

# Reference Manual

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# Chapter 1

## Namespace Index

### 1.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

<a href="#">img</a>	The namespace of the <a href="#">EasyImage</a> class . . . . .	<a href="#">7</a>
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## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

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

img::Color . . . . .	9
img::EasyImage . . . . .	10
std::exception	
img::UnsupportedFileTypeException . . . . .	13





## Chapter 3

# Class Index

### 3.1 Class List

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

<a href="#">img::Color</a>	This class represents the color of a pixel in an <a href="#">img::EasyImage</a> object . . . . .	9
<a href="#">img::EasyImage</a>	This class implements a 'minor' image-library that supports basic operations such as setting and retrieving a pixel, and drawing a line . . . . .	10
<a href="#">img::UnsupportedFileTypeException</a>	The exception that is thrown when an error occurs while trying to read an <a href="#">img::EasyImage</a> from an input stream . . . . .	13



## Chapter 4

# Namespace Documentation

### 4.1 img Namespace Reference

The namespace of the [EasyImage](#) class.

#### Classes

- class [Color](#)  
*This class represents the color of a pixel in an [img::EasyImage](#) object.*
- class [UnsupportedFileTypeException](#)  
*The exception that is thrown when an error occurs while trying to read an [img::EasyImage](#) from an input stream.*
- class [EasyImage](#)  
*This class implements a 'minor' image-library that supports basic operations such as setting and retrieving a pixel, and drawing a line.*

#### Functions

- `std::ostream & operator<< (std::ostream &out, EasyImage const &image)`  
*Writes an [img::EasyImage](#) to an output stream in the BMP file format.*
- `std::istream & operator>> (std::istream &in, EasyImage &image)`  
*Reads an [img::EasyImage](#) from an input stream.*

#### 4.1.1 Detailed Description

The namespace of the [EasyImage](#) class.

#### 4.1.2 Function Documentation

##### 4.1.2.1 `std::ostream & img::operator<< ( std::ostream & out, EasyImage const & image )`

Writes an [img::EasyImage](#) to an output stream in the BMP file format.

#### Parameters

<i>out</i>	the <code>std::ostream</code> to write the BMP file to.
<i>image</i>	the <a href="#">img::EasyImage</a> to be written to the output stream

**Returns**

a reference to the output stream the image was written to

Definition at line 260 of file EasyImage.cc.

**4.1.2.2 `std::istream & img::operator>> ( std::istream & in, EasyImage & image )`**

Reads an [img::EasyImage](#) from an input stream.

Please note: at this point only a limited subset of BMP-file format is supported. In order to correctly read a BMP file it must:

- Be an uncompressed bitmap

Only contain one plane

- Use 24bits/pixel If the BMP file-format is not supported an [UnsupportedFileTypeException](#) is thrown

**Parameters**

<i>in</i>	the input stream to read the bitmap from
<i>image</i>	the <a href="#">EasyImage</a> object in which the bitmap must be stored

**Returns**

a reference to the input stream from which the bitmap was read

Definition at line 325 of file EasyImage.cc.

## Chapter 5

# Class Documentation

### 5.1 `img::Color` Class Reference

This class represents the color of a pixel in an `img::EasyImage` object.

```
#include <EasyImage.h>
```

#### Public Member Functions

- `Color ()`  
*Default Constructor.*
- `Color (uint8_t r, uint8_t g, uint8_t b)`  
*Constructs a `Color` with the given intensities.*
- `~Color ()`

#### Public Attributes

- `uint8_t blue`  
*The intensity of the blue color component.*
- `uint8_t green`  
*The intensity of the green color component.*
- `uint8_t red`  
*The intensity of the red color component.*

#### 5.1.1 Detailed Description

This class represents the color of a pixel in an `img::EasyImage` object.

Definition at line 31 of file `EasyImage.h`.

#### 5.1.2 Constructor & Destructor Documentation

##### 5.1.2.1 `img::Color::Color ( uint8_t r, uint8_t g, uint8_t b )`

Constructs a `Color` with the given intensities.

## Parameters

<i>r</i>	The red color component
<i>g</i>	The green color component
<i>b</i>	The blue color component

Definition at line 116 of file EasyImage.cc.

5.1.2.2 `img::Color::~~Color ( )`

## Destructor

Definition at line 120 of file EasyImage.cc.

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

- /Users/bartsas/Courses/Graphics/SVN/code/cxx/easyimage/EasyImage.h
- /Users/bartsas/Courses/Graphics/SVN/code/cxx/easyimage/EasyImage.cc

## 5.2 `img::EasyImage` Class Reference

This class implements a 'minor' image-library that supports basic operations such as setting and retrieving a pixel, and drawing a line.

```
#include <EasyImage.h>
```

### Public Member Functions

- [EasyImage \( \)](#)  
*Default Constructor. Creates a zero-pixel image.*
- [EasyImage \(unsigned int width, unsigned int height, \[Color\]\(#\) color=\[Color\\(\\)\]\(#\)\)](#)  
*Constructor: creates a new [EasyImage](#) of the specified width and height.*
- [EasyImage \(EasyImage const &img\)](#)  
*Copy Constructor.*
- [virtual ~EasyImage \( \)](#)  
*Destructor.*
- [EasyImage & operator= \(EasyImage const &img\)](#)  
*Assignment operator. Allows an easyImage to be assigned to another easyImage.*
- [unsigned int get\\_width \( \) const](#)  
*Returns the width of the image.*
- [unsigned int get\\_height \( \) const](#)  
*Returns the height of the image.*
- [Color & operator\(\) \(unsigned int x, unsigned int y\)](#)  
*Function operator. This operator returns a reference to a particular pixel of the image.*
- [Color const & operator\(\) \(unsigned int x, unsigned int y\) const](#)  
*Function operator. This operator returns a const reference to a particular pixel of the image.*
- [void clear \(Color color=\[Color\\(\\)\]\(#\)\)](#)  
*Fills the image with a background of a specified color. Defaults to black.*
- [void draw\\_line \(unsigned int x0, unsigned int y0, unsigned int x1, unsigned int y1, \[Color\]\(#\) color\)](#)  
*Draws a line from pixel (x0,y0) to pixel (x1,y1) in the specified color.*

## Friends

- `std::istream & operator>> (std::istream &in, EasyImage &image)`  
Reads an *img::EasyImage* from an input stream.

### 5.2.1 Detailed Description

This class implements a 'minor' image-library that supports basic operations such as setting and retrieving a pixel, and drawing a line.

Definition at line 126 of file EasyImage.h.

### 5.2.2 Constructor & Destructor Documentation

#### 5.2.2.1 `img::EasyImage::EasyImage ( unsigned int width, unsigned int height, Color color = Color ( ) )`

Constructor: creates a new *EasyImage* of the specified width and height.

##### Parameters

<i>width</i>	the width of the image
<i>height</i>	the height of the image
<i>color</i>	(optional) the background color of the image

Definition at line 151 of file EasyImage.cc.

#### 5.2.2.2 `img::EasyImage::EasyImage ( EasyImage const & img )`

Copy Constructor.

##### Parameters

<i>img</i>	the image to be copied
------------	------------------------

Definition at line 156 of file EasyImage.cc.

### 5.2.3 Member Function Documentation

#### 5.2.3.1 `void img::EasyImage::clear ( Color color = Color ( ) )`

Fills the image with a background of a specified color. Defaults to black.

##### Parameters

<i>color</i>	The color to be assigned to each pixel
--------------	--

Definition at line 184 of file EasyImage.cc.

#### 5.2.3.2 `void img::EasyImage::draw_line ( unsigned int x0, unsigned int y0, unsigned int x1, unsigned int y1, Color color )`

Draws a line from pixel (*x0*,*y0*) to pixel (*x1*,*y1*) in the specified color.

**Parameters**

<i>x0</i>	the x coordinate of the first pixel
<i>y0</i>	the y coordinate of the first pixel
<i>x1</i>	the x coordinate of the second pixel
<i>y1</i>	the y coordinate of the second pixel
<i>color</i>	the color of the line

These assertions apply: `assert(x0 < getWidth()) assert(y0 < getHeight()) assert(x1 < getWidth()) assert(y1 < getHeight())`

Definition at line 208 of file EasyImage.cc.

**5.2.3.3 unsigned int img::EasyImage::get\_height ( ) const**

Returns the height of the image.

**Returns**

the height of the image

Definition at line 179 of file EasyImage.cc.

**5.2.3.4 unsigned int img::EasyImage::get\_width ( ) const**

Returns the width of the image.

**Returns**

the width of the image

Definition at line 174 of file EasyImage.cc.

**5.2.3.5 img::Color & img::EasyImage::operator() ( unsigned int x, unsigned int y )**

Function operator. This operator returns a reference to a particular pixel of the image.

**Parameters**

<i>x</i>	the x coordinate of the pixel
<i>y</i>	the y coordinate of the pixel

These assertions apply: `assert(x>=0 && x < getWidth()) assert(y>=0 && y < getHeight())`

Definition at line 192 of file EasyImage.cc.

**5.2.3.6 img::Color const & img::EasyImage::operator() ( unsigned int x, unsigned int y ) const**

Function operator. This operator returns a const reference to a particular pixel of the image.

**Parameters**

<i>x</i>	the x coordinate of the pixel
<i>y</i>	the y coordinate of the pixel

These assertions apply: `assert(x>=0 && x < getWidth()) assert(y>=0 && y < getHeight())`

Definition at line 201 of file EasyImage.cc.



5.2.3.7 `img::EasyImage & img::EasyImage::operator= ( img::EasyImage const & img )`

Assignment operator. Allows an `easyImage` to be assigned to another `easyImage`.

## Parameters

<code>img</code>	The image to be assigned to this image
------------------	--

Definition at line 166 of file `EasyImage.cc`.

## 5.2.4 Friends And Related Function Documentation

5.2.4.1 `std::istream& operator>> ( std::istream & in, EasyImage & image ) [friend]`

Reads an `img::EasyImage` from an input stream.

Please note: at this point only a limited subset of BMP-file format is supported. In order to correctly read a BMP file it must:

- Be an uncompressed bitmap

Only contain one plane

- Use 24bits/pixel If the BMP file-format is not supported an `UnsupportedFileTypeException` is thrown

## Parameters

<code>in</code>	the input stream to read the bitmap from
<code>image</code>	the <code>EasyImage</code> object in which the bitmap must be stored

## Returns

a reference to the input stream from which the bitmap was read

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

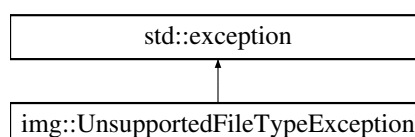
- `/Users/bartsas/Courses/Graphics/SVN/code/cxx/easyimage/EasyImage.h`
- `/Users/bartsas/Courses/Graphics/SVN/code/cxx/easyimage/EasyImage.cc`

5.3 `img::UnsupportedFileTypeException` Class Reference

The exception that is thrown when an error occurs while trying to read an `img::EasyImage` from an input stream.

```
#include <EasyImage.h>
```

Inheritance diagram for `img::UnsupportedFileTypeException`:



## Public Member Functions

- `UnsupportedFileTypeException` (`std::string const &msg`)

*Construct an exception with the given message.*

- [UnsupportedFileTypeException](#) (const [UnsupportedFileTypeException](#) &original)

*Copy Constructor.*

- virtual [~UnsupportedFileTypeException](#) () throw ()

*Destructor.*

- [UnsupportedFileTypeException](#) & operator= (const [UnsupportedFileTypeException](#) &original)

*Assignment operator.*

- virtual const char \* [what](#) () const throw ()

*Returns a description of the error hat occurred.*

### 5.3.1 Detailed Description

The exception that is thrown when an error occurs while trying to read an [img::EasyImage](#) from an input stream.

Definition at line 77 of file EasyImage.h.

### 5.3.2 Constructor & Destructor Documentation

#### 5.3.2.1 [img::UnsupportedFileTypeException::UnsupportedFileTypeException](#) ( [std::string](#) const & *msg* )

Construct an exception with the given message.

##### Parameters

<i>msg</i>	The message explaining what went wrong
------------	--

Definition at line 124 of file EasyImage.cc.

#### 5.3.2.2 [img::UnsupportedFileTypeException::UnsupportedFileTypeException](#) ( [const](#) [UnsupportedFileTypeException](#) & *original* )

Copy Constructor.

##### Parameters

<i>original</i>	The exception to be copied into this object
-----------------	---

Definition at line 128 of file EasyImage.cc.

### 5.3.3 Member Function Documentation

#### 5.3.3.1 [img::UnsupportedFileTypeException](#) & [img::UnsupportedFileTypeException::operator=](#) ( [const](#) [UnsupportedFileTypeException](#) & *original* )

Assignment operator.

##### Parameters

<i>original</i>	The original exception to be assigned to this one
-----------------	---

Definition at line 136 of file EasyImage.cc.

5.3.3.2 `const char * img::UnsupportedFileTypeException::what ( ) const throw ( )` [virtual]

Returns a description of the error hat occurred.

#### Returns

A description of the error hat occurred.

Definition at line 141 of file EasyImage.cc.

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

- /Users/bartsas/Courses/Graphics/SVN/code/cxx/easyimage/EasyImage.h
- /Users/bartsas/Courses/Graphics/SVN/code/cxx/easyimage/EasyImage.cc

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