Arcade

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Chapter 1

Namespace Index

1.1 Namespace List

Here is a list of all namespaces with brief descriptions:

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Chapter 2

File Index

2.1 File List

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Chapter 3

Namespace Documentation

3.1 Arcade Namespace Reference

Typedefs

- using CreateGameFunc = IGame ∗(∗)()
- using CreateGraphicsFunc = IGraphical ∗(∗)()

Functions

- void startArcade (char ∗∗argv)
- bool isAGameLib (const std::string &libPath)
- std::vector< std::string > getGamesLibraries (const std::string &path)
- std::vector< std::string > getGraphicalsLibraries (const std::string &path)
- bool isArgValid (const std::vector< std::string > &graphicsLibs, const std::vector< std::string > &gamesLibs, char ∗∗argv)
- Centipede ∗ createGame ()

Variables

- const std::unordered_set< std::string > gameLibNames

3.1.1 Typedef Documentation

3.1.1.1 CreateGameFunc

```
using Arcade::CreateGameFunc = IGame *(*)()
```

3.1.1.2 CreateGraphicsFunc

```
using Arcade::CreateGraphicsFunc = IGraphical *(*)()
```

3.1.2 Function Documentation

3.1.2.1 createGame()

```
Snake * Arcade::createGame ()
```

3.1.2.2 getGamesLibraries()

```
std::vector< std::string > Arcade::getGamesLibraries (
            const std::string & path)
```

3.1.2.3 getGraphicalsLibraries()

```
std::vector< std::string > Arcade::getGraphicalsLibraries (
            const std::string & path)
```

3.1.2.4 isAGameLib()

```
bool Arcade::isAGameLib (
            const std::string & libPath)
```

3.1.2.5 isArgValid()

```
bool Arcade::isArgValid (
            const std::vector< std::string > & graphicsLibs,
            const std::vector< std::string > & gamesLibs,
            char ** argv)
```

3.1.2.6 startArcade()

```
void Arcade::startArcade (
            char ** argv)
```

3.1.3 Variable Documentation

3.1.3.1 gameLibNames

```
const std::unordered_set<std::string> Arcade::gameLibNames
```

Initial value:

```
= {
        "arcade_menu.so", "arcade_snake.so", "arcade_centipede.so"
    }
```

Chapter 4

File Documentation

4.1 src/core/Core.cpp File Reference

```
#include "Core.hpp"
#include <dlfcn.h>
```

Namespaces

- namespace Arcade

4.2 src/core/initArcade.cpp File Reference

```
#include "Core.hpp"
```

Namespaces

- namespace Arcade

Functions

- void Arcade::startArcade (char **argv)

4.3 src/core/libsHandler.cpp File Reference

```
#include "Core.hpp"
```

Namespaces

- namespace Arcade

Functions

- bool Arcade::isAGameLib (const std::string &libPath)
- std::vector< std::string > Arcade::getGamesLibraries (const std::string &path)
- std::vector< std::string > Arcade::getGraphicalsLibraries (const std::string &path)
- bool Arcade::isArgValid (const std::vector< std::string > &graphicsLibs, const std::vector< std::string > &gamesLibs, char **argv)

Variables

- const std::unordered_set< std::string > Arcade::gameLibNames

4.4 src/core/loader.cpp File Reference

```
#include "Core.hpp"
#include "DlEncapsulation.hpp"
```

Namespaces

- namespace Arcade

Typedefs

- using Arcade::CreateGameFunc = IGame *(*)()
- using Arcade::CreateGraphicsFunc = IGraphical *(*)()

4.5 src/games/centipede/Centipede.cpp File Reference

```
#include "Centipede.hpp"
```

Namespaces

- namespace Arcade

Functions

- Centipede * Arcade::createGame ()

4.6 src/games/centipede/centipedeEnd.cpp File Reference

```
#include "Centipede.hpp"
```

Namespaces

- namespace Arcade

4.7 src/games/centipede/centipedeInit.cpp File Reference

```
#include "Centipede.hpp"
```

Namespaces

- namespace Arcade

4.8 src/games/centipede/centipedeUpdate.cpp File Reference

```
#include "Centipede.hpp"
#include "Entity.hpp"
#include <chrono>
#include <cmath>
#include <algorithm>
```

Namespaces

- namespace Arcade

4.9 src/games/menu/Menu.cpp File Reference

```
#include "Menu.hpp"
```

Namespaces

- namespace Arcade

Functions

- Centipede * Arcade::createGame ()

4.10 src/games/menu/menuInit.cpp File Reference

```
#include "Menu.hpp"
```

Namespaces

- namespace Arcade

4.11 src/games/menu/menuInput.cpp File Reference

```
#include "Menu.hpp"
```

Namespaces

- namespace Arcade

4.12 src/games/menu/menuScores.cpp File Reference

```
#include "Menu.hpp"
```

Namespaces

- namespace Arcade

4.13 src/games/snake/Snake.cpp File Reference

```
#include "Snake.hpp"
#include <string>
```

Namespaces

- namespace Arcade

Functions

- Centipede * Arcade::createGame ()

4.14 src/games/snake/snakeEnd.cpp File Reference

```
#include "Snake.hpp"
```

Namespaces

- namespace Arcade

4.15 src/games/snake/snakeInit.cpp File Reference

```
#include "Snake.hpp"
```

Namespaces

- namespace Arcade

4.16 src/games/snake/snakeUpdate.cpp File Reference

```
#include "Snake.hpp"
```

Namespaces

- namespace Arcade

4.17 src/graphicals/ncurses/Ncurses.cpp File Reference

```
#include "Ncurses.hpp"
```

Namespaces

- namespace Arcade

4.18 src/graphicals/ncurses/ncursesCreate.cpp File Reference

```
#include "Ncurses.hpp"
```

Functions

- Arcade::Ncurse * createGraphics ()

4.18.1 Function Documentation

4.18.1.1 createGraphics()

```
Arcade::Ncurse * createGraphics ()
```

4.19 src/graphicals/ncurses/ncursesDraw.cpp File Reference

```
#include "Ncurses.hpp"
```

Namespaces

- namespace Arcade

4.20 src/graphicals/ncurses/ncursesInput.cpp File Reference

```
#include "Ncurses.hpp"
```

Namespaces

- namespace Arcade

4.21 src/graphicals/sdl/Sdl.cpp File Reference

```
#include "Sdl.hpp"
#include <SDL2/SDL_keyboard.h>
#include <SDL2/SDL_timer.h>
#include <SDL2/SDL_video.h>
#include <string>
```

Namespaces

- namespace Arcade

4.22 src/graphicals/sdl/sdlCreate.cpp File Reference

```
#include "Sdl.hpp"
```

Functions

- Arcade::SDL * createGraphics ()

4.22.1 Function Documentation

4.22.1.1 createGraphics()

```
Arcade::SDL * createGraphics ()
```

4.23 src/graphicals/sdl/sdlDraw.cpp File Reference

```
#include "Sdl.hpp"
```

Namespaces

- namespace Arcade

4.24 src/graphicals/sdl/sdlInput.cpp File Reference

```
#include "Sdl.hpp"
```

Namespaces

- namespace Arcade

4.25 src/graphicals/sfml/Sfml.cpp File Reference

```
#include "Sfml.hpp"
```

Namespaces

- namespace Arcade

4.26 src/graphicals/sfml/sfmlCreate.cpp File Reference

```
#include "Sfml.hpp"
```

Functions

- Arcade::SFML * createGraphics ()

4.26.1 Function Documentation

4.26.1.1 createGraphics()

```
Arcade::SFML * createGraphics ()
```

4.27 src/graphicals/sfml/sfmlDraw.cpp File Reference

```
#include "Sfml.hpp"
```

Namespaces

- namespace Arcade

4.28 src/graphicals/sfml/sfmlInput.cpp File Reference

```
#include "Sfml.hpp"
```

Namespaces

- namespace Arcade

4.29 src/utils/Entity.cpp File Reference

```
#include "Entity.hpp"
```

Namespaces

- namespace Arcade

4.30 src/utils/Event.cpp File Reference

```
#include "Event.hpp"
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- namespace Arcade

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