

Ghorxata 1.0



Debugger output



image 1



image 2



image 3



image 4



image 5



image 6



image 7



image 8



image 9



image 10



image 11



image 12

Codi font

```
*****
*
*   Ghorxata 1.0       - valid khorxata conversion
*
*   At sumer controls computer user temperature
*
*   Copyright (C) 2007 by Carles Oriol,,,
*   carles@kumbaworld.com
*   for l'equip d'ubuntaires en català. http://www.ubuntu.cat
*   Ubuntu CatalanLoco Team
*
*   Translated into english on may 6 2007 by Carles Oriol
*
```

```

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* it under the terms of the GNU General Public License as published by *
* the Free Software Foundation; version 2 or later *
* *
*****/

```

```
#include <math.h>
```

```

#include <vertical_mixer.h>
#include <balanca.h>
#include <mesures.h>
#include <strainer_xines.h>
#include <bottle.h>
#include <permanent_coffe_filter.h>
#include <container.h>
#include <ingredients.h>
#include <funnel.h>

```

```
#include <chronomether.h>
```

```

#define QUANTITY 100
#define QUANTITY_water_mixer_lpass_capacity 300

```

```
void main ()
{
```

```

    // ghorxata object creation test;
    // Carles Oriol 21/06/2007

    const int QUANTITY_water = QUANTITY * 6;

```

```

    // Build needed objects
    vertical_mixer mixer = new vertical_mixer ( SIZE_mixer );
    strainer_xines strainer = new strainer_xines ();
    container_strainer = new container ( QUANTITY * 8 );
    // Alloc at container enough space to collect maximum ingredients to add
    // and we'll have space left.

```

```

    // Link strainer to container to obtain the output
    strainer.link( container );

```

```

    // Mixel moduel will destroy all the objects inserted in.
    // It's important to put chufas in water for 12h but it's optional.

```

```

    mixer << ( new ingredients_chufas ( QUANTITY ) ); // image 1 i 2
    mixer << ( new ingredients_sugar ( QUANTITY ) );

```

```
// image 3
```

```
int QUANTITY_done = 0;
```

```
// We'll repeat until we end the watter
```

```
while ( QUANTITY_done < QUANTITY * 6 )
{
```

```

    int QUANTITY_to_do_this_pass = min( QUANTITY_water_mixer_lpass_capacity,
    (QUANTITY * 6) - QUANTITY_done );

```

```

    mixer << ( new ingredients_water ( QUANTITY_to_do_this_pass ) ); // image 4
    mixer.Speed( 3 ); // Speed range from 1 to 3
    mixer.Run (); // image 5

```

```
    chronomether.sleep ( 60 * 3 ); // in seconds
```

```
    mixer.Stop ();
```

```
    strainer << ( mixer.Resultat() );
```

```
    strainer.use(); // image 6
```

```
// Stainer buffer will remain betwen passes
```

```

// we move stainer left to the mixer and we'll mix with water again
    mixer << ( strainer.left() );

```

```
    QUANTITY_done += QUANTITY_to_do_this_pass;
```

```
}
```

```
// Ready objects for the last filter.
```

```
// image 8
```

```
big_funnel funnel = new big_funnel( );
```

```

Permanent_coffee_filter filter = new Permanent_coffee_filter();
usedsodabottle bottle = new usedsodabottle();

funnel.link( filter ); // image 9 - Link filter to funnel and the output to the bottle
funnel.link( bottle );

// Warning. In this process we have simplified this part assuming the bottle capacity
// it's enough for the total result.
// Can happen a non recoverable stack overflow if not controlled from the start
// and that would need a sophisticated cleaning kitchen process.
// must be revised before version 1.1

// We add the content of container to the funnel to fine filter and load the object bottle.
funnel << ( container.Resultat() ); // image 10 i image 11

// We have the object ghorxata ready at bottle.Content();
// You just have to fridge it for 24h before use

fridge myfridge = new fridge( );
myfridge.add( bottle );

chronomether.sleep ( 60 * 60 * 24 );

myfridge.remove( bottle );

// and ... blaaam!!! We can use ghorxata now!!

// horxata = bottle.Content(); !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

// Object destroyers have a cleaning process

}

```

Translation notes: Horxata is a typical soft drink in the catalan countries done with chufa. It's a typical refresh on summer times. This recipe is correct and the results shown at top are real. You just have to read the code to do it.
