CuteCat Library

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Get Started

Ready to start your cat-analysis project? Great! This page will guide you through the sample usage and core features of the CatCutifier library. All you need to follow along is your IDE of choice and an internet connection.

1.1 Installation

You can obtain the library by installing it through pip:

```
(.venv) $ pip install cat_cutifier
```

Pip version >17.0 is strongly recommended.

1.2 Creating a Cat

1.3 Interacting with a Cat

1.4 How to prevent Cat crashes

1.5 Where to go next

To get a feel of the complete API, please check out the *API Reference* page.

CAPÍTULO 2

API Reference

2.1 Cat

class **`Cat`**

Represents a cute ninja cat.

An extremely fluffy feline. The representation is up to %72 accurate with human-cat interactions. It is only %2 accurate with real cat behaviour.

Public Functions

void **`increase_cuteness`**`(`int addedCuteness`)`

Increases the cuteness level of the cat.

Be careful not to exceed configMAX_CUTENESS. Otherwise, the Universe might explode. It would likely be worth it. Don't.

Parámetros **`addedCuteness`** – The cuteness to be added to the current cuteness.

int **`pet`**`()`

The cat is petted by someone. EXP is earned in return.

The EXP obtained is set to a fixed value.

Devuelve EXP earned.

void **`set_name`**`(`const std::string &name`)`

The cat's name is set to a new name.

This function should only be called once for each cat during execution. However, some exceptions to this guideline apply.

Parámetros **`newName`** – The name of the cat.

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How-to Guides

A list of fully practical examples is provided within this document. All the examples have the purpose of helping you learn about a specific part of the CuteCat library API.

3.1 Petting a Cat

3.2 Increasing Cuteness

> **Advertencia:** Be careful when increasing the cuteness level of a cat. Cuteness levels greater than *config-MAX_CUTENESS* may result in **undefined universal** behaviour. Only recommended for experienced users.

To increase the cuteness of a cat, you should use the `Cat::increase_cuteness()` function, passing a positive integer `addedCuteness` as the amount of cuteness that should be added to the Cat's current cuteness level.

```
cat.increase_cuteness(5);
```

The previous example increases the cat's cuteness level by 5. If the previous cuteness level was 14, the increased cuteness level after this function call will be 19.

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This library provides a vast and rich set of features used to create and represent cats in software.

For an in-depth reference of the available functionality, please refer to the *API Reference* page.

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