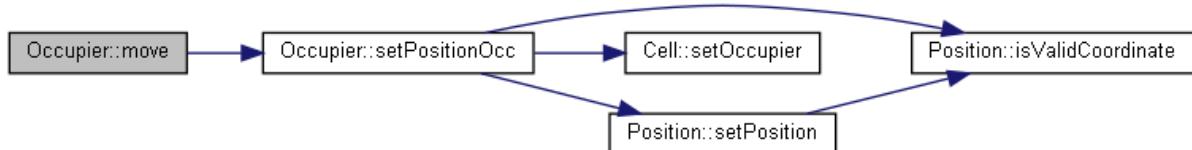
**Position Occupier::getPosition ()**

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:

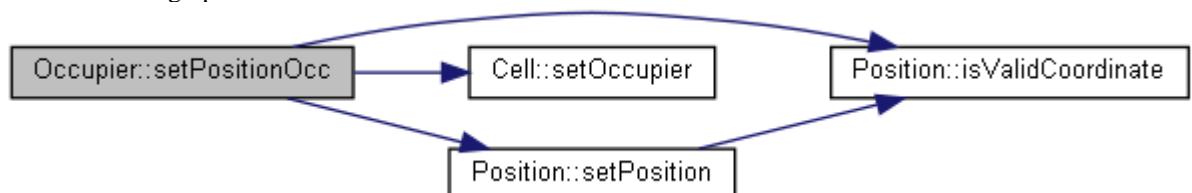


**void Occupier::printPosition ()**

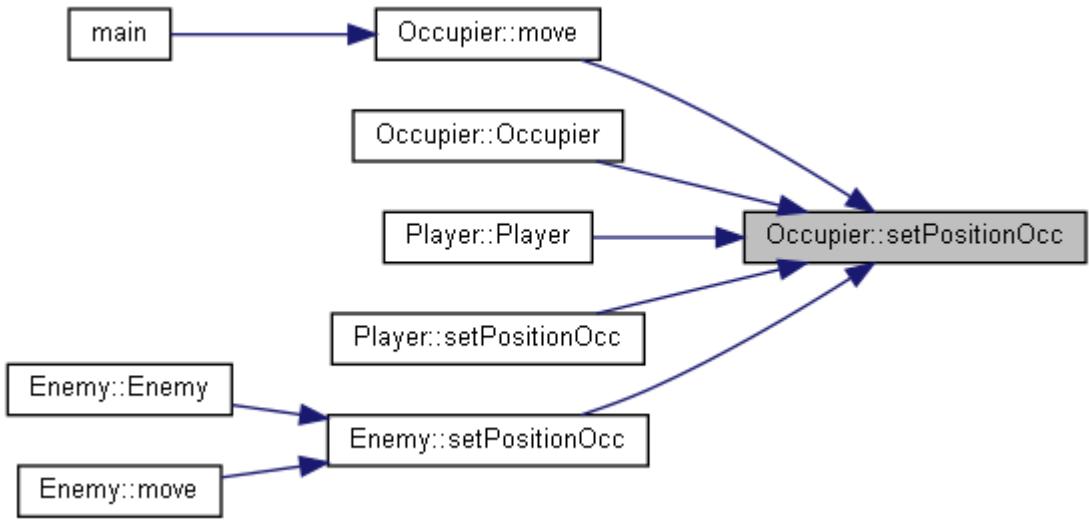
**bool Occupier::setPositionOcc (int x, int y) [virtual]**

Reimplemented in **Enemy** (p.35), and **Player** (p.88).

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]**

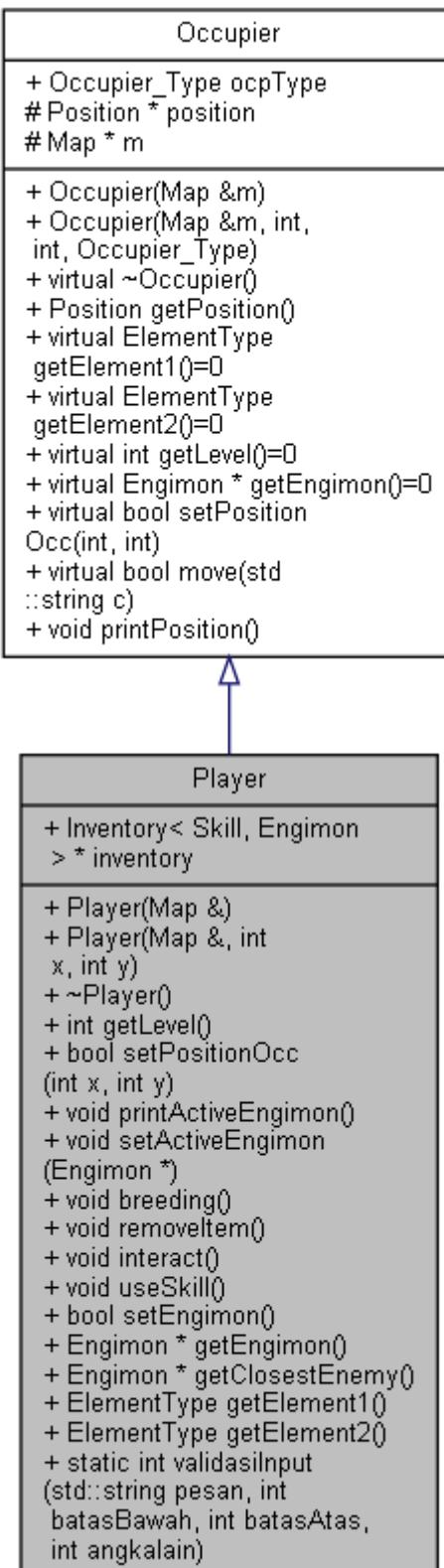
The documentation for this class was generated from the following files:

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

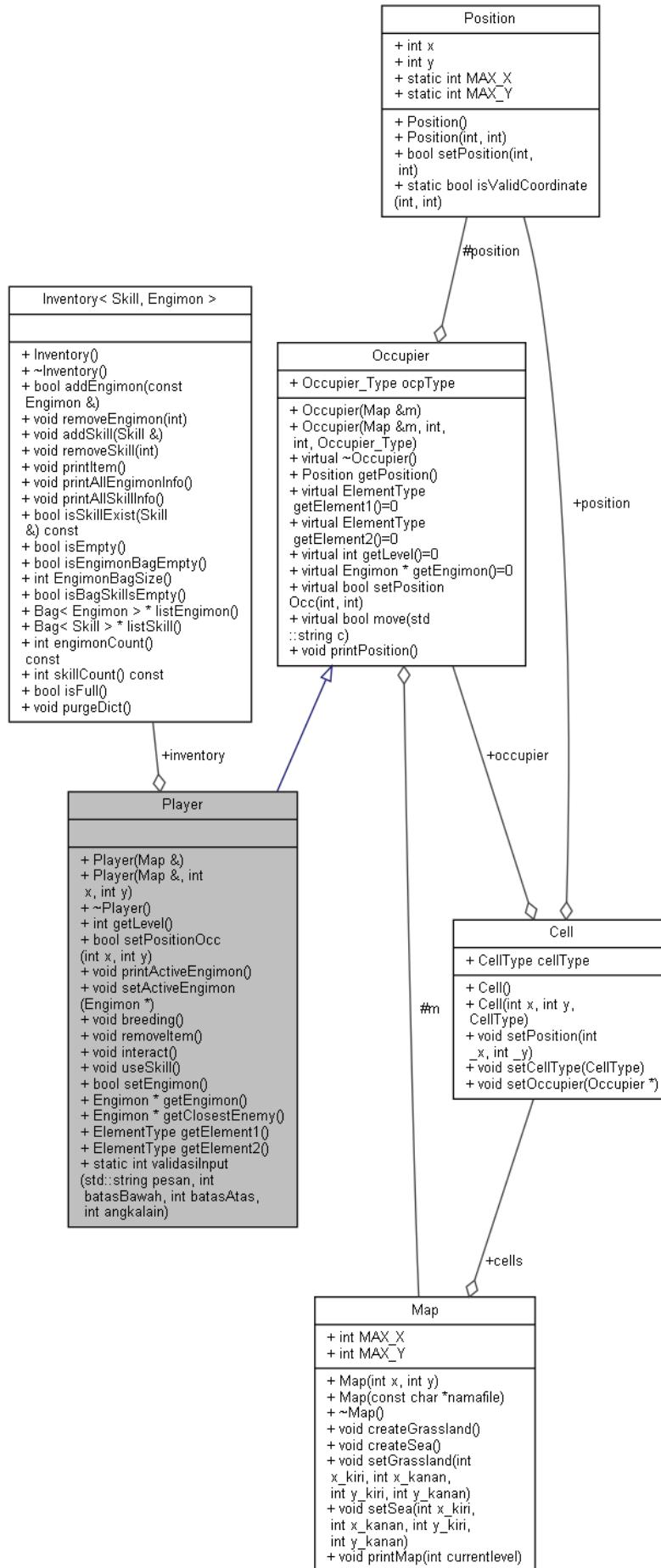
## Player Class Reference

```
#include <Player.hpp>
```

Inheritance diagram for Player:



Collaboration 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`

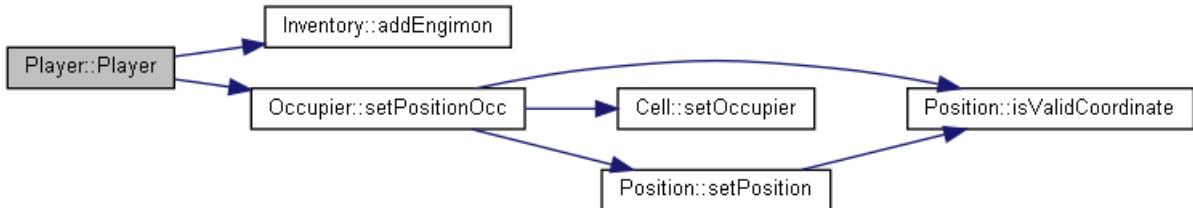
## Additional Inherited Members

---

## Constructor & Destructor Documentation

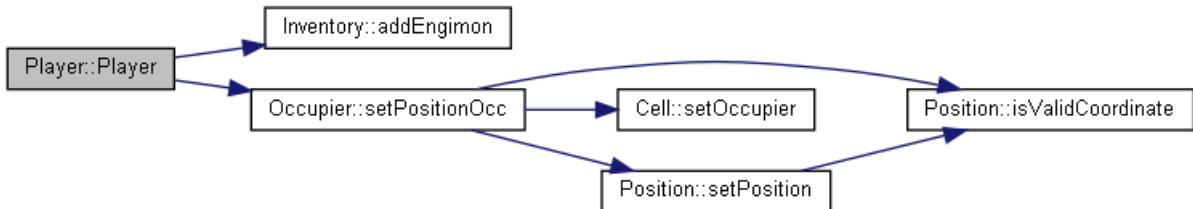
### `Player::Player (Map & m)`

Here is the call graph for this function:



### `Player::Player (Map & m, int x, int y)`

Here is the call graph for this function:



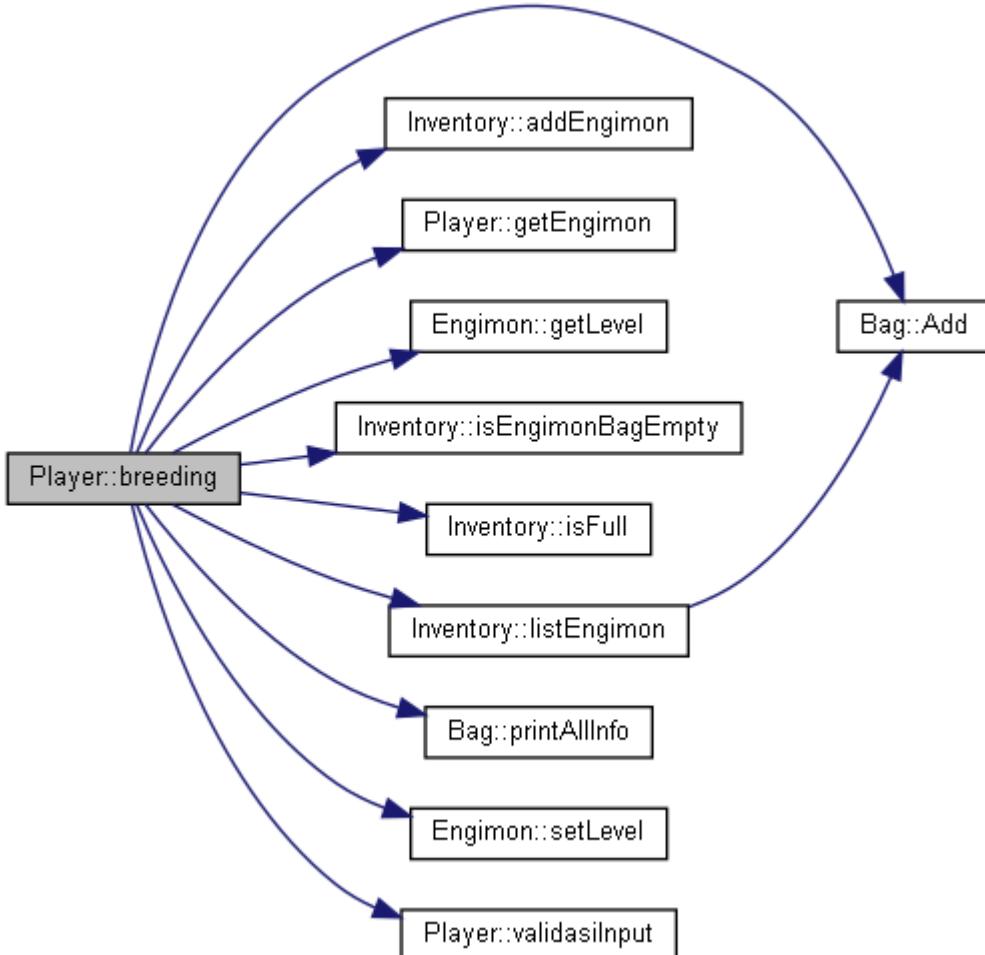
### `Player::~Player ()`

---

## Member Function Documentation

### **void Player::breeding ()**

Here is the call graph for this function:

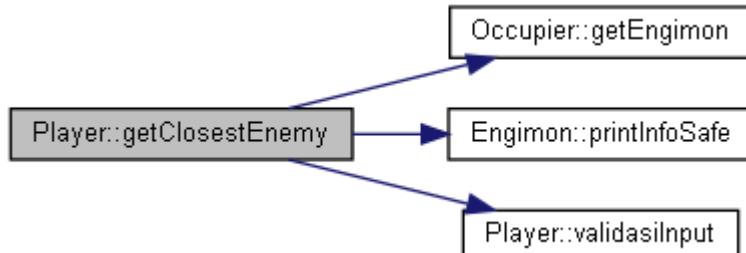


Here is the caller graph for this function:



### **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.78).

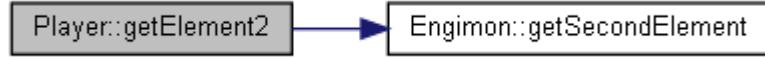
Here is the call graph for this function:



### **ElementType Player::getElement2 () [virtual]**

Implements **Occupier** (p.79).

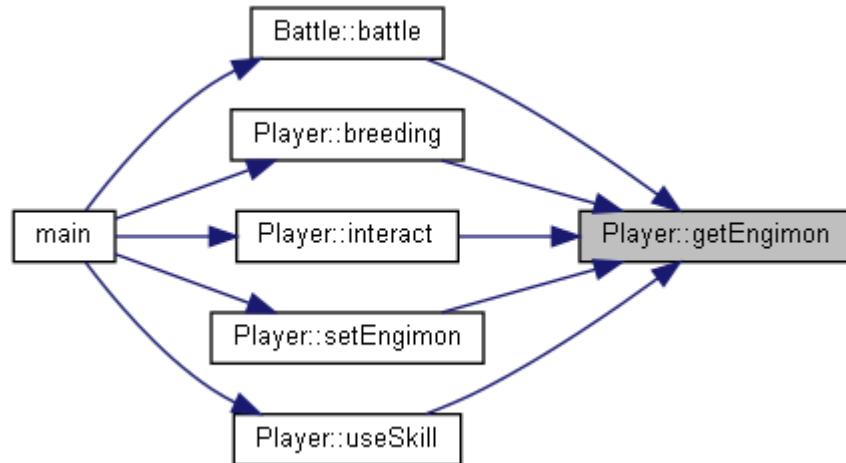
Here is the call graph for this function:



### **Engimon \* Player::getEngimon () [virtual]**

Implements **Occupier** (p.79).

Here is the caller graph for this function:



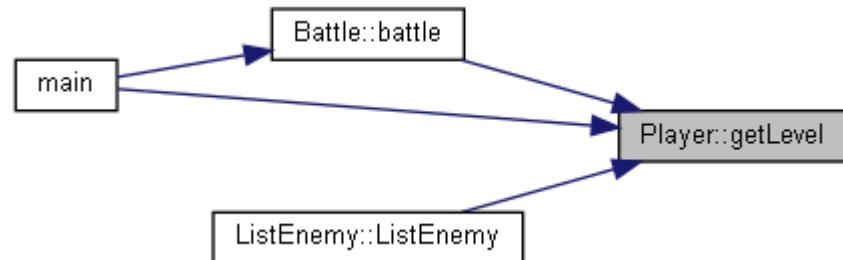
### **int Player::getLevel () [virtual]**

Implements **Occupier** (p.79).

Here is the call graph for this function:

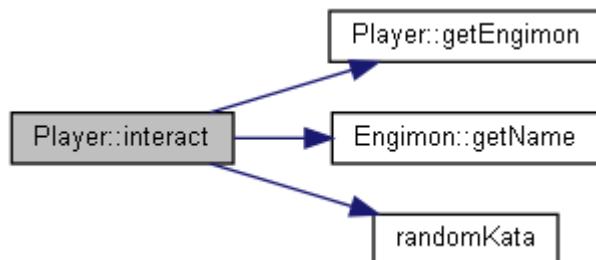


Here is the caller graph for this function:



### **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:

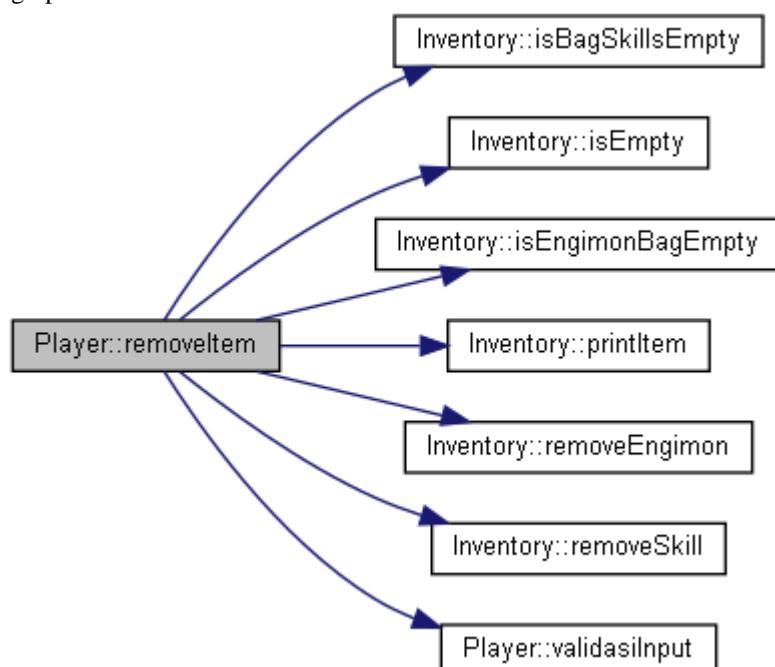


Here is the caller graph for this function:



### **void Player::removeItem ()**

Here is the call graph for this function:



Here is the caller graph for this function:

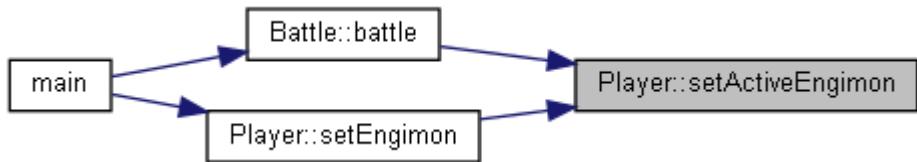


### **void Player:: setActiveEngimon (Engimon \* m)**

Here is the call graph for this function:

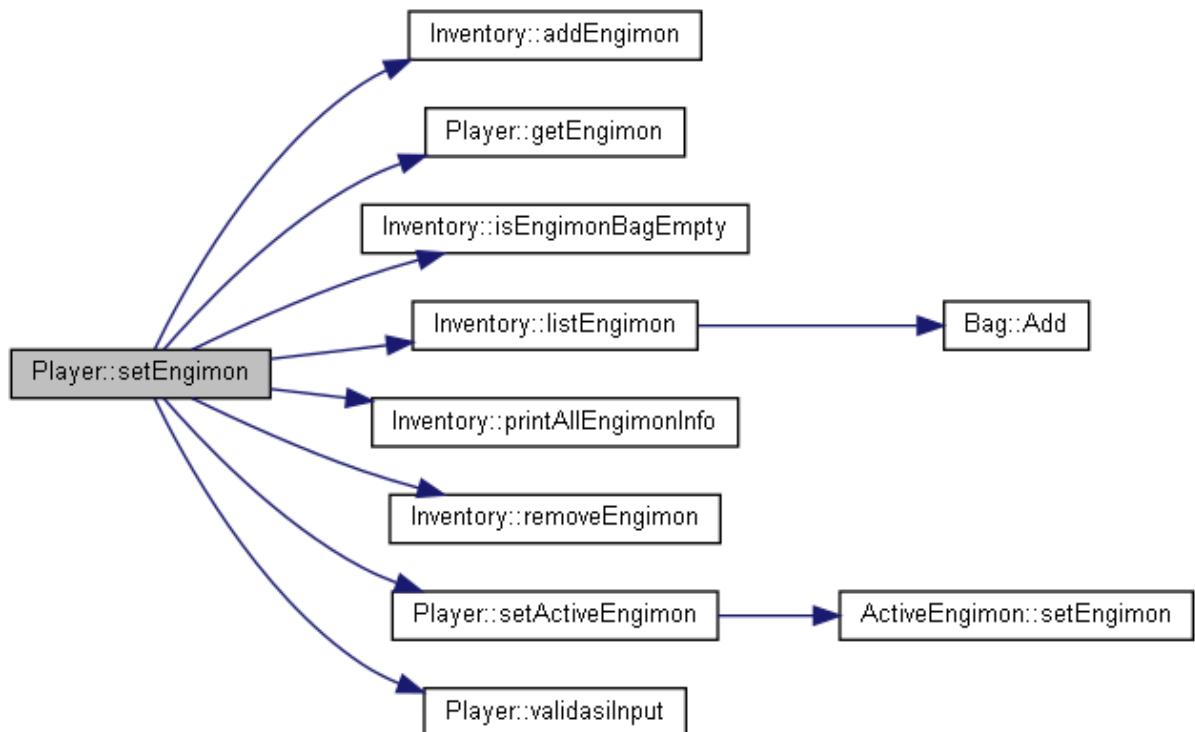


Here is the caller graph for this function:



### **bool Player::setEngimon ()**

Here is the call graph for this function:



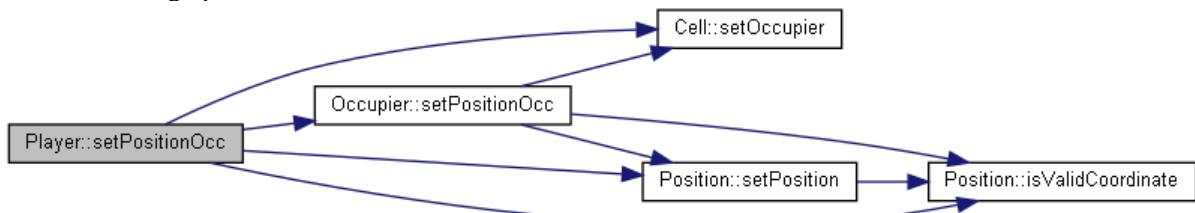
Here is the caller graph for this function:



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

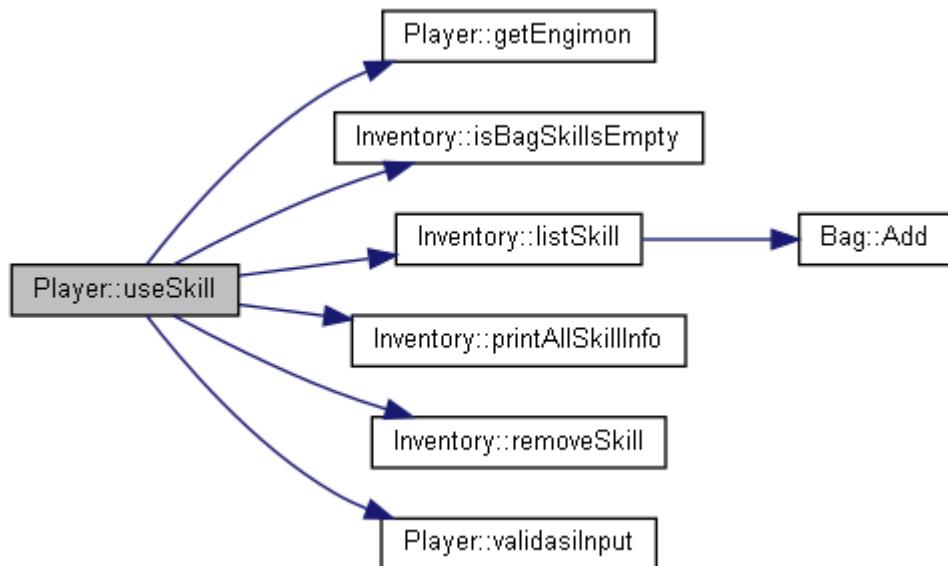
Reimplemented from **Occupier** (p.79).

Here is the call graph for this function:



### **void Player::useSkill ()**

Here is the call graph for this function:



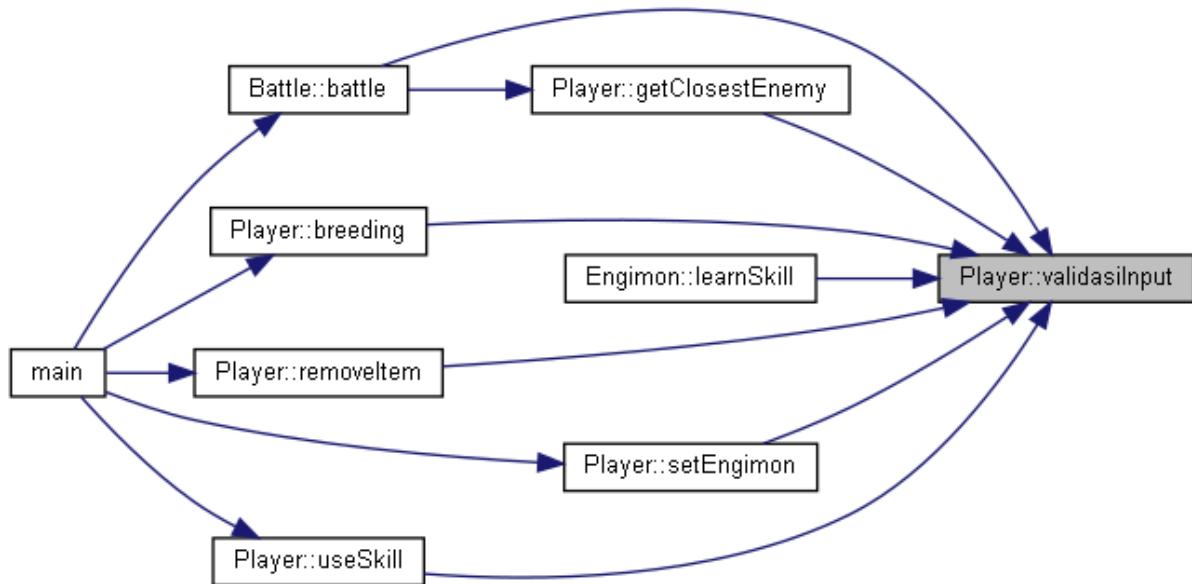
Here is the caller graph for this function:



```

int Player::validasilInput (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>
```

Collaboration diagram for Position:

Position
+ int x + int y + static int MAX_X + static int MAX_Y
+ Position() + Position(int, int) + bool setPosition(int, int) + static bool isValidCoordinate(int, int)

### 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 ()**

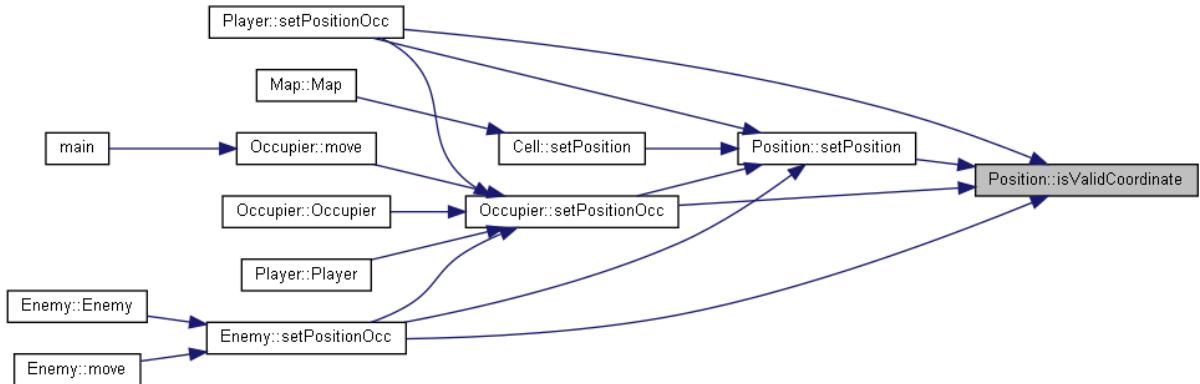
**Position::Position (int \_x, int \_y)**

---

### Member Function Documentation

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

Here is the caller graph for this function:

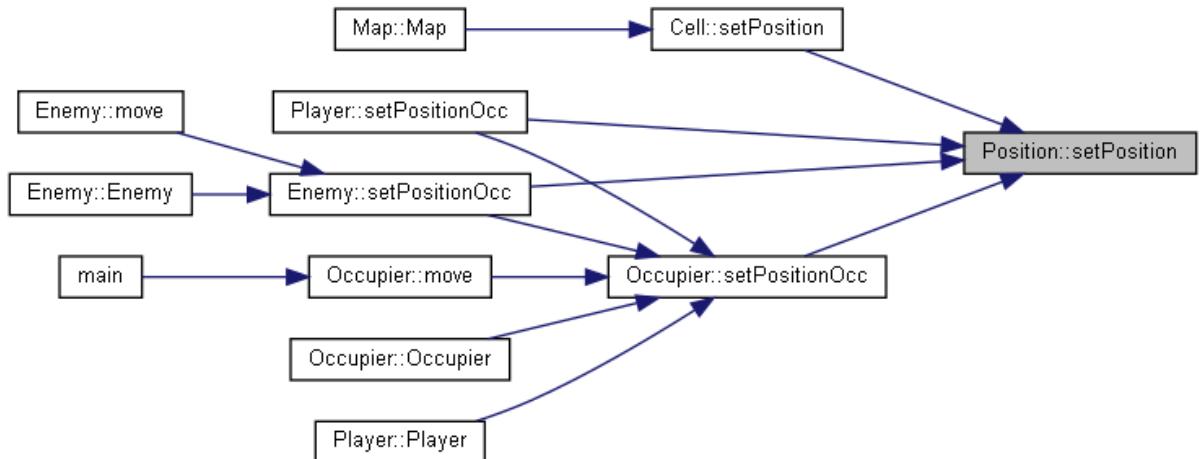


**bool Position::setPosition (int \_x, int \_y)**

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**

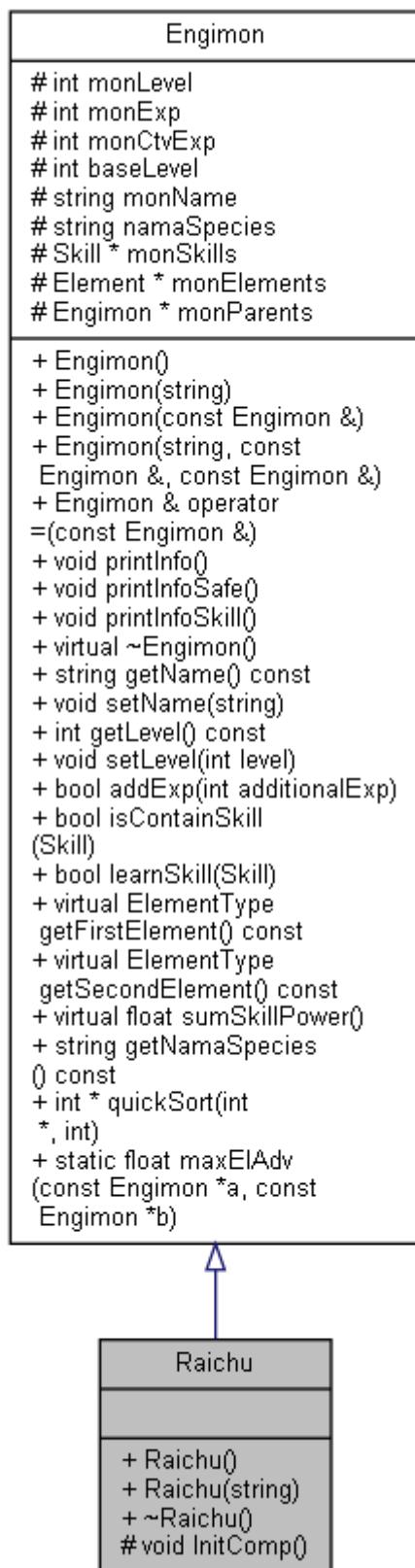
The documentation for this class was generated from the following files:

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

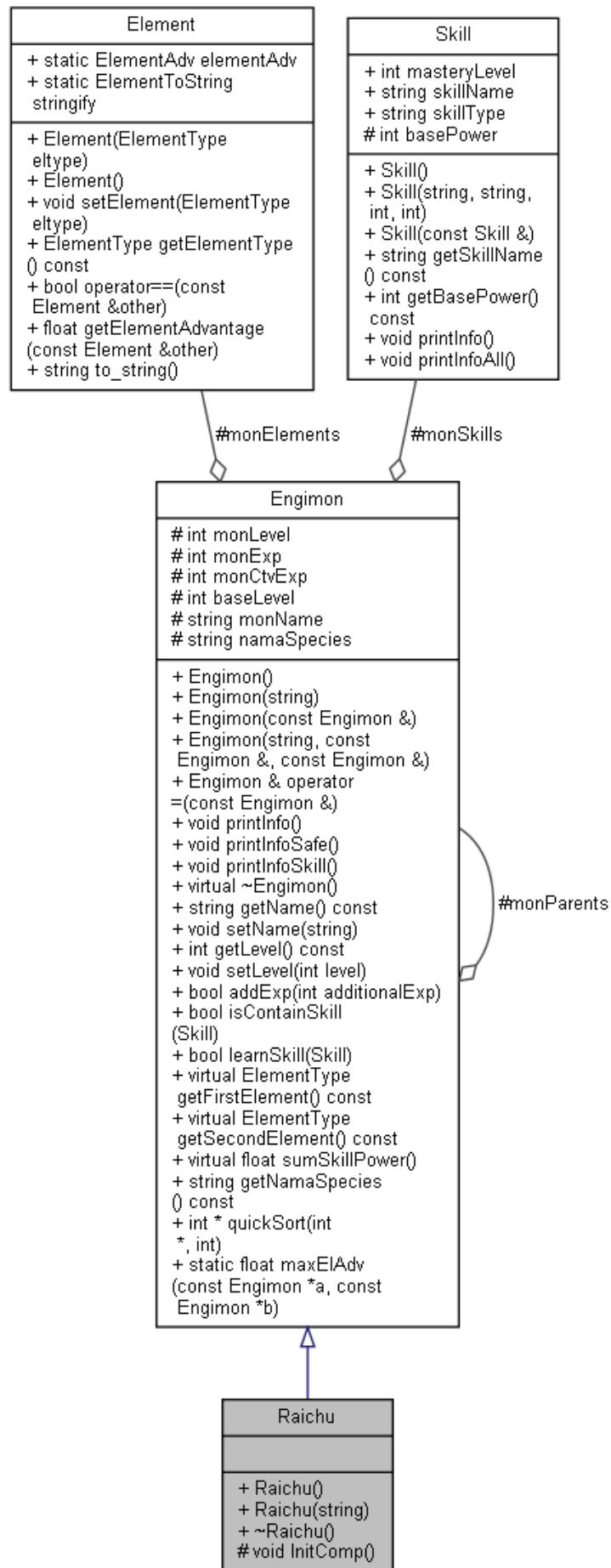
## Raichu Class Reference

```
#include <Raichu.hpp>
```

Inheritance diagram for Raichu:



Collaboration 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:



---

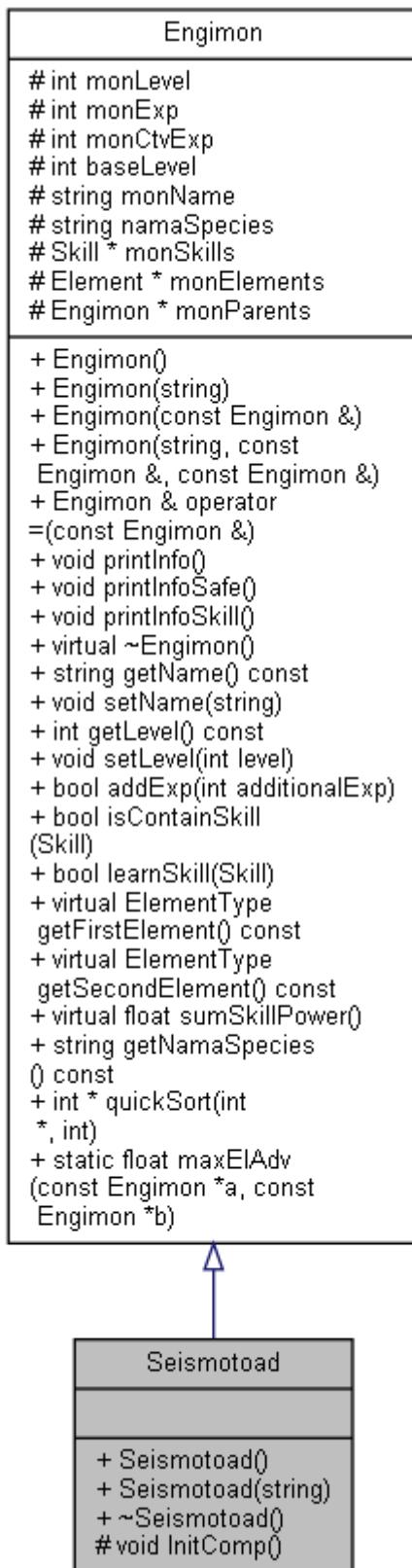
**The documentation for this class was generated from the following files:**

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

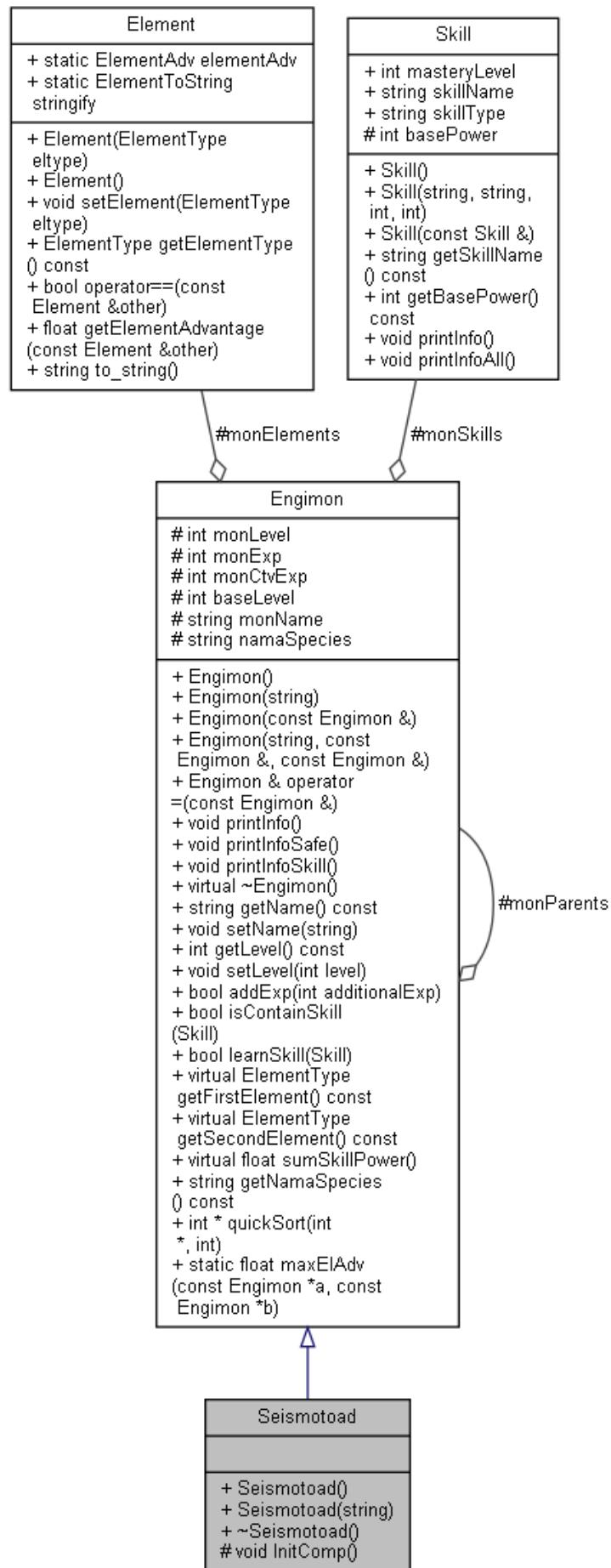
## Seismotoad Class Reference

```
#include <Seismotoad.hpp>
```

Inheritance diagram for Seismotoad:



Collaboration diagram for Seismotoad:



## Public Member Functions

- `Seismotoad ()`
- `Seismotoad (string)`
- `~Seismotoad ()`

## Protected Member Functions

- `void InitComp ()`

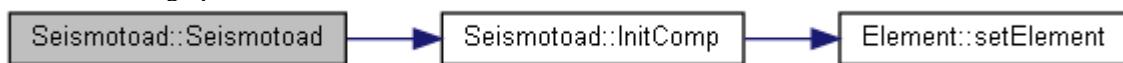
## Additional Inherited Members

---

### Constructor & Destructor Documentation

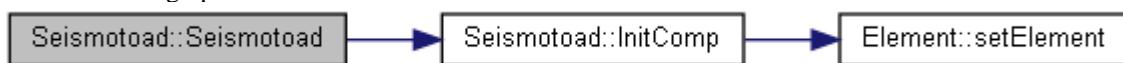
#### `Seismotoad::Seismotoad ()`

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:



---

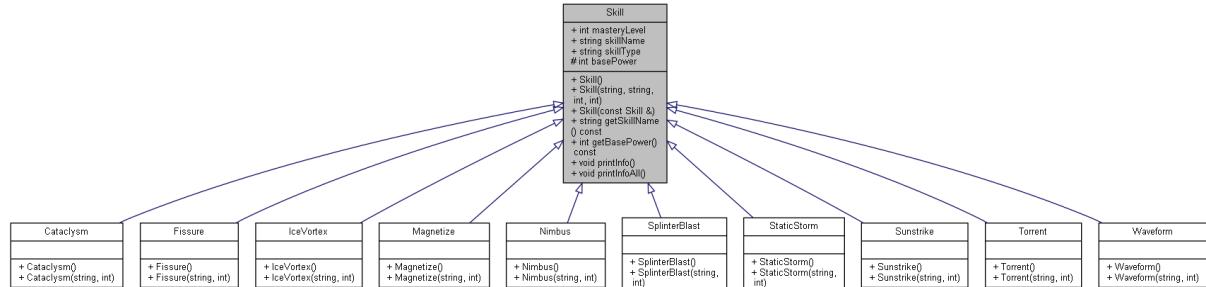
**The documentation for this class was generated from the following files:**

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

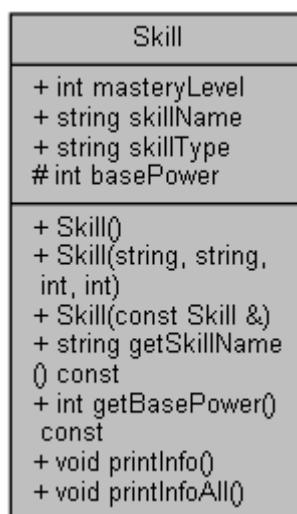
# Skill Class Reference

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

Inheritance diagram for Skill:



Collaboration 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**

---

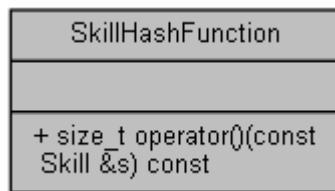
**The documentation for this class was generated from the following files:**

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

## SkillHashFunction Class Reference

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

Collaboration diagram for SkillHashFunction:



### Public Member Functions

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

---

### Member Function Documentation

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

---

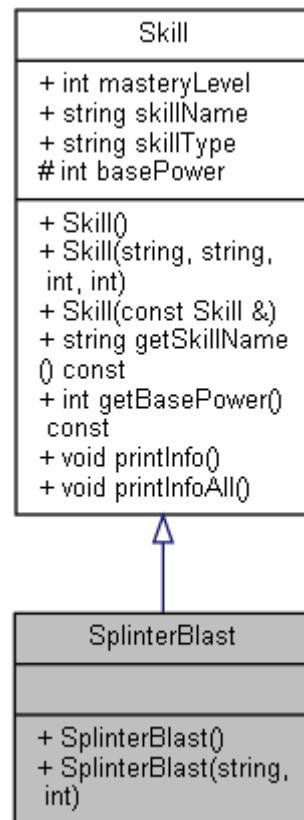
The documentation for this class was generated from the following file:

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

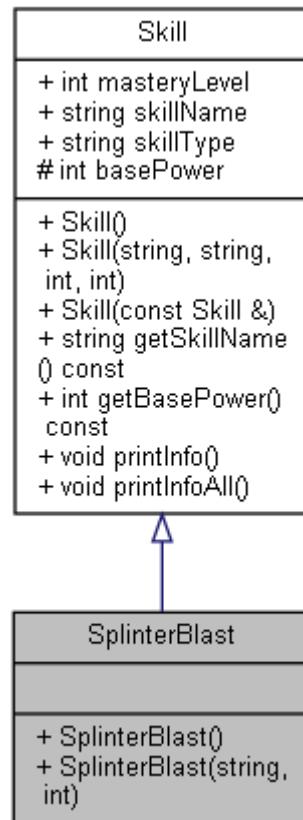
## SplinterBlast Class Reference

```
#include <SplinterBlast.hpp>
```

Inheritance diagram for SplinterBlast:



Collaboration diagram for SplinterBlast:



## Public Member Functions

- `SplinterBlast ()`
- `SplinterBlast (string, int)`

## Additional Inherited Members

---

### Constructor & Destructor Documentation

**SplinterBlast::SplinterBlast ()**

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

---

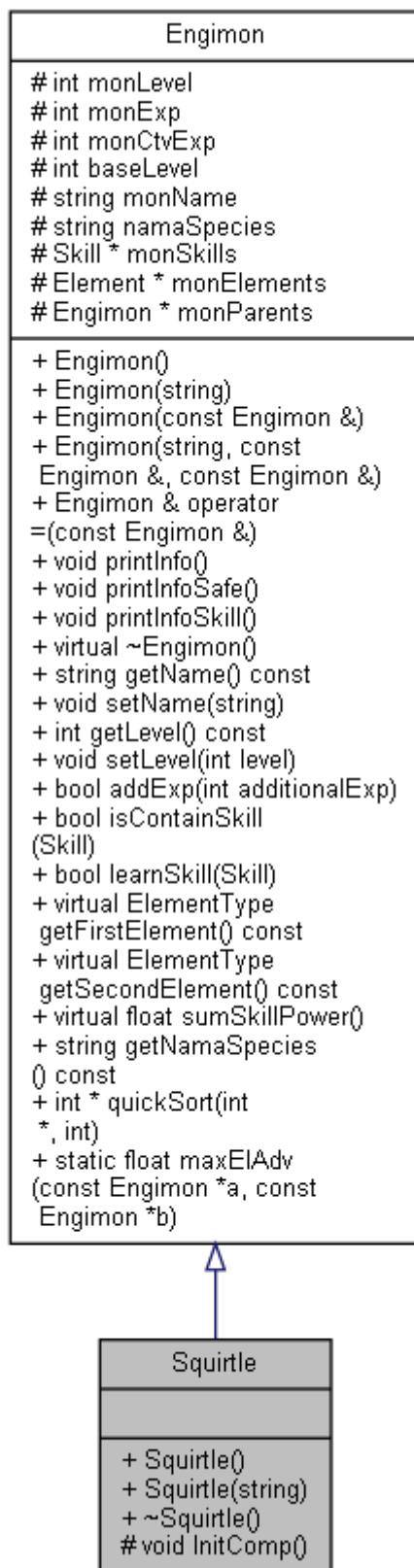
**The documentation for this class was generated from the following files:**

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

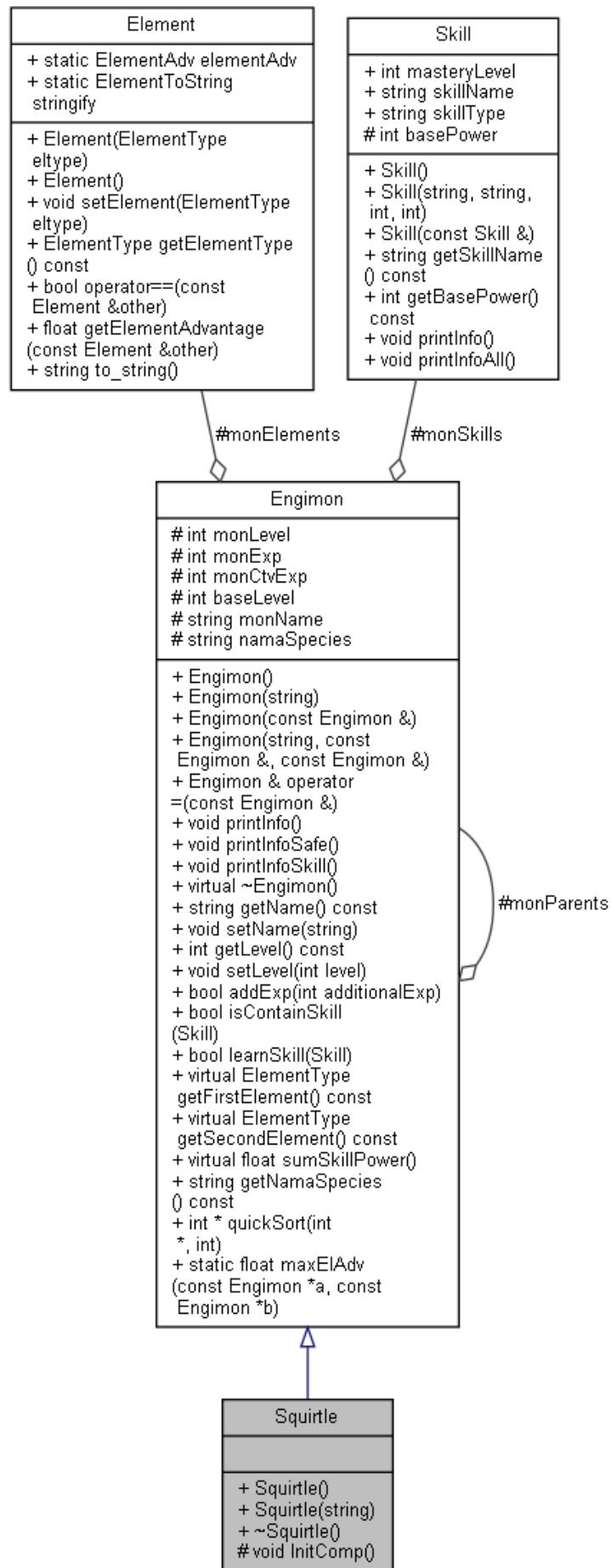
## Squirtle Class Reference

```
#include <Squirtle.hpp>
```

Inheritance diagram for Squirtle:



Collaboration 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:



---

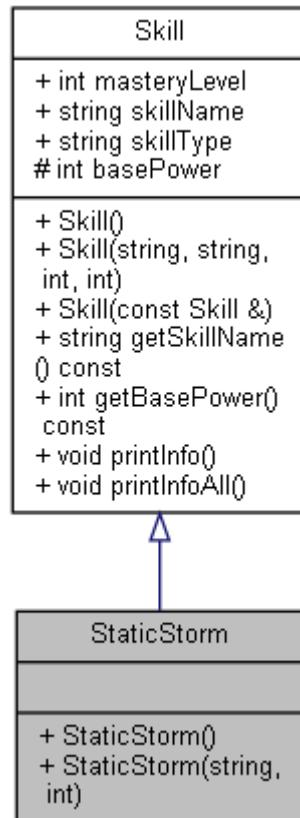
The documentation for this class was generated from the following files:

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

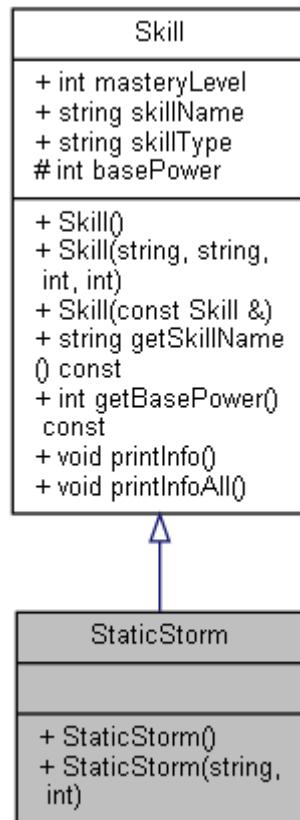
## StaticStorm Class Reference

```
#include <StaticStorm.hpp>
```

Inheritance diagram for StaticStorm:



Collaboration diagram for StaticStorm:



## Public Member Functions

- `StaticStorm()`
- `StaticStorm(string, int)`

## Additional Inherited Members

---

### Constructor & Destructor Documentation

**StaticStorm::StaticStorm ()**

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

---

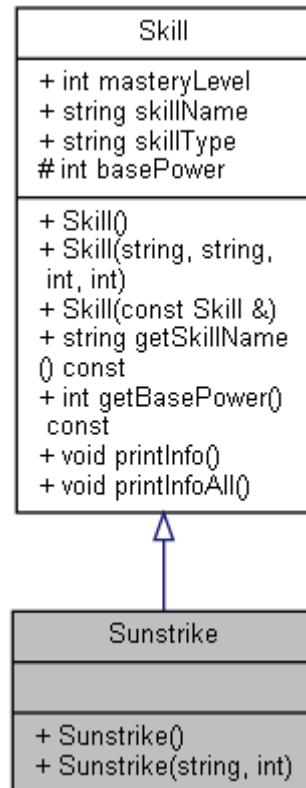
**The documentation for this class was generated from the following files:**

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

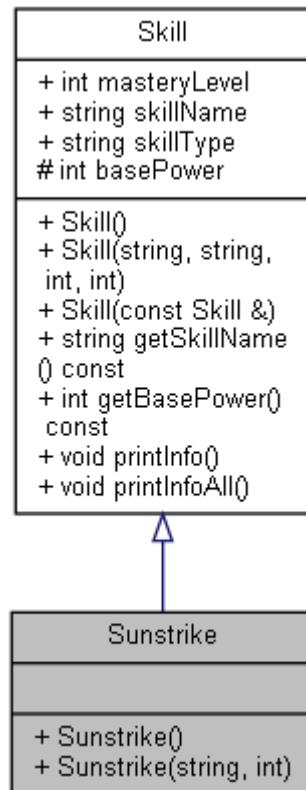
## Sunstrike Class Reference

```
#include <Sunstrike.hpp>
```

Inheritance diagram for Sunstrike:



Collaboration diagram for Sunstrike:



## Public Member Functions

- `Sunstrike ()`
- `Sunstrike (string, int)`

## Additional Inherited Members

---

### Constructor & Destructor Documentation

**Sunstrike::Sunstrike ()**

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

---

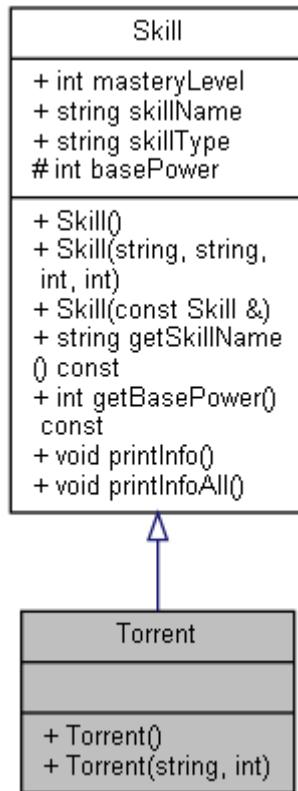
The documentation for this class was generated from the following files:

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

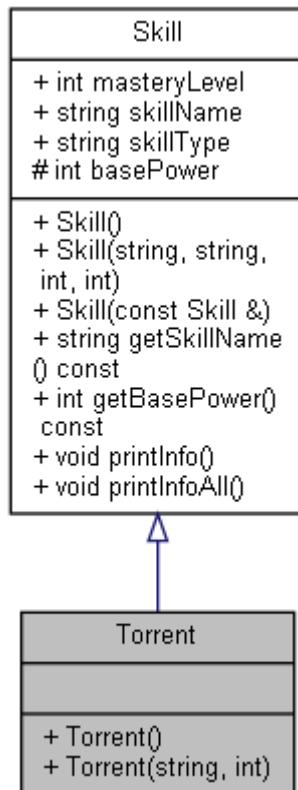
## Torrent Class Reference

```
#include <Torrent.hpp>
```

Inheritance diagram for Torrent:



Collaboration diagram for Torrent:



## Public Member Functions

- `Torrent()`
- `Torrent(string, int)`

## Additional Inherited Members

---

### Constructor & Destructor Documentation

**Torrent::Torrent ()**

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

---

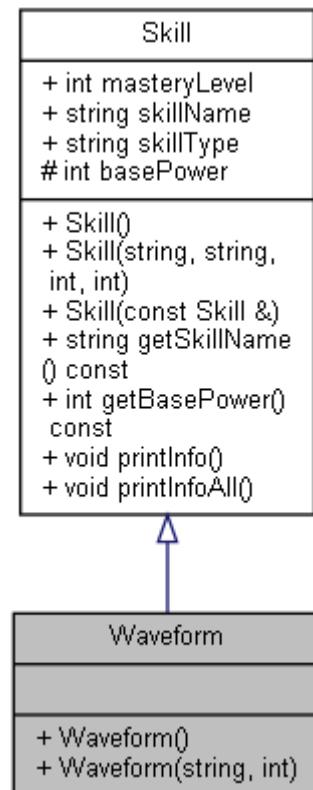
The documentation for this class was generated from the following files:

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

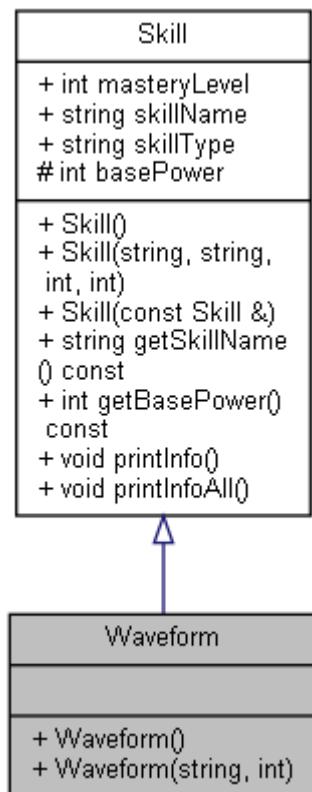
## Waveform Class Reference

```
#include <Waveform.hpp>
```

Inheritance diagram for Waveform:



Collaboration 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:

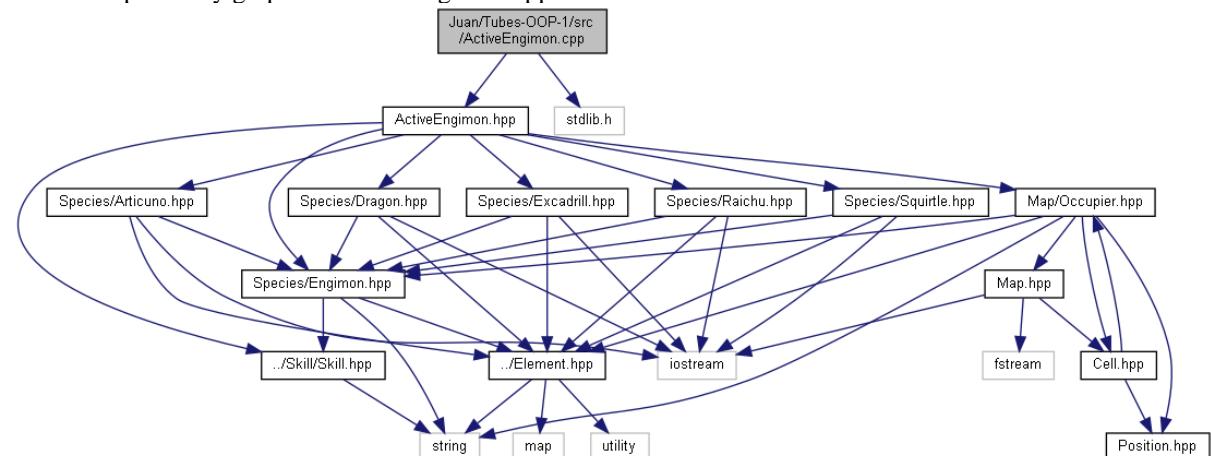
- Juan/Tubes-OOP-1/src/Skill/Waveform.hpp
- Juan/Tubes-OOP-1/src/Skill/Waveform.cpp

# File Documentation

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

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

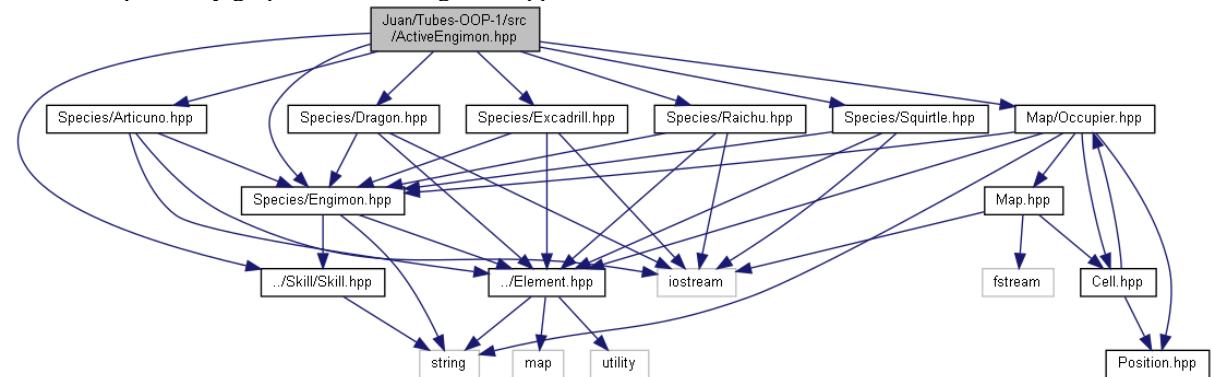
Include dependency graph for ActiveEngimon.cpp:



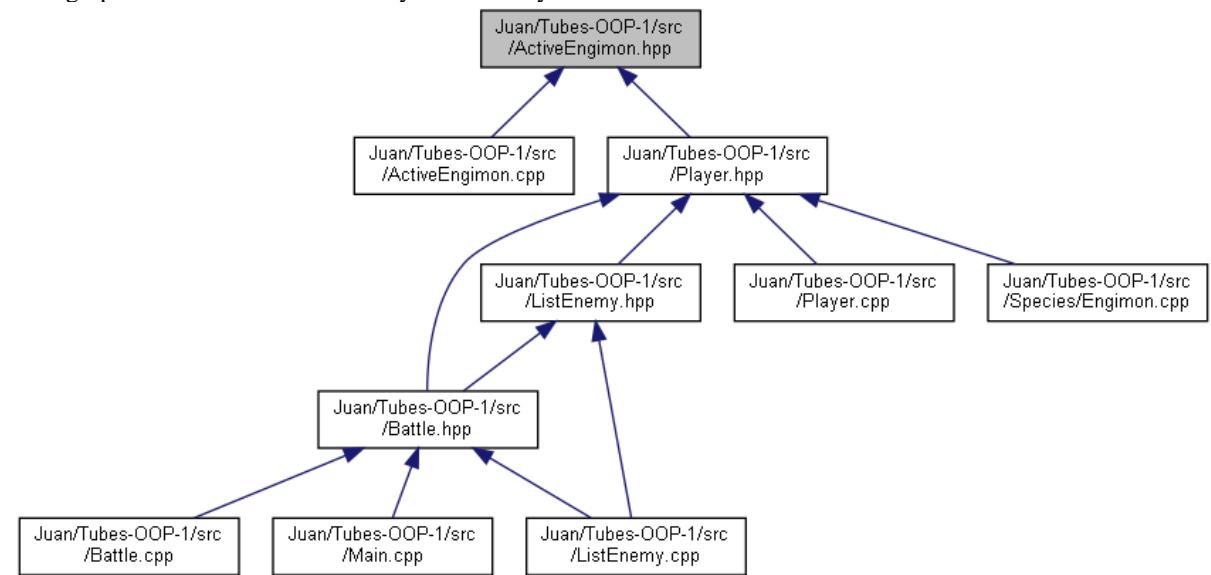
## Juan/Tubes-OOP-1/src/ActiveEngimon.hpp File Reference

```
#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"
```

Include dependency graph for ActiveEngimon.hpp:



This graph shows which files directly or indirectly include this file:



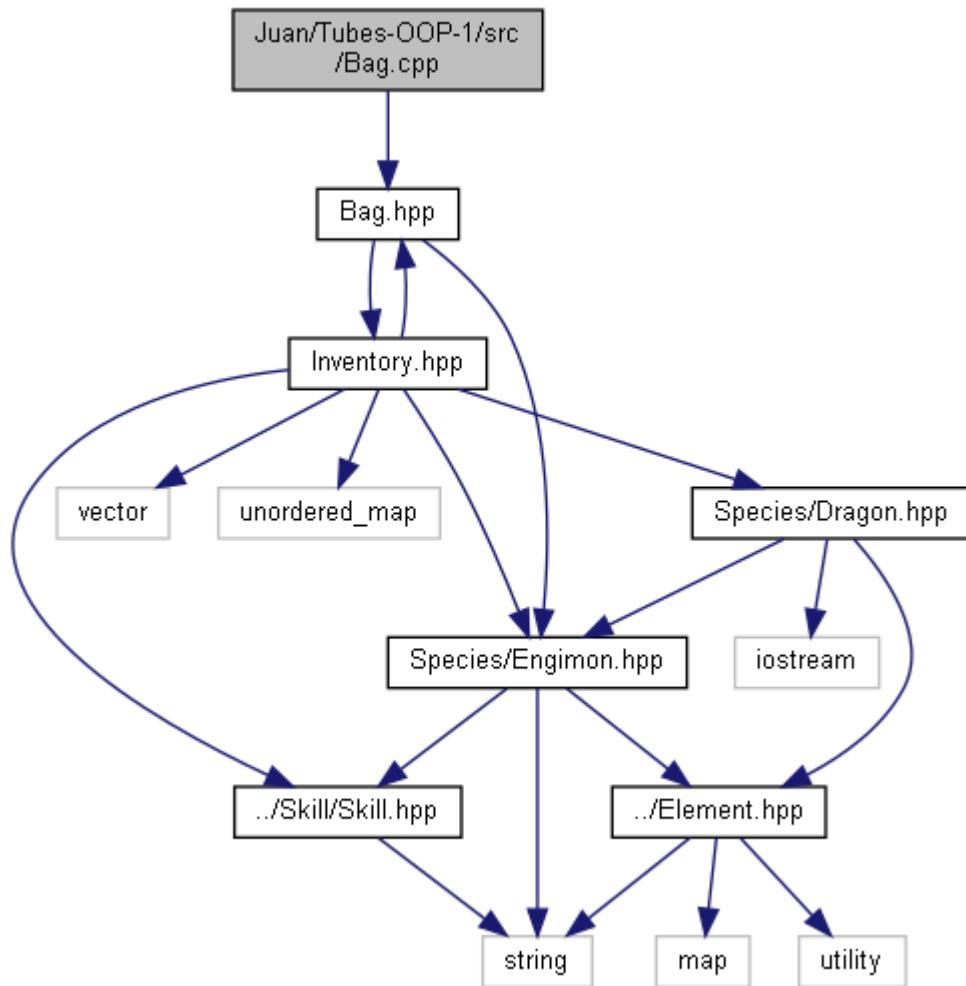
## Classes

- class **ActiveEngimon**

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

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

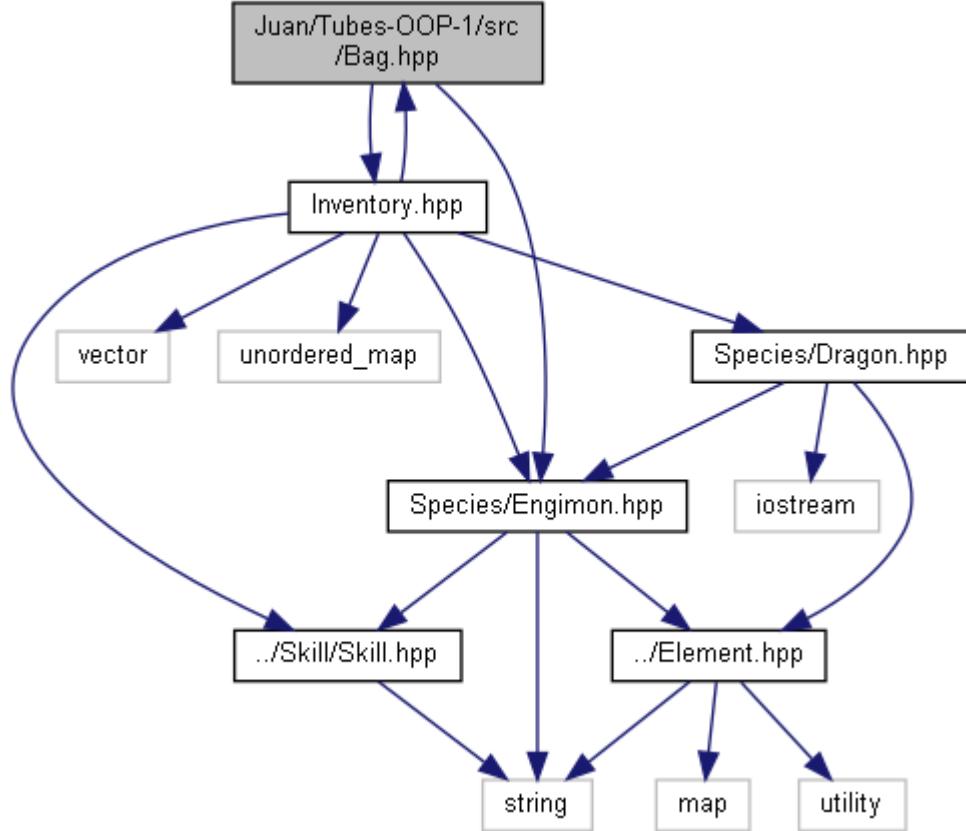
Include dependency graph for Bag.cpp:



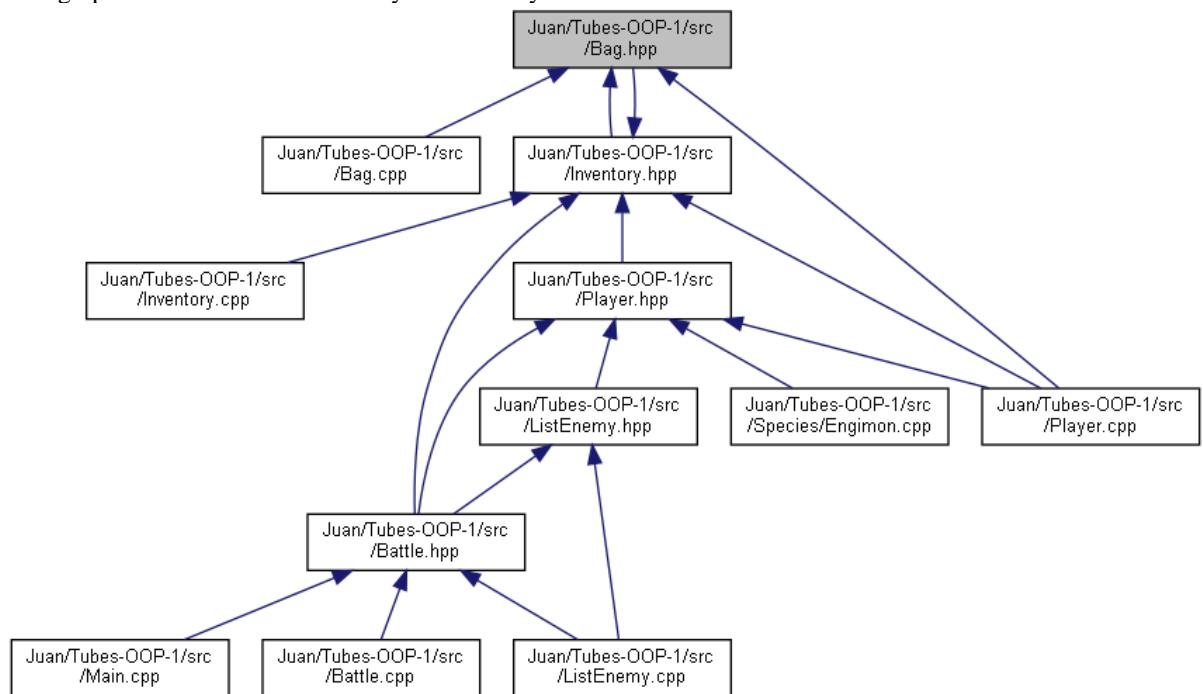
## Juan/Tubes-OOP-1/src/Bag.hpp File Reference

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

Include dependency graph for Bag.hpp:



This graph shows which files directly or indirectly include this file:



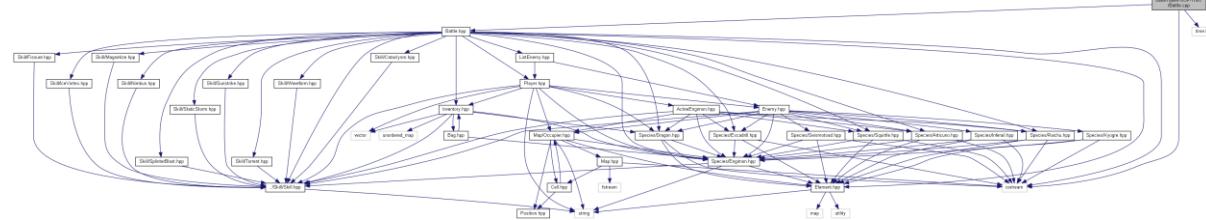
## **Classes**

- class **Bag< T >**

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

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

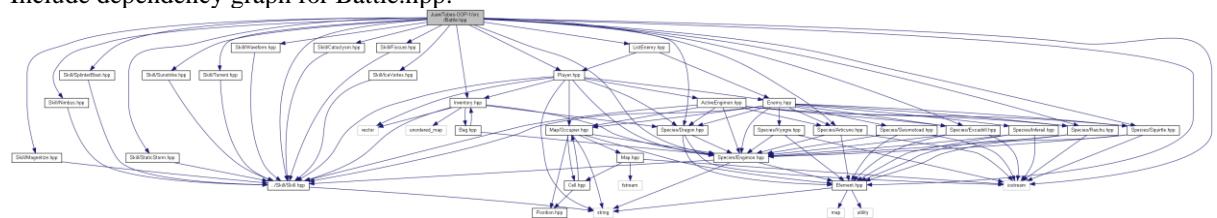
Include dependency graph for Battle.cpp:



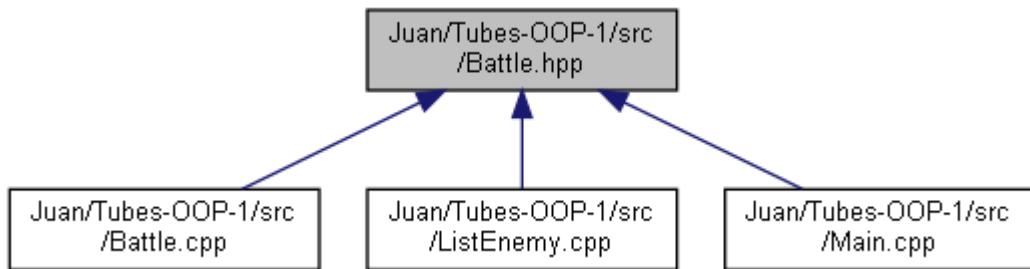
Juan/Tubes-OOP-1/src/Battle.hpp File Reference

```
#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"
```

Include dependency graph for Battle.hpp:



This graph shows which files directly or indirectly include this file:



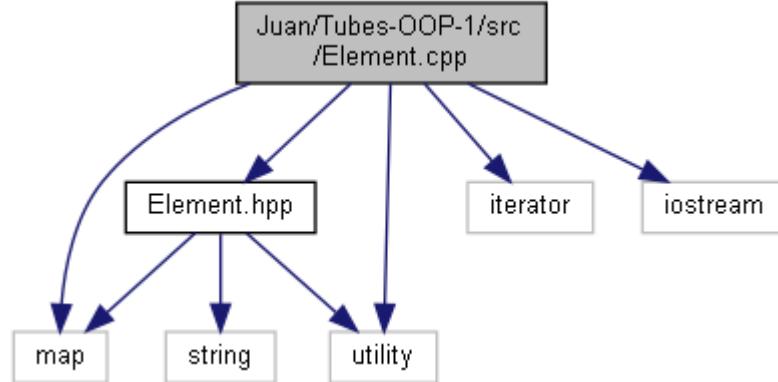
## Classes

- class **Battle**

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

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

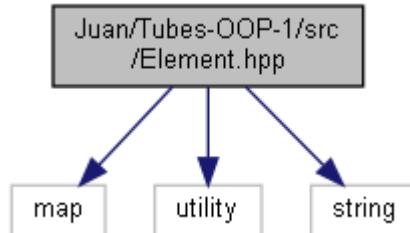
Include dependency graph for Element.cpp:



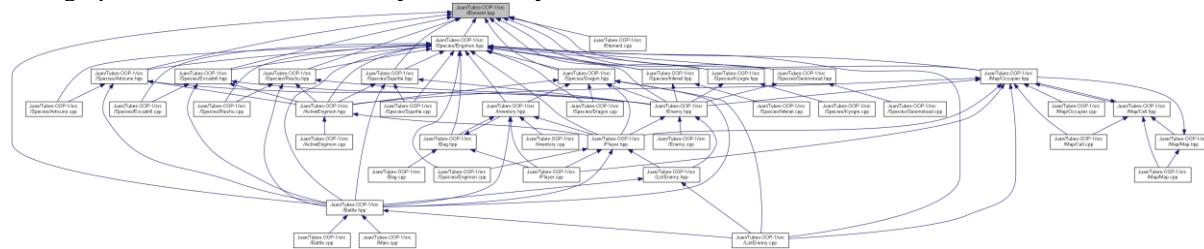
## Juan/Tubes-OOP-1/src/Element.hpp File Reference

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

Include dependency graph for Element.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class **Element**

## Enumerations

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

---

## Enumeration Type Documentation

### enum ElementType

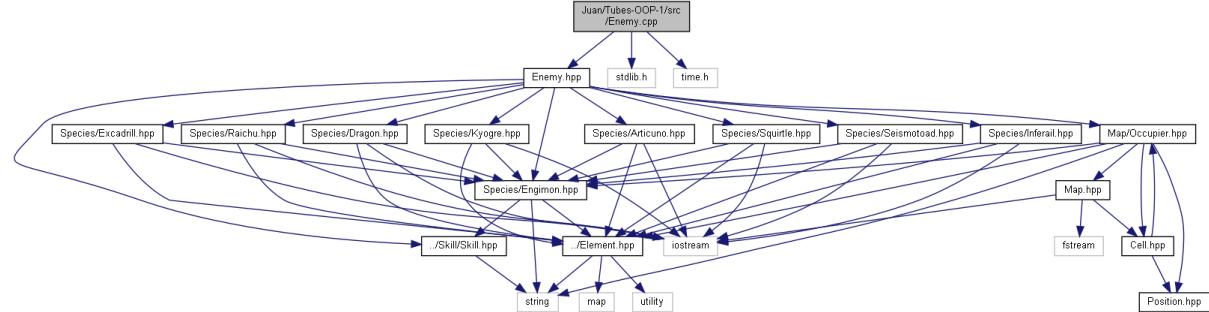
#### Enumerator:

None	
Fire	
Water	
Electric	
Ground	
Ice	

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

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

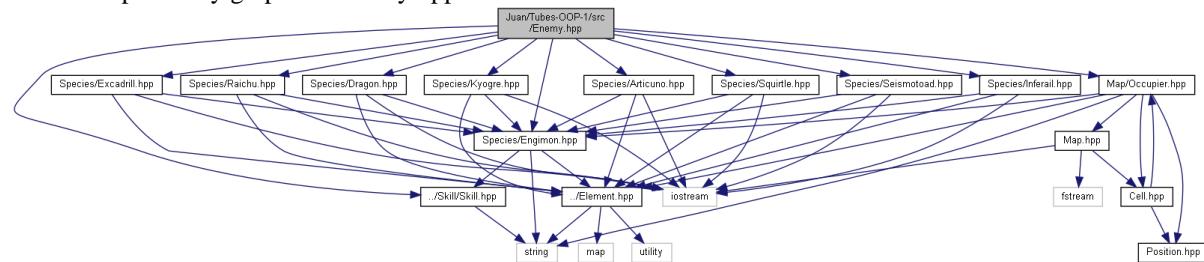
Include dependency graph for Enemy.cpp:



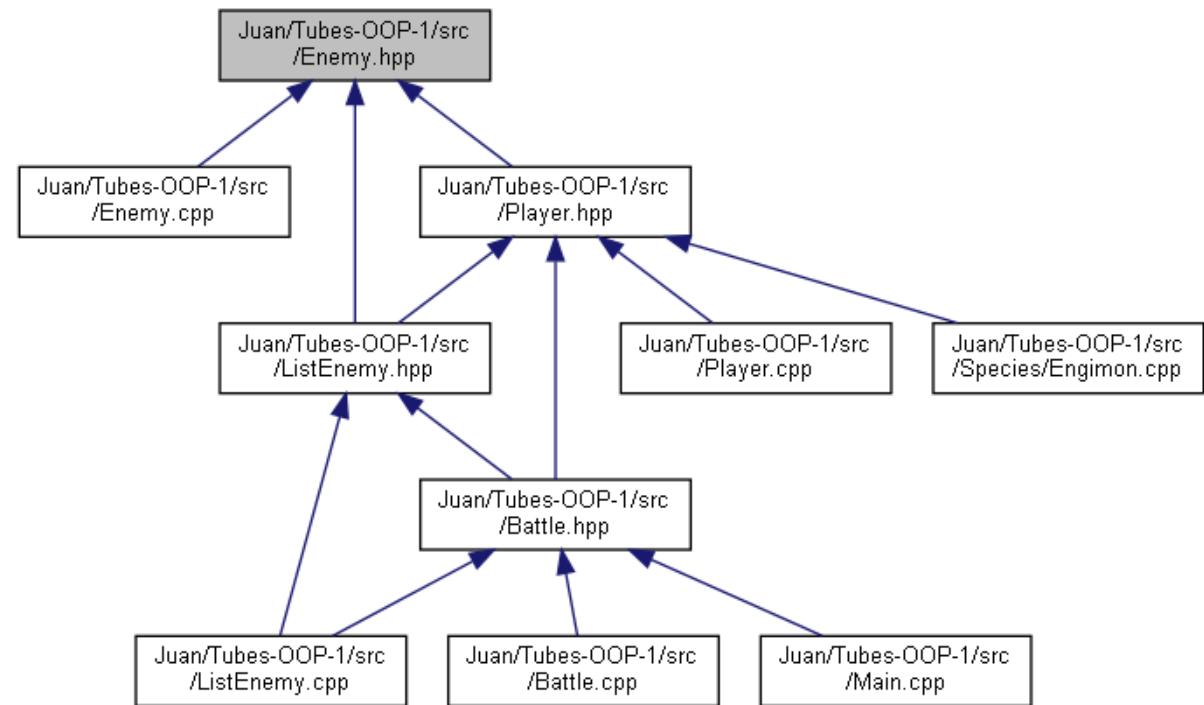
## Juan/Tubes-OOP-1/src/Enemy.hpp File Reference

```
#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"
```

Include dependency graph for Enemy.hpp:



This graph shows which files directly or indirectly include this file:

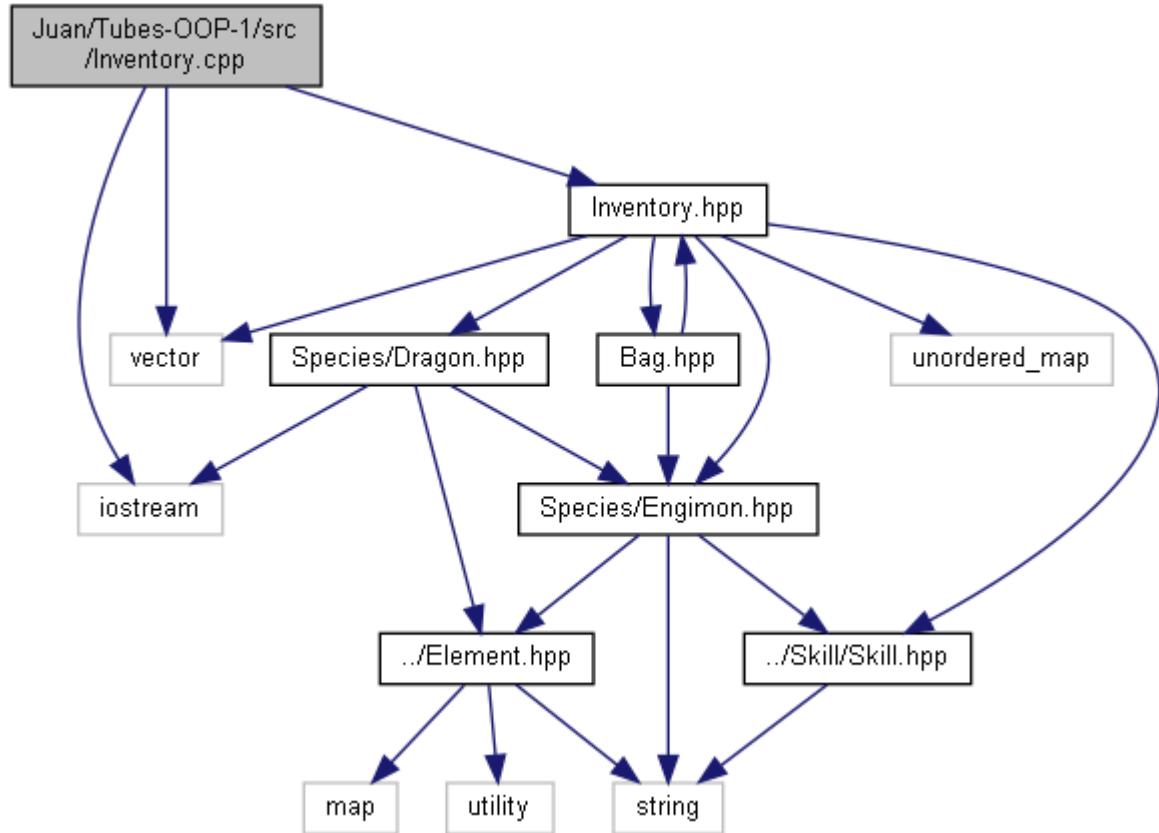


## Classes

- class **Enemy**

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

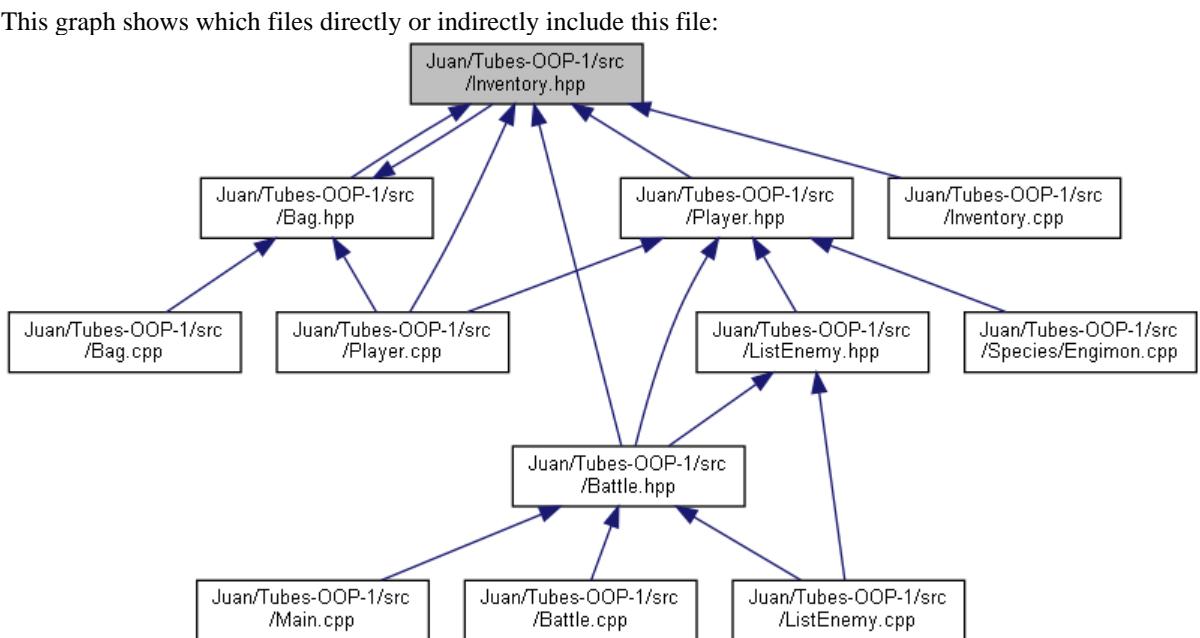
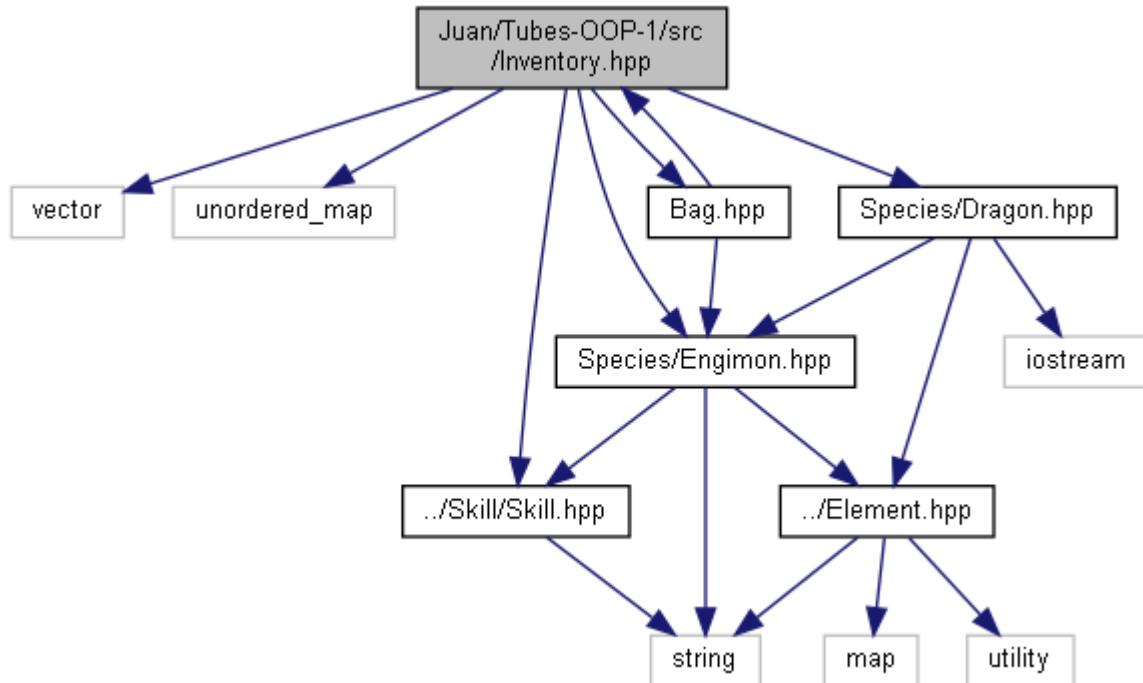
```
#include <iostream>
#include "Inventory.hpp"
#include <vector>
Include dependency graph for Inventory.cpp:
```



## 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"
```

Include dependency graph for Inventory.hpp:



## Classes

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

## **Macros**

- `#define MAX_CAPACITY 6`
- 

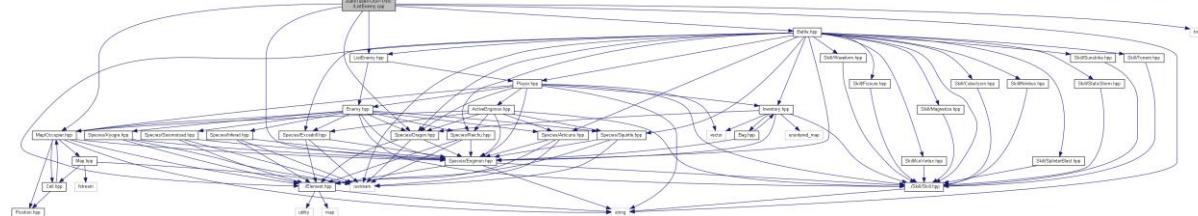
### **Macro Definition Documentation**

`#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"
```

Include dependency graph for ListEnemy.cpp:



## Functions

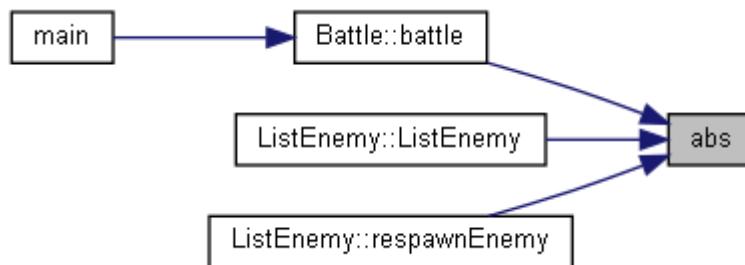
- int abs (int x)

---

## Function Documentation

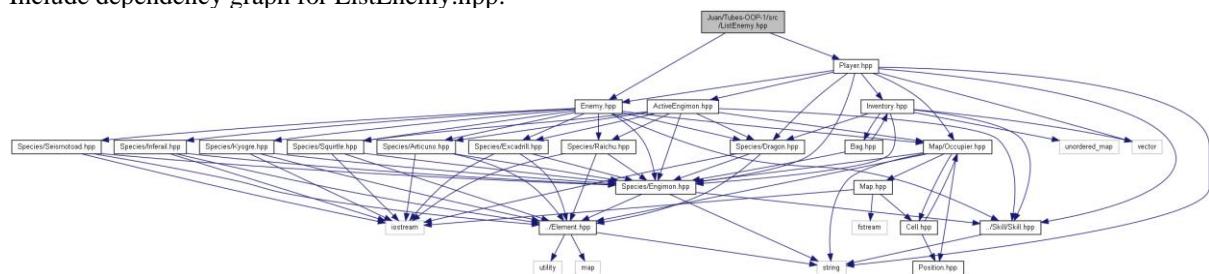
### int abs (int x)

Here is the caller graph for this function:

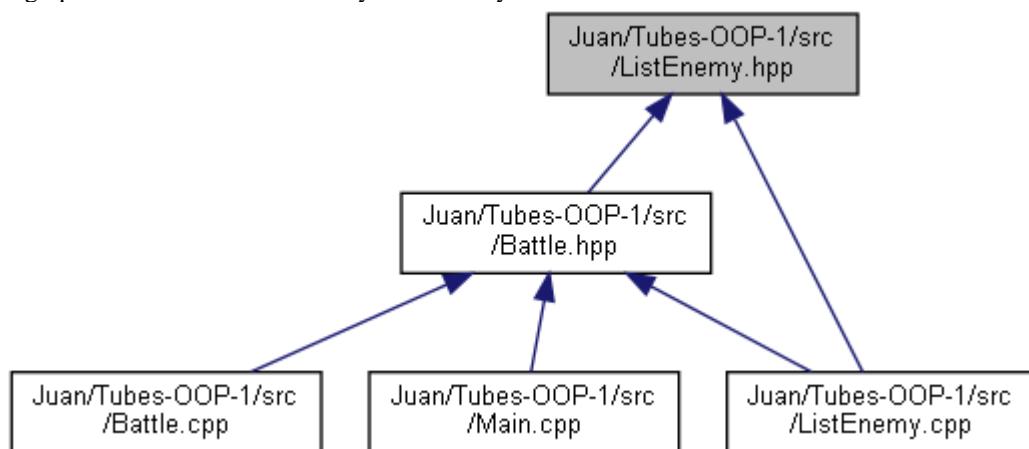


## Juan/Tubes-OOP-1/src/ListEnemy.hpp File Reference

```
#include "Enemy.hpp"
#include "Player.hpp"
Include dependency graph for ListEnemy.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

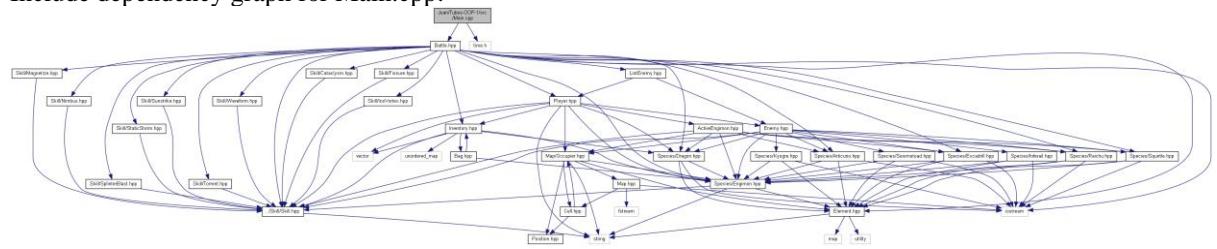
- class **ListEnemy**

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

```
#include "Battle.hpp"
```

```
#include "time.h"
```

Include dependency graph for Main.cpp:



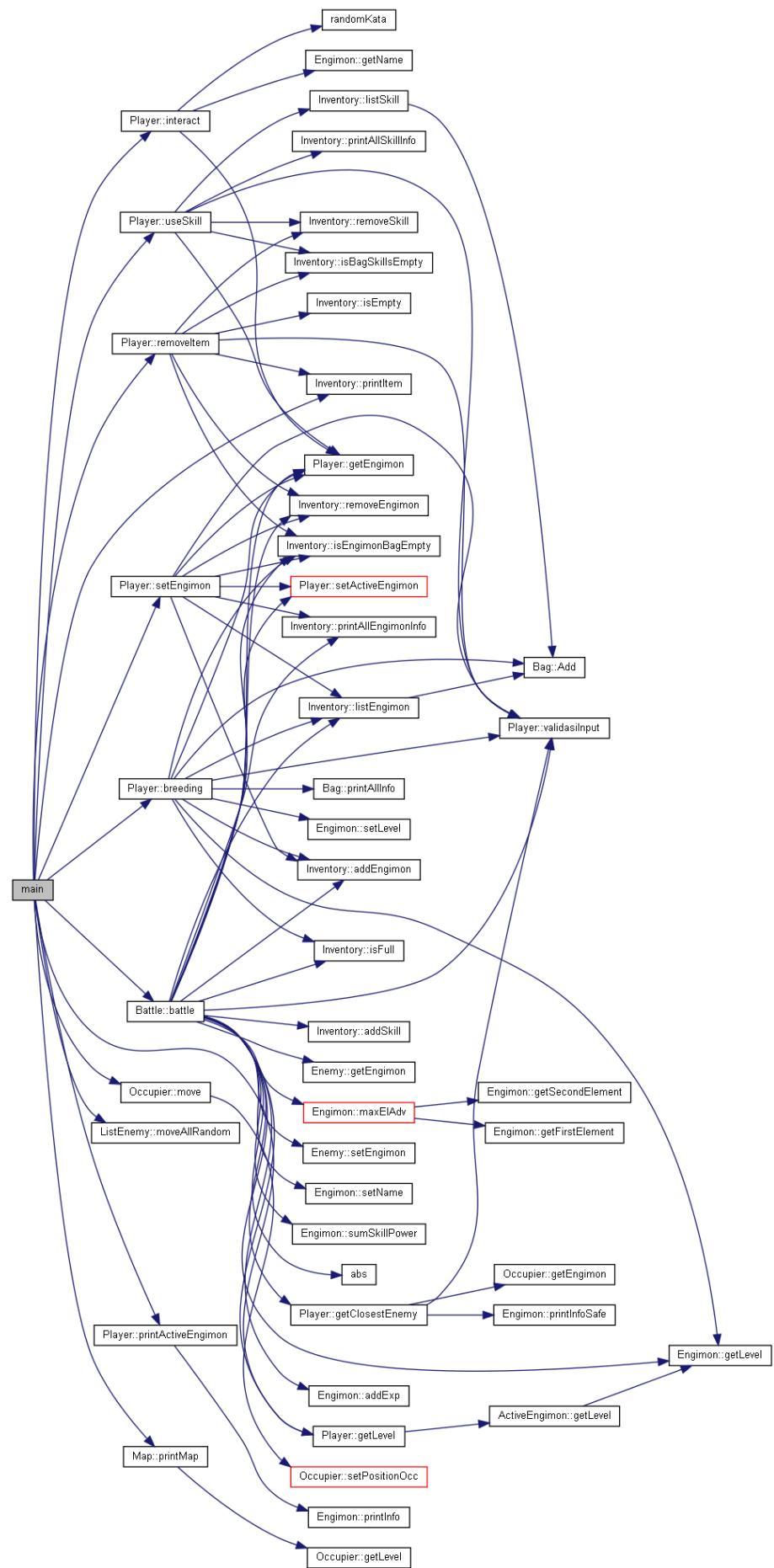
# Functions

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

# Function Documentation

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

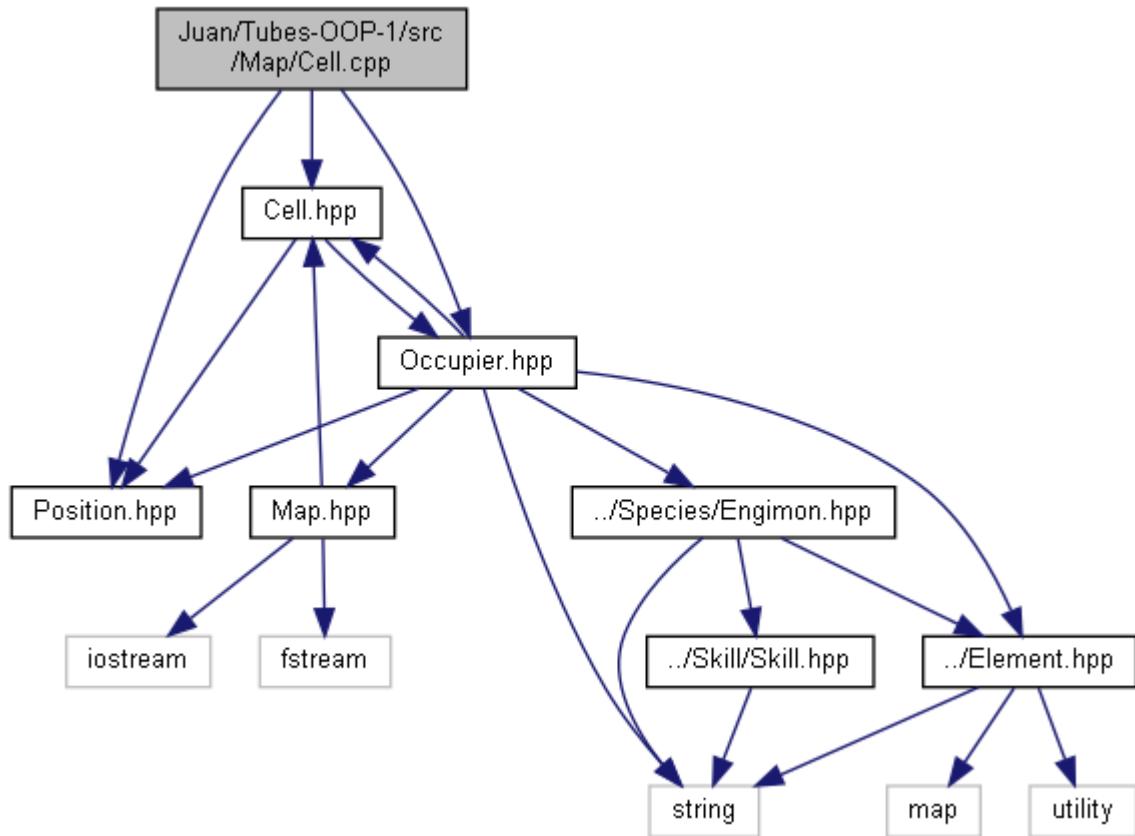
Here is the call graph for this function:





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

```
#include "Cell.hpp"
#include "Position.hpp"
#include "Occupier.hpp"
Include dependency graph for Cell.cpp:
```

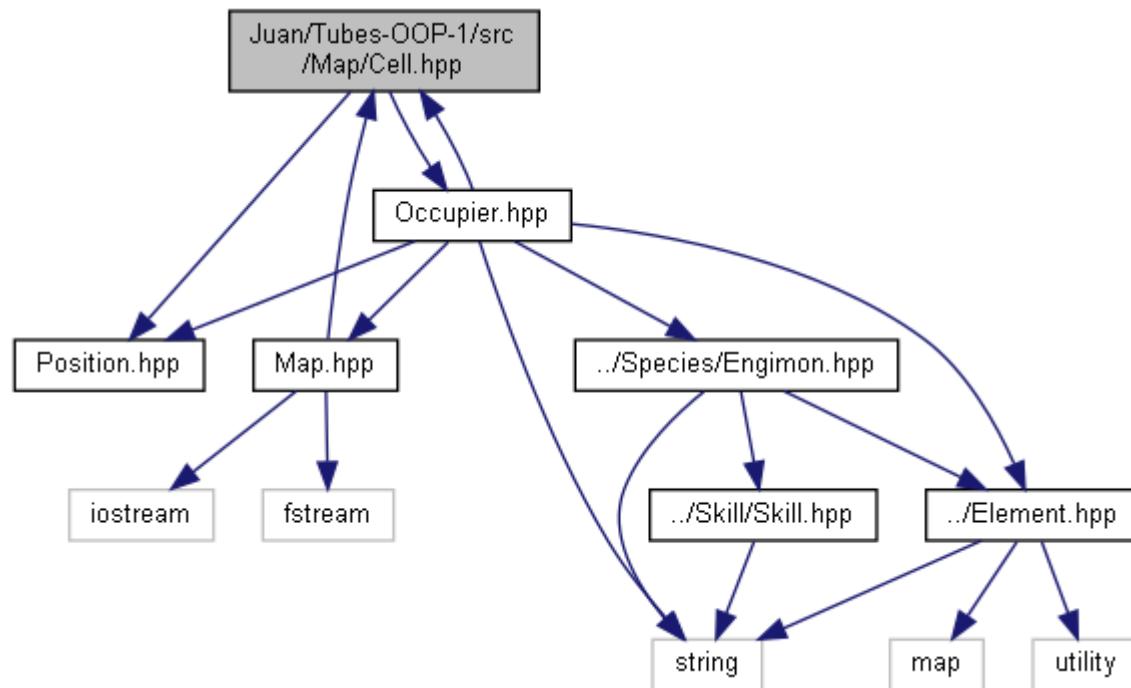


## Juan/Tubes-OOP-1/src/Map/Cell.hpp File Reference

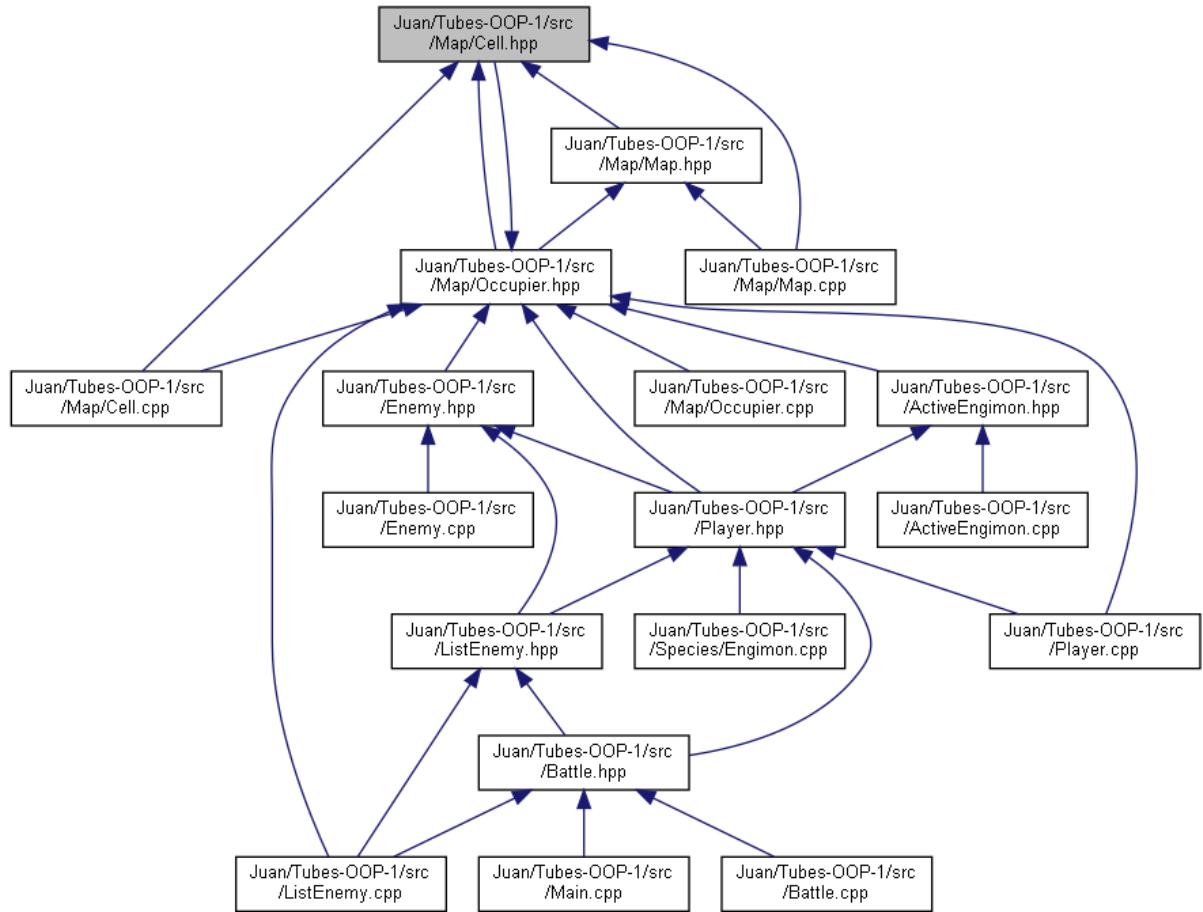
```
#include "Position.hpp"
```

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

Include dependency graph for Cell.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class **Cell**

## Enumerations

- enum **CellType** { **Sea\_Cell**, **Grassland\_Cell**, **Rancu** }

## Enumeration Type Documentation

### enum CellType

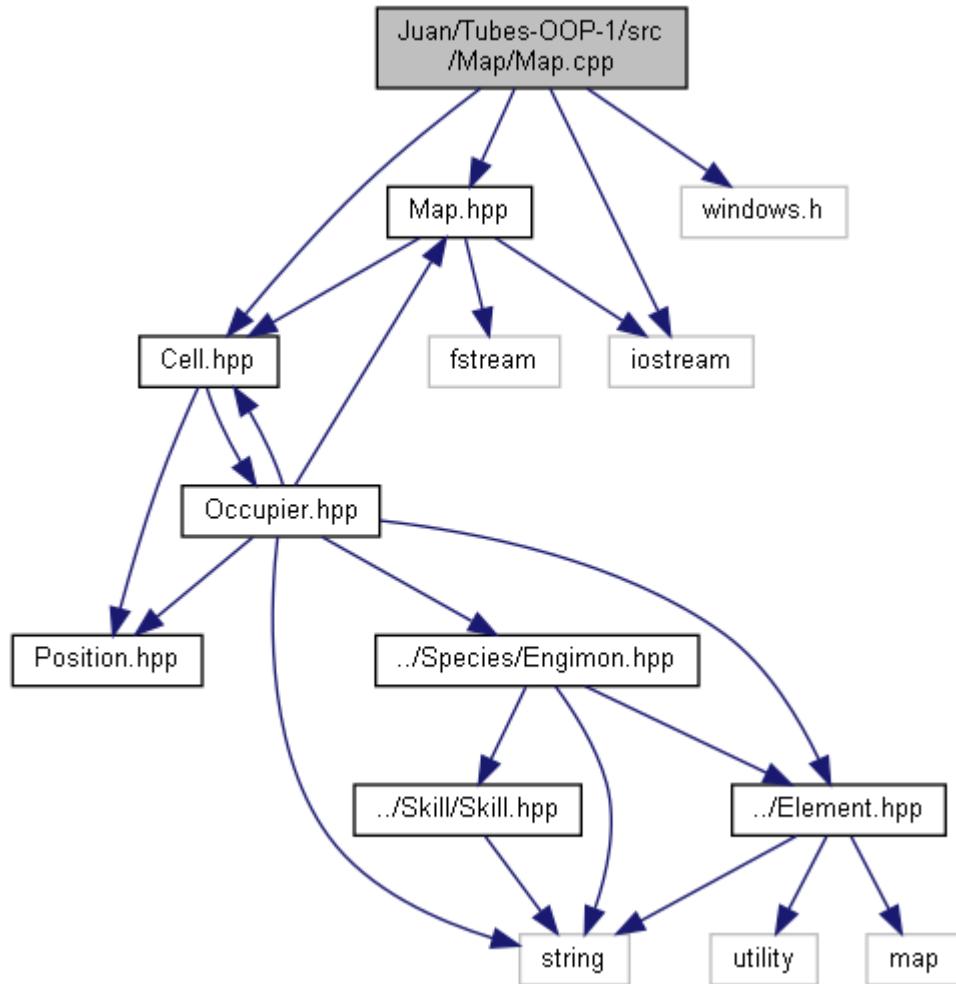
#### Enumerator:

<code>Sea_Cell</code>	
<code>Grassland_Cell</code>	
<code>Rancu</code>	

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

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

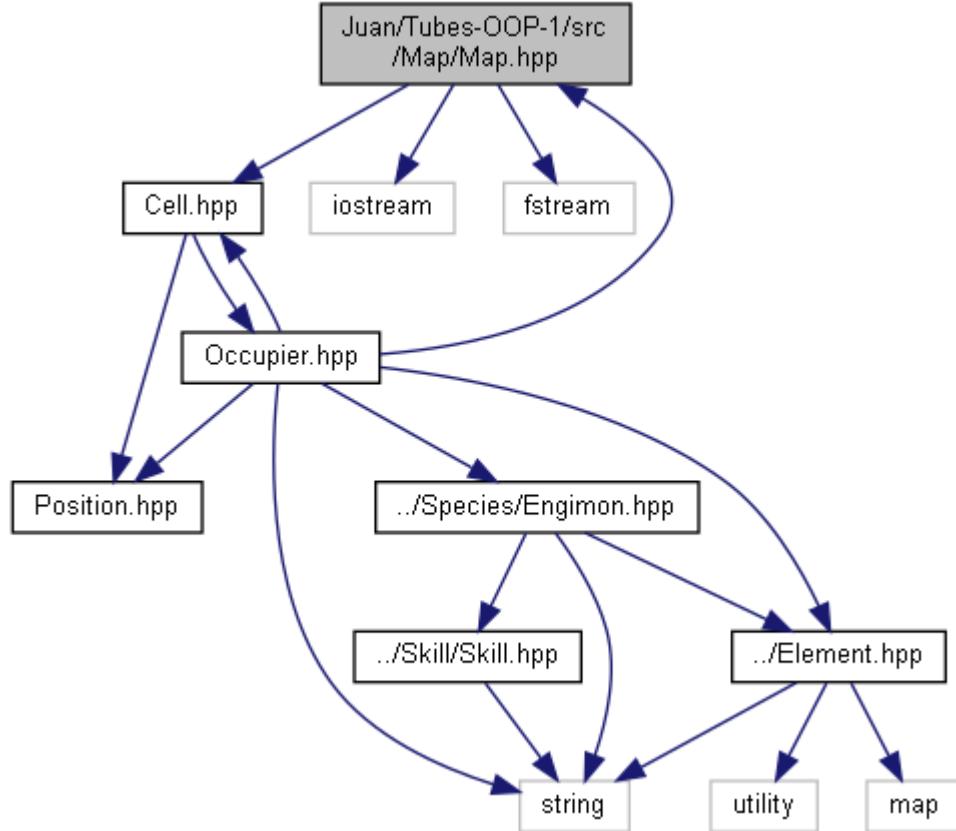
Include dependency graph for Map.cpp:



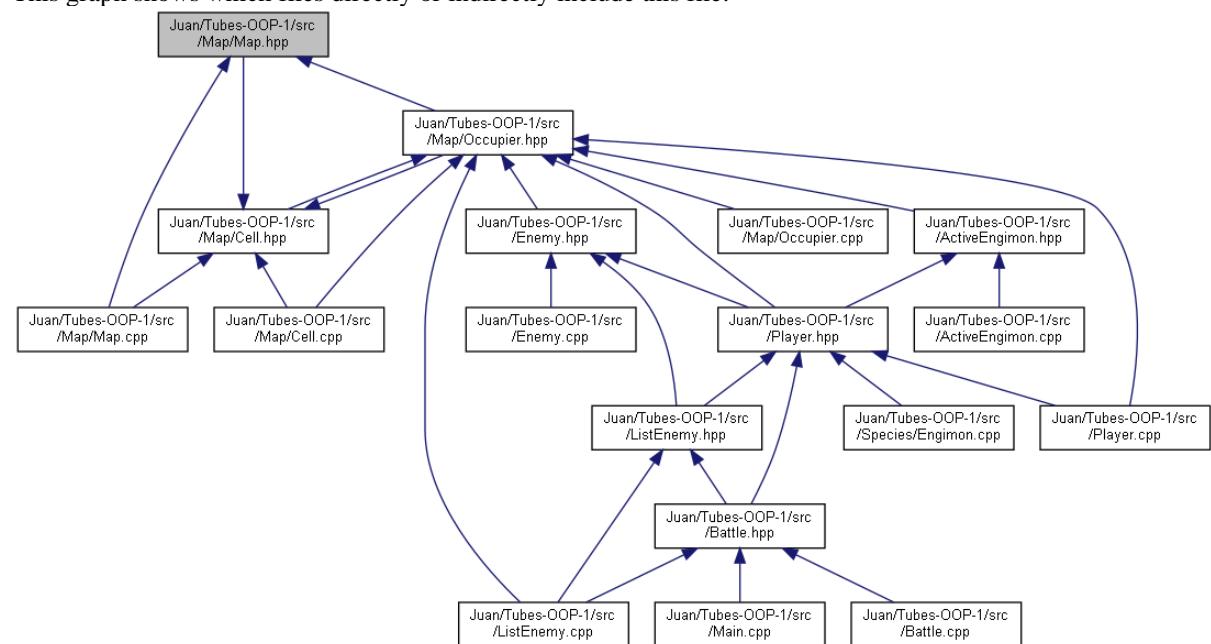
## Juan/Tubes-OOP-1/src/Map/Map.hpp File Reference

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

Include dependency graph for Map.hpp:



This graph shows which files directly or indirectly include this file:



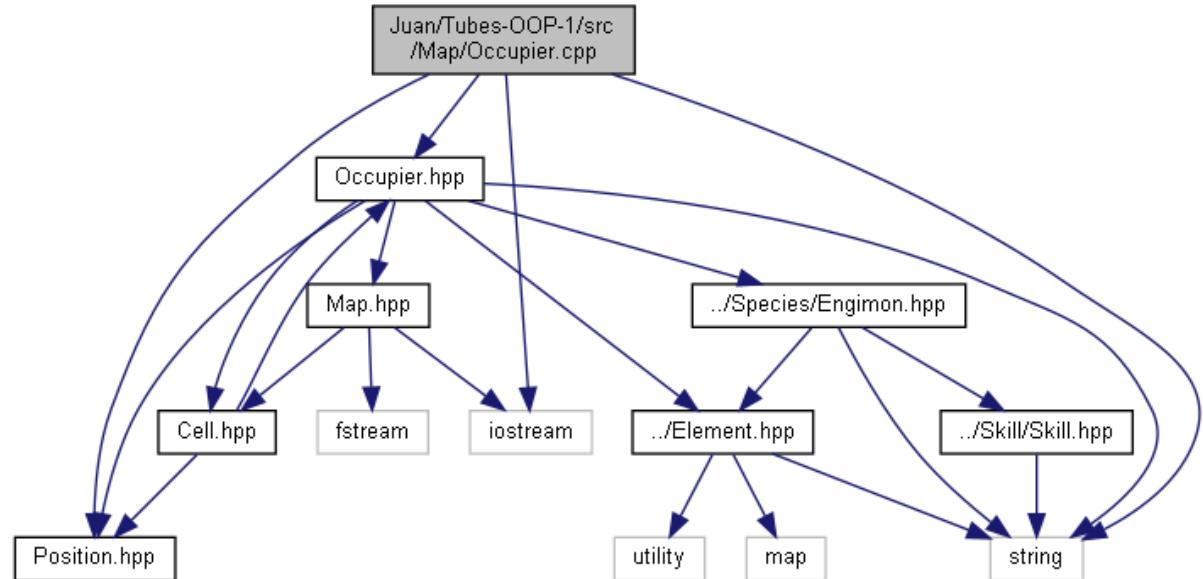
## **Classes**

- class **Map**

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

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

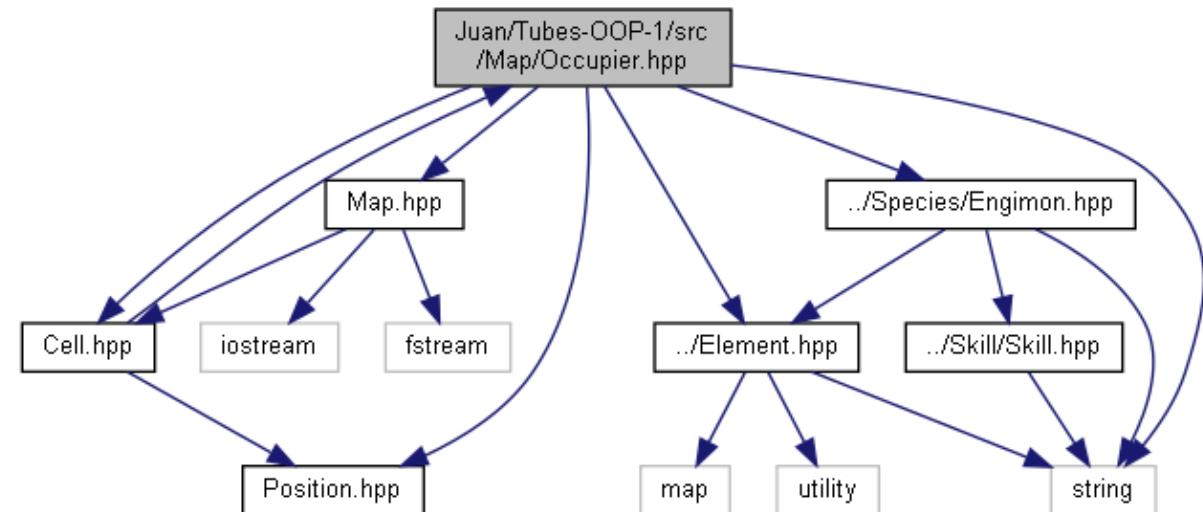
Include dependency graph for Occupier.cpp:



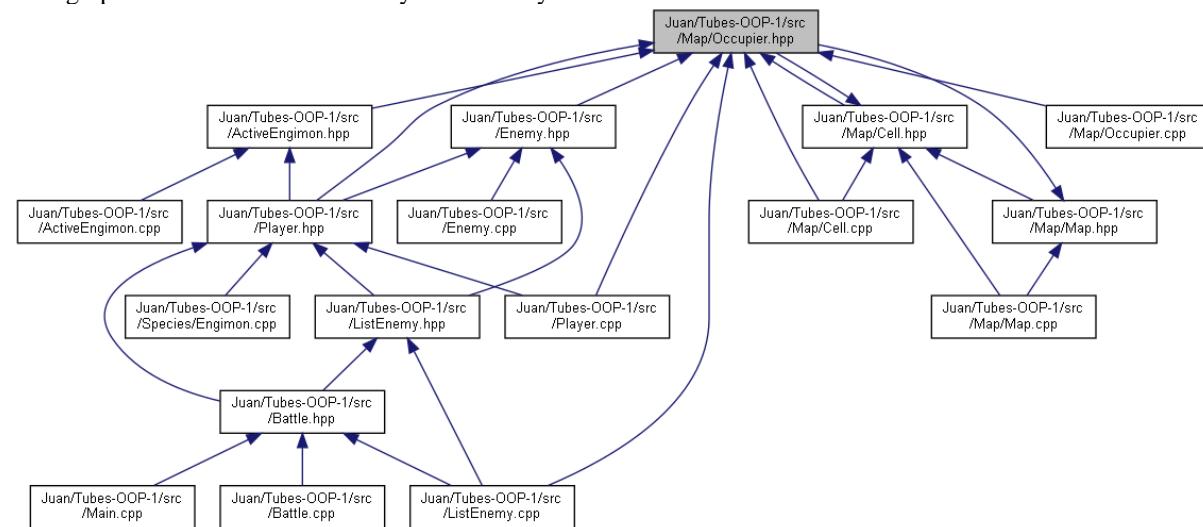
## Juan/Tubes-OOP-1/src/Map/Occupier.hpp File Reference

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

Include dependency graph for Occupier.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class **Occupier**

## Enumerations

- enum **Occupier\_Type** { **Player\_Type**, **Enemy\_Type**, **Pet\_Type** }

## Enumeration Type Documentation

**enum Occupier\_Type**

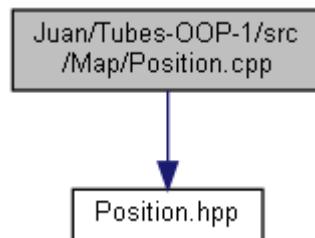
**Enumerator:**

Player_Type
Enemy_Type
Pet_Type

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

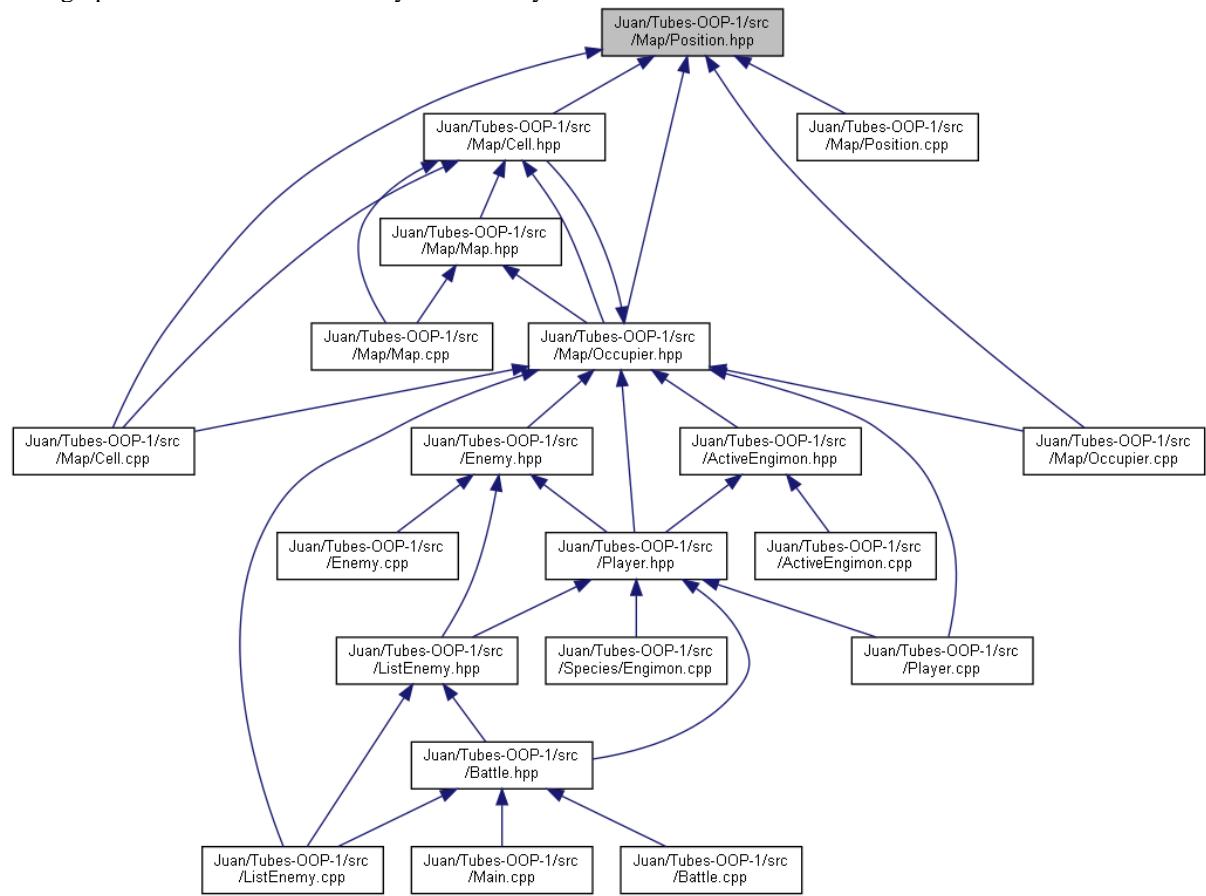
```
#include "Position.hpp"
```

Include dependency graph for Position.cpp:



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

This graph shows which files directly or indirectly include this file:



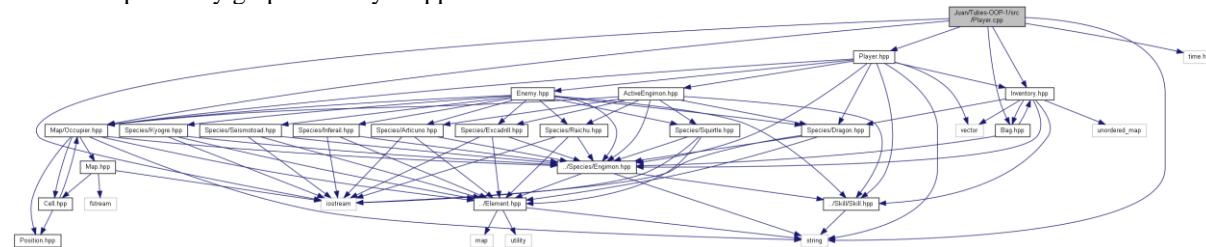
## Classes

- 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"
```

Include dependency graph for Player.cpp:



## Functions

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

---

## Function Documentation

### std::string randomKata ()

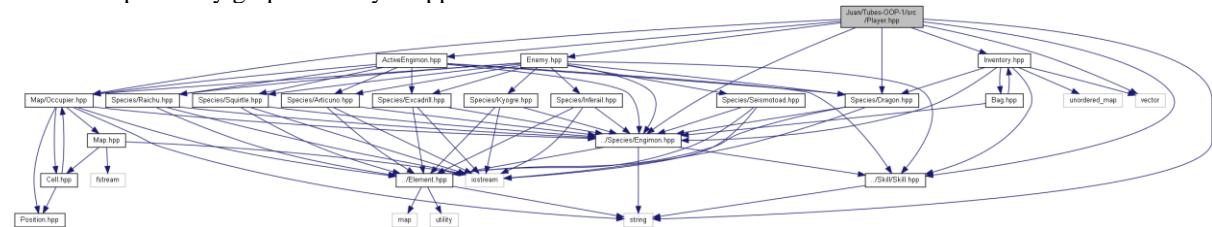
Here is the caller graph for this function:



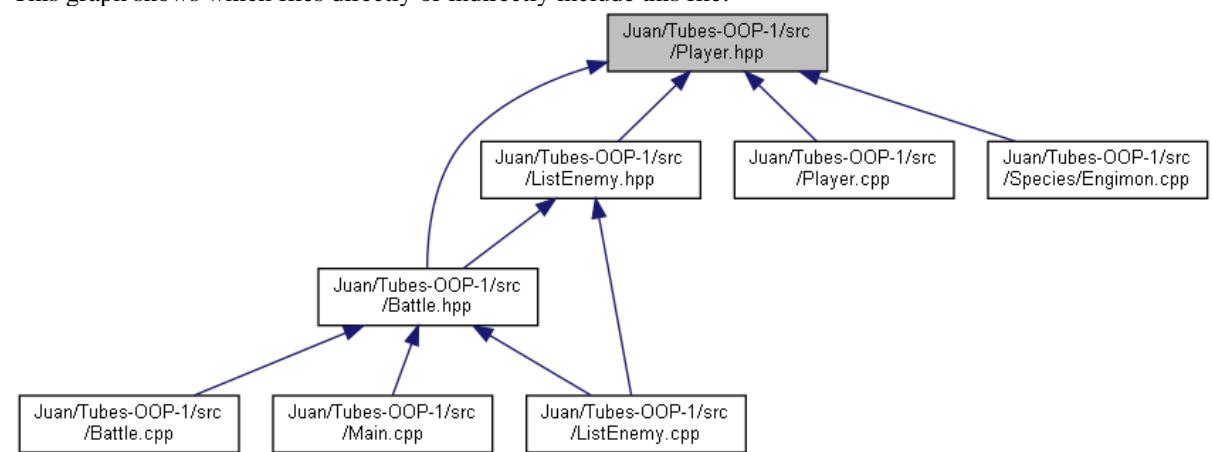
## Juan/Tubes-OOP-1/src/Player.hpp File Reference

```
#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>
```

Include dependency graph for Player.hpp:



This graph shows which files directly or indirectly include this file:



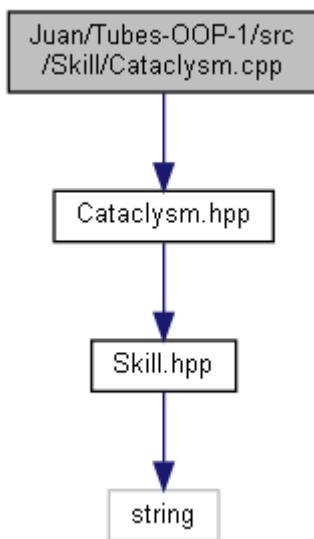
## Classes

- class **Player**

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

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

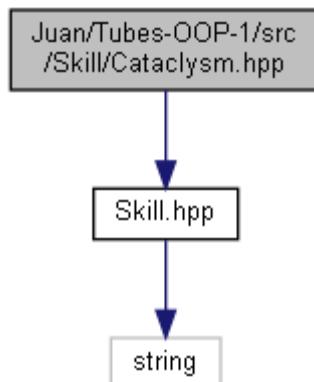
Include dependency graph for Cataclysm.cpp:



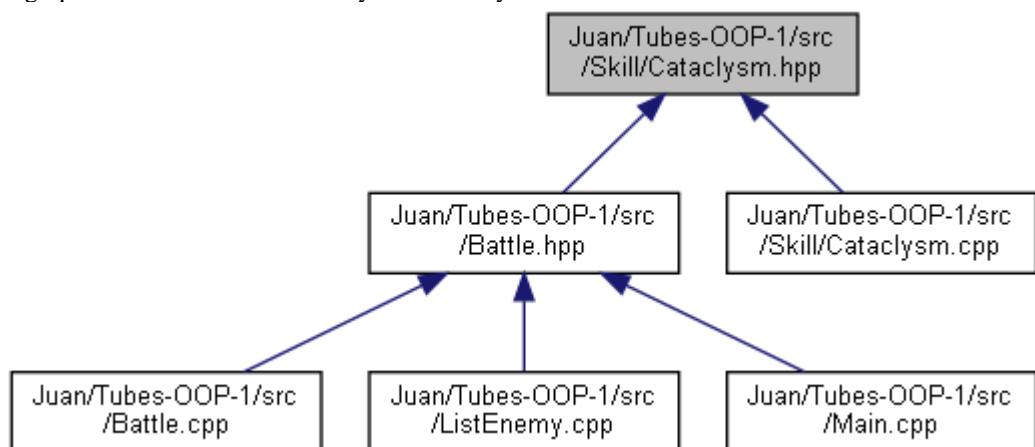
## Juan/Tubes-OOP-1/src/Skill/Cataclysm.hpp File Reference

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

Include dependency graph for Cataclysm.hpp:



This graph shows which files directly or indirectly include this file:



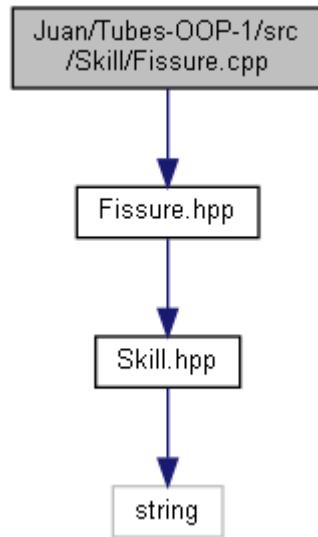
## Classes

- class **Cataclysm**

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

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

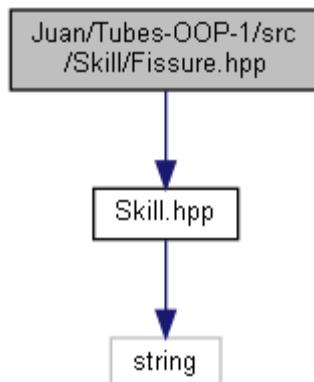
Include dependency graph for Fissure.cpp:



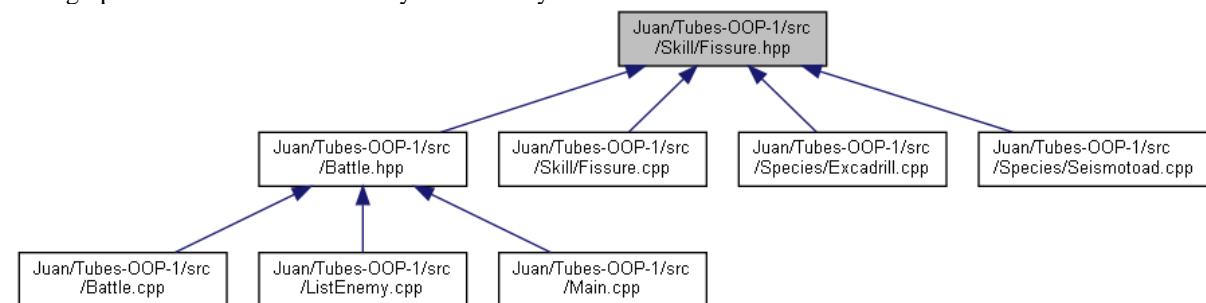
## Juan/Tubes-OOP-1/src/Skill/Fissure.hpp File Reference

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

Include dependency graph for Fissure.hpp:



This graph shows which files directly or indirectly include this file:



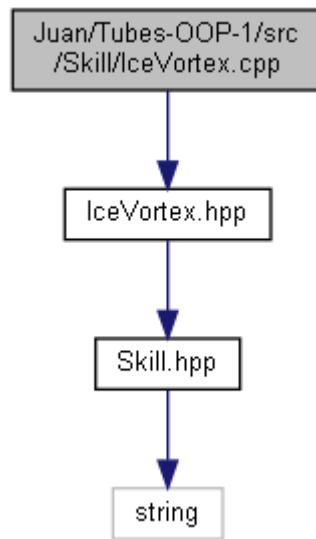
## Classes

- class **Fissure**

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

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

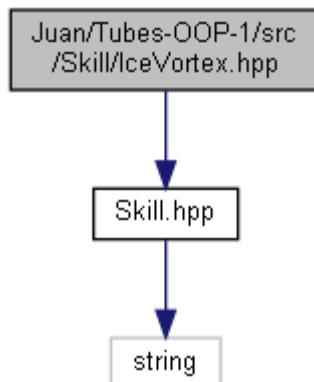
Include dependency graph for IceVortex.cpp:



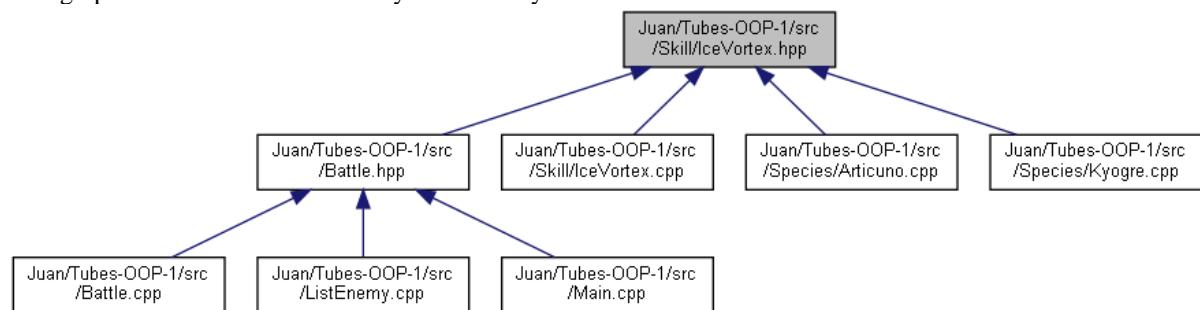
## Juan/Tubes-OOP-1/src/Skill/IceVortex.hpp File Reference

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

Include dependency graph for IceVortex.hpp:



This graph shows which files directly or indirectly include this file:



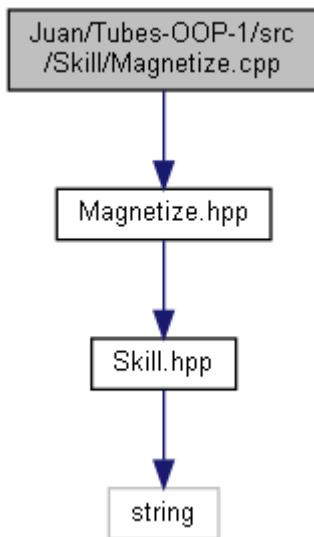
## Classes

- class **IceVortex**

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

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

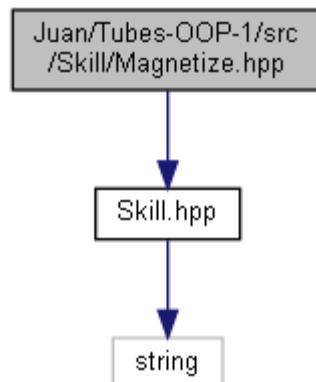
Include dependency graph for Magnetize.cpp:



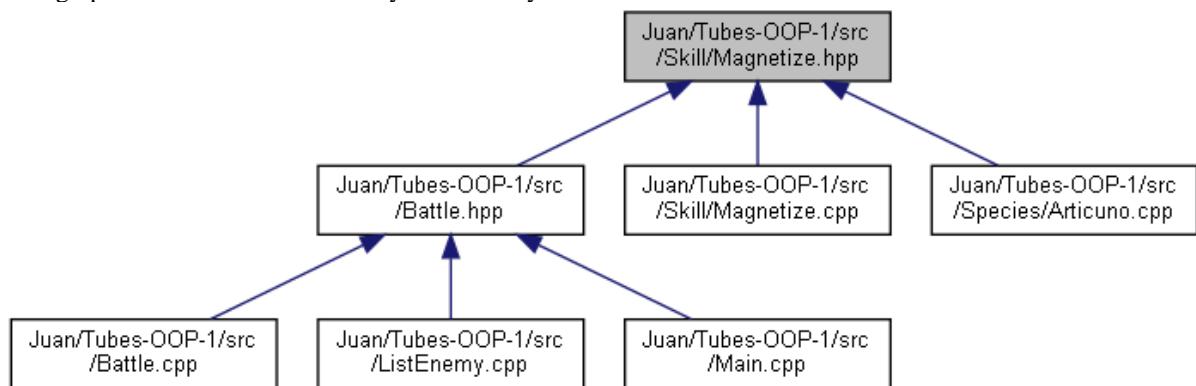
## Juan/Tubes-OOP-1/src/Skill/Magnetize.hpp File Reference

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

Include dependency graph for Magnetize.hpp:



This graph shows which files directly or indirectly include this file:



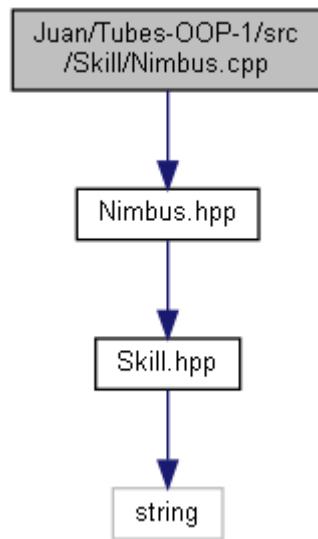
## Classes

- class **Magnetize**

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

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

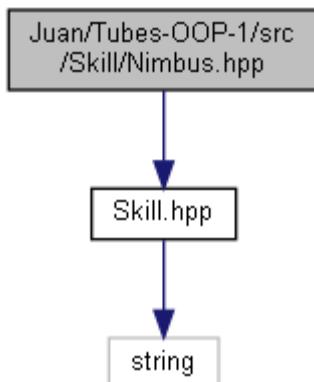
Include dependency graph for Nimbus.cpp:



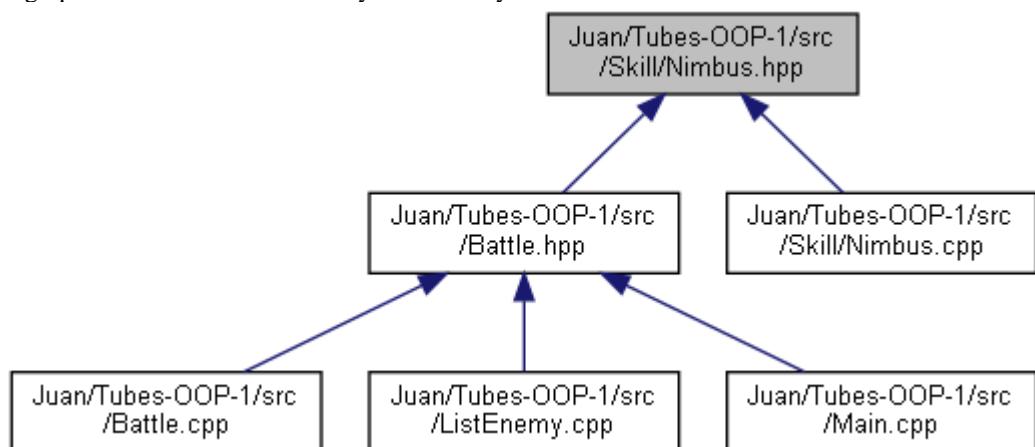
## Juan/Tubes-OOP-1/src/Skill/Nimbus.hpp File Reference

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

Include dependency graph for Nimbus.hpp:



This graph shows which files directly or indirectly include this file:



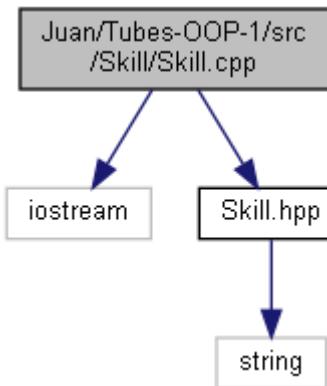
## Classes

- class **Nimbus**

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

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

Include dependency graph for Skill.cpp:



## 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)`

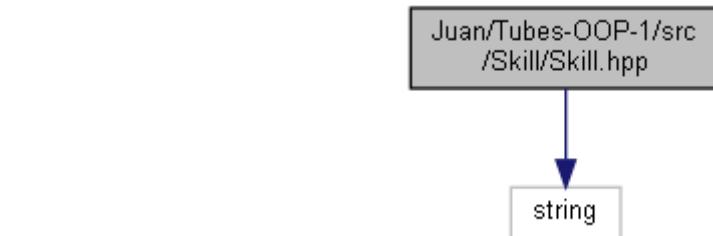
`bool operator> (const Skill & c1, const Skill & c2)`

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

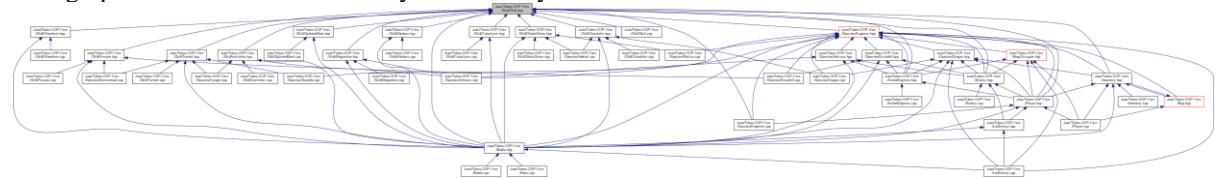
## Juan/Tubes-OOP-1/src/Skill/Skill.hpp File Reference

```
#include <string>
```

Include dependency graph for Skill.hpp:



This graph shows which files directly or indirectly include this file:



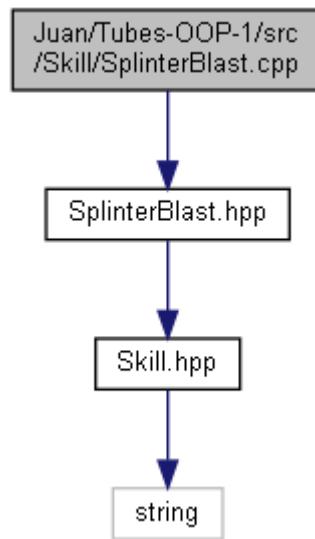
## Classes

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

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

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

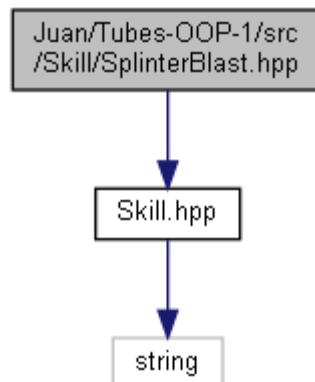
Include dependency graph for SplinterBlast.cpp:



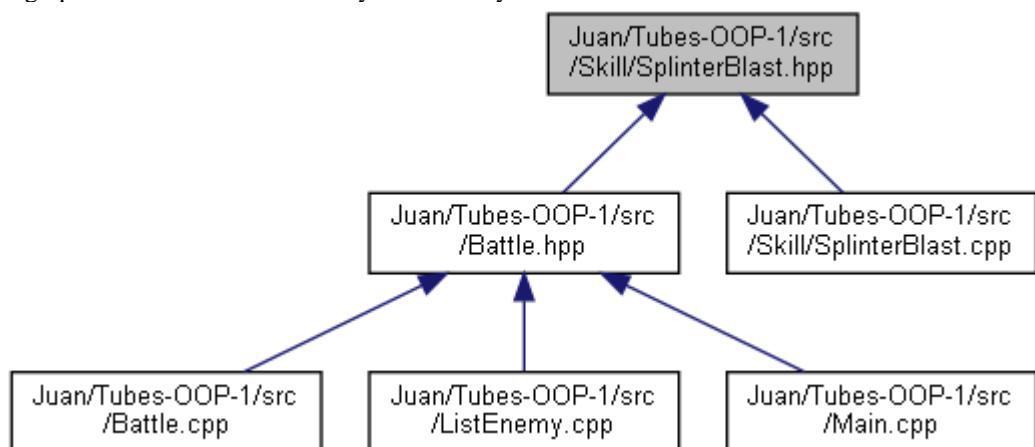
## Juan/Tubes-OOP-1/src/Skill/SplinterBlast.hpp File Reference

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

Include dependency graph for SplinterBlast.hpp:



This graph shows which files directly or indirectly include this file:



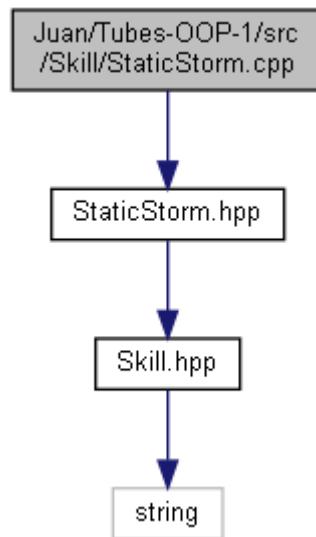
## Classes

- class **SplinterBlast**

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

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

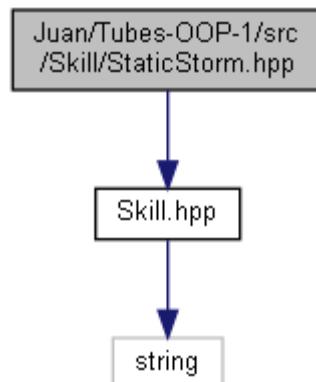
Include dependency graph for StaticStorm.cpp:



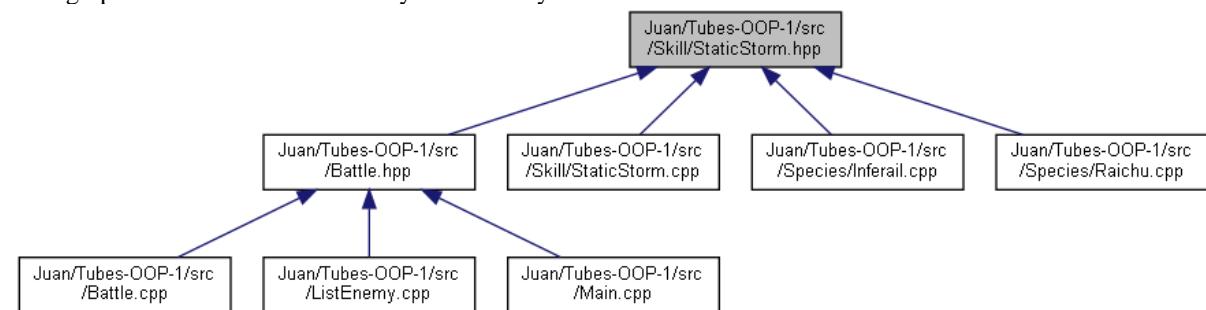
## Juan/Tubes-OOP-1/src/Skill/StaticStorm.hpp File Reference

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

Include dependency graph for StaticStorm.hpp:



This graph shows which files directly or indirectly include this file:



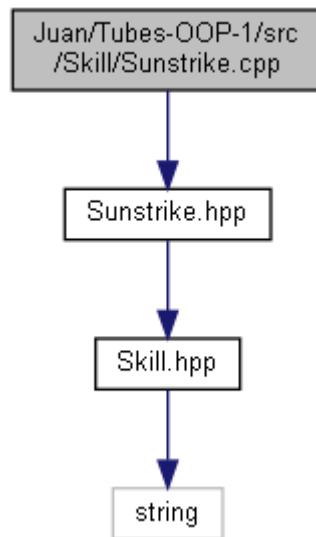
## Classes

- class **StaticStorm**

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

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

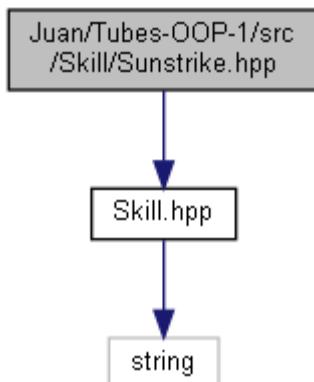
Include dependency graph for Sunstrike.cpp:



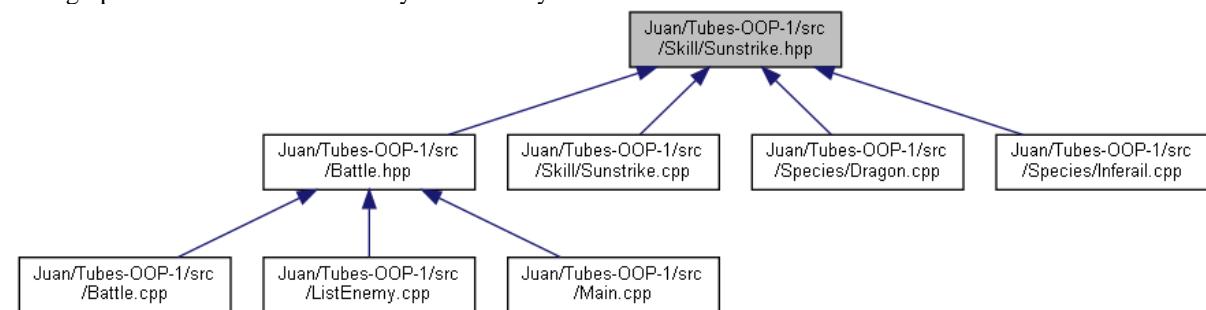
## Juan/Tubes-OOP-1/src/Skill/Sunstrike.hpp File Reference

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

Include dependency graph for Sunstrike.hpp:



This graph shows which files directly or indirectly include this file:



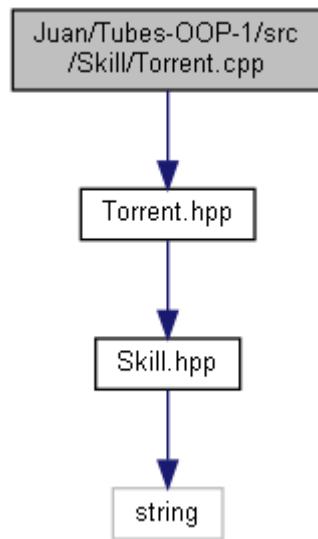
## Classes

- class **Sunstrike**

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

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

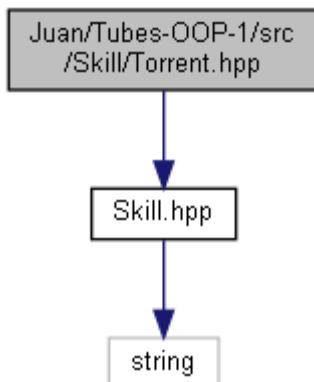
Include dependency graph for Torrent.cpp:



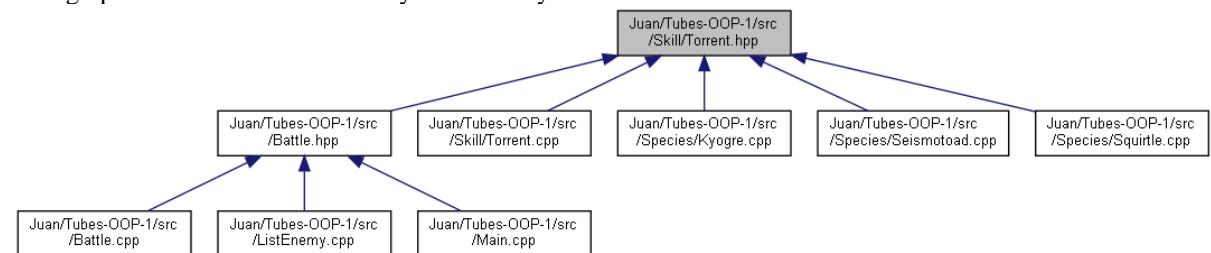
## Juan/Tubes-OOP-1/src/Skill/Torrent.hpp File Reference

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

Include dependency graph for Torrent.hpp:



This graph shows which files directly or indirectly include this file:



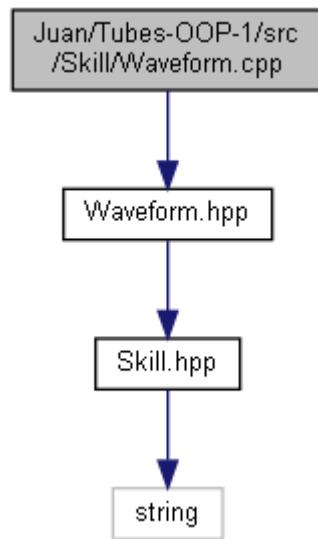
## Classes

- class **Torrent**

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

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

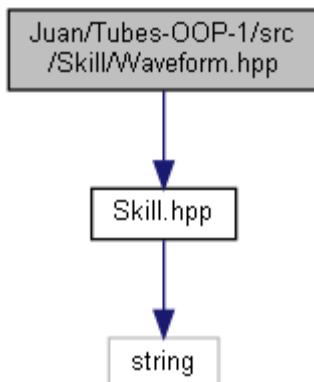
Include dependency graph for Waveform.cpp:



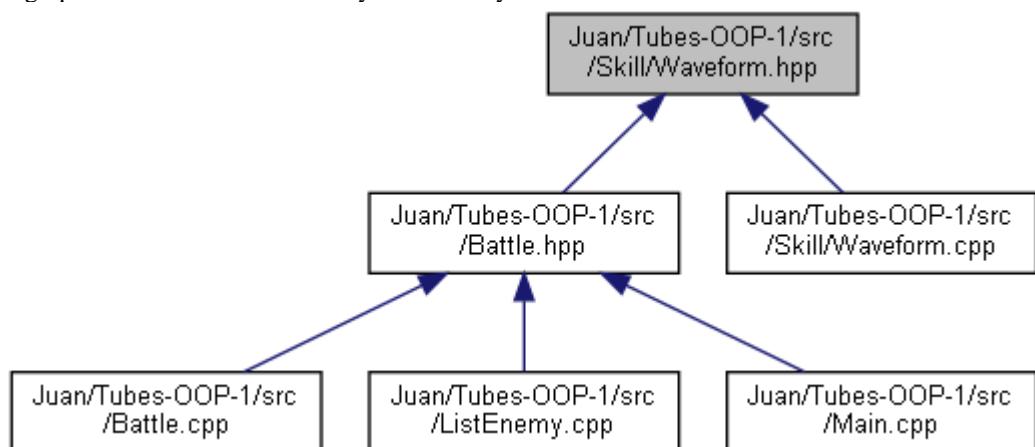
## Juan/Tubes-OOP-1/src/Skill/Waveform.hpp File Reference

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

Include dependency graph for Waveform.hpp:



This graph shows which files directly or indirectly include this file:



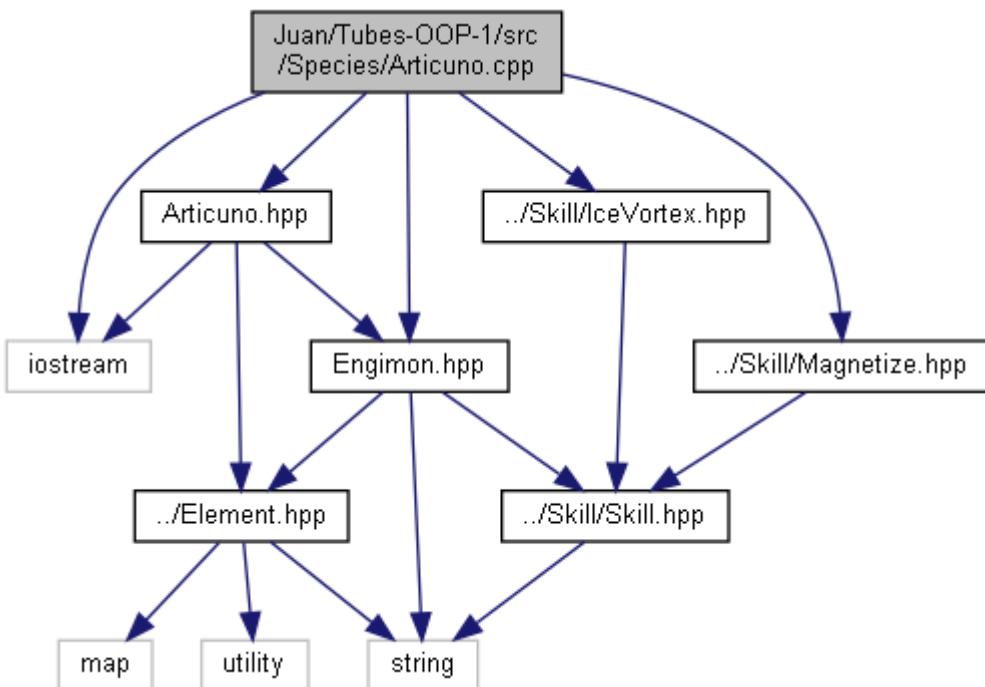
## Classes

- class **Waveform**

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

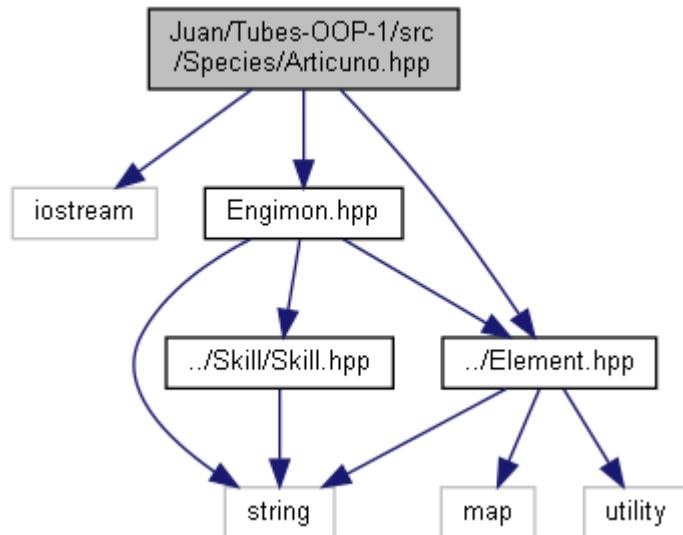
```
#include <iostream>
#include "Engimon.hpp"
#include "Articuno.hpp"
#include "../Skill/IceVortex.hpp"
#include "../Skill/Magnetize.hpp"
```

Include dependency graph for Articuno.cpp:

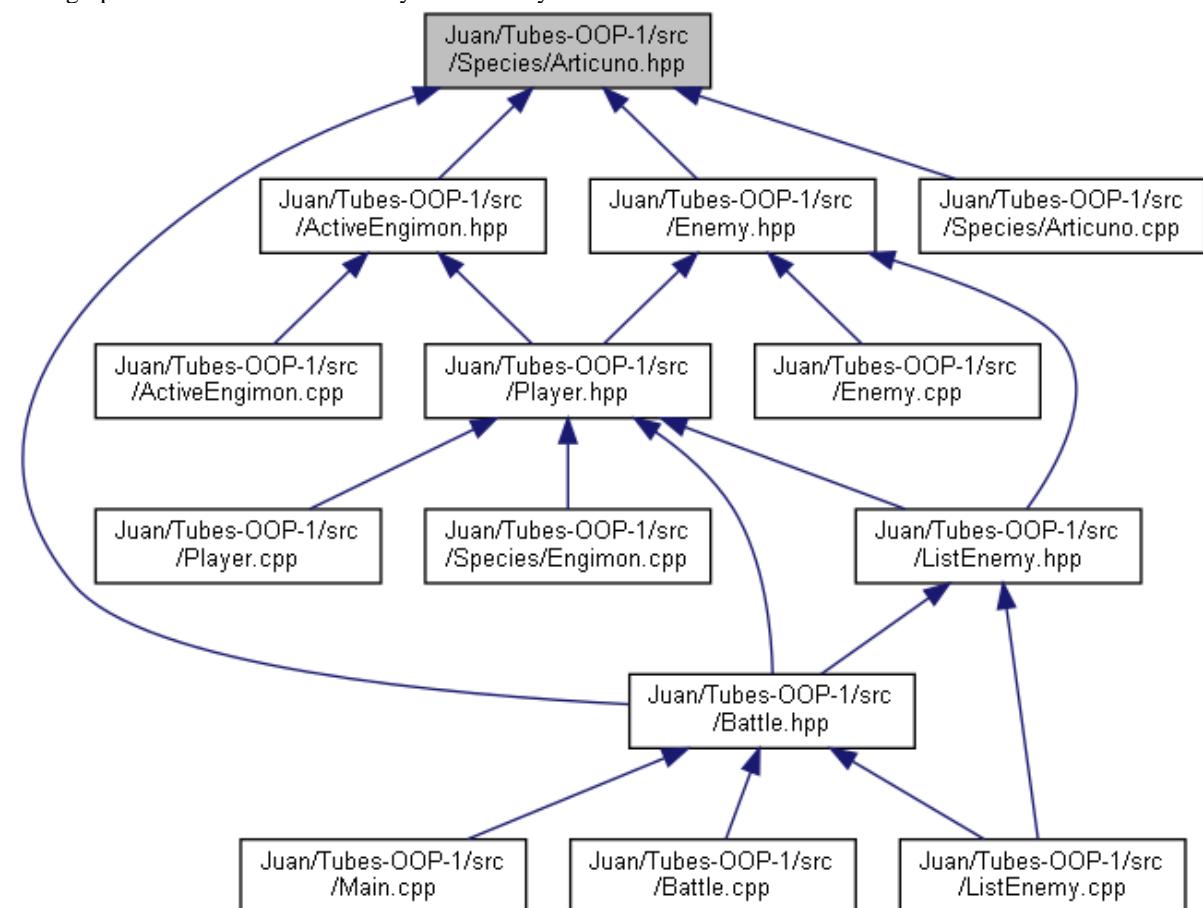


## Juan/Tubes-OOP-1/src/Species/Articuno.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
Include dependency graph for Articuno.hpp:
```



This graph shows which files directly or indirectly include this file:



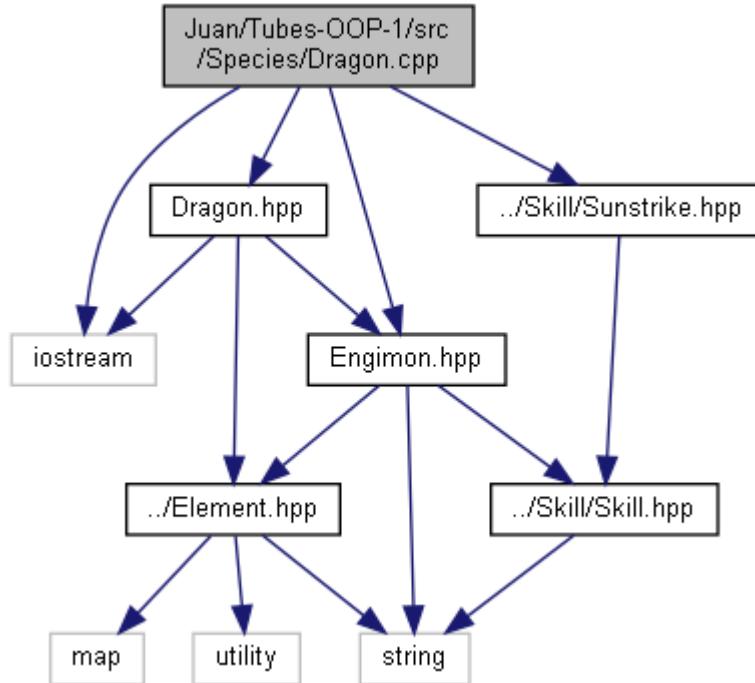
## Classes

- class **Articuno**

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

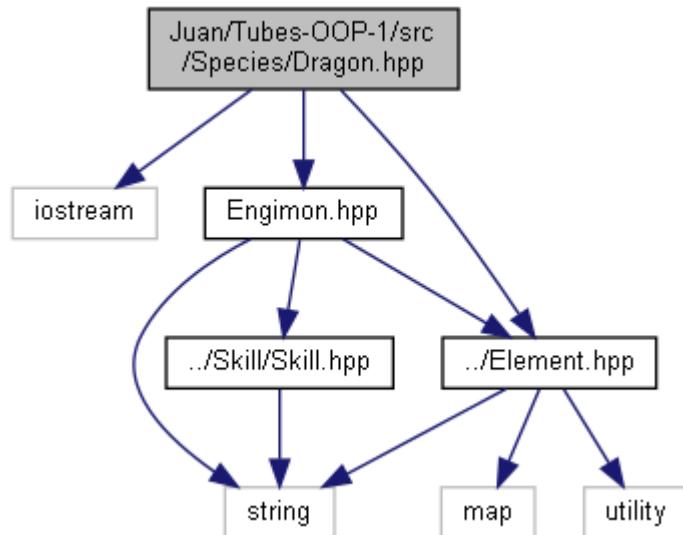
```
#include <iostream>
#include "Engimon.hpp"
#include "Dragon.hpp"
#include "../Skill/Sunstrike.hpp"
```

Include dependency graph for Dragon.cpp:

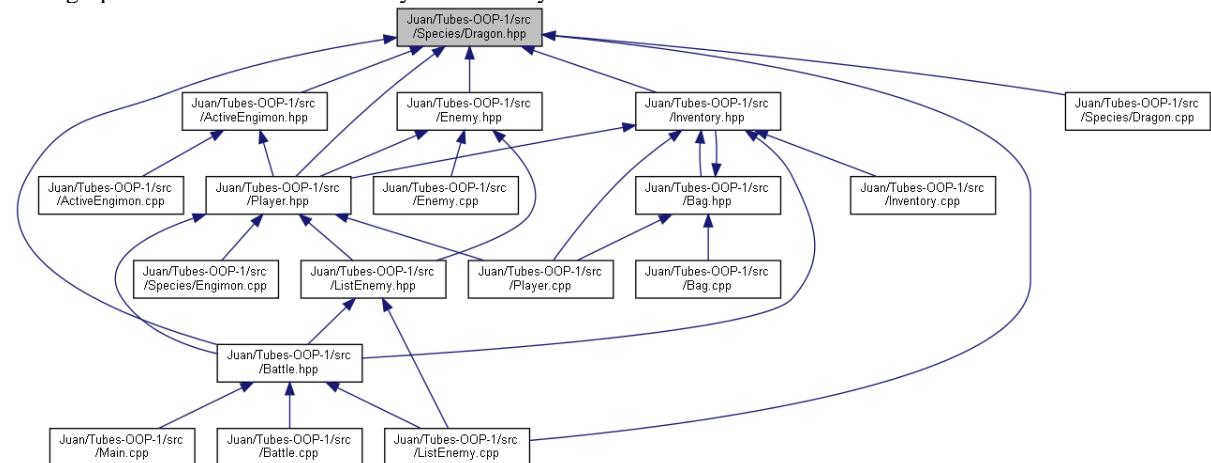


## Juan/Tubes-OOP-1/src/Species/Dragon.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
Include dependency graph for Dragon.hpp:
```



This graph shows which files directly or indirectly include this file:



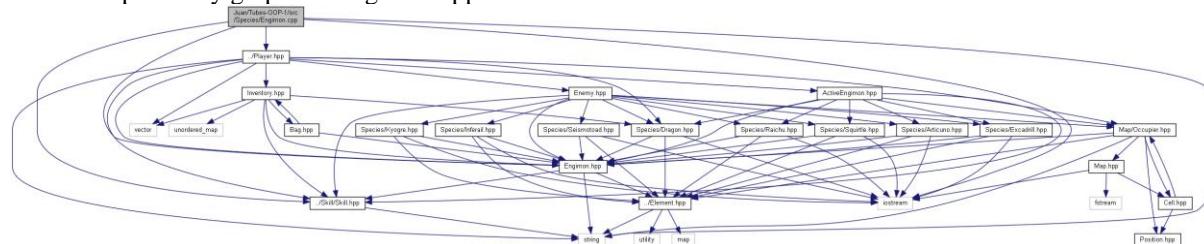
## Classes

- 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"
```

Include dependency graph for Engimon.cpp:



## 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:

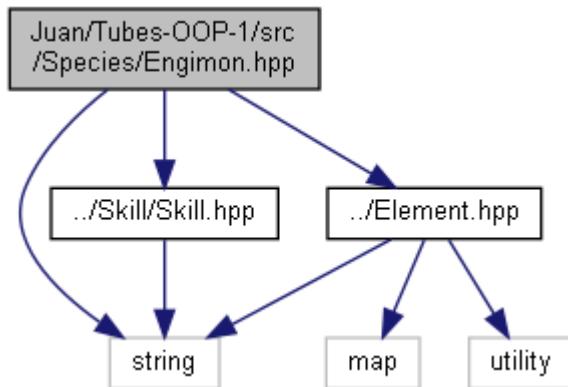


**ostream& operator<< (ostream & os, const Engimon & e)**

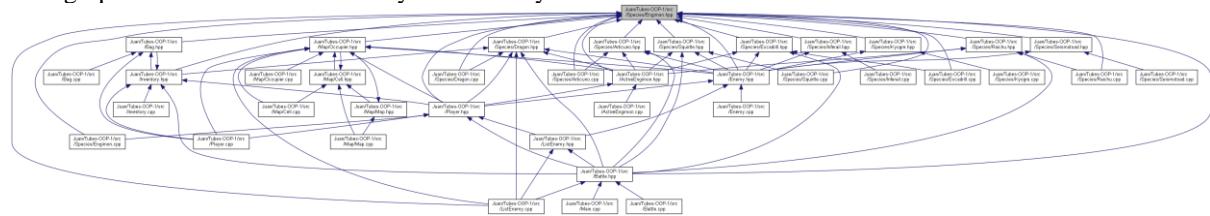
## Juan/Tubes-OOP-1/src/Species/Engimon.hpp File Reference

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

Include dependency graph for Engimon.hpp:



This graph shows which files directly or indirectly include this file:

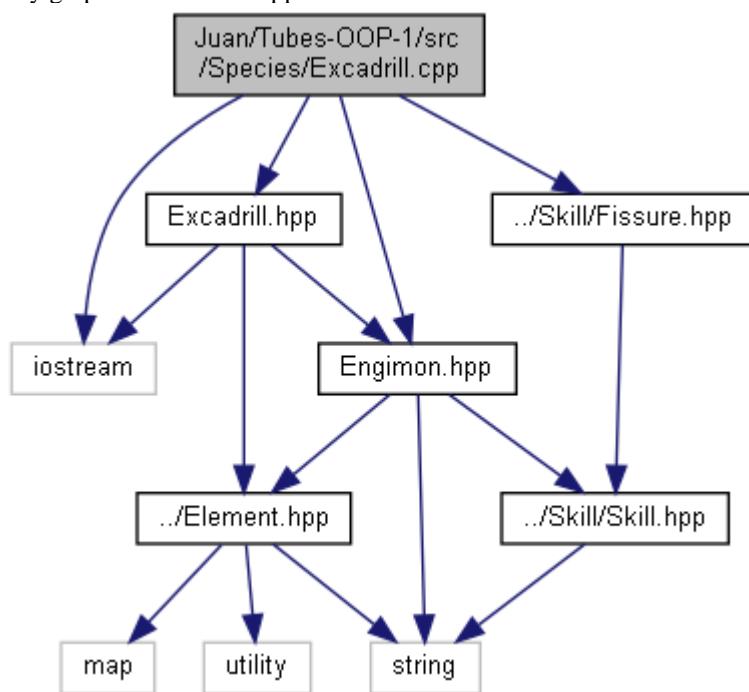


## Classes

- class **Engimon**

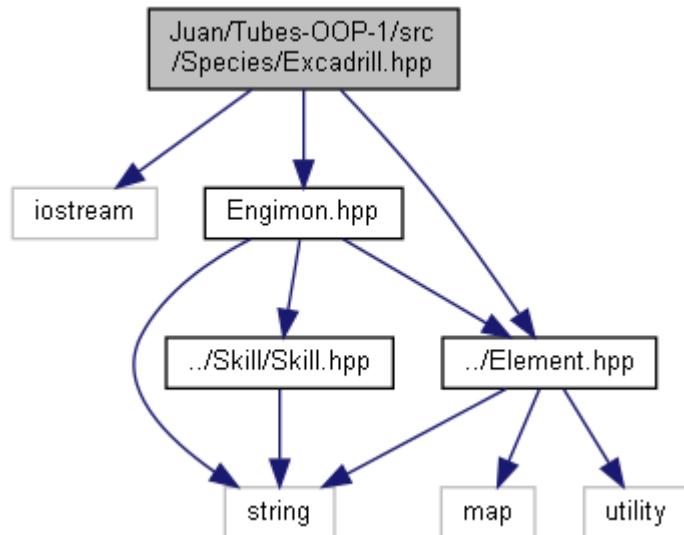
## Juan/Tubes-OOP-1/src/Species/Excadrill.cpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "Excadrill.hpp"
#include "../Skill/Fissure.hpp"
Include dependency graph for Excadrill.cpp:
```

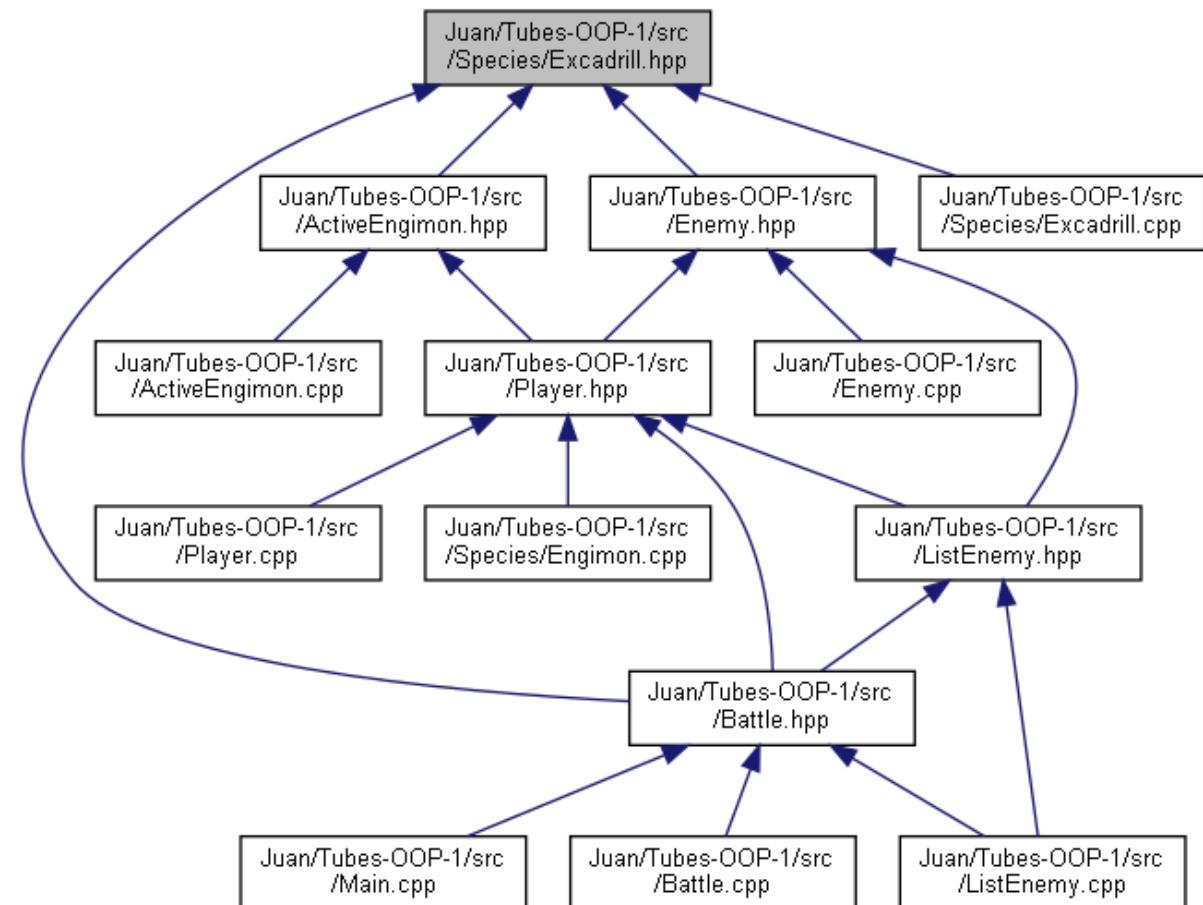


## Juan/Tubes-OOP-1/src/Species/Excadrill.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
Include dependency graph for Excadrill.hpp:
```



This graph shows which files directly or indirectly include this file:



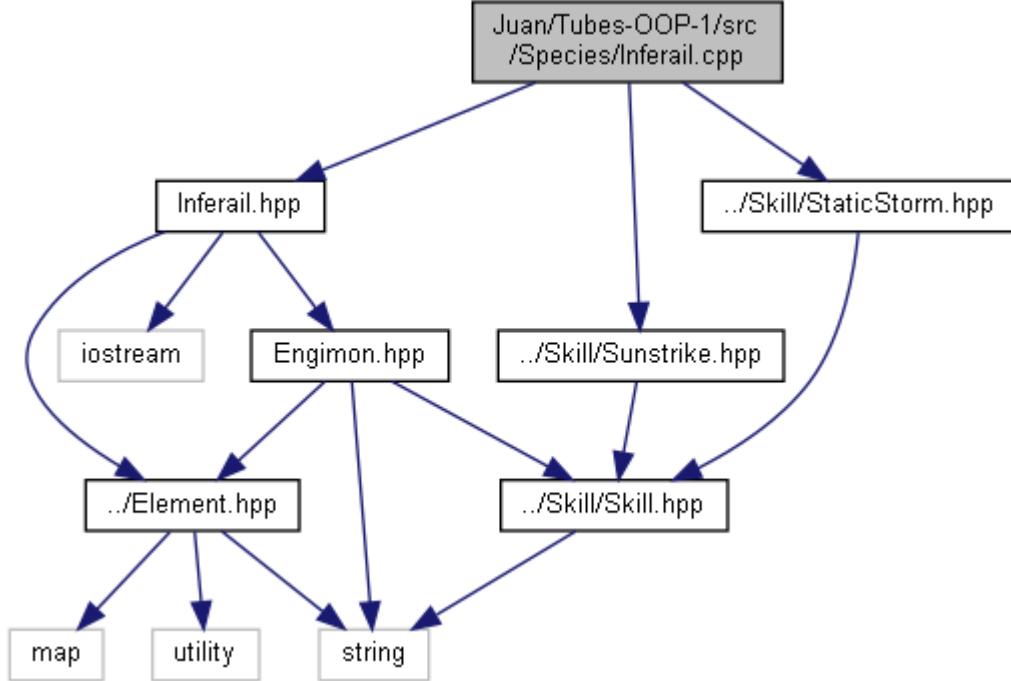
## **Classes**

- class **Excadrill**

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

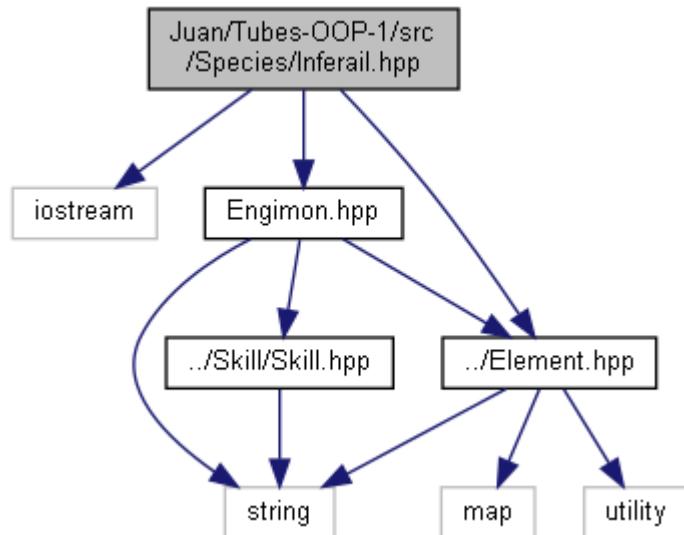
```
#include "Inferail.hpp"
#include "../Skill/Sunstrike.hpp"
#include "../Skill/StaticStorm.hpp"
```

Include dependency graph for Inferail.cpp:

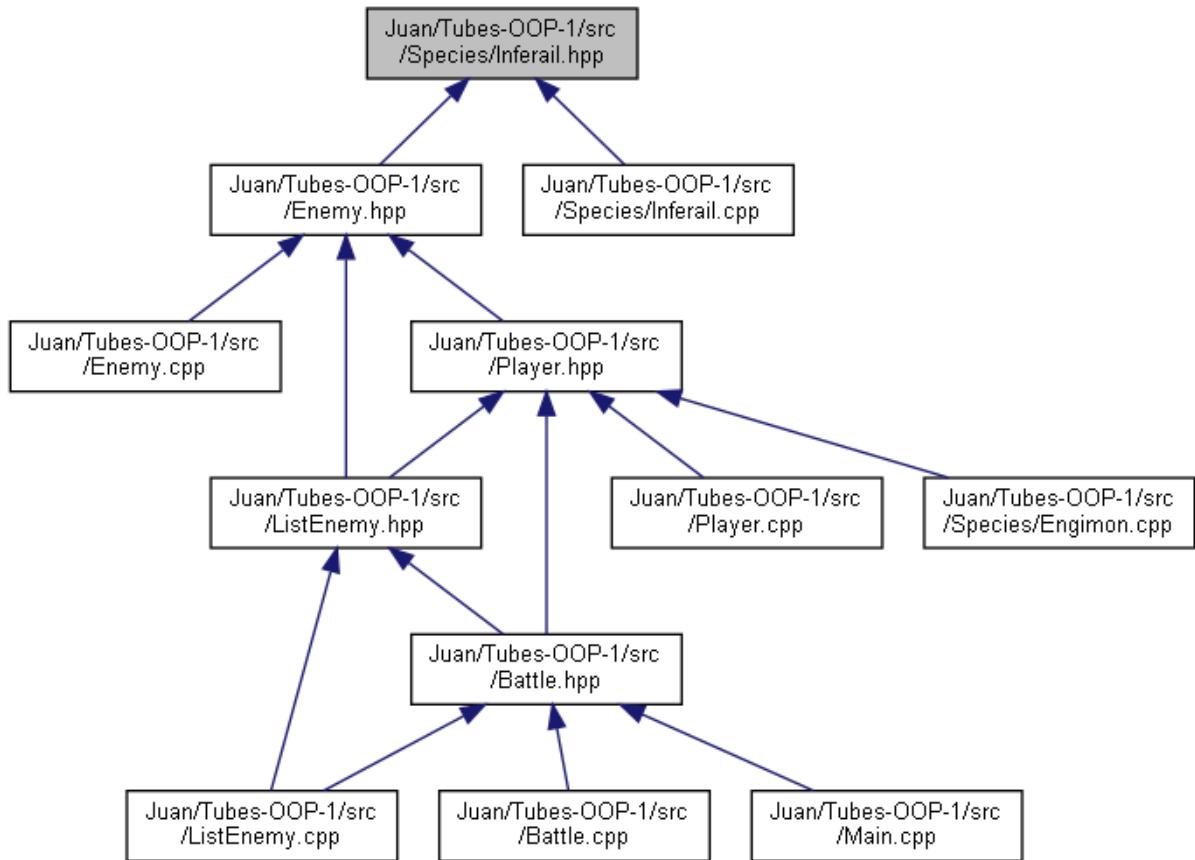


## Juan/Tubes-OOP-1/src/Species/Inferail.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
Include dependency graph for Inferail.hpp:
```



This graph shows which files directly or indirectly include this file:

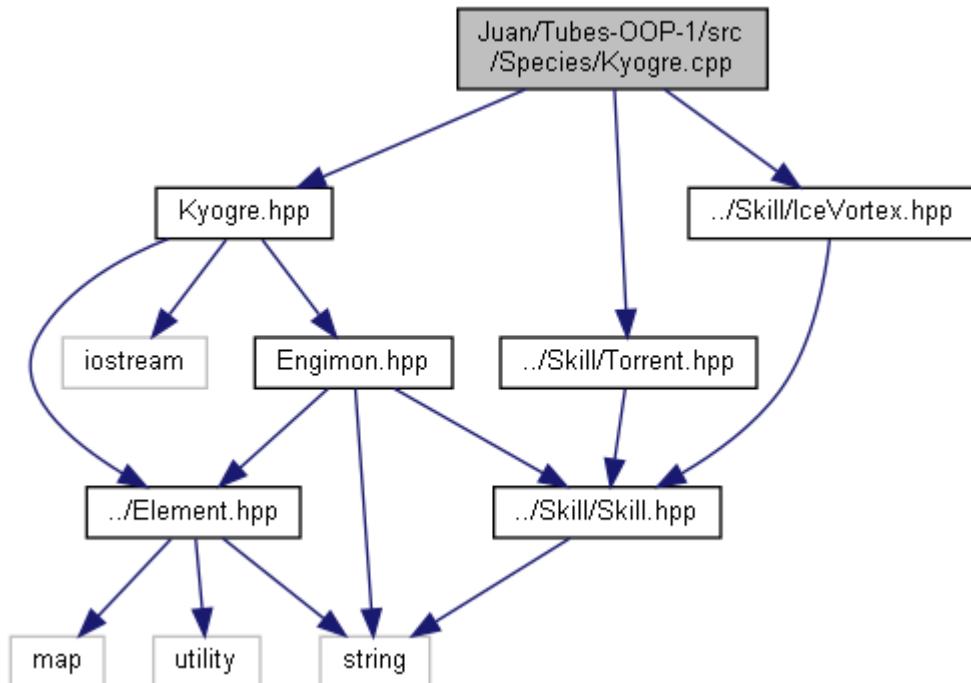


## **Classes**

- class **Inferail**

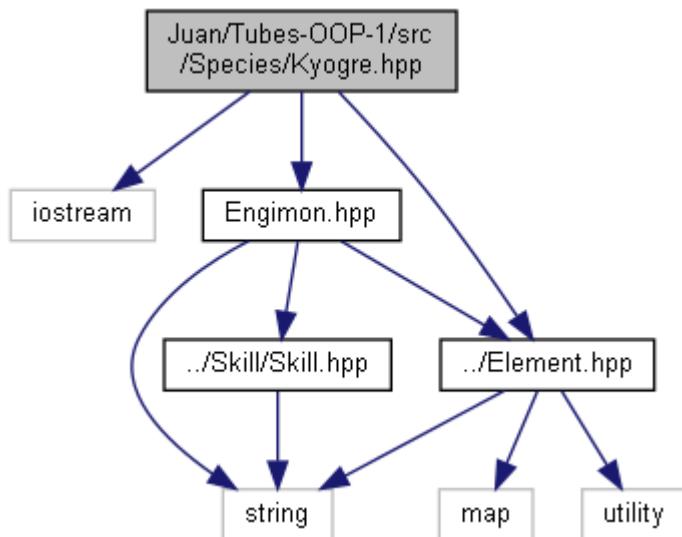
## Juan/Tubes-OOP-1/src/Species/Kyogre.cpp File Reference

```
#include "Kyogre.hpp"
#include "../Skill/Torrent.hpp"
#include "../Skill/IceVortex.hpp"
Include dependency graph for Kyogre.cpp:
```

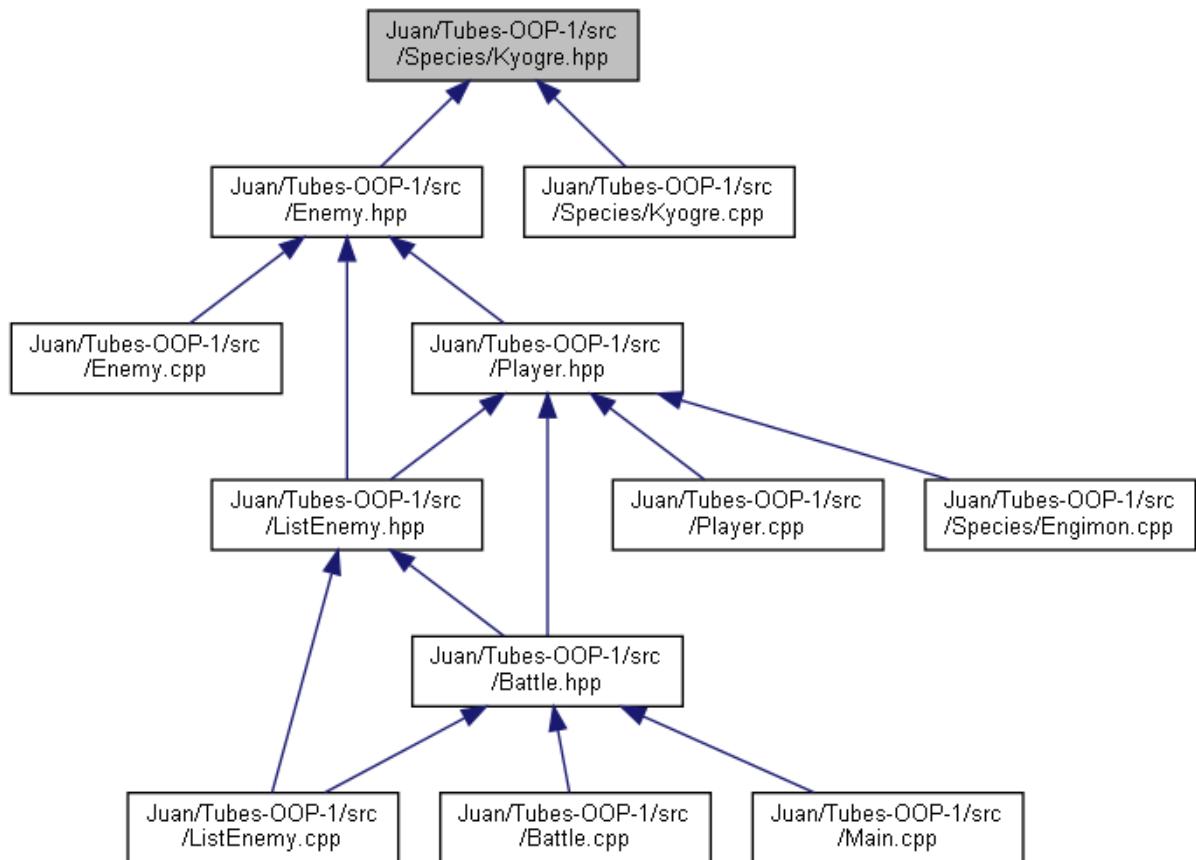


## Juan/Tubes-OOP-1/src/Species/Kyogre.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
Include dependency graph for Kyogre.hpp:
```



This graph shows which files directly or indirectly include this file:



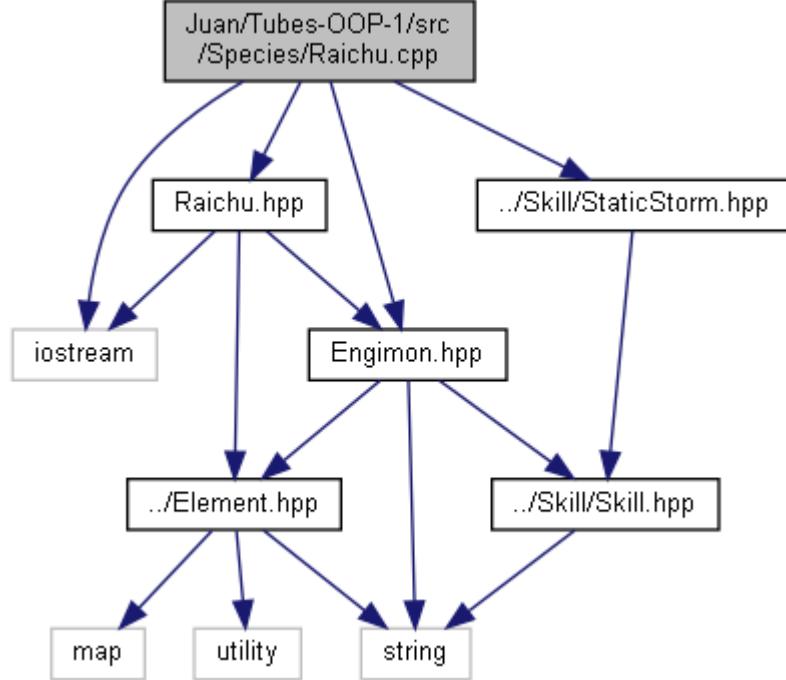
## **Classes**

- class **Kyogre**

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

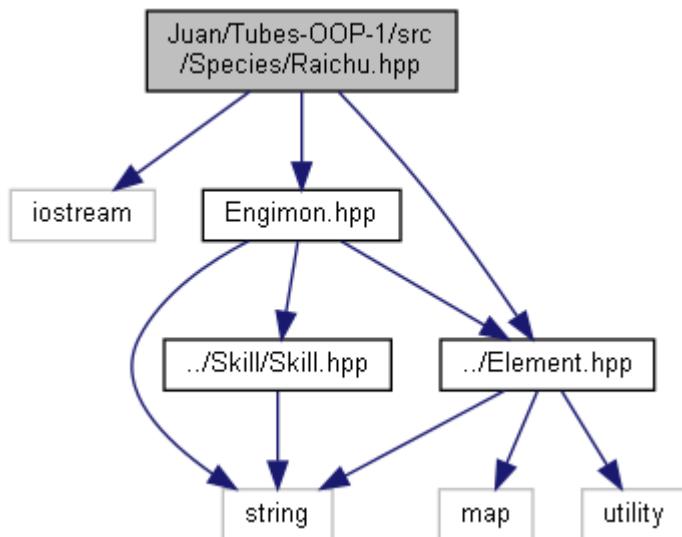
```
#include <iostream>
#include "Engimon.hpp"
#include "Raichu.hpp"
#include "../Skill/StaticStorm.hpp"
```

Include dependency graph for Raichu.cpp:

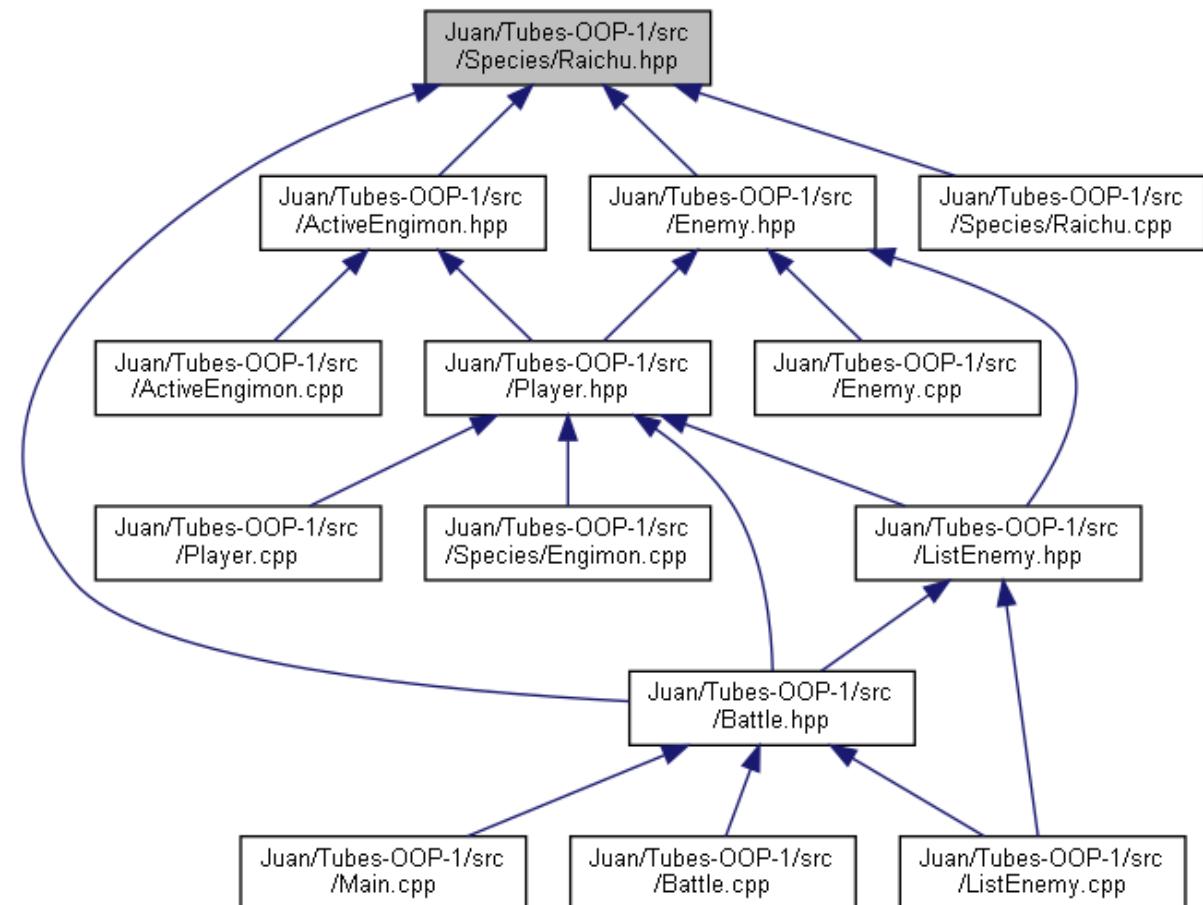


## Juan/Tubes-OOP-1/src/Species/Raichu.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
Include dependency graph for Raichu.hpp:
```



This graph shows which files directly or indirectly include this file:

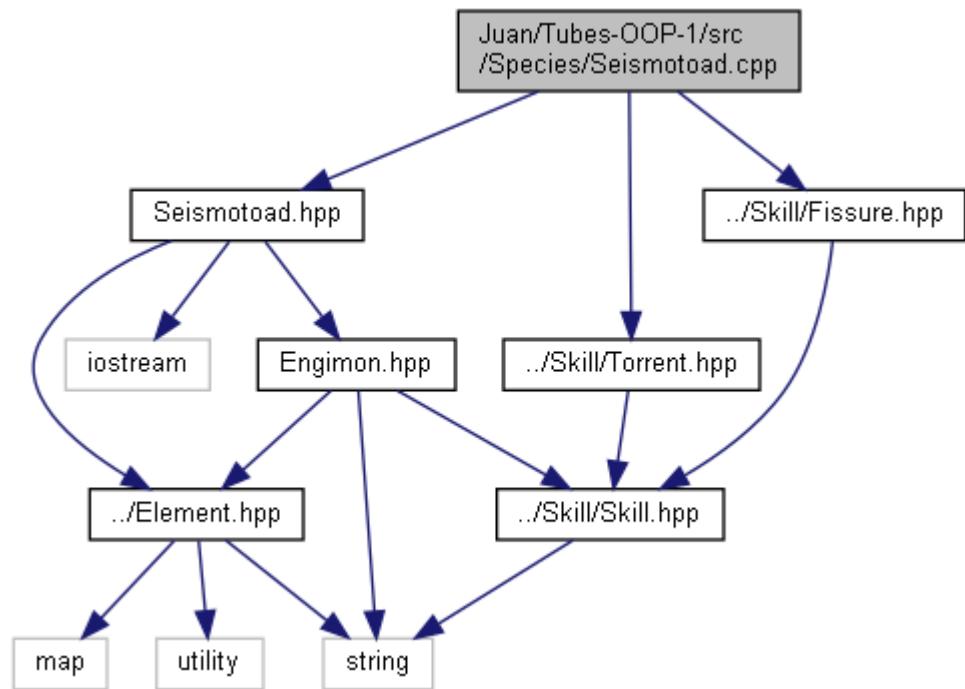


## Classes

- class **Raichu**

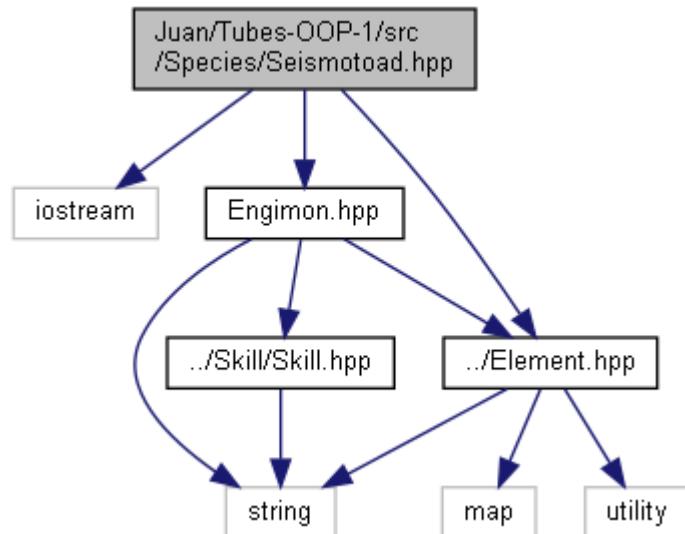
## Juan/Tubes-OOP-1/src/Species/Seismotoad.cpp File Reference

```
#include "Seismotoad.hpp"
#include "../Skill/Torrent.hpp"
#include "../Skill/Fissure.hpp"
Include dependency graph for Seismotoad.cpp:
```

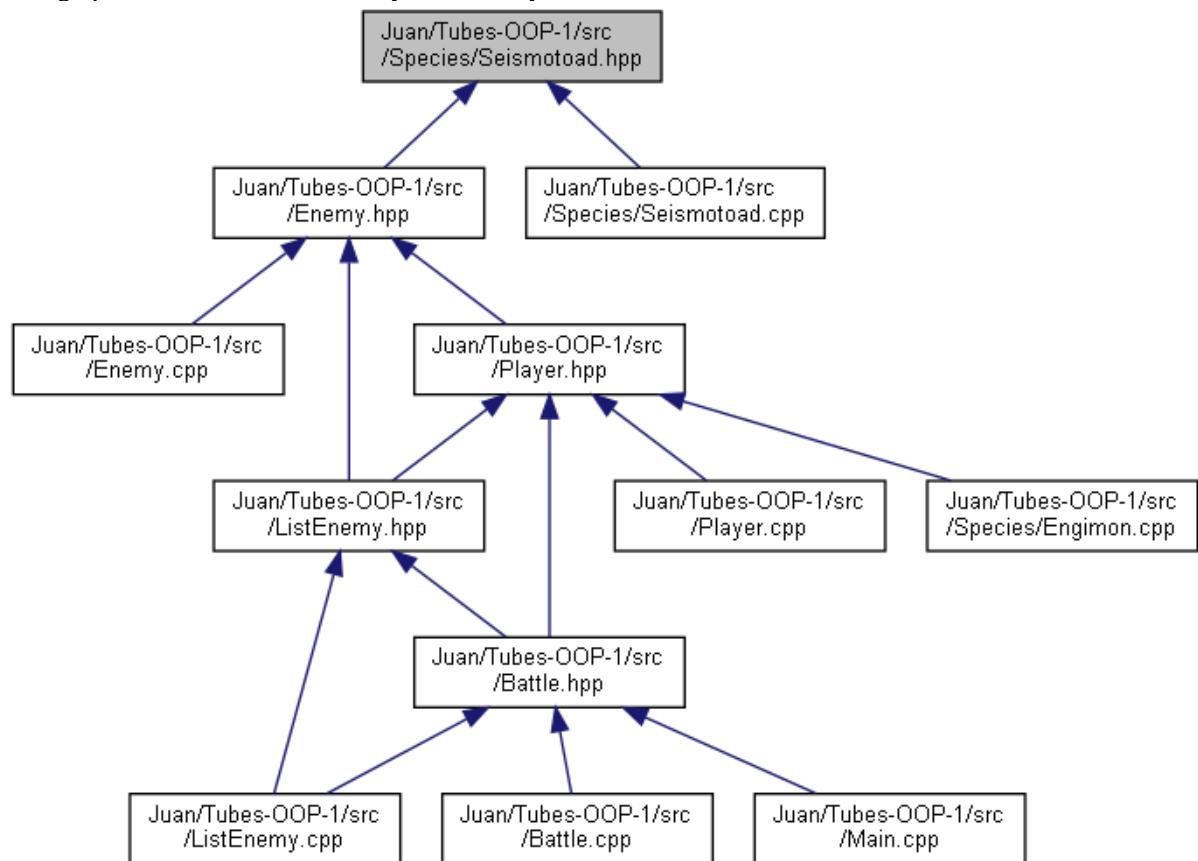


## Juan/Tubes-OOP-1/src/Species/Seismotoad.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
Include dependency graph for Seismotoad.hpp:
```



This graph shows which files directly or indirectly include this file:

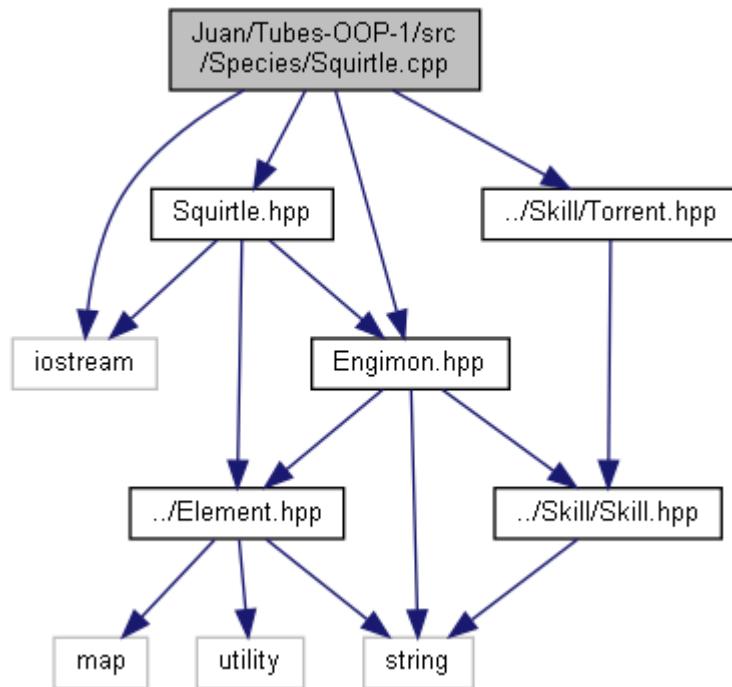


## Classes

- class **Seismotoad**

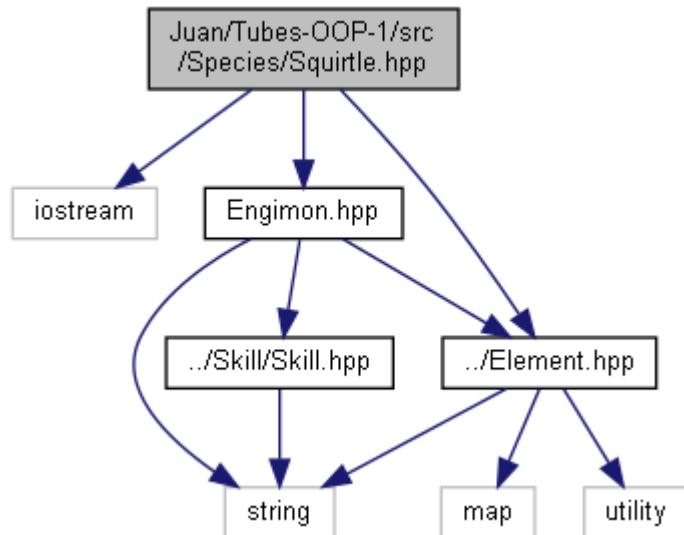
## Juan/Tubes-OOP-1/src/Species/Squirtle.cpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "Squirtle.hpp"
#include "../Skill/Torrent.hpp"
Include dependency graph for Squirtle.cpp:
```

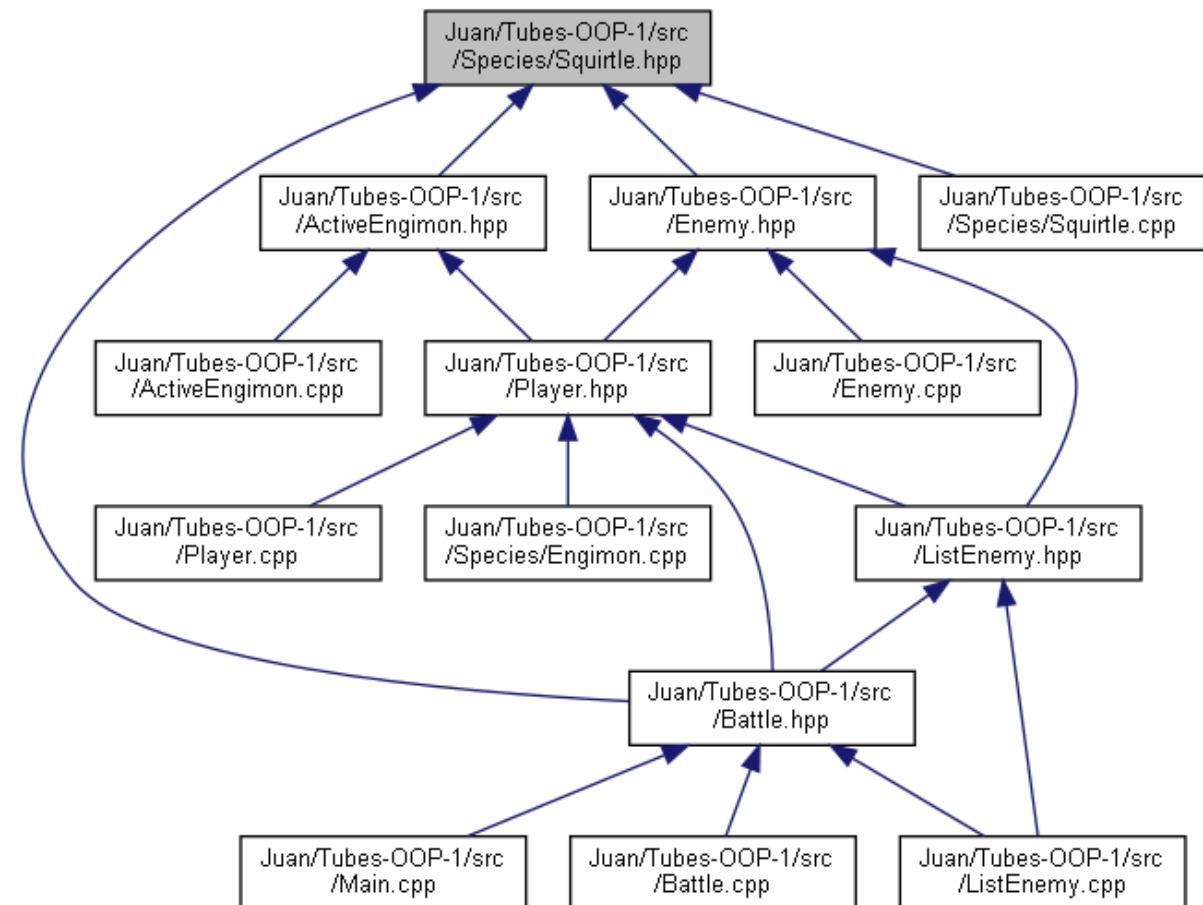


## Juan/Tubes-OOP-1/src/Species/Squirtle.hpp File Reference

```
#include <iostream>
#include "Engimon.hpp"
#include "../Element.hpp"
Include dependency graph for Squirtle.hpp:
```



This graph shows which files directly or indirectly include this file:



## **Classes**

- class **Squirtle**

# **Index**

## INDEX