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Engi's Farm

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Contents

1 Engi-s-Farm	1
2 Hierarchical Index	3
2.1 Class Hierarchy	3
3 Class Index	5
3.1 Class List	5
4 File Index	7
4.1 File List	7
5 Class Documentation	9
5.1 AbbayeCheese Class Reference	9
5.1.1 Detailed Description	9
5.1.2 Constructor & Destructor Documentation	9
5.1.2.1 AbbayeCheese()	10
5.1.2.2 ~AbbayeCheese()	10
5.2 BandalSatay Class Reference	10
5.2.1 Detailed Description	10
5.2.2 Constructor & Destructor Documentation	11
5.2.2.1 BandalSatay()	11
5.2.2.2 ~BandalSatay()	11
5.3 Barn Class Reference	11
5.3.1 Detailed Description	12
5.3.2 Constructor & Destructor Documentation	12
5.3.2.1 Barn()	12

5.3.2.2 ~Barn()	12
5.3.3 Member Function Documentation	12
5.3.3.1 isGrass()	12
5.3.3.2 render()	13
5.3.3.3 setGrassStatus()	13
5.4 Beef Class Reference	13
5.4.1 Detailed Description	14
5.4.2 Constructor & Destructor Documentation	14
5.4.2.1 Beef()	14
5.4.2.2 ~Beef()	14
5.5 BeefChickenRoll Class Reference	14
5.5.1 Detailed Description	15
5.5.2 Constructor & Destructor Documentation	15
5.5.2.1 BeefChickenRoll()	15
5.5.2.2 ~BeefChickenRoll()	15
5.6 BeefDuckRoll Class Reference	15
5.6.1 Detailed Description	16
5.6.2 Constructor & Destructor Documentation	16
5.6.2.1 BeefDuckRoll()	16
5.6.2.2 ~BeefDuckRoll()	16
5.7 Cell Class Reference	16
5.7.1 Detailed Description	17
5.7.2 Member Function Documentation	17
5.7.2.1 render()	17
5.8 Chicken Class Reference	17
5.8.1 Detailed Description	18
5.8.2 Constructor & Destructor Documentation	18
5.8.2.1 Chicken()	18
5.8.2.2 ~Chicken()	18
5.8.3 Member Function Documentation	18

5.8.3.1 eat()	19
5.8.3.2 interactProduct()	19
5.8.3.3 killProduct()	19
5.8.3.4 move()	19
5.8.3.5 render()	20
5.8.3.6 sound()	20
5.9 ChickenEgg Class Reference	20
5.9.1 Detailed Description	21
5.9.2 Constructor & Destructor Documentation	21
5.9.2.1 ChickenEgg()	21
5.9.2.2 ~ChickenEgg()	21
5.10 ChickenMeat Class Reference	21
5.10.1 Detailed Description	22
5.10.2 Constructor & Destructor Documentation	22
5.10.2.1 ChickenMeat()	22
5.10.2.2 ~ChickenMeat()	22
5.11 Coop Class Reference	22
5.11.1 Detailed Description	23
5.11.2 Constructor & Destructor Documentation	23
5.11.2.1 Coop()	23
5.11.2.2 ~Coop()	23
5.11.3 Member Function Documentation	23
5.11.3.1 isGrass()	23
5.11.3.2 render()	24
5.11.3.3 setGrassStatus()	24
5.12 Cow Class Reference	24
5.12.1 Detailed Description	25
5.12.2 Constructor & Destructor Documentation	25
5.12.2.1 Cow()	25
5.12.2.2 ~Cow()	25

5.12.3 Member Function Documentation	25
5.12.3.1 eat()	26
5.12.3.2 interactProduct()	26
5.12.3.3 killProduct()	26
5.12.3.4 move()	26
5.12.3.5 render()	27
5.12.3.6 sound()	27
5.13 CowMilk Class Reference	27
5.13.1 Detailed Description	28
5.13.2 Constructor & Destructor Documentation	28
5.13.2.1 CowMilk()	28
5.13.2.2 ~CowMilk()	28
5.14 Duck Class Reference	28
5.14.1 Detailed Description	29
5.14.2 Constructor & Destructor Documentation	29
5.14.2.1 Duck()	29
5.14.2.2 ~Duck()	29
5.14.3 Member Function Documentation	29
5.14.3.1 eat()	30
5.14.3.2 interactProduct()	30
5.14.3.3 killProduct()	30
5.14.3.4 move()	30
5.14.3.5 render()	31
5.14.3.6 sound()	31
5.15 DuckEgg Class Reference	31
5.15.1 Detailed Description	32
5.15.2 Constructor & Destructor Documentation	32
5.15.2.1 DuckEgg()	32
5.15.2.2 ~DuckEgg()	32
5.16 DuckMeat Class Reference	32

5.16.1 Detailed Description	33
5.16.2 Constructor & Destructor Documentation	33
5.16.2.1 DuckMeat()	33
5.16.2.2 ~DuckMeat()	33
5.17 Facility Class Reference	33
5.17.1 Detailed Description	34
5.17.2 Member Function Documentation	34
5.17.2.1 getType()	34
5.18 FarmAnimal Class Reference	34
5.18.1 Detailed Description	35
5.18.2 Constructor & Destructor Documentation	35
5.18.2.1 ~FarmAnimal()	35
5.18.3 Member Function Documentation	36
5.18.3.1 eat()	36
5.18.3.2 getHungry()	36
5.18.3.3 getName()	36
5.18.3.4 getX()	36
5.18.3.5 getY()	37
5.18.3.6 move()	37
5.18.3.7 render()	37
5.18.3.8 setName()	37
5.18.3.9 sound()	38
5.19 FarmProduct Class Reference	38
5.19.1 Detailed Description	39
5.19.2 Constructor & Destructor Documentation	39
5.19.2.1 ~FarmProduct()	39
5.19.3 Member Function Documentation	39
5.19.3.1 getName()	39
5.19.3.2 getPrice()	39
5.19.3.3 setName()	40

5.20 Goat Class Reference	40
5.20.1 Detailed Description	41
5.20.2 Constructor & Destructor Documentation	41
5.20.2.1 Goat()	41
5.20.2.2 ~Goat()	41
5.20.3 Member Function Documentation	41
5.20.3.1 eat()	41
5.20.3.2 interactProduct()	41
5.20.3.3 killProduct()	42
5.20.3.4 move()	42
5.20.3.5 render()	42
5.20.3.6 sound()	42
5.21 GoatMeat Class Reference	43
5.21.1 Detailed Description	43
5.21.2 Constructor & Destructor Documentation	43
5.21.2.1 GoatMeat()	43
5.21.2.2 ~GoatMeat()	43
5.22 GoatMilk Class Reference	44
5.22.1 Detailed Description	44
5.22.2 Constructor & Destructor Documentation	44
5.22.2.1 GoatMilk()	44
5.22.2.2 ~GoatMilk()	44
5.23 GoatSatay Class Reference	45
5.23.1 Detailed Description	45
5.23.2 Constructor & Destructor Documentation	45
5.23.2.1 GoatSatay()	45
5.23.2.2 ~GoatSatay()	45
5.24 Granssland Class Reference	46
5.24.1 Detailed Description	46
5.24.2 Constructor & Destructor Documentation	46

5.24.2.1 Granssland()	46
5.24.2.2 ~Granssland()	47
5.24.3 Member Function Documentation	47
5.24.3.1 isGrass()	47
5.24.3.2 render()	47
5.24.3.3 setGrassStatus()	47
5.25 Horse Class Reference	48
5.25.1 Detailed Description	48
5.25.2 Constructor & Destructor Documentation	48
5.25.2.1 Horse()	49
5.25.2.2 ~Horse()	49
5.25.3 Member Function Documentation	49
5.25.3.1 eat()	49
5.25.3.2 interactProduct()	49
5.25.3.3 move()	49
5.25.3.4 render()	50
5.25.3.5 sound()	50
5.26 HorseMilk Class Reference	50
5.26.1 Detailed Description	51
5.26.2 Constructor & Destructor Documentation	51
5.26.2.1 HorseMilk()	51
5.26.2.2 ~HorseMilk()	51
5.27 IProducing Class Reference	51
5.27.1 Detailed Description	52
5.27.2 Member Function Documentation	52
5.27.2.1 interactProduct()	52
5.28 JuustolipaCheese Class Reference	52
5.28.1 Detailed Description	53
5.28.2 Constructor & Destructor Documentation	53
5.28.2.1 JuustolipaCheese()	53

5.28.2.2 ~JuustolipaCheese()	53
5.29 KProducing Class Reference	53
5.29.1 Detailed Description	54
5.29.2 Member Function Documentation	54
5.29.2.1 killProduct()	54
5.30 Land Class Reference	54
5.30.1 Detailed Description	55
5.30.2 Member Function Documentation	55
5.30.2.1 isGrass()	55
5.30.2.2 setGrassStatus()	55
5.31 LinkedList< T > Class Template Reference	55
5.31.1 Detailed Description	56
5.31.2 Constructor & Destructor Documentation	57
5.31.2.1 LinkedList() [1/2]	57
5.31.2.2 LinkedList() [2/2]	57
5.31.2.3 ~LinkedList()	57
5.31.3 Member Function Documentation	57
5.31.3.1 add()	58
5.31.3.2 addElementFirst()	58
5.31.3.3 find()	58
5.31.3.4 get()	59
5.31.3.5 GetFirstEl()	59
5.31.3.6 GetFirstNext()	59
5.31.3.7 isEmpty()	60
5.31.3.8 operator=()	60
5.31.3.9 PrintInfo()	60
5.31.3.10 remove()	61
5.32 Mixer Class Reference	61
5.32.1 Detailed Description	62
5.32.2 Constructor & Destructor Documentation	62

5.32.2.1 Mixer()	62
5.32.2.2 ~Mixer()	62
5.32.3 Member Function Documentation	62
5.32.3.1 getType()	62
5.32.3.2 isMixable()	63
5.32.3.3 mixStuffs()	63
5.32.3.4 render()	63
5.33 Mutton Class Reference	63
5.33.1 Detailed Description	64
5.33.2 Constructor & Destructor Documentation	64
5.33.2.1 Mutton()	64
5.33.2.2 ~Mutton()	64
5.34 MuttonSatay Class Reference	64
5.34.1 Detailed Description	65
5.34.2 Constructor & Destructor Documentation	65
5.34.2.1 MuttonSatay()	65
5.34.2.2 ~MuttonSatay()	65
5.35 Player Class Reference	65
5.35.1 Detailed Description	66
5.35.2 Constructor & Destructor Documentation	66
5.35.2.1 Player()	66
5.35.2.2 ~Player()	67
5.35.3 Member Function Documentation	67
5.35.3.1 getInventory()	67
5.35.3.2 getMoney()	67
5.35.3.3 getName()	68
5.35.3.4 getWater()	68
5.35.3.5 getX()	68
5.35.3.6 getY()	68
5.35.3.7 grow()	69

5.35.3.8 interact()	69
5.35.3.9 kill()	69
5.35.3.10 mix()	69
5.35.3.11 move()	69
5.35.3.12 render()	69
5.35.3.13 talk()	70
5.36 RainbowSatay Class Reference	70
5.36.1 Detailed Description	70
5.36.2 Constructor & Destructor Documentation	70
5.36.2.1 RainbowSatay()	70
5.36.2.2 ~RainbowSatay()	71
5.37 Renderable Class Reference	71
5.37.1 Detailed Description	71
5.37.2 Member Function Documentation	71
5.37.2.1 render()	71
5.38 Sheep Class Reference	72
5.38.1 Detailed Description	72
5.38.2 Constructor & Destructor Documentation	72
5.38.2.1 Sheep()	73
5.38.2.2 ~Sheep()	73
5.38.3 Member Function Documentation	73
5.38.3.1 eat()	73
5.38.3.2 killProduct()	73
5.38.3.3 move()	73
5.38.3.4 render()	74
5.38.3.5 sound()	74
5.39 SideProduct Class Reference	74
5.39.1 Detailed Description	75
5.39.2 Constructor & Destructor Documentation	75
5.39.2.1 ~SideProduct()	75

5.39.3 Member Function Documentation	75
5.39.3.1 getName()	75
5.39.3.2 getPrice()	76
5.39.3.3 setName()	76
5.40 SonnetCheese Class Reference	76
5.40.1 Detailed Description	76
5.40.2 Constructor & Destructor Documentation	77
5.40.2.1 SonnetCheese()	77
5.40.2.2 ~SonnetCheese()	77
5.41 SweetMeatball Class Reference	77
5.41.1 Constructor & Destructor Documentation	77
5.41.1.1 SweetMeatball()	78
5.41.1.2 ~SweetMeatball()	78
5.42 Truck Class Reference	78
5.42.1 Detailed Description	79
5.42.2 Constructor & Destructor Documentation	79
5.42.2.1 Truck()	79
5.42.2.2 ~Truck()	79
5.42.3 Member Function Documentation	79
5.42.3.1 getType()	79
5.42.3.2 isAvailable()	79
5.42.3.3 render()	80
5.42.3.4 setAvailability()	80
5.42.3.5 setLastTime()	80
5.42.3.6 transact()	80
5.43 Well Class Reference	80
5.43.1 Detailed Description	81
5.43.2 Constructor & Destructor Documentation	81
5.43.2.1 Well()	81
5.43.2.2 ~Well()	81
5.43.3 Member Function Documentation	81
5.43.3.1 getType()	81
5.43.3.2 render()	82

6 File Documentation	83
6.1 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Chicken.hpp File Reference	83
6.1.1 Detailed Description	83
6.2 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Cow.hpp File Reference	84
6.2.1 Detailed Description	84
6.3 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Duck.hpp File Reference	84
6.3.1 Detailed Description	85
6.4 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/FarmAnimal.hpp File Reference	85
6.4.1 Detailed Description	85
6.5 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Goat.hpp File Reference	86
6.5.1 Detailed Description	86
6.6 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Horse.hpp File Reference	86
6.6.1 Detailed Description	87
6.7 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/IProducing.hpp File Reference	87
6.7.1 Detailed Description	87
6.8 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/KProducing.hpp File Reference	88
6.8.1 Detailed Description	88
6.9 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Sheep.hpp File Reference	88
6.9.1 Detailed Description	89
6.10 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Cell.hpp File Reference	89
6.10.1 Detailed Description	89
6.11 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/Facility.hpp File Reference	90
6.11.1 Detailed Description	90
6.12 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/Mixer.hpp File Reference	90
6.12.1 Detailed Description	91
6.13 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/Truck.hpp File Reference	91
6.13.1 Detailed Description	91
6.14 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/Well.hpp File Reference	92
6.14.1 Detailed Description	92
6.15 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/Beef.hpp File Reference	92

6.15.1 Detailed Description	93
6.16 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ChickenEgg.hpp File Reference	93
6.16.1 Detailed Description	93
6.17 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ChickenMeat.hpp File Reference	94
6.17.1 Detailed Description	94
6.18 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/CowMilk.hpp File Reference	94
6.18.1 Detailed Description	95
6.19 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/DuckEgg.hpp File Reference	95
6.19.1 Detailed Description	95
6.20 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/DuckMeat.hpp File Reference	96
6.20.1 Detailed Description	96
6.21 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/FarmProduct.hpp File Reference	96
6.21.1 Detailed Description	97
6.22 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/GoatMeat.hpp File Reference	97
6.22.1 Detailed Description	97
6.23 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/GoatMilk.hpp File Reference	98
6.23.1 Detailed Description	98
6.24 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/HorseMilk.hpp File Reference	98
6.24.1 Detailed Description	99
6.25 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/Mutton.hpp File Reference	99
6.25.1 Detailed Description	99
6.26 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/Barn.hpp File Reference	100
6.26.1 Detailed Description	100
6.27 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/Coop.hpp File Reference	100
6.27.1 Detailed Description	101
6.28 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/Land.hpp File Reference	101
6.28.1 Detailed Description	101
6.29 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/LinkedList.hpp File Reference	102
6.29.1 Detailed Description	102
6.30 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Player.hpp File Reference	102

6.30.1 Detailed Description	103
6.31 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Renderable.hpp File Reference	103
6.31.1 Detailed Description	103
6.32 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/AbbayeCheese.hpp File Reference	104
6.32.1 Detailed Description	104
6.33 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/BandalSatay.hpp File Reference	104
6.33.1 Detailed Description	105
6.34 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/BeefChickenRoll.hpp File Reference	105
6.34.1 Detailed Description	105
6.35 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/BeefDuckRoll.hpp File Reference	106
6.35.1 Detailed Description	106
6.36 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/GoatSatay.hpp File Reference	106
6.36.1 Detailed Description	107
6.37 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/JuustolipaCheese.hpp File Reference	107
6.37.1 Detailed Description	107
6.38 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/MuttonSatay.hpp File Reference	108
6.38.1 Detailed Description	108
6.39 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/RainbowSatay.hpp File Reference	108
6.39.1 Detailed Description	109
6.40 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/SideProduct.hpp File Reference	109
6.40.1 Detailed Description	109
6.41 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/SonnetCheese.hpp File Reference	110
6.41.1 Detailed Description	110
6.42 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/SweetMeatball.hpp File Reference	110
6.42.1 Detailed Description	111

Chapter 1

Engi-s-Farm

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Cell	16
Facility	33
Mixer	61
Truck	78
Well	80
Land	54
Barn	11
Coop	22
Grassland	46
FarmAnimal	34
IProducing	51
Chicken	17
Cow	24
Duck	28
Goat	40
Horse	48
Sheep	72
KProducing	53
Chicken	17
Cow	24
Duck	28
Goat	40
Sheep	72
FarmProduct	38
Beef	13
ChickenEgg	20
ChickenMeat	21
CowMilk	27
DuckEgg	31
DuckMeat	32
GoatMeat	43
GoatMilk	44
HorseMilk	50
Mutton	63

LinkedList< T >	55
Renderable	71
Chicken	17
Cow	24
Duck	28
Goat	40
Horse	48
Player	65
Sheep	72
SideProduct	74
AbbayeCheese	9
BandalSatay	10
BeefChickenRoll	14
BeefDuckRoll	15
GoatSatay	45
JuustolipaCheese	52
MuttonSatay	64
RainbowSatay	70
SonnetCheese	76
SweetMeatball	77

Chapter 3

Class Index

3.1 Class List

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

AbbayeCheese	
Real class for SideProduct (p. 74)	9
BandalSatay	
Real class for SideProduct (p. 74)	10
Barn	
Class Barn (p. 11) for Land (p. 54)	11
Beef	
Real class for FarmProduct (p. 38)	13
BeefChickenRoll	
Real class for SideProduct (p. 74)	14
BeefDuckRoll	
Real class for SideProduct (p. 74)	15
Cell	
Class for rendering object to cell	16
Chicken	
Real class for FarmAnimal (p. 34)	17
ChickenEgg	
Real class for FarmProduct (p. 38)	20
ChickenMeat	
Real class for FarmProduct (p. 38)	21
Coop	
Class Coop (p. 22) for Land (p. 54)	22
Cow	
Real class for FarmAnimal (p. 34)	24
CowMilk	
Real class for FarmProduct (p. 38)	27
Duck	
Real class for FarmAnimal (p. 34)	28
DuckEgg	
Real class for FarmProduct (p. 38)	31
DuckMeat	
Real class for FarmProduct (p. 38)	32
Facility	
Class Facility (p. 33) for farm	33
FarmAnimal	
FarmAnimal (p. 34) parent class	34

FarmProduct	
FarmProduct (p. 38) parent class	38
Goat	
Real class for FarmAnimal (p. 34)	40
GoatMeat	
Real class for FarmProduct (p. 38)	43
GoatMilk	
Real class for FarmProduct (p. 38)	44
GoatSatay	
Real class for SideProduct (p. 74)	45
Grassland	
Class Grassland for Land (p. 54)	46
Horse	
Real class for FarmAnimal (p. 34)	48
HorseMilk	
Real class for FarmProduct (p. 38)	50
IProducing	
FarmAnimal (p. 34) child class	51
JuustolipaCheese	
Real class for SideProduct (p. 74)	52
KProducing	
FarmAnimal (p. 34) child class	53
Land	
Class Land (p. 54) for map	54
LinkedList< T >	
Template class LinkedList (p. 55)	55
Mixer	
Class Mixer (p. 61) for Facility (p. 33)	61
Mutton	
Real class for FarmProduct (p. 38)	63
MuttonSatay	
Real class for SideProduct (p. 74)	64
Player	
Class for player	65
RainbowSatay	
Real class for SideProduct (p. 74)	70
Renderable	
Class for rendering to map	71
Sheep	
Real class for FarmAnimal (p. 34)	72
SideProduct	
SideProduct (p. 74) parent class	74
SonnetCheese	
Real class for SideProduct (p. 74)	76
SweetMeatball	77
Truck	
Class Truck (p. 78) for Facility (p. 33)	78
Well	
Class Well (p. 80) for Facility (p. 33)	80

Chapter 4

File Index

4.1 File List

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

C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/ Cell.hpp	
File berisi definisi class Cell (p. 16)	89
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/ LinkedList.hpp	
File berisi definisi template class LinkedList (p. 55)	102
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/ Player.hpp	
File berisi definisi class Player (p. 65)	102
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/ Renderable.hpp	
File berisi definisi class Renderable (p. 71)	103
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ Chicken.hpp	
File berisi definisi class Chicken (p. 17)	83
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ Cow.hpp	
File berisi definisi class Cow (p. 24)	84
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ Duck.hpp	
File berisi definisi class Duck (p. 28)	84
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ FarmAnimal.hpp	
File berisi definisi class FarmAnimal (p. 34)	85
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ Goat.hpp	
File berisi definisi class Goat (p. 40)	86
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ Horse.hpp	
File berisi definisi class Horse (p. 48)	86
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ IProducing.hpp	
File berisi definisi class IProducing (p. 51)	87
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ KProducing.hpp	
File berisi definisi class KProducing (p. 53)	88
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ Sheep.hpp	
File berisi definisi class Sheep (p. 72)	88
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/ Facility.hpp	
File berisi definisi class Facility (p. 33)	90
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/ Mixer.hpp	
File berisi definisi class Mixer (p. 61)	90
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/ Truck.hpp	
File berisi definisi class Truck (p. 78)	91
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/ Well.hpp	
File berisi definisi class Well (p. 80)	92
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ Beef.hpp	
File berisi definisi class Beef (p. 13)	92

C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ ChickenEgg.hpp	
File berisi definisi class ChickenEgg (p. 20)	93
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ ChickenMeat.hpp	
File berisi definisi class ChickenMeat (p. 21)	94
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ CowMilk.hpp	
File berisi definisi class CowMilk (p. 27)	94
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ DuckEgg.hpp	
File berisi definisi class DuckEgg (p. 31)	95
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ DuckMeat.hpp	
File berisi definisi class DuckMeat (p. 32)	96
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ FarmProduct.hpp	
File berisi definisi class FarmProduct (p. 38)	96
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ GoatMeat.hpp	
File berisi definisi class GoatMeat (p. 43)	97
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ GoatMilk.hpp	
File berisi definisi class GoatMilk (p. 44)	98
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ HorseMilk.hpp	
File berisi definisi class HorseMilk (p. 50)	98
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ Mutton.hpp	
File berisi definisi class Mutton (p. 63)	99
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/ Barn.hpp	
File berisi definisi class Barn (p. 11)	100
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/ Coop.hpp	
File berisi definisi class Coop (p. 22)	100
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/ Grassland.hpp	??
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/ Land.hpp	
File berisi definisi class Land (p. 54)	101
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ AbbayeCheese.hpp	
File berisi definisi class AbbayeCheese (p. 9)	104
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ BandaSatay.hpp	
File berisi definisi class BandaSatay (p. 10)	104
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ BeefChickenRoll.hpp	
File berisi definisi class BeefChickenRoll (p. 14)	105
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ BeefDuckRoll.hpp	
File berisi definisi class BeefDuckRoll (p. 15)	106
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ GoatSatay.hpp	
File berisi definisi class GoatSatay (p. 45)	106
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ JuustolipaCheese.hpp	
File berisi definisi class JuustolipaCheese (p. 52)	107
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ MuttonSatay.hpp	
File berisi definisi class MuttonSatay (p. 64)	108
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ RainbowSatay.hpp	
File berisi definisi class RainbowSatay (p. 70)	108
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ SideProduct.hpp	
File berisi definisi class SideProduct (p. 74)	109
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ SonnetCheese.hpp	
File berisi definisi class SonnetCheese (p. 76)	110
C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ SweetMeatball.hpp	
File berisi definisi class SweetMeatball (p. 77)	110

Chapter 5

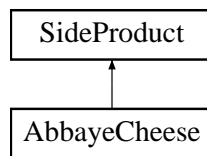
Class Documentation

5.1 AbbayeCheese Class Reference

Real class for **SideProduct** (p. 74).

```
#include <AbbayeCheese.hpp>
```

Inheritance diagram for AbbayeCheese:



Public Member Functions

- **AbbayeCheese ()**
Construct a new Abbaye Cheese object.
- **~AbbayeCheese ()**
Destroy the Abbaye Cheese object.

Additional Inherited Members

5.1.1 Detailed Description

Real class for **SideProduct** (p. 74).

5.1.2 Constructor & Destructor Documentation

5.1.2.1 **AbbayeCheese()**

```
AbbayeCheese::AbbayeCheese ( )
```

Construct a new Abbaye Cheese object.

5.1.2.2 **~AbbayeCheese()**

```
AbbayeCheese::~~AbbayeCheese ( )
```

Destroy the Abbaye Cheese object.

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

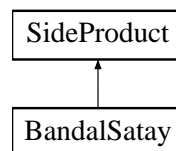
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ **AbbayeCheese.hpp**

5.2 **BandalSatay Class Reference**

Real class for **SideProduct** (p. 74).

```
#include <BandalSatay.hpp>
```

Inheritance diagram for BandalSatay:



Public Member Functions

- **BandalSatay ()**
Construct a new Bandal Satay object.
- **~BandalSatay ()**
Destroy the Bandal Satay object.

Additional Inherited Members

5.2.1 **Detailed Description**

Real class for **SideProduct** (p. 74).

5.2.2 Constructor & Destructor Documentation

5.2.2.1 BandalSatay()

```
BandalSatay::BandalSatay ( )
```

Construct a new Bandal Satay object.

5.2.2.2 ~BandalSatay()

```
BandalSatay::~~BandalSatay ( )
```

Destroy the Bandal Satay object.

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

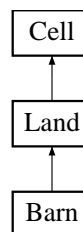
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ **BandalSatay.hpp**

5.3 Barn Class Reference

Class **Barn** (p. 11) for **Land** (p. 54).

```
#include <Barn.hpp>
```

Inheritance diagram for Barn:



Public Member Functions

- **Barn** ()
*Construct a new **Barn** (p. 11) object.*
- **~Barn** ()
*Destroy the **Barn** (p. 11) object.*
- int **isGrass** ()
Return true if there is grass.
- void **setGrassStatus** (int)
Set the Grass Status object.
- char **render** ()
Method to render the land type character to map.

5.3.1 Detailed Description

Class **Barn** (p. 11) for **Land** (p. 54).

5.3.2 Constructor & Destructor Documentation

5.3.2.1 Barn()

```
Barn::Barn ( )
```

Construct a new **Barn** (p. 11) object.

5.3.2.2 ~Barn()

```
Barn::~~Barn ( )
```

Destroy the **Barn** (p. 11) object.

5.3.3 Member Function Documentation

5.3.3.1 isGrass()

```
int Barn::isGrass ( ) [virtual]
```

Return true if there is grass.

Returns

int

Reimplemented from **Land** (p. 55).

5.3.3.2 render()

```
char Barn::render ( ) [virtual]
```

Method to render the land type character to map.

Returns

char

Reimplemented from **Cell** (p. 17).

5.3.3.3 setGrassStatus()

```
void Barn::setGrassStatus (
    int ) [virtual]
```

Set the Grass Status object.

Reimplemented from **Land** (p. 55).

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

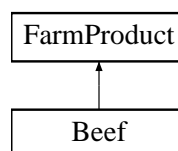
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/ **Barn.hpp**

5.4 Beef Class Reference

Real class for **FarmProduct** (p. 38).

```
#include <Beef.hpp>
```

Inheritance diagram for Beef:



Public Member Functions

- **Beef** ()
*Construct a new **Beef** (p. 13) object.*
- **~Beef** ()
*Destroy the **Beef** (p. 13) object.*

Additional Inherited Members

5.4.1 Detailed Description

Real class for **FarmProduct** (p. 38).

5.4.2 Constructor & Destructor Documentation

5.4.2.1 Beef()

```
Beef::Beef ( )
```

Construct a new **Beef** (p. 13) object.

5.4.2.2 ~Beef()

```
Beef::~~Beef ( )
```

Destroy the **Beef** (p. 13) object.

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

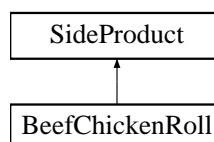
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ **Beef.hpp**

5.5 BeefChickenRoll Class Reference

Real class for **SideProduct** (p. 74).

```
#include <BeefChickenRoll.hpp>
```

Inheritance diagram for BeefChickenRoll:



Public Member Functions

- **BeefChickenRoll** ()
*Construct a new **Beef** (p. 13) **Chicken** (p. 17) Roll object.*
- **~BeefChickenRoll** ()
*Destroy the **Beef** (p. 13) **Chicken** (p. 17) Roll object.*

Additional Inherited Members

5.5.1 Detailed Description

Real class for **SideProduct** (p. 74).

5.5.2 Constructor & Destructor Documentation

5.5.2.1 BeefChickenRoll()

```
BeefChickenRoll::BeefChickenRoll ( )
```

Construct a new **Beef** (p. 13) **Chicken** (p. 17) Roll object.

5.5.2.2 ~BeefChickenRoll()

```
BeefChickenRoll::~~BeefChickenRoll ( )
```

Destroy the **Beef** (p. 13) **Chicken** (p. 17) Roll object.

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

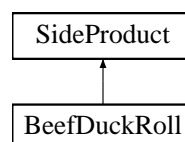
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ **BeefChickenRoll.hpp**

5.6 BeefDuckRoll Class Reference

Real class for **SideProduct** (p. 74).

```
#include <BeefDuckRoll.hpp>
```

Inheritance diagram for BeefDuckRoll:



Public Member Functions

- **BeefDuckRoll** ()
Construct a new **Beef** (p. 13) **Duck** (p. 28) Roll object.
- **~BeefDuckRoll** ()
Destroy the **Beef** (p. 13) **Duck** (p. 28) Roll object.

Additional Inherited Members

5.6.1 Detailed Description

Real class for **SideProduct** (p. 74).

5.6.2 Constructor & Destructor Documentation

5.6.2.1 BeefDuckRoll()

```
BeefDuckRoll::BeefDuckRoll ( )
```

Construct a new **Beef** (p. 13) **Duck** (p. 28) Roll object.

5.6.2.2 ~BeefDuckRoll()

```
BeefDuckRoll::~BeefDuckRoll ( )
```

Destroy the **Beef** (p. 13) **Duck** (p. 28) Roll object.

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

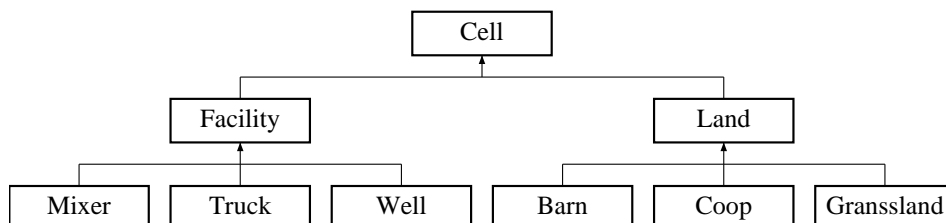
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ **BeefDuckRoll.hpp**

5.7 Cell Class Reference

Class for rendering object to cell.

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

Inheritance diagram for Cell:



Public Member Functions

- virtual char **render** ()

5.7.1 Detailed Description

Class for rendering object to cell.

5.7.2 Member Function Documentation

5.7.2.1 render()

```
virtual char Cell::render ( ) [virtual]
```

Returns

char Method to render object character to map

Reimplemented in **Barn** (p. 12), **Coop** (p. 23), **Grassland** (p. 47), **Mixer** (p. 63), **Truck** (p. 79), and **Well** (p. 81).

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

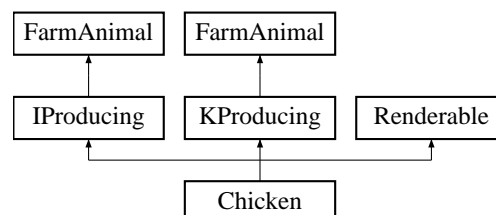
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/ **Cell.hpp**

5.8 Chicken Class Reference

Real class for **FarmAnimal** (p. 34).

```
#include <Chicken.hpp>
```

Inheritance diagram for Chicken:



Public Member Functions

- **Chicken** (string)
*Construct a new **Chicken** (p. 17) object.*
- **~Chicken** ()
*Destroy the **Chicken** (p. 17) object.*
- string **interactProduct** ()
*Function to get **ChickenEgg** (p. 20).*
- string **killProduct** ()
*Function to get **ChickenMeat** (p. 21).*
- void **eat** ()
Method for the animal to eat.
- void **move** ()
Method for the animal to move.
- void **sound** ()
Method for the animal to voice.
- char **render** ()
Method to render the animal to map.

Additional Inherited Members

5.8.1 Detailed Description

Real class for **FarmAnimal** (p. 34).

5.8.2 Constructor & Destructor Documentation

5.8.2.1 Chicken()

```
Chicken::Chicken (
    string )
```

Construct a new **Chicken** (p. 17) object.

5.8.2.2 ~Chicken()

```
Chicken::~~Chicken ( )
```

Destroy the **Chicken** (p. 17) object.

5.8.3 Member Function Documentation

5.8.3.1 eat()

```
void Chicken::eat ( ) [virtual]
```

Method for the animal to eat.

Implements **FarmAnimal** (p. 36).

5.8.3.2 interactProduct()

```
string Chicken::interactProduct ( ) [virtual]
```

Function to get **ChickenEgg** (p. 20).

Returns

string

Implements **IProducing** (p. 52).

5.8.3.3 killProduct()

```
string Chicken::killProduct ( ) [virtual]
```

Function to get **ChickenMeat** (p. 21).

Returns

string

Implements **KProducing** (p. 54).

5.8.3.4 move()

```
void Chicken::move ( ) [virtual]
```

Method for the animal to move.

Implements **FarmAnimal** (p. 37).

5.8.3.5 render()

```
char Chicken::render ( ) [virtual]
```

Method to render the animal to map.

Returns

char

Implements **Renderable** (p. 71).

5.8.3.6 sound()

```
void Chicken::sound ( ) [virtual]
```

Method for the animal to voice.

Implements **FarmAnimal** (p. 37).

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

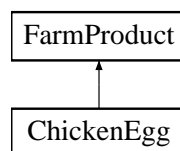
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ **Chicken.hpp**

5.9 ChickenEgg Class Reference

Real class for **FarmProduct** (p. 38).

```
#include <ChickenEgg.hpp>
```

Inheritance diagram for ChickenEgg:



Public Member Functions

- **ChickenEgg ()**
*Construct a new **Chicken** (p. 17) Egg object.*
- **~ChickenEgg ()**
*Destroy the **Chicken** (p. 17) Egg object.*

Additional Inherited Members

5.9.1 Detailed Description

Real class for **FarmProduct** (p. 38).

5.9.2 Constructor & Destructor Documentation

5.9.2.1 ChickenEgg()

```
ChickenEgg::ChickenEgg ( )
```

Construct a new **Chicken** (p. 17) Egg object.

5.9.2.2 ~ChickenEgg()

```
ChickenEgg::~~ChickenEgg ( )
```

Destroy the **Chicken** (p. 17) Egg object.

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

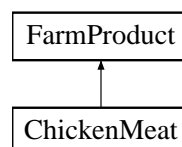
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ **ChickenEgg.hpp**

5.10 ChickenMeat Class Reference

Real class for **FarmProduct** (p. 38).

```
#include <ChickenMeat.hpp>
```

Inheritance diagram for ChickenMeat:



Public Member Functions

- **ChickenMeat** ()
*Construct a new **Chicken** (p. 17) Meat object.*
- **~ChickenMeat** ()
*Destroy the **Chicken** (p. 17) Meat object.*

Additional Inherited Members

5.10.1 Detailed Description

Real class for **FarmProduct** (p. 38).

5.10.2 Constructor & Destructor Documentation

5.10.2.1 ChickenMeat()

```
ChickenMeat::ChickenMeat ( )
```

Construct a new **Chicken** (p. 17) Meat object.

5.10.2.2 ~ChickenMeat()

```
ChickenMeat::~~ChickenMeat ( )
```

Destroy the **Chicken** (p. 17) Meat object.

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

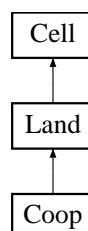
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ **ChickenMeat.hpp**

5.11 Coop Class Reference

Class **Coop** (p. 22) for **Land** (p. 54).

```
#include <Coop.hpp>
```

Inheritance diagram for Coop:



Public Member Functions

- **Coop** ()
*Construct a new **Coop** (p. 22) object.*
- **~Coop** ()
*Destroy the **Coop** (p. 22) object.*
- int **isGrass** ()
Return true if there is grass.
- void **setGrassStatus** (int)
Set the Grass Status object.
- char **render** ()
Method to render the land type character to map.

5.11.1 Detailed Description

Class **Coop** (p. 22) for **Land** (p. 54).

5.11.2 Constructor & Destructor Documentation

5.11.2.1 Coop()

```
Coop::Coop ( )
```

Construct a new **Coop** (p. 22) object.

5.11.2.2 ~Coop()

```
Coop::~~Coop ( )
```

Destroy the **Coop** (p. 22) object.

5.11.3 Member Function Documentation

5.11.3.1 isGrass()

```
int Coop::isGrass ( ) [virtual]
```

Return true if there is grass.

Returns

int

Reimplemented from **Land** (p. 55).

5.11.3.2 render()

```
char Coop::render ( ) [virtual]
```

Method to render the land type character to map.

Returns

char

Reimplemented from **Cell** (p. 17).

5.11.3.3 setGrassStatus()

```
void Coop::setGrassStatus (
    int ) [virtual]
```

Set the Grass Status object.

Reimplemented from **Land** (p. 55).

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

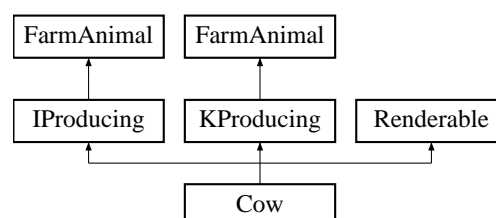
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/ **Coop.hpp**

5.12 Cow Class Reference

Real class for **FarmAnimal** (p. 34).

```
#include <Cow.hpp>
```

Inheritance diagram for Cow:



Public Member Functions

- **Cow** (string)
*Construct a new **Cow** (p. 24) object.*
- **~Cow** ()
*Destroy the **Cow** (p. 24) object.*
- string **interactProduct** ()
*Function to get **CowMilk** (p. 27).*
- string **killProduct** ()
*Function to get **Beef** (p. 13).*
- void **eat** ()
Method for the animal to eat.
- void **move** ()
Method for the animal to move.
- void **sound** ()
Method for the animal to voice.
- char **render** ()
Method to render the animal to map.

Additional Inherited Members

5.12.1 Detailed Description

Real class for **FarmAnimal** (p. 34).

5.12.2 Constructor & Destructor Documentation

5.12.2.1 Cow()

```
Cow::Cow (
    string )
```

Construct a new **Cow** (p. 24) object.

5.12.2.2 ~Cow()

```
Cow::~Cow ( )
```

Destroy the **Cow** (p. 24) object.

5.12.3 Member Function Documentation

5.12.3.1 eat()

```
void Cow::eat ( ) [virtual]
```

Method for the animal to eat.

Implements **FarmAnimal** (p. 36).

5.12.3.2 interactProduct()

```
string Cow::interactProduct ( ) [virtual]
```

Function to get **CowMilk** (p. 27).

Returns

string

Implements **IProducing** (p. 52).

5.12.3.3 killProduct()

```
string Cow::killProduct ( ) [virtual]
```

Function to get **Beef** (p. 13).

Returns

string

Implements **KProducing** (p. 54).

5.12.3.4 move()

```
void Cow::move ( ) [virtual]
```

Method for the animal to move.

Implements **FarmAnimal** (p. 37).

5.12.3.5 render()

```
char Cow::render ( ) [virtual]
```

Method to render the animal to map.

Returns

char

Implements **Renderable** (p. 71).

5.12.3.6 sound()

```
void Cow::sound ( ) [virtual]
```

Method for the animal to voice.

Implements **FarmAnimal** (p. 37).

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

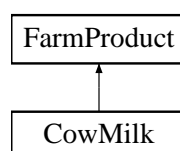
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ **Cow.hpp**

5.13 CowMilk Class Reference

Real class for **FarmProduct** (p. 38).

```
#include <CowMilk.hpp>
```

Inheritance diagram for CowMilk:



Public Member Functions

- **CowMilk** ()
*Construct a new **Cow** (p. 24) Milk object.*
- **~CowMilk** ()
*Destroy the **Cow** (p. 24) Milk object.*

Additional Inherited Members

5.13.1 Detailed Description

Real class for **FarmProduct** (p. 38).

5.13.2 Constructor & Destructor Documentation

5.13.2.1 CowMilk()

```
CowMilk::CowMilk ( )
```

Construct a new **Cow** (p. 24) Milk object.

5.13.2.2 ~CowMilk()

```
CowMilk::~~CowMilk ( )
```

Destroy the **Cow** (p. 24) Milk object.

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

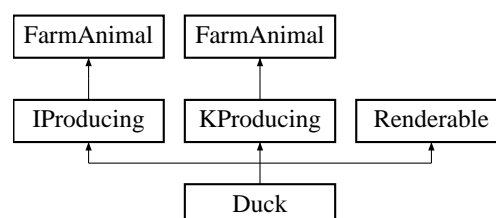
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ **CowMilk.hpp**

5.14 Duck Class Reference

Real class for **FarmAnimal** (p. 34).

```
#include <Duck.hpp>
```

Inheritance diagram for Duck:



Public Member Functions

- **Duck** (string)
*Construct a new **Duck** (p. 28) object.*
- **~Duck** ()
*Destroy the **Duck** (p. 28) object.*
- string **interactProduct** ()
*Function to get **DuckEgg** (p. 31).*
- string **killProduct** ()
*Function to get **DuckMeat** (p. 32).*
- void **eat** ()
Method for the animal to eat.
- void **move** ()
Method for the animal to move.
- void **sound** ()
Method for the animal to voice.
- char **render** ()
Method to render the animal to map.

Additional Inherited Members

5.14.1 Detailed Description

Real class for **FarmAnimal** (p. 34).

5.14.2 Constructor & Destructor Documentation

5.14.2.1 Duck()

```
Duck::Duck (
    string )
```

Construct a new **Duck** (p. 28) object.

5.14.2.2 ~Duck()

```
Duck::~~Duck ( )
```

Destroy the **Duck** (p. 28) object.

5.14.3 Member Function Documentation

5.14.3.1 eat()

```
void Duck::eat ( ) [virtual]
```

Method for the animal to eat.

Implements **FarmAnimal** (p.36).

5.14.3.2 interactProduct()

```
string Duck::interactProduct ( ) [virtual]
```

Function to get **DuckEgg** (p.31).

Returns

string

Implements **IProducing** (p.52).

5.14.3.3 killProduct()

```
string Duck::killProduct ( ) [virtual]
```

Function to get **DuckMeat** (p.32).

Returns

string

Implements **KProducing** (p.54).

5.14.3.4 move()

```
void Duck::move ( ) [virtual]
```

Method for the animal to move.

Implements **FarmAnimal** (p.37).

5.14.3.5 render()

```
char Duck::render ( ) [virtual]
```

Method to render the animal to map.

Returns

char

Implements **Renderable** (p. 71).

5.14.3.6 sound()

```
void Duck::sound ( ) [virtual]
```

Method for the animal to voice.

Implements **FarmAnimal** (p. 37).

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

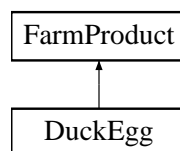
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ **Duck.hpp**

5.15 DuckEgg Class Reference

Real class for **FarmProduct** (p. 38).

```
#include <DuckEgg.hpp>
```

Inheritance diagram for DuckEgg:



Public Member Functions

- **DuckEgg ()**
*Construct a new **Duck** (p. 28) Egg object.*
- **~DuckEgg ()**
*Destroy the **Duck** (p. 28) Egg object.*

Additional Inherited Members

5.15.1 Detailed Description

Real class for **FarmProduct** (p. 38).

5.15.2 Constructor & Destructor Documentation

5.15.2.1 DuckEgg()

```
DuckEgg::DuckEgg ( )
```

Construct a new **Duck** (p. 28) Egg object.

5.15.2.2 ~DuckEgg()

```
DuckEgg::~DuckEgg ( )
```

Destroy the **Duck** (p. 28) Egg object.

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

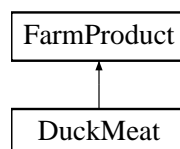
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ **DuckEgg.hpp**

5.16 DuckMeat Class Reference

Real class for **FarmProduct** (p. 38).

```
#include <DuckMeat.hpp>
```

Inheritance diagram for DuckMeat:



Public Member Functions

- **DuckMeat** ()
*Construct a new **Duck** (p. 28) Meat object.*
- **~DuckMeat** ()
*Destroy the **Duck** (p. 28) Meat object.*

Additional Inherited Members

5.16.1 Detailed Description

Real class for **FarmProduct** (p. 38).

5.16.2 Constructor & Destructor Documentation

5.16.2.1 DuckMeat()

```
DuckMeat::DuckMeat ( )
```

Construct a new **Duck** (p. 28) Meat object.

5.16.2.2 ~DuckMeat()

```
DuckMeat::~~DuckMeat ( )
```

Destroy the **Duck** (p. 28) Meat object.

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

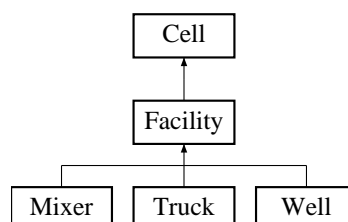
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ **DuckMeat.hpp**

5.17 Facility Class Reference

Class **Facility** (p. 33) for farm.

```
#include <Facility.hpp>
```

Inheritance diagram for Facility:



Public Member Functions

- virtual char * **getType** ()
Get the Type object.

5.17.1 Detailed Description

Class **Facility** (p. 33) for farm.

5.17.2 Member Function Documentation

5.17.2.1 getType()

```
virtual char* Facility::getType ( ) [virtual]
```

Get the Type object.

Returns

char*

Reimplemented in **Mixer** (p. 62), **Truck** (p. 79), and **Well** (p. 81).

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

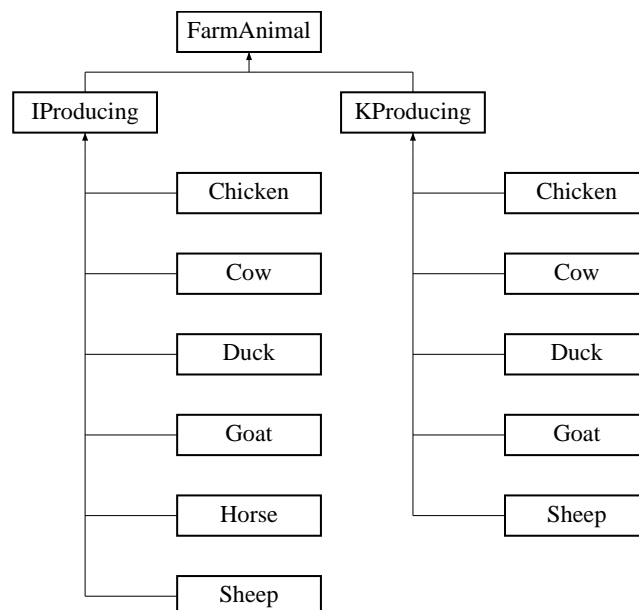
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/ **Facility.hpp**

5.18 FarmAnimal Class Reference

FarmAnimal (p. 34) parent class.

```
#include <FarmAnimal.hpp>
```

Inheritance diagram for FarmAnimal:



Public Member Functions

- virtual `~FarmAnimal ()`
Destroy the Farm Animal object.
- virtual string `getName () const`
Get the Name object.
- virtual boolean `getHungry () const`
Get the Hungry object.
- virtual void `setName (string)`
Set the Name object.
- virtual int `getX ()`
Get the X object.
- virtual int `getY ()`
Get the Y object.
- virtual void `eat ()=0`
method for the animal to eat
- virtual void `move ()=0`
method for the animal to move
- virtual void `sound ()=0`
method for the animal to voice
- virtual char `render ()=0`
method to render the animal to map

Protected Attributes

- string `name`
- boolean `hungry`
- int `umur`
- int `x`
- int `y`

5.18.1 Detailed Description

FarmAnimal (p. 34) parent class.

5.18.2 Constructor & Destructor Documentation

5.18.2.1 `~FarmAnimal()`

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

Destroy the Farm Animal object.

5.18.3 Member Function Documentation

5.18.3.1 eat()

```
virtual void FarmAnimal::eat ( ) [pure virtual]
```

method for the animal to eat

Implemented in **Chicken** (p. 18), **Cow** (p. 25), **Duck** (p. 29), **Goat** (p. 41), **Sheep** (p. 73), and **Horse** (p. 49).

5.18.3.2 getHungry()

```
virtual boolean FarmAnimal::getHungry ( ) const [virtual]
```

Get the Hungry object.

Returns

boolean

5.18.3.3 getName()

```
virtual string FarmAnimal::getName ( ) const [virtual]
```

Get the Name object.

Returns

string

5.18.3.4 getX()

```
virtual int FarmAnimal::getX ( ) [virtual]
```

Get the X object.

Returns

int

5.18.3.5 getY()

```
virtual int FarmAnimal::getY ( ) [virtual]
```

Get the Y object.

Returns

int

5.18.3.6 move()

```
virtual void FarmAnimal::move ( ) [pure virtual]
```

method for the animal to move

Implemented in **Chicken** (p.19), **Cow** (p.26), **Duck** (p.30), **Goat** (p.42), **Sheep** (p.73), and **Horse** (p.49).

5.18.3.7 render()

```
virtual char FarmAnimal::render ( ) [pure virtual]
```

method to render the animal to map

Returns

char

Implemented in **Chicken** (p.19), **Cow** (p.26), **Duck** (p.30), **Goat** (p.42), **Sheep** (p.73), and **Horse** (p.49).

5.18.3.8 setName()

```
virtual void FarmAnimal::setName (
    string ) [virtual]
```

Set the Name object.

5.18.3.9 sound()

```
virtual void FarmAnimal::sound ( ) [pure virtual]
```

method for the animal to voice

Implemented in **Chicken** (p. 20), **Cow** (p. 27), **Duck** (p. 31), **Goat** (p. 42), **Sheep** (p. 74), and **Horse** (p. 50).

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

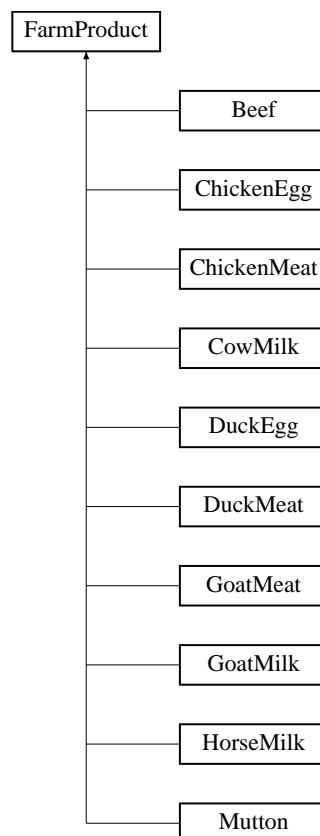
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ **FarmAnimal.hpp**

5.19 FarmProduct Class Reference

FarmProduct (p. 38) parent class.

```
#include <FarmProduct.hpp>
```

Inheritance diagram for FarmProduct:



Public Member Functions

- virtual **~FarmProduct** ()
Destroy the Farm Product object.
- virtual int **getName** ()
Get the Name object.
- virtual int **getPrice** ()
Get the Price object.
- virtual void **setName** (string)
Set the Name object.

Protected Attributes

- string **name**
- int **price**

5.19.1 Detailed Description

FarmProduct (p. 38) parent class.

5.19.2 Constructor & Destructor Documentation

5.19.2.1 ~FarmProduct()

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

Destroy the Farm Product object.

5.19.3 Member Function Documentation

5.19.3.1 getName()

```
virtual int FarmProduct::getName ( ) [virtual]
```

Get the Name object.

Returns

int

5.19.3.2 getPrice()

```
virtual int FarmProduct::getPrice ( ) [virtual]
```

Get the Price object.

Returns

int

5.19.3.3 setName()

```
virtual void FarmProduct::setName (
    string ) [virtual]
```

Set the Name object.

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

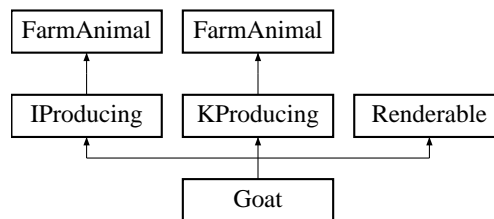
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ **FarmProduct.hpp**

5.20 Goat Class Reference

Real class for **FarmAnimal** (p. 34).

```
#include <Goat.hpp>
```

Inheritance diagram for Goat:



Public Member Functions

- **Goat** (string)
*Construct a new **Goat** (p. 40) object.*
- **~Goat** ()
*Destroy the **Goat** (p. 40) object.*
- string **interactProduct** ()
*function to get **GoatMilk** (p. 44)*
- string **killProduct** ()
*function to get **GoatMeat** (p. 43)*
- void **eat** ()
Method for the animal to eat.
- void **move** ()
Method for the animal to move.
- void **sound** ()
Method for the animal to voice.
- char **render** ()
Method to render the animal to map.

Additional Inherited Members

5.20.1 Detailed Description

Real class for **FarmAnimal** (p. 34).

5.20.2 Constructor & Destructor Documentation

5.20.2.1 Goat()

```
Goat::Goat (
    string )
```

Construct a new **Goat** (p. 40) object.

5.20.2.2 ~Goat()

```
Goat::~~Goat ( )
```

Destroy the **Goat** (p. 40) object.

5.20.3 Member Function Documentation

5.20.3.1 eat()

```
void Goat::eat ( ) [virtual]
```

Method for the animal to eat.

Implements **FarmAnimal** (p. 36).

5.20.3.2 interactProduct()

```
string Goat::interactProduct ( ) [virtual]
```

function to get **GoatMilk** (p. 44)

Returns

string

Implements **IProducing** (p. 52).

5.20.3.3 killProduct()

```
string Goat::killProduct ( ) [virtual]
```

function to get **GoatMeat** (p. 43)

Returns

string

Implements **KProducing** (p. 54).

5.20.3.4 move()

```
void Goat::move ( ) [virtual]
```

Method for the animal to move.

Implements **FarmAnimal** (p. 37).

5.20.3.5 render()

```
char Goat::render ( ) [virtual]
```

Method to render the animal to map.

Returns

char

Implements **Renderable** (p. 71).

5.20.3.6 sound()

```
void Goat::sound ( ) [virtual]
```

Method for the animal to voice.

Implements **FarmAnimal** (p. 37).

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

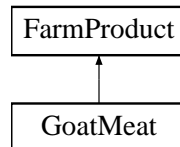
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ **Goat.hpp**

5.21 GoatMeat Class Reference

Real class for **FarmProduct** (p. 38).

```
#include <GoatMeat.hpp>
```

Inheritance diagram for GoatMeat:



Public Member Functions

- **GoatMeat** ()
*Construct a new **Goat** (p. 40) Meat object.*
- **~GoatMeat** ()
*Destroy the **Goat** (p. 40) Meat object.*

Additional Inherited Members

5.21.1 Detailed Description

Real class for **FarmProduct** (p. 38).

5.21.2 Constructor & Destructor Documentation

5.21.2.1 GoatMeat()

```
GoatMeat::GoatMeat ( )
```

Construct a new **Goat** (p. 40) Meat object.

5.21.2.2 ~GoatMeat()

```
GoatMeat::~~GoatMeat ( )
```

Destroy the **Goat** (p. 40) Meat object.

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

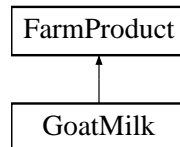
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ **GoatMeat.hpp**

5.22 GoatMilk Class Reference

Real class for **FarmProduct** (p. 38).

```
#include <GoatMilk.hpp>
```

Inheritance diagram for GoatMilk:



Public Member Functions

- **GoatMilk** ()
*Construct a new **Goat** (p. 40) Milk object.*
- **~GoatMilk** ()
*Destroy the **Goat** (p. 40) Milk object.*

Additional Inherited Members

5.22.1 Detailed Description

Real class for **FarmProduct** (p. 38).

5.22.2 Constructor & Destructor Documentation

5.22.2.1 GoatMilk()

```
GoatMilk::GoatMilk ( )
```

Construct a new **Goat** (p. 40) Milk object.

5.22.2.2 ~GoatMilk()

```
GoatMilk::~~GoatMilk ( )
```

Destroy the **Goat** (p. 40) Milk object.

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

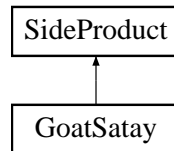
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ **GoatMilk.hpp**

5.23 GoatSatay Class Reference

Real class for **SideProduct** (p. 74).

```
#include <GoatSatay.hpp>
```

Inheritance diagram for GoatSatay:



Public Member Functions

- **GoatSatay** ()
*Construct a new **Goat** (p. 40) Satay object.*
- **~GoatSatay** ()
*Destroy the **Goat** (p. 40) Satay object.*

Additional Inherited Members

5.23.1 Detailed Description

Real class for **SideProduct** (p. 74).

5.23.2 Constructor & Destructor Documentation

5.23.2.1 GoatSatay()

```
GoatSatay::GoatSatay ( )
```

Construct a new **Goat** (p. 40) Satay object.

5.23.2.2 ~GoatSatay()

```
GoatSatay::~~GoatSatay ( )
```

Destroy the **Goat** (p. 40) Satay object.

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

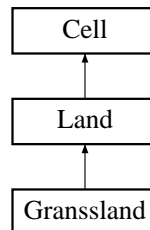
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ **GoatSatay.hpp**

5.24 Granssland Class Reference

Class Grassland for **Land** (p. 54).

```
#include <Grassland.hpp>
```

Inheritance diagram for Granssland:



Public Member Functions

- **Granssland** ()
*Construct a new **Granssland** (p. 46) object.*
- **~Granssland** ()
*Destroy the **Granssland** (p. 46) object.*
- int **isGrass** ()
Return true if there is grass.
- void **setGrassStatus** (int)
Set the Grass Status object.
- char **render** ()
Method to render the land type character to map.

5.24.1 Detailed Description

Class Grassland for **Land** (p. 54).

5.24.2 Constructor & Destructor Documentation

5.24.2.1 Granssland()

```
Granssland::Granssland ( )
```

Construct a new **Granssland** (p. 46) object.

5.24.2.2 ~Granssland()

```
Granssland::~~Granssland ( )
```

Destroy the **Granssland** (p. 46) object.

5.24.3 Member Function Documentation

5.24.3.1 isGrass()

```
int Granssland::isGrass ( ) [virtual]
```

Return true if there is grass.

Returns

int

Reimplemented from **Land** (p. 55).

5.24.3.2 render()

```
char Granssland::render ( ) [virtual]
```

Method to render the land type character to map.

Returns

char

Reimplemented from **Cell** (p. 17).

5.24.3.3 setGrassStatus()

```
void Granssland::setGrassStatus (
    int ) [virtual]
```

Set the Grass Status object.

Reimplemented from **Land** (p. 55).

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

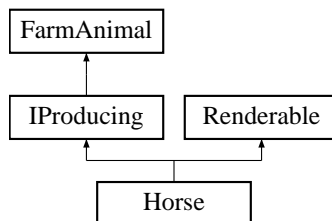
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/Grassland.hpp

5.25 Horse Class Reference

Real class for **FarmAnimal** (p. 34).

```
#include <Horse.hpp>
```

Inheritance diagram for Horse:



Public Member Functions

- **Horse** (string)
*Construct a new **Horse** (p. 48) object.*
- **~Horse** ()
*Destroy the **Horse** (p. 48) object.*
- string **interactProduct** ()
*function to get **HorseMilk** (p. 50)*
- void **eat** ()
Method for the animal to eat.
- void **move** ()
Method for the animal to move.
- void **sound** ()
Method for the animal to voice.
- char **render** ()
Method to render the animal to map.

Additional Inherited Members

5.25.1 Detailed Description

Real class for **FarmAnimal** (p. 34).

5.25.2 Constructor & Destructor Documentation

5.25.2.1 Horse()

```
Horse::Horse (
    string )
```

Construct a new **Horse** (p. 48) object.

5.25.2.2 ~Horse()

```
Horse::~~Horse ( )
```

Destroy the **Horse** (p. 48) object.

5.25.3 Member Function Documentation

5.25.3.1 eat()

```
void Horse::eat ( ) [virtual]
```

Method for the animal to eat.

Implements **FarmAnimal** (p. 36).

5.25.3.2 interactProduct()

```
string Horse::interactProduct ( ) [virtual]
```

function to get **HorseMilk** (p. 50)

Returns

string

Implements **IProducing** (p. 52).

5.25.3.3 move()

```
void Horse::move ( ) [virtual]
```

Method for the animal to move.

Implements **FarmAnimal** (p. 37).

5.25.3.4 render()

```
char Horse::render ( ) [virtual]
```

Method to render the animal to map.

Returns

char

Implements **Renderable** (p. 71).

5.25.3.5 sound()

```
void Horse::sound ( ) [virtual]
```

Method for the animal to voice.

Implements **FarmAnimal** (p. 37).

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

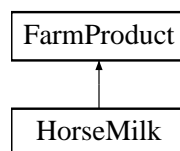
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ **Horse.hpp**

5.26 HorseMilk Class Reference

Real class for **FarmProduct** (p. 38).

```
#include <HorseMilk.hpp>
```

Inheritance diagram for HorseMilk:



Public Member Functions

- **HorseMilk** ()
*Construct a new **Horse** (p. 48) Milk object.*
- **~HorseMilk** ()
*Destroy the **Horse** (p. 48) Milk object.*

Additional Inherited Members

5.26.1 Detailed Description

Real class for **FarmProduct** (p. 38).

5.26.2 Constructor & Destructor Documentation

5.26.2.1 HorseMilk()

```
HorseMilk::HorseMilk ( )
```

Construct a new **Horse** (p. 48) Milk object.

5.26.2.2 ~HorseMilk()

```
HorseMilk::~~HorseMilk ( )
```

Destroy the **Horse** (p. 48) Milk object.

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

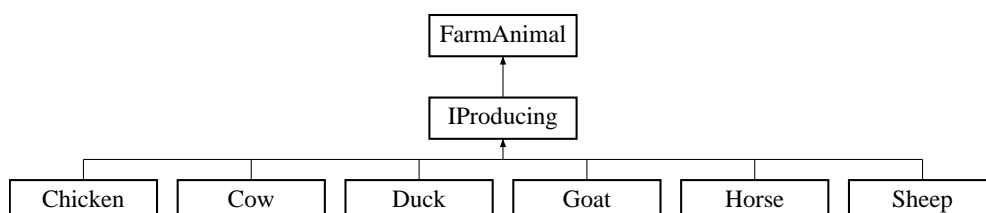
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ **HorseMilk.hpp**

5.27 IProducing Class Reference

FarmAnimal (p. 34) child class.

```
#include <IProducing.hpp>
```

Inheritance diagram for IProducing:



Public Member Functions

- virtual void **interactProduct** ()=0
*function to get **FarmProduct** (p. 38) from interact command*

Additional Inherited Members

5.27.1 Detailed Description

FarmAnimal (p. 34) child class.

5.27.2 Member Function Documentation

5.27.2.1 interactProduct()

```
virtual void IProducing::interactProduct ( ) [pure virtual]
```

function to get **FarmProduct** (p. 38) from interact command

Implemented in **Chicken** (p. 19), **Cow** (p. 26), **Duck** (p. 30), **Goat** (p. 41), and **Horse** (p. 49).

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

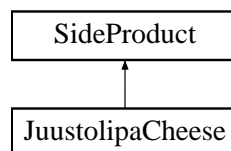
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ **IProducing.hpp**

5.28 JuustolipaCheese Class Reference

Real class for **SideProduct** (p. 74).

```
#include <JuustolipaCheese.hpp>
```

Inheritance diagram for JuustolipaCheese:



Public Member Functions

- **JuustolipaCheese** ()
Construct a new Juustolipa Cheese object.
- **~JuustolipaCheese** ()
Destroy the Juustolipa Cheese object.

Additional Inherited Members

5.28.1 Detailed Description

Real class for **SideProduct** (p. 74).

5.28.2 Constructor & Destructor Documentation

5.28.2.1 JuustolipaCheese()

```
JuustolipaCheese::JuustolipaCheese ( )
```

Construct a new Juustolipa Cheese object.

5.28.2.2 ~JuustolipaCheese()

```
JuustolipaCheese::~~JuustolipaCheese ( )
```

Destroy the Juustolipa Cheese object.

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

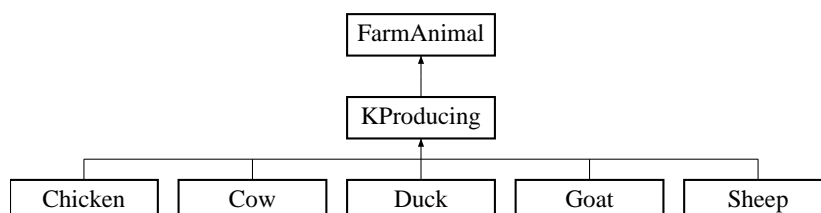
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ **JuustolipaCheese.hpp**

5.29 KProducing Class Reference

FarmAnimal (p. 34) child class.

```
#include <KProducing.hpp>
```

Inheritance diagram for KProducing:



Public Member Functions

- virtual void **killProduct** ()=0
function to get **FarmProduct** (p. 38) from kill command

Additional Inherited Members

5.29.1 Detailed Description

FarmAnimal (p. 34) child class.

5.29.2 Member Function Documentation

5.29.2.1 killProduct()

```
virtual void KProducing::killProduct ( ) [pure virtual]
```

function to get **FarmProduct** (p. 38) from kill command

Implemented in **Chicken** (p. 19), **Cow** (p. 26), **Duck** (p. 30), **Goat** (p. 41), and **Sheep** (p. 73).

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

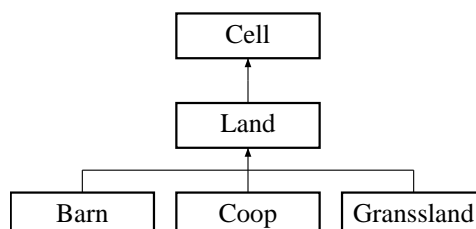
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ **KProducing.hpp**

5.30 Land Class Reference

Class **Land** (p. 54) for map.

```
#include <Land.hpp>
```

Inheritance diagram for Land:



Public Member Functions

- virtual int **isGrass** ()
Return true if there is grass.
- virtual void **setGrassStatus** (int)
Set the Grass Status object.

5.30.1 Detailed Description

Class **Land** (p. 54) for map.

5.30.2 Member Function Documentation

5.30.2.1 **isGrass()**

```
virtual int Land::isGrass ( ) [virtual]
```

Return true if there is grass.

Returns

int

Reimplemented in **Barn** (p. 12), **Coop** (p. 23), and **Granssland** (p. 47).

5.30.2.2 **setGrassStatus()**

```
virtual void Land::setGrassStatus (
    int ) [virtual]
```

Set the Grass Status object.

Reimplemented in **Barn** (p. 13), **Coop** (p. 24), and **Granssland** (p. 47).

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

- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/ **Land.hpp**

5.31 `LinkedList< T >` Class Template Reference

Template class **LinkedList** (p. 55).

```
#include <LinkedList.hpp>
```

Public Member Functions

- **LinkedList** ()
Construct a new Linked List object.
- **LinkedList** (const **LinkedList** ©)
Construct a new Linked List object.
- **~LinkedList** ()
Destroy the Linked List object.
- **LinkedList** & **operator=** (const **LinkedList** &ass)
Operator overloading =.
- bool **isEmpty** () const
Menghasilkan true jika list kosong.
- T **GetFirstEl** () const
Get the First El object.
- ElmtList * **GetFirstNext** () const
Get the First Next object.
- T **get** (int indeks) const
fungsi yang mengembalikan suatu elemen pada indeks tertentu, terhitung dari depan list.\nList Sembarang, output dari fungsi adalah exception atau suatu elemen.\nexception "list kosong" jika list kosong\nexception "index out of range" jika indeks yang diinput melebihi jumlah elemen list yang ada
- int **find** (T element) const
fungsi searching, mencari letak pertama ditemukan dari suatu elemen tertentu.\nJika pencarian gagal mengembalikan angka -1
- void **add** (T element)
I.S. L mungkin kosong\nF.S. Melakukan alokasi sebuah elemen dan menambahkan elemen list di akhir: elemen terakhir yang baru bernilai X jika alokasi berhasil. Jika alokasi gagal: I.S.= F.S.
- void **addElementFirst** (T element)
I.S. L mungkin kosong\nF.S. Melakukan alokasi sebuah elemen dan menambahkan elemen pertama dengan nilai X jika alokasi berhasil.
- void **remove** (T element)
Menghapus suatu elemen tertentu dari list dengan tetap menjaga keterurutan list.\nProses mencari elemen yang diinginkan, dan menyimpan 1 elemen sebelum list. kemudian menghapus dan menjaga keteraturan list.
- void **PrintInfo** () const
I.S. List mungkin kosong\nF.S. Jika list tidak kosong, list dicetak ke kanan: [e1,e2,...,en]\nContoh : jika ada tiga elemen bernilai 1, 20, 30 akan dicetak: [1,20,30]\nJika list kosong : menulis []\nTidak ada tambahan karakter apa pun di awal, akhir, atau di tengah.

5.31.1 Detailed Description

```
template<class T>
class LinkedList< T >
```

Template class **LinkedList** (p. 55).

=1mm

spread Opt [l]|X[-1,r]|X[-1,l]Template Parameters

Template Parameters

T

5.31.2 Constructor & Destructor Documentation

5.31.2.1 `LinkedList()` [1/2]

```
template<class T >
LinkedList< T >:: LinkedList ( ) [inline]
```

Construct a new Linked List object.

5.31.2.2 `LinkedList()` [2/2]

```
template<class T >
LinkedList< T >:: LinkedList (
    const LinkedList< T > & copy ) [inline]
```

Construct a new Linked List object.

=1mm

spread Opt [l]|X[-1,l]|X[-1,l]]Parameters

Parameters

copy

5.31.2.3 `~LinkedList()`

```
template<class T >
LinkedList< T >::~~ LinkedList ( ) [inline]
```

Destroy the Linked List object.

5.31.3 Member Function Documentation

5.31.3.1 add()

```
template<class T >
void LinkedList< T >::add (
    T element ) [inline]
```

I.S. L mungkin kosong\nF.S. Melakukan alokasi sebuah elemen dan menambahkan elemen list di akhir: elemen terakhir yang baru bernilai X jika alokasi berhasil. Jika alokasi gagal: I.S.= F.S.

=1mm

spread Opt [I]|X[-1,I]|X[-1,I]]Parameters

Parameters

element

5.31.3.2 addElementFirst()

```
template<class T >
void LinkedList< T >::addElementFirst (
    T element ) [inline]
```

I.S. L mungkin kosong\nF.S. Melakukan alokasi sebuah elemen dan menambahkan elemen pertama dengan nilai X jika alokasi berhasil.

=1mm

spread Opt [I]|X[-1,I]|X[-1,I]]Parameters

Parameters

element

5.31.3.3 find()

```
template<class T >
int LinkedList< T >::find (
    T element ) const [inline]
```

fungsi searching, mencari letak pertama ditemukan dari suatu elemen tertentu.\nJika pencarian gagal mengembalikan angka -1

=1mm

spread Opt [I]|X[-1,I]|X[-1,I]]Parameters

Parameters

element

Returns

int

5.31.3.4 get()

```
template<class T >
T LinkedList< T >::get (
    int indeks ) const [inline]
```

fungsi yang mengembalikan suatu elemen pada indeks tertentu, terhitung dari depan list.
List Sembarang, output dari fungsi adalah exception atau suatu elemen.
exception "list kosong" jika list kosong
exception "index out of range" jika indeks yang diinput melebihi jumlah elemen list yang ada

=1mm

spread Opt [l]|X[-1,l]|X[-1,l]]Parameters

Parameters

indeks

Returns

T

5.31.3.5 GetFirstEl()

```
template<class T >
T LinkedList< T >::GetFirstEl ( ) const [inline]
```

Get the First El object.

Returns

T

5.31.3.6 GetFirstNext()

```
template<class T >
ElmtList* LinkedList< T >::GetFirstNext ( ) const [inline]
```

Get the First Next object.

Returns

ElmtList*

5.31.3.7 isEmpty()

```
template<class T >
bool LinkedList< T >::isEmpty ( ) const [inline]
```

Menghasilkan true jika list kosong.

Returns

true
false

5.31.3.8 operator=()

```
template<class T >
LinkedList& LinkedList< T >::operator= (
    const LinkedList< T > & ass ) [inline]
```

Operator overloading =.

=1mm

spread Opt [l]|X[-1,l]|X[-1,l]Parameters

Parameters

ass

Returns

LinkedList (p. 55)&

5.31.3.9 PrintInfo()

```
template<class T >
void LinkedList< T >::PrintInfo ( ) const [inline]
```

I.S. List mungkin kosong\nF.S. Jika list tidak kosong, iai list dicetak ke kanan: [e1,e2,...,en]\nContoh : jika ada tiga elemen bernilai 1, 20, 30 akan dicetak: [1,20,30]\nJika list kosong : menulis []\nTidak ada tambahan karakter apa pun di awal, akhir, atau di tengah.

5.31.3.10 remove()

```
template<class T >
void LinkedList< T >::remove (
    T element ) [inline]
```

Menghapus suatu elemen tertentu dari list dengan tetap menjaga keterurutan list.\nProses mencari elemen yang diinginkan, dan menyimpan 1 elemen sebelum list. kemudian menghapus dan menjaga keteraturan list.

=1mm

spread Opt [I]|X[-1,I]|X[-1,I]]Parameters

Parameters

element

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

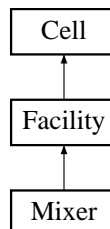
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/ **LinkedList.hpp**

5.32 Mixer Class Reference

Class **Mixer** (p. 61) for **Facility** (p. 33).

```
#include <Mixer.hpp>
```

Inheritance diagram for Mixer:



Public Member Functions

- **Mixer** ()
Construct a new **Mixer** (p. 61) object.
- **~Mixer** ()
Destroy the **Mixer** (p. 61) object.
- char **render** ()
Method to render the **Facility** (p. 33) type character to map.
- char * **getType** ()
Get the Type object.
- int **isMixable** (**FarmProduct** *)
Return 1 if **SideProduct** (p. 74) can be created\nReturn 0 if **SideProduct** (p. 74) can't be created.
- **SideProduct** **mixStuffs** (**FarmProduct** *)
Method to create **SideProduct** (p. 74).

5.32.1 Detailed Description

Class **Mixer** (p. 61) for **Facility** (p. 33).

5.32.2 Constructor & Destructor Documentation

5.32.2.1 Mixer()

```
Mixer::Mixer ( )
```

Construct a new **Mixer** (p. 61) object.

5.32.2.2 ~Mixer()

```
Mixer::~~Mixer ( )
```

Destroy the **Mixer** (p. 61) object.

5.32.3 Member Function Documentation

5.32.3.1 getType()

```
char* Mixer::getType ( ) [virtual]
```

Get the Type object.

Returns

char*

Reimplemented from **Facility** (p. 34).

5.32.3.2 isMixable()

```
int Mixer::isMixable (
    FarmProduct * )
```

Return 1 if **SideProduct** (p. 74) can be created
Return 0 if **SideProduct** (p. 74) can't be created.

Returns

int

5.32.3.3 mixStuffs()

```
SideProduct Mixer::mixStuffs (
    FarmProduct * )
```

Method to create **SideProduct** (p. 74).

Returns

SideProduct (p. 74)

5.32.3.4 render()

```
char Mixer::render ( ) [virtual]
```

Method to render the **Facility** (p. 33) type character to map.

Returns

char

Reimplemented from **Cell** (p. 17).

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

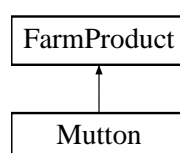
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/ **Mixer.hpp**

5.33 Mutton Class Reference

Real class for **FarmProduct** (p. 38).

```
#include <Mutton.hpp>
```

Inheritance diagram for Mutton:



Public Member Functions

- **Mutton** ()
*Construct a new **Mutton** (p. 63) object.*
- **~Mutton** ()
*Destroy the **Mutton** (p. 63) object.*

Additional Inherited Members

5.33.1 Detailed Description

Real class for **FarmProduct** (p. 38).

5.33.2 Constructor & Destructor Documentation

5.33.2.1 Mutton()

```
Mutton::Mutton ( )
```

Construct a new **Mutton** (p. 63) object.

5.33.2.2 ~Mutton()

```
Mutton::~~Mutton ( )
```

Destroy the **Mutton** (p. 63) object.

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

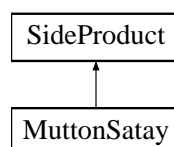
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ **Mutton.hpp**

5.34 MuttonSatay Class Reference

Real class for **SideProduct** (p. 74).

```
#include <MuttonSatay.hpp>
```

Inheritance diagram for MuttonSatay:



Public Member Functions

- **MuttonSatay** ()
Construct a new **Mutton** (p. 63) Satay object.
- **~MuttonSatay** ()
Destroy the **Mutton** (p. 63) Satay object.

Additional Inherited Members

5.34.1 Detailed Description

Real class for **SideProduct** (p. 74).

5.34.2 Constructor & Destructor Documentation

5.34.2.1 MuttonSatay()

```
MuttonSatay::MuttonSatay ( )
```

Construct a new **Mutton** (p. 63) Satay object.

5.34.2.2 ~MuttonSatay()

```
MuttonSatay::~~MuttonSatay ( )
```

Destroy the **Mutton** (p. 63) Satay object.

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

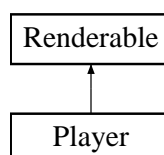
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ **MuttonSatay.hpp**

5.35 Player Class Reference

Class for player.

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

Inheritance diagram for Player:



Public Member Functions

- **Player** (string)
*Construct a new **Player** (p. 65) object.*
- **~Player** ()
*Destroy the **Player** (p. 65) object.*
- string **getName** ()
Get the Name object.
- string **getInventory** (int i)
Get the Inventory object from index i.
- int **getMoney** ()
Get the Money object.
- int **getWater** ()
Get the Water object.
- int **getX** ()
Get the X object.
- int **getY** ()
Get the Y object.
- void **move** ()
Method for the player to move.
- void **talk** ()
*Method for the player to talk to **FarmAnimal** (p. 34).*
- void **kill** ()
*Method for the player to kill **FarmAnimal** (p. 34).*
- void **interact** ()
*Method for the player to interact with **FarmAnimal** (p. 34).*
- void **grow** ()
Method for the player to grow grass.
- void **mix** ()
Method for the player to interact with mixer.
- char **render** ()
Method to render the player to map.

5.35.1 Detailed Description

Class for player.

5.35.2 Constructor & Destructor Documentation

5.35.2.1 Player()

```
Player::Player (
    string )
```

Construct a new **Player** (p. 65) object.

5.35.2.2 ~Player()

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

Destroy the **Player** (p. 65) object.

5.35.3 Member Function Documentation**5.35.3.1 getInventory()**

```
string Player::getInventory (
    int i )
```

Get the Inventory object from index i.

=1mm

spread Opt [!]|X[-1,!]|X[-1,!]**Parameters**

Parameters

i

Returns

string

5.35.3.2 getMoney()

```
int Player::getMoney ( )
```

Get the Money object.

Returns

int

5.35.3.3 getName()

```
string Player::getName ( )
```

Get the Name object.

Returns

string

5.35.3.4 getWater()

```
int Player::getWater ( )
```

Get the Water object.

Returns

int

5.35.3.5 getX()

```
int Player::getX ( )
```

Get the X object.

Returns

int

5.35.3.6 getY()

```
int Player::getY ( )
```

Get the Y object.

Returns

int

5.35.3.7 grow()

```
void Player::grow ( )
```

Method for the player to grow grass.

5.35.3.8 interact()

```
void Player::interact ( )
```

Method for the player to interact with **FarmAnimal** (p. 34).

5.35.3.9 kill()

```
void Player::kill ( )
```

Method for the player to kill **FarmAnimal** (p. 34).

5.35.3.10 mix()

```
void Player::mix ( )
```

Method for the player to interact with mixer.

5.35.3.11 move()

```
void Player::move ( )
```

Method for the player to move.

5.35.3.12 render()

```
char Player::render ( ) [virtual]
```

Method to render the player to map.

Returns

char

Implements **Renderable** (p. 71).

5.35.3.13 talk()

```
void Player::talk ( )
```

Method for the player to talk to **FarmAnimal** (p. 34).

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

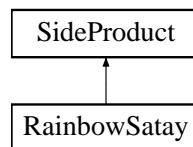
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/ **Player.hpp**

5.36 RainbowSatay Class Reference

Real class for **SideProduct** (p. 74).

```
#include <RainbowSatay.hpp>
```

Inheritance diagram for RainbowSatay:



Public Member Functions

- **RainbowSatay** ()
Construct a new Rainbow Satay object.
- **~RainbowSatay** ()
Destroy the Rainbow Satay object.

Additional Inherited Members

5.36.1 Detailed Description

Real class for **SideProduct** (p. 74).

5.36.2 Constructor & Destructor Documentation

5.36.2.1 RainbowSatay()

```
RainbowSatay::RainbowSatay ( )
```

Construct a new Rainbow Satay object.

5.36.2.2 ~RainbowSatay()

```
RainbowSatay::~RainbowSatay ( )
```

Destroy the Rainbow Satay object.

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

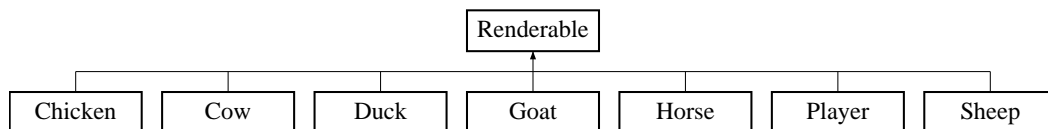
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ **RainbowSatay.hpp**

5.37 Renderable Class Reference

Class for rendering to map.

```
#include <Renderable.hpp>
```

Inheritance diagram for Renderable:



Public Member Functions

- virtual char **render** ()=0
Method to render object character to map.

5.37.1 Detailed Description

Class for rendering to map.

5.37.2 Member Function Documentation

5.37.2.1 render()

```
virtual char Renderable::render ( ) [pure virtual]
```

Method to render object character to map.

Returns

char

Implemented in **Player** (p. 69), **Chicken** (p. 19), **Cow** (p. 26), **Duck** (p. 30), **Goat** (p. 42), **Sheep** (p. 73), and **Horse** (p. 49).

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

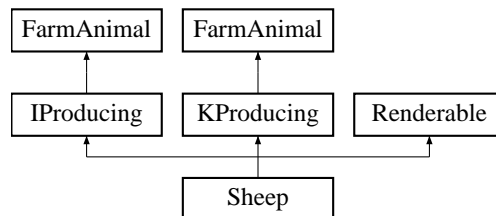
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/ **Renderable.hpp**

5.38 Sheep Class Reference

Real class for **FarmAnimal** (p. 34).

```
#include <Sheep.hpp>
```

Inheritance diagram for Sheep:



Public Member Functions

- **Sheep** (string)
*Construct a new **Sheep** (p. 72) object.*
- **~Sheep** ()
*Destroy the **Sheep** (p. 72) object.*
- string **killProduct** ()
*function to get **Mutton** (p. 63)*
- void **eat** ()
Method for the animal to eat.
- void **move** ()
Method for the animal to move.
- void **sound** ()
Method for the animal to voice.
- char **render** ()
Method to render the animal to map.

Additional Inherited Members

5.38.1 Detailed Description

Real class for **FarmAnimal** (p. 34).

5.38.2 Constructor & Destructor Documentation

5.38.2.1 Sheep()

```
Sheep::Sheep (
    string )
```

Construct a new **Sheep** (p. 72) object.

5.38.2.2 ~Sheep()

```
Sheep::~~Sheep ( )
```

Destroy the **Sheep** (p. 72) object.

5.38.3 Member Function Documentation

5.38.3.1 eat()

```
void Sheep::eat ( ) [virtual]
```

Method for the animal to eat.

Implements **FarmAnimal** (p. 36).

5.38.3.2 killProduct()

```
string Sheep::killProduct ( ) [virtual]
```

function to get **Mutton** (p. 63)

Returns

string

Implements **KProducing** (p. 54).

5.38.3.3 move()

```
void Sheep::move ( ) [virtual]
```

Method for the animal to move.

Implements **FarmAnimal** (p. 37).

5.38.3.4 render()

```
char Sheep::render ( ) [virtual]
```

Method to render the animal to map.

Returns

char

Implements **Renderable** (p. 71).

5.38.3.5 sound()

```
void Sheep::sound ( ) [virtual]
```

Method for the animal to voice.

Implements **FarmAnimal** (p. 37).

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

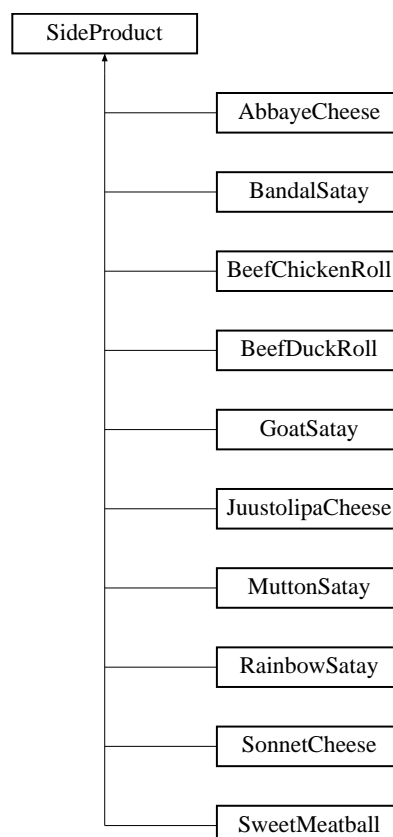
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/ **Sheep.hpp**

5.39 SideProduct Class Reference

SideProduct (p. 74) parent class.

```
#include <SideProduct.hpp>
```

Inheritance diagram for SideProduct:



Public Member Functions

- virtual `~SideProduct ()`
Destroy the Side Product object.
- virtual int `getName ()`
Get the Name object.
- virtual int `getPrice ()`
Get the Price object.
- virtual void `setName (string)`
Set the Name object.

Protected Attributes

- string `name`
- int `price`

5.39.1 Detailed Description

SideProduct (p. 74) parent class.

5.39.2 Constructor & Destructor Documentation

5.39.2.1 `~SideProduct()`

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

Destroy the Side Product object.

5.39.3 Member Function Documentation

5.39.3.1 `getName()`

```
virtual int SideProduct::getName ( ) [virtual]
```

Get the Name object.

Returns

int

5.39.3.2 getPrice()

```
virtual int SideProduct::getPrice ( ) [virtual]
```

Get the Price object.

Returns

int

5.39.3.3 setName()

```
virtual void SideProduct::setName (
    string ) [virtual]
```

Set the Name object.

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

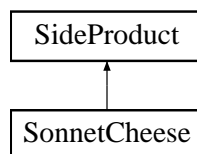
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ **SideProduct.hpp**

5.40 SonnetCheese Class Reference

Real class for **SideProduct** (p. 74).

```
#include <SonnetCheese.hpp>
```

Inheritance diagram for SonnetCheese:



Public Member Functions

- **SonnetCheese** ()
Construct a new Sonnet Cheese object.
- **~SonnetCheese** ()
Destroy the Sonnet Cheese object.

Additional Inherited Members

5.40.1 Detailed Description

Real class for **SideProduct** (p. 74).

5.40.2 Constructor & Destructor Documentation

5.40.2.1 SonnetCheese()

```
SonnetCheese::SonnetCheese ( )
```

Construct a new Sonnet Cheese object.

5.40.2.2 ~SonnetCheese()

```
SonnetCheese::~~SonnetCheese ( )
```

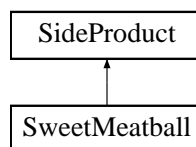
Destroy the Sonnet Cheese object.

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

- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ **SonnetCheese.hpp**

5.41 SweetMeatball Class Reference

Inheritance diagram for SweetMeatball:



Public Member Functions

- **SweetMeatball** ()
Construct a new Sweet Meatball object.
- **~SweetMeatball** ()
Destroy the Sweet Meatball object.

Additional Inherited Members

5.41.1 Constructor & Destructor Documentation

5.41.1.1 SweetMeatball()

```
SweetMeatball::SweetMeatball ( )
```

Construct a new Sweet Meatball object.

5.41.1.2 ~SweetMeatball()

```
SweetMeatball::~~SweetMeatball ( )
```

Destroy the Sweet Meatball object.

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

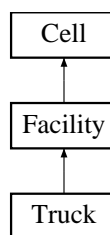
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/ **SweetMeatball.hpp**

5.42 Truck Class Reference

Class **Truck** (p. 78) for **Facility** (p. 33).

```
#include <Truck.hpp>
```

Inheritance diagram for Truck:



Public Member Functions

- **Truck ()**
*Construct a new **Truck** (p. 78) object.*
- **~Truck ()**
*Destroy the **Truck** (p. 78) object.*
- char **render ()**
*Method to render the **Facility** (p. 33) type character to map.*
- char * **getType ()**
Get the Type object.
- int **isAvailable ()**
Get the Availability object.
- void **transact ()**
Method to sell all items in inventory.
- void **setAvailability** (int)
Set the Availability object.
- void **setLastTime** ()
Set the Last Time object.

5.42.1 Detailed Description

Class **Truck** (p. 78) for **Facility** (p. 33).

5.42.2 Constructor & Destructor Documentation

5.42.2.1 Truck()

```
Truck::Truck ( )
```

Construct a new **Truck** (p. 78) object.

5.42.2.2 ~Truck()

```
Truck::~~Truck ( )
```

Destroy the **Truck** (p. 78) object.

5.42.3 Member Function Documentation

5.42.3.1 getType()

```
char* Truck::getType ( ) [virtual]
```

Get the Type object.

Returns

char*

Reimplemented from **Facility** (p. 34).

5.42.3.2 isAvailable()

```
int Truck::isAvailable ( )
```

Get the Availability object.

Returns

int

5.42.3.3 render()

```
char Truck::render ( ) [virtual]
```

Method to render the **Facility** (p. 33) type character to map.

Returns

char

Reimplemented from **Cell** (p. 17).

5.42.3.4 setAvailability()

```
void Truck::setAvailability (
    int )
```

Set the Availability object.

5.42.3.5 setLastTime()

```
void Truck::setLastTime ( )
```

Set the Last Time object.

5.42.3.6 transact()

```
void Truck::transact ( )
```

Method to sell all items in inventory.

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

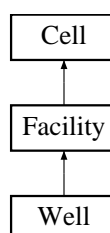
- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/ **Truck.hpp**

5.43 Well Class Reference

Class **Well** (p. 80) for **Facility** (p. 33).

```
#include <Well.hpp>
```

Inheritance diagram for Well:



Public Member Functions

- **Well** ()
*Construct a new **Well** (p. 80) object.*
- **~Well** ()
*Destroy the **Well** (p. 80) object.*
- char **render** ()
*Method to render the **Facility** (p. 33) type character to map.*
- char * **getType** ()
Get the Type object.

5.43.1 Detailed Description

Class **Well** (p. 80) for **Facility** (p. 33).

5.43.2 Constructor & Destructor Documentation

5.43.2.1 Well()

```
Well::Well ( )
```

Construct a new **Well** (p. 80) object.

5.43.2.2 ~Well()

```
Well::~~Well ( )
```

Destroy the **Well** (p. 80) object.

5.43.3 Member Function Documentation

5.43.3.1 getType()

```
char* Well::getType ( ) [virtual]
```

Get the Type object.

Returns

char*

Reimplemented from **Facility** (p. 34).

5.43.3.2 render()

```
char Well::render ( ) [virtual]
```

Method to render the **Facility** (p. 33) type character to map.

Returns

char

Reimplemented from **Cell** (p. 17).

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

- C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/ **Well.hpp**

Chapter 6

File Documentation

6.1 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Chicken.hpp File Reference

file berisi definisi class **Chicken** (p. 17)

```
#include "../Renderable.hpp"
#include "FarmAnimal.hpp"
#include "IProducing.hpp"
#include "KProducing.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **Chicken**

*Real class for **FarmAnimal** (p. 34).*

6.1.1 Detailed Description

file berisi definisi class **Chicken** (p. 17)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.2 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Cow.hpp File Reference

file berisi definisi class **Cow** (p. 24)

```
#include "../Renderable.hpp"
#include "FarmAnimal.hpp"
#include "IProducing.hpp"
#include "KProducing.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **Cow**
*Real class for **FarmAnimal** (p. 34).*

6.2.1 Detailed Description

file berisi definisi class **Cow** (p. 24)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.3 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Duck.hpp File Reference

file berisi definisi class **Duck** (p. 28)

```
#include "../Renderable.hpp"
#include "FarmAnimal.hpp"
#include "IProducing.hpp"
#include "KProducing.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **Duck**
*Real class for **FarmAnimal** (p. 34).*

6.3.1 Detailed Description

file berisi definisi class **Duck** (p. 28)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.4 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/FarmAnimal.hpp File Reference

file berisi definisi class **FarmAnimal** (p. 34)

```
#include "../Renderable.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **FarmAnimal**
***FarmAnimal** (p. 34) parent class.*

6.4.1 Detailed Description

file berisi definisi class **FarmAnimal** (p. 34)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.5 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Goat.hpp File Reference

file berisi definisi class **Goat** (p. 40)

```
#include "../Renderable.hpp"
#include "FarmAnimal.hpp"
#include "IProducing.hpp"
#include "KProducing.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **Goat**

*Real class for **FarmAnimal** (p. 34).*

6.5.1 Detailed Description

file berisi definisi class **Goat** (p. 40)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.6 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Horse.hpp File Reference

file berisi definisi class **Horse** (p. 48)

```
#include "../Renderable.hpp"
#include "FarmAnimal.hpp"
#include "IProducing.hpp"
#include <iostream>
#include <string.h>
```


Classes

- class **Horse**
*Real class for **FarmAnimal** (p. 34).*

6.6.1 Detailed Description

file berisi definisi class **Horse** (p. 48)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.7 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/IProducing.hpp File Reference

file berisi definisi class **IProducing** (p. 51)

```
#include "../Renderable.hpp"
#include "FarmAnimal.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **IProducing**
***FarmAnimal** (p. 34) child class.*

6.7.1 Detailed Description

file berisi definisi class **IProducing** (p. 51)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.8 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/KProducing.hpp File Reference

file berisi definisi class **KProducing** (p. 53)

```
#include "../Renderable.hpp"
#include "FarmAnimal.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **KProducing**
FarmAnimal (p. 34) child class.

6.8.1 Detailed Description

file berisi definisi class **KProducing** (p. 53)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.9 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Sheep.hpp File Reference

file berisi definisi class **Sheep** (p. 72)

```
#include "../Renderable.hpp"
#include "FarmAnimal.hpp"
#include "IProducing.hpp"
#include "KProducing.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **Sheep**
*Real class for **FarmAnimal** (p. 34).*

6.9.1 Detailed Description

file berisi definisi class **Sheep** (p. 72)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.10 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Cell.hpp File Reference

file berisi definisi class **Cell** (p. 16)

Classes

- class **Cell**
Class for rendering object to cell.

6.10.1 Detailed Description

file berisi definisi class **Cell** (p. 16)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.11 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/Facility.hpp File Reference

file berisi definisi class **Facility** (p. 33)

```
#include "../Cell.hpp"
```

Classes

- class **Facility**

*Class **Facility** (p. 33) for farm.*

6.11.1 Detailed Description

file berisi definisi class **Facility** (p. 33)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.12 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/Mixer.hpp File Reference

file berisi definisi class **Mixer** (p. 61)

```
#include "Facility.hpp"  
#include "../FarmProduct/FarmProduct.hpp"  
#include "../SideProduct/SideProduct.hpp"
```

Classes

- class **Mixer**

*Class **Mixer** (p. 61) for **Facility** (p. 33).*

6.12.1 Detailed Description

file berisi definisi class **Mixer** (p. 61)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.13 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/Truck.hpp File Reference

file berisi definisi class **Truck** (p. 78)

```
#include <ctime>
#include "Facility.hpp"
```

Classes

- class **Truck**

*Class **Truck** (p. 78) for **Facility** (p. 33).*

6.13.1 Detailed Description

file berisi definisi class **Truck** (p. 78)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.14 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/Well.hpp File Reference

file berisi definisi class **Well** (p. 80)

```
#include "Facility.hpp"
```

Classes

- class **Well**

*Class **Well** (p. 80) for **Facility** (p. 33).*

6.14.1 Detailed Description

file berisi definisi class **Well** (p. 80)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.15 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/↵ Beef.hpp File Reference

file berisi definisi class **Beef** (p. 13)

```
#include "FarmProduct.hpp"  
#include <iostream>  
#include <string.h>
```

Classes

- class **Beef**

*Real class for **FarmProduct** (p. 38).*

6.15.1 Detailed Description

file berisi definisi class **Beef** (p. 13)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.16 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ChickenEgg.hpp File Reference

file berisi definisi class **ChickenEgg** (p. 20)

```
#include "FarmProduct.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **ChickenEgg**
*Real class for **FarmProduct** (p. 38).*

6.16.1 Detailed Description

file berisi definisi class **ChickenEgg** (p. 20)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.17 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/↔ ChickenMeat.hpp File Reference

file berisi definisi class **ChickenMeat** (p. 21)

```
#include "FarmProduct.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **ChickenMeat**
*Real class for **FarmProduct** (p. 38).*

6.17.1 Detailed Description

file berisi definisi class **ChickenMeat** (p. 21)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.18 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/↔ CowMilk.hpp File Reference

file berisi definisi class **CowMilk** (p. 27)

```
#include "FarmProduct.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **CowMilk**
*Real class for **FarmProduct** (p. 38).*

6.18.1 Detailed Description

file berisi definisi class **CowMilk** (p. 27)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.19 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/DuckEgg.hpp File Reference

file berisi definisi class **DuckEgg** (p. 31)

```
#include "FarmProduct.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **DuckEgg**
*Real class for **FarmProduct** (p. 38).*

6.19.1 Detailed Description

file berisi definisi class **DuckEgg** (p. 31)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.20 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/↔ DuckMeat.hpp File Reference

file berisi definisi class **DuckMeat** (p. 32)

```
#include "FarmProduct.hpp"  
#include <iostream>  
#include <string.h>
```

Classes

- class **DuckMeat**
*Real class for **FarmProduct** (p. 38).*

6.20.1 Detailed Description

file berisi definisi class **DuckMeat** (p. 32)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.21 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/↔ FarmProduct.hpp File Reference

file berisi definisi class **FarmProduct** (p. 38)

```
#include <iostream>  
#include <string.h>
```

Classes

- class **FarmProduct**
***FarmProduct** (p. 38) parent class.*

6.21.1 Detailed Description

file berisi definisi class **FarmProduct** (p. 38)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.22 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/GoatMeat.hpp File Reference

file berisi definisi class **GoatMeat** (p. 43)

```
#include "FarmProduct.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **GoatMeat**
*Real class for **FarmProduct** (p. 38).*

6.22.1 Detailed Description

file berisi definisi class **GoatMeat** (p. 43)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.23 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/↔ GoatMilk.hpp File Reference

file berisi definisi class **GoatMilk** (p. 44)

```
#include "FarmProduct.hpp"  
#include <iostream>  
#include <string.h>
```

Classes

- class **GoatMilk**
*Real class for **FarmProduct** (p. 38).*

6.23.1 Detailed Description

file berisi definisi class **GoatMilk** (p. 44)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.24 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/↔ HorseMilk.hpp File Reference

file berisi definisi class **HorseMilk** (p. 50)

```
#include "FarmProduct.hpp"  
#include <iostream>  
#include <string.h>
```

Classes

- class **HorseMilk**
*Real class for **FarmProduct** (p. 38).*

6.24.1 Detailed Description

file berisi definisi class **HorseMilk** (p. 50)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.25 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/Mutton.hpp File Reference

file berisi definisi class **Mutton** (p. 63)

```
#include "FarmProduct.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **Mutton**

*Real class for **FarmProduct** (p. 38).*

6.25.1 Detailed Description

file berisi definisi class **Mutton** (p. 63)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.26 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/Barn.hpp File Reference

file berisi definisi class **Barn** (p. 11)

```
#include "Land.hpp"
```

Classes

- class **Barn**

*Class **Barn** (p. 11) for **Land** (p. 54).*

6.26.1 Detailed Description

file berisi definisi class **Barn** (p. 11)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.27 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/Coop.hpp File Reference

file berisi definisi class **Coop** (p. 22)

```
#include "Land.hpp"
```

Classes

- class **Coop**

*Class **Coop** (p. 22) for **Land** (p. 54).*

6.27.1 Detailed Description

file berisi definisi class **Coop** (p. 22)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.28 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/Land.hpp File Reference

file berisi definisi class **Land** (p. 54)

```
#include "../Cell.hpp"
```

Classes

- class **Land**
*Class **Land** (p. 54) for map.*

6.28.1 Detailed Description

file berisi definisi class **Land** (p. 54)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.29 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/LinkedList.hpp File Reference

file berisi definisi template class **LinkedList** (p. 55)

```
#include <cstdint>
#include <type_traits>
#include <iostream>
```

Classes

- class **LinkedList**< T >
*Template class **LinkedList** (p. 55).*

Macros

- #define **Nil** nullptr

6.29.1 Detailed Description

file berisi definisi template class **LinkedList** (p. 55)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.30 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Player.hpp File Reference

file berisi definisi class **Player** (p. 65)

```
#include "Renderable.hpp"
#include <iostream>
#include <string.h>
```


Classes

- class **Player**
Class for player.

6.30.1 Detailed Description

file berisi definisi class **Player** (p. 65)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.31 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Renderable.hpp File Reference

file berisi definisi class **Renderable** (p. 71)

Classes

- class **Renderable**
Class for rendering to map.

6.31.1 Detailed Description

file berisi definisi class **Renderable** (p. 71)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

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Date

2019-03-20

6.32 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/↔ AbbayeCheese.hpp File Reference

file berisi definisi class **AbbayeCheese** (p. 9)

```
#include "SideProduct.hpp"  
#include <iostream>  
#include <string.h>
```

Classes

- class **AbbayeCheese**
*Real class for **SideProduct** (p. 74).*

6.32.1 Detailed Description

file berisi definisi class **AbbayeCheese** (p. 9)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.33 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/↔ BandalSatay.hpp File Reference

file berisi definisi class **BandalSatay** (p. 10)

```
#include "SideProduct.hpp"  
#include <iostream>  
#include <string.h>
```

Classes

- class **BandalSatay**
*Real class for **SideProduct** (p. 74).*

6.33.1 Detailed Description

file berisi definisi class **BandalSatay** (p. 10)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.34 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/BeefChickenRoll.hpp File Reference

file berisi definisi class **BeefChickenRoll** (p. 14)

```
#include "SideProduct.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **BeefChickenRoll**
*Real class for **SideProduct** (p. 74).*

6.34.1 Detailed Description

file berisi definisi class **BeefChickenRoll** (p. 14)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.35 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/↔ BeefDuckRoll.hpp File Reference

file berisi definisi class **BeefDuckRoll** (p. 15)

```
#include "SideProduct.hpp"  
#include <iostream>  
#include <string.h>
```

Classes

- class **BeefDuckRoll**
*Real class for **SideProduct** (p. 74).*

6.35.1 Detailed Description

file berisi definisi class **BeefDuckRoll** (p. 15)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.36 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/↔ GoatSatay.hpp File Reference

file berisi definisi class **GoatSatay** (p. 45)

```
#include "SideProduct.hpp"  
#include <iostream>  
#include <string.h>
```

Classes

- class **GoatSatay**
*Real class for **SideProduct** (p. 74).*

6.36.1 Detailed Description

file berisi definisi class **GoatSatay** (p. 45)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.37 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/JuustolipaCheese.hpp File Reference

file berisi definisi class **JuustolipaCheese** (p. 52)

```
#include "SideProduct.hpp"
#include <iostream>
#include <string.h>
```

Classes

- class **JuustolipaCheese**
*Real class for **SideProduct** (p. 74).*

6.37.1 Detailed Description

file berisi definisi class **JuustolipaCheese** (p. 52)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.38 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/↔ MuttonSatay.hpp File Reference

file berisi definisi class **MuttonSatay** (p. 64)

```
#include "SideProduct.hpp"  
#include <iostream>  
#include <string.h>
```

Classes

- class **MuttonSatay**
*Real class for **SideProduct** (p. 74).*

6.38.1 Detailed Description

file berisi definisi class **MuttonSatay** (p. 64)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.39 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/↔ RainbowSatay.hpp File Reference

file berisi definisi class **RainbowSatay** (p. 70)

```
#include "SideProduct.hpp"  
#include <iostream>  
#include <string.h>
```

Classes

- class **RainbowSatay**
*Real class for **SideProduct** (p. 74).*

6.39.1 Detailed Description

file berisi definisi class **RainbowSatay** (p. 70)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.40 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/SideProduct.hpp File Reference

file berisi definisi class **SideProduct** (p. 74)

```
#include <iostream>
#include <string.h>
```

Classes

- class **SideProduct**
SideProduct (p. 74) parent class.

6.40.1 Detailed Description

file berisi definisi class **SideProduct** (p. 74)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.41 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/↔ SonnetCheese.hpp File Reference

file berisi definisi class **SonnetCheese** (p. 76)

```
#include "SideProduct.hpp"  
#include <iostream>  
#include <string.h>
```

Classes

- class **SonnetCheese**
*Real class for **SideProduct** (p. 74).*

6.41.1 Detailed Description

file berisi definisi class **SonnetCheese** (p. 76)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

0.1

Date

2019-03-20

6.42 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/↔ SweetMeatball.hpp File Reference

file berisi definisi class **SweetMeatball** (p. 77)

```
#include "SideProduct.hpp"  
#include <iostream>  
#include <string.h>
```

Classes

- class **SweetMeatball**

6.42.1 Detailed Description

file berisi definisi class **SweetMeatball** (p. 77)

Author

13515125/Muhammad Rafid Amrullah, 13517092/Michael Ray, 13517113/Juro Sutantra, 13517137/Vincent Budianto

Version

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Index

- ~AbbayeCheese
 - AbbayeCheese, 10
- ~BandalSatay
 - BandalSatay, 11
- ~Barn
 - Barn, 12
- ~Beef
 - Beef, 14
- ~BeefChickenRoll
 - BeefChickenRoll, 15
- ~BeefDuckRoll
 - BeefDuckRoll, 16
- ~Chicken
 - Chicken, 18
- ~ChickenEgg
 - ChickenEgg, 21
- ~ChickenMeat
 - ChickenMeat, 22
- ~Coop
 - Coop, 23
- ~Cow
 - Cow, 25
- ~CowMilk
 - CowMilk, 28
- ~Duck
 - Duck, 29
- ~DuckEgg
 - DuckEgg, 32
- ~DuckMeat
 - DuckMeat, 33
- ~FarmAnimal
 - FarmAnimal, 35
- ~FarmProduct
 - FarmProduct, 39
- ~Goat
 - Goat, 41
- ~GoatMeat
 - GoatMeat, 43
- ~GoatMilk
 - GoatMilk, 44
- ~GoatSatay
 - GoatSatay, 45
- ~Granssland
 - Granssland, 46
- ~Horse
 - Horse, 49
- ~HorseMilk
 - HorseMilk, 51
- ~JuustolipaCheese
 - JuustolipaCheese, 53
- ~LinkedList
 - LinkedList< T >, 57
- ~Mixer
 - Mixer, 62
- ~Mutton
 - Mutton, 64
- ~MuttonSatay
 - MuttonSatay, 65
- ~Player
 - Player, 66
- ~RainbowSatay
 - RainbowSatay, 70
- ~Sheep
 - Sheep, 73
- ~SideProduct
 - SideProduct, 75
- ~SonnetCheese
 - SonnetCheese, 77
- ~SweetMeatball
 - SweetMeatball, 78
- ~Truck
 - Truck, 79
- ~Well
 - Well, 81
- AbbayeCheese, 9
 - ~AbbayeCheese, 10
 - AbbayeCheese, 9
- add
 - LinkedList< T >, 57
- addElementFirst
 - LinkedList< T >, 58
- BandalSatay, 10
 - ~BandalSatay, 11
 - BandalSatay, 11
- Barn, 11
 - ~Barn, 12
 - Barn, 12
 - isGrass, 12
 - render, 12
 - setGrassStatus, 13
- Beef, 13
 - ~Beef, 14
 - Beef, 14
- BeefChickenRoll, 14
 - ~BeefChickenRoll, 15
 - BeefChickenRoll, 15
- BeefDuckRoll, 15

~BeefDuckRoll, 16
 BeefDuckRoll, 16
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Chicken.hpp, 83
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Cow.hpp, 84
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Duck.hpp, 84
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/FarmAnimal.hpp, 85
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Goat.hpp, 86
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Horse.hpp, 86
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/IProducing.hpp, 87
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/KProducing.hpp, 88
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Animal/Sheep.hpp, 88
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Cell.hpp, 89
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/Facility.hpp, 90
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/Mixer.hpp, 90
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/Truck.hpp, 91
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Facility/Well.hpp, 92
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/Beef.hpp, 92
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ChickenEgg.hpp, 93
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/ChickenMeat.hpp, 94
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/CowMilk.hpp, 94
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/DuckEgg.hpp, 95
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/DuckMeat.hpp, 96
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/FarmProduct.hpp, 96
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/GoatMeat.hpp, 97
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/GoatMilk.hpp, 98
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/HorseMilk.hpp, 98
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/FarmProduct/Mutton.hpp, 99
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/Barn.hpp, 100
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/Coop.hpp, 100
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Land/Land.hpp, 101
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/LinkedList.hpp, 102
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Player.hpp, 102
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/Renderable.hpp, 103
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/AbbayeChicken.hpp, 104
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/BandalSatay.hpp, 104
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/BeefChicken.hpp, 105
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/BeefDuckRoll.hpp, 106
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/GoatSatay.hpp, 106
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/Juustolipat.hpp, 107
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/MuttonSatay.hpp, 108
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/RainbowShrimp.hpp, 108
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/SideProduct.hpp, 109
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/SonnetChicken.hpp, 110
 C:/Users/vincent VB/Desktop/GitHub/Engi-s-Farm/SideProduct/SweetMeat.hpp, 110
 Cell, 16
 render, 17
 Chicken, 17
 ~Chicken, 18
 Chicken, 18
 eat, 18
 interactProduct, 19
 killProduct, 19
 move, 19
 render, 19
 sound, 20
 ChickenEgg, 20
 ~ChickenEgg, 21
 ChickenEgg, 21
 ChickenMeat, 21
 ~ChickenMeat, 22
 ChickenMeat, 22
 Coop, 22
 Cow, 23
 Coop, 23
 isGrass, 23
 render, 23
 satGrassStatus, 24
 Mutton, 24
 Cow, 24
 Cow, 25
 Cow, 25
 eat, 25
 interactProduct, 26
 killProduct, 26
 move, 26

- render, 26
- sound, 27
- CowMilk, 27
 - ~CowMilk, 28
 - CowMilk, 28
- Duck, 28
 - ~Duck, 29
 - Duck, 29
 - eat, 29
 - interactProduct, 30
 - killProduct, 30
 - move, 30
 - render, 30
 - sound, 31
- DuckEgg, 31
 - ~DuckEgg, 32
 - DuckEgg, 32
- DuckMeat, 32
 - ~DuckMeat, 33
 - DuckMeat, 33
- eat
 - Chicken, 18
 - Cow, 25
 - Duck, 29
 - FarmAnimal, 36
 - Goat, 41
 - Horse, 49
 - Sheep, 73
- Facility, 33
 - getType, 34
- FarmAnimal, 34
 - ~FarmAnimal, 35
 - eat, 36
 - getHungry, 36
 - getName, 36
 - getX, 36
 - getY, 36
 - move, 37
 - render, 37
 - setName, 37
 - sound, 37
- FarmProduct, 38
 - ~FarmProduct, 39
 - getName, 39
 - getPrice, 39
 - setName, 39
- find
 - LinkedList< T >, 58
- get
 - LinkedList< T >, 58
- GetFirstEl
 - LinkedList< T >, 59
- GetFirstNext
 - LinkedList< T >, 59
- getHungry
 - FarmAnimal, 36
- getInventory
 - Player, 67
- getMoney
 - Player, 67
- getName
 - FarmAnimal, 36
 - FarmProduct, 39
 - Player, 67
 - SideProduct, 75
- getPrice
 - FarmProduct, 39
 - SideProduct, 75
- getType
 - Facility, 34
 - Mixer, 62
 - Truck, 79
 - Well, 81
- getWater
 - Player, 68
- getX
 - FarmAnimal, 36
 - Player, 68
- getY
 - FarmAnimal, 36
 - Player, 68
- Goat, 40
 - ~Goat, 41
 - eat, 41
 - Goat, 41
 - interactProduct, 41
 - killProduct, 41
 - move, 42
 - render, 42
 - sound, 42
- GoatMeat, 43
 - ~GoatMeat, 43
 - GoatMeat, 43
- GoatMilk, 44
 - ~GoatMilk, 44
 - GoatMilk, 44
- GoatSatay, 45
 - ~GoatSatay, 45
 - GoatSatay, 45
- Granssland, 46
 - ~Granssland, 46
 - Granssland, 46
 - isGrass, 47
 - render, 47
 - setGrassStatus, 47
- grow
 - Player, 68
- Horse, 48
 - ~Horse, 49
 - eat, 49
 - Horse, 48
 - interactProduct, 49
 - move, 49

- render, 49
 - sound, 50
- HorseMilk, 50
 - ~HorseMilk, 51
 - HorseMilk, 51
- interact
 - Player, 69
- interactProduct
 - Chicken, 19
 - Cow, 26
 - Duck, 30
 - Goat, 41
 - Horse, 49
 - IProducing, 52
- IProducing, 51
 - interactProduct, 52
- isAvailable
 - Truck, 79
- isEmpty
 - LinkedList< T >, 59
- isGrass
 - Barn, 12
 - Coop, 23
 - Grassland, 47
 - Land, 55
- isMixable
 - Mixer, 62
- JuustolipaCheese, 52
 - ~JuustolipaCheese, 53
 - JuustolipaCheese, 53
- kill
 - Player, 69
- killProduct
 - Chicken, 19
 - Cow, 26
 - Duck, 30
 - Goat, 41
 - KProducing, 54
 - Sheep, 73
- KProducing, 53
 - killProduct, 54
- Land, 54
 - isGrass, 55
 - setGrassStatus, 55
- LinkedList
 - LinkedList< T >, 57
- LinkedList< T >, 55
 - ~LinkedList, 57
 - add, 57
 - addElementFirst, 58
 - find, 58
 - get, 58
 - GetFirstEl, 59
 - GetFirstNext, 59
 - isEmpty, 59
 - LinkedList, 57
 - operator=, 60
 - PrintInfo, 60
 - remove, 60
- mix
 - Player, 69
- Mixer, 61
 - ~Mixer, 62
 - getType, 62
 - isMixable, 62
 - Mixer, 62
 - mixStuffs, 63
 - render, 63
- mixStuffs
 - Mixer, 63
- move
 - Chicken, 19
 - Cow, 26
 - Duck, 30
 - FarmAnimal, 37
 - Goat, 42
 - Horse, 49
 - Player, 69
 - Sheep, 73
- Mutton, 63
 - ~Mutton, 64
 - Mutton, 64
- MuttonSatay, 64
 - ~MuttonSatay, 65
 - MuttonSatay, 65
- operator=
 - LinkedList< T >, 60
- Player, 65
 - ~Player, 66
 - getInventory, 67
 - getMoney, 67
 - getName, 67
 - getWater, 68
 - getX, 68
 - getY, 68
 - grow, 68
 - interact, 69
 - kill, 69
 - mix, 69
 - move, 69
 - Player, 66
 - render, 69
 - talk, 69
- PrintInfo
 - LinkedList< T >, 60
- RainbowSatay, 70
 - ~RainbowSatay, 70
 - RainbowSatay, 70
- remove
 - LinkedList< T >, 60

- render
 - Barn, 12
 - Cell, 17
 - Chicken, 19
 - Coop, 23
 - Cow, 26
 - Duck, 30
 - FarmAnimal, 37
 - Goat, 42
 - Granssland, 47
 - Horse, 49
 - Mixer, 63
 - Player, 69
 - Renderable, 71
 - Sheep, 73
 - Truck, 79
 - Well, 81
- Renderable, 71
 - render, 71
- setAvailability
 - Truck, 80
- setGrassStatus
 - Barn, 13
 - Coop, 24
 - Granssland, 47
 - Land, 55
- setLastTime
 - Truck, 80
- setName
 - FarmAnimal, 37
 - FarmProduct, 39
 - SideProduct, 76
- Sheep, 72
 - ~Sheep, 73
 - eat, 73
 - killProduct, 73
 - move, 73
 - render, 73
 - Sheep, 72
 - sound, 74
- SideProduct, 74
 - ~SideProduct, 75
 - getName, 75
 - getPrice, 75
 - setName, 76
- SonnetCheese, 76
 - ~SonnetCheese, 77
 - SonnetCheese, 77
- sound
 - Chicken, 20
 - Cow, 27
 - Duck, 31
 - FarmAnimal, 37
 - Goat, 42
 - Horse, 50
 - Sheep, 74
- SweetMeatball, 77
 - ~SweetMeatball, 78
- SweetMeatball, 77
 - ~Truck, 79
 - getType, 79
 - isAvailable, 79
 - render, 79
 - setAvailability, 80
 - setLastTime, 80
 - transact, 80
 - Truck, 79
- talk
 - Player, 69
- transact
 - Truck, 80
- Truck, 78
 - ~Truck, 79
 - getType, 79
 - isAvailable, 79
 - render, 79
 - setAvailability, 80
 - setLastTime, 80
 - transact, 80
 - Truck, 79
- Well, 80
 - ~Well, 81
 - getType, 81
 - render, 81
 - Well, 81