Graf

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

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InterfaceList 11
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IStoper 12
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Chapter 2

Class Index

2.1 Class List

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

graph
: Definicja klasy graphSearch Klasa zawiera definicje zmiennych potrzebnych do stworzenia struktury grafu, Podstawowe funkcje tworzenia grafu oraz wyswietlanie sasiadów, rozmiaru grafu . . 7

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Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

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Chapter 4

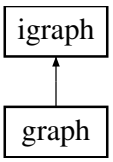
Class Documentation

4.1 graph Class Reference

Definicja klasy graphSearch Klasa zawiera definicje zmiennych potrzebnych do stworzenia struktury grafu, Podstawowe funkcje tworzenia grafu oraz wyswietlanie sasiadów, rozmiaru grafu.

`#include <graph.hh>`

Inheritance diagram for graph:



Public Member Functions

- graph ()
- void addVertex (int)
- void addEdge (int, int)
- List getNeighbors (int)
- bool isConnected (int, int)
- int getsize ()

4.1.1 Detailed Description

Definicja klasy graphSearch Klasa zawiera definicje zmiennych potrzebnych do stworzenia struktury grafu, Podstawowe funkcje tworzenia grafu oraz wyswietlanie sasiadów, rozmiaru grafu.

Definition at line 15 of file graph.hh.

4.1.2 Constructor & Destructor Documentation

4.1.2.1 graph::graph ( ) [inline]

Definition at line 20 of file graph.hh.

4.1.3 Member Function Documentation

4.1.3.1 void graph::addEdge (int *x*, int *y*) [virtual]

Implements igraph.

Definition at line 30 of file graph.cpp.

4.1.3.2 void graph::addVertex (int *x*) [virtual]

Implements igraph.

Definition at line 22 of file graph.cpp.

4.1.3.3 List graph::getNeighbors (int *x*) [virtual]

Wyswietla sąsiada/wiercholek lub informacje o nie istniejacym sąsiedzie/wierzcholku.

Implements igraph.

Definition at line 36 of file graph.cpp.

4.1.3.4 int graph::getsize ( )

Zwraca rozmiar naszego grafu.

Definition at line 43 of file graph.cpp.

4.1.3.5 bool graph::isConnected (int *x*, int *y*) [virtual]

Opis metody w pliku graphsearch.hh

Implements igraph.

Definition at line 4 of file graph.cpp.

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

- /home/patr95/Pulpit/PAMSI1/2504/prog/prj/inc/graph.hh
- /home/patr95/Pulpit/PAMSI1/2504/prog/prj/src/graph.cpp

4.2 graphSearch Class Reference

`#include <graphsearch.hh>`

Public Member Functions

- void findPathBFS (int, int)
- void findPathDFS (int, int)
- bool DFS (int)
- void BFS (int)
- void addVertex (int x)
- void addEdge (int x, int y)
- List getNeighbors (int x)
- bool isConnected (int x, int y)

4.2.1 Detailed Description

Definicja klasy graphSearch Klasa ta zawiera w sobie funkcje odpowiedzialne za przeszukanie grafu, dodanie krawedzi i wierzcholkow oraz sprawdza czy kolejne wierzchołki są ze sobą połączone.

Definition at line 15 of file graphsearch.hh.

4.2.2 Member Function Documentation

4.2.2.1 void graphSearch::addEdge (int *x*, int *y*) [inline]

Funkcja jest odpowiedzialna za dodawanie krawędzi do umieszczonych w grafie wierzchołków startowy-końcowy.

Definition at line 71 of file graphsearch.hh.

4.2.2.2 void graphSearch::addVertex (int *x*) [inline]

Funkcja odpowiedzialna za dodawanie wierzchołków do grafu. Liczba wierzchołków zależna jest od liczby elementów podanych w pliku głównym.

Definition at line 60 of file graphsearch.hh.

4.2.2.3 void graphSearch::BFS (int *x*)

Zaczynamy odwiedzanie od wierzchołka startowego. Następnie odwiedzamy wszystkich jego sąsiadów. Dalej odwiedzamy wszystkich nieodwiedzonych jeszcze sąsiadów sąsiadów. Itd. Aby uniknąć zapętlenia użyta zostala zmienna visited[] ktora okresla stan odwiedzin wierzcholka. Parametry te sa zebrane w tavblicy logicznej ktora posiada tyle elemntow ile wierzcholkow w grafie.

Definition at line 20 of file graphsearch.cpp.

4.2.2.4 bool graphSearch::DFS (int *x*)

Rekurencyjny algorytm przeszukania grafu w głąb. Algorytm rozpoczyna przeszukanie grafu od wierzchołka o numerze 0.

Definition at line 5 of file graphsearch.cpp.

4.2.2.5 void graphSearch::findPathBFS (int *x*, int *y*)

Sprawdza czy dane wierzchołki na odpowiednim poziomie były odwiedzone, sprawdza czy jest połączenie między kolejnymi wierzchołkami grafu. Szuka ściezki między wierzchołkami.

Definition at line 56 of file graphsearch.cpp.

4.2.2.6 void graphSearch::findPathDFS (int *x*, int *y*)

Algorytm sprawdza w odpowiedniej kolejności czy dany wierzchołek był odwiedzony oraz szuka ścieżki między wierzchołkami.

Definition at line 40 of file graphsearch.cpp.

4.2.2.7 List graphSearch::getNeighbors (int *x*) [inline]

Definition at line 75 of file graphsearch.hh.

4.2.2.8 bool graphSearch::isConnected (int *x*, int *y*) [inline]

Funkcja sprawdza połączenie między kolejnymi wierzchołkami Sprawdza relacje pomiędzy wierzchołkami.

Definition at line 86 of file graphsearch.hh.

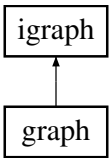
The documentation for this class was generated from the following files:

- /home/patr95/Pulpit/PAMSI1/2504/prog/prj/inc/graphsearch.hh
- /home/patr95/Pulpit/PAMSI1/2504/prog/prj/src/graphsearch.cpp

4.3 igraph Class Reference

`#include <igraph.hh>`

Inheritance diagram for igraph:



Public Member Functions

- virtual void addVertex (int v)=0
- virtual void addEdge (int x, int y)=0
- virtual List getNeighbors (int x)=0
- virtual bool isConnected (int x, int y)=0

4.3.1 Detailed Description

Definition at line 4 of file igraph.hh.

4.3.2 Member Function Documentation

4.3.2.1 virtual void igraph::addEdge (int *x*, int *y*) [pure virtual]

Implemented in graph.

4.3.2.2 virtual void igraph::addVertex (int *v*) [pure virtual]

Implemented in graph.

4.3.2.3 virtual List igraph::getNeighbors (int *x*) [pure virtual]

Implemented in graph.

4.3.2.4 virtual bool igraph::isConnected (int *x*, int *y*) [pure virtual]

Implemented in graph.

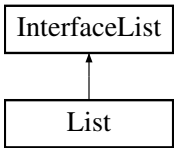
The documentation for this class was generated from the following file:

- /home/patr95/Pulpit/PAMSI1/2504/prog/prj/inc/igraph.hh

4.4 InterfaceList Class Reference

`#include <lista.hh>`

Inheritance diagram for InterfaceList:



Public Member Functions

- virtual int add (int element, int position)=0
- virtual void remove (int position)=0
- virtual int get (int position)=0
- virtual int size ()=0

4.4.1 Detailed Description

Definition at line 5 of file lista.hh.

4.4.2 Member Function Documentation

4.4.2.1 virtual int InterfaceList::add (int *element*, int *position*) [pure virtual]

Implemented in List.

4.4.2.2 virtual int InterfaceList::get (int *position*) [pure virtual]

Implemented in List.

4.4.2.3 virtual void InterfaceList::remove (int *position*) [pure virtual]

Implemented in List.

4.4.2.4 virtual int InterfaceList::size ( ) [pure virtual]

Implemented in List.

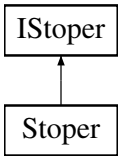
The documentation for this class was generated from the following file:

- /home/patr95/Pulpit/PAMSI1/2504/prog/prj/inc/lista.hh

4.5 IStoper Class Reference

`#include <IStoper.hh>`

Inheritance diagram for IStoper:



Public Member Functions

- virtual void Start ()=0
- virtual void Stop ()=0
- virtual double getElapsedTime ()=0
- virtual void dumpToFile (std::string const &)=0

4.5.1 Detailed Description

Definition at line 5 of file IStoper.hh.

4.5.2 Member Function Documentation

4.5.2.1 virtual void IStoper::dumpToFile (std::string const &) [pure virtual]

Implemented in Stoper.

4.5.2.2 virtual double IStoper::getElapsedTime ( ) [pure virtual]

Implemented in Stoper.

4.5.2.3 virtual void IStoper::Start ( ) [pure virtual]

Implemented in Stoper.

4.5.2.4 virtual void IStoper::Stop ( ) [pure virtual]

Implemented in Stoper.

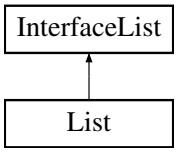
The documentation for this class was generated from the following file:

- /home/patr95/Pulpit/PAMSI1/2504/prog/prj/inc/IStoper.hh

4.6 List Class Reference

`#include <lista.hh>`

Inheritance diagram for List:



Public Member Functions

- List ()
- int add (int element, int position)
- void remove (int position)
- int get (int position)
- int size ()

Public Attributes

- int Size
- node ∗ head
- node ∗ temp
- node ∗ temp2

4.6.1 Detailed Description

Definicja klasy List Lista jest to lista sąsiedztwa. Przechowuje informacje czy dany element byl juz odwiedzony oraz jego pozycje. Klasa tworzy strukture listy, zawiera w sobie funckje dodawania elemntow do listy, sprawdzania czy lista jest pusta, usuwania elementow oraz zwracania rozmiaru naszej listy.

Definition at line 22 of file lista.hh.

4.6.2 Constructor & Destructor Documentation

4.6.2.1 List::List ( )

Definition at line 5 of file lista.cpp.

4.6.3 Member Function Documentation

4.6.3.1 int List::add (int *element,* int *position*) [virtual]

Implements InterfaceList.

Definition at line 11 of file lista.cpp.

4.6.3.2 int List::get (int *position*) [virtual]

Implements InterfaceList.

Definition at line 68 of file lista.cpp.

4.6.3.3 void List::remove (int *position*) [virtual]

Implements InterfaceList.

Definition at line 46 of file lista.cpp.

4.6.3.4 int List::size ( ) [virtual]

Implements InterfaceList.

Definition at line 83 of file lista.cpp.

4.6.4 Member Data Documentation

4.6.4.1 node* List::head

Definition at line 26 of file lista.hh.

4.6.4.2 int List::Size

Definition at line 25 of file lista.hh.

4.6.4.3 node* List::temp

Definition at line 27 of file lista.hh.

4.6.4.4 node* List::temp2

Definition at line 28 of file lista.hh.

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

- /home/patr95/Pulpit/PAMSI1/2504/prog/prj/inc/lista.hh
- /home/patr95/Pulpit/PAMSI1/2504/prog/prj/src/lista.cpp

4.7 node Class Reference

`#include <node.hh>`

Public Attributes

- int element
- node * nastepny

Friends

- class List

4.7.1 Detailed Description

Definition at line 5 of file node.hh.

4.7.2 Friends And Related Function Documentation

4.7.2.1 friend class List [friend]

Definition at line 10 of file node.hh.

4.7.3 Member Data Documentation

4.7.3.1 int node::element

Definition at line 8 of file node.hh.

4.7.3.2 node* node::nastepny

Definition at line 9 of file node.hh.

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

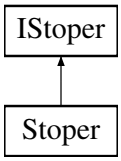
- /home/patr95/Pulpit/PAMSI1/2504/prog/prj/inc/node.hh

4.8 Stoper Class Reference

zastepuje kilkukrotne wklejanie pliku naglowkowego

`#include <stoper.hh>`

Inheritance diagram for Stoper:



Public Types

- using clock = std::chrono::high_resolution_clock

  const& =unikamy kopi
- using time_point = clock::time_point

  czas systemowy
- using time_type = std::chrono::milliseconds

Public Member Functions

- void Start ()
- void Stop ()
- double getElapsedTime ()

  duration cast=operator porownujacy, pozwala odjac 2 punkty w czasie
- void dumpToFile (std::string const &)

4.8.1 Detailed Description

zastepuje kilkukrotne wklejanie pliku naglowkowego

Definition at line 10 of file stoper.hh.

4.8.2 Member Typedef Documentation

4.8.2.1 using Stoper::clock = std::chrono::high_resolution_clock

const& =unikamy kopi

Definition at line 18 of file stoper.hh.

4.8.2.2 using Stoper::time_point = clock::time_point

czas systemowy

Definition at line 19 of file stoper.hh.

4.8.2.3 using Stoper::time_type = std::chrono::milliseconds

Definition at line 20 of file stoper.hh.

4.8.3 Member Function Documentation

4.8.3.1 void Stoper::dumpToFile (std::string const & *nazwaPliku*) [virtual]

Implements IStoper.

Definition at line 19 of file stoper.cpp.

4.8.3.2 double Stoper::getElapsedTime ( ) [virtual]

duration cast=operator porownujacy, pozwala odjac 2 punkty w czasie

Implements IStoper.

Definition at line 13 of file stoper.cpp.

4.8.3.3 void Stoper::Start ( ) [virtual]

Implements IStoper.

Definition at line 3 of file stoper.cpp.

4.8.3.4 void Stoper::Stop ( ) [virtual]

Implements IStoper.

Definition at line 8 of file stoper.cpp.

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

- /home/patr95/Pulpit/PAMSI1/2504/prog/prj/inc/stoper.hh
- /home/patr95/Pulpit/PAMSI1/2504/prog/prj/src/stoper.cpp

Chapter 5

File Documentation

5.1 /home/patr95/Pulpit/PAMSI1/2504/prog/prj/inc/graph.hh File Reference

```
#include "igraph.hh"
#include "lista.hh"
```

Classes

- class graph

  Definicja klasy graphSearch Klasa zawiera definicje zmiennych potrzebnych do stworzenia struktury grafu, Podstawowe funkcje tworzenia grafu oraz wyswietlanie sasiadów, rozmiaru grafu.

5.2 /home/patr95/Pulpit/PAMSI1/2504/prog/prj/inc/graphsearch.hh File Reference

```
#include "graph.hh"
#include "lista.hh"
```

Classes

- class graphSearch

5.3 /home/patr95/Pulpit/PAMSI1/2504/prog/prj/inc/igraph.hh File Reference

```
#include "lista.hh"
```

Classes

- class igraph

5.4 /home/patr95/Pulpit/PAMSI1/2504/prog/prj/inc/IStoper.hh File Reference

```
#include <string>
```

Classes

- class IStoper

5.5 /home/patr95/Pulpit/PAMSI1/2504/prog/prj/inc/lista.hh File Reference

```
#include "node.hh"
```

Classes

- class InterfaceList
- class List

5.6 /home/patr95/Pulpit/PAMSI1/2504/prog/prj/inc/node.hh File Reference

Classes

- class node

5.7 /home/patr95/Pulpit/PAMSI1/2504/prog/prj/inc/stoper.hh File Reference

```
#include <iostream>
#include <chrono>
#include <string>
#include <fstream>
#include "IStoper.hh"
```

Classes

- class Stoper

  zastepuje kilkukrotne wklejanie pliku naglowkowego

5.8 /home/patr95/Pulpit/PAMSI1/2504/prog/prj/src/graph.cpp File Reference

```
#include "graph.hh"
#include <iostream>
```

5.9 /home/patr95/Pulpit/PAMSI1/2504/prog/prj/src/graphsearch.cpp File Reference

```
#include "graphsearch.hh"
#include <iostream>
```

5.10 /home/patr95/Pulpit/PAMSI1/2504/prog/prj/src/lista.cpp File Reference

```
#include "lista.hh"
#include "node.hh"
#include <iostream>
```

5.11 /home/patr95/Pulpit/PAMSI1/2504/prog/prj/src/main.cpp File Reference

```
#include <iostream>
#include "graphsearch.hh"
#include "stoper.hh"
#include <cstdlib>
```

Functions

- int main ()

5.11.1 Function Documentation

5.11.1.1 int main ( )

Definition at line 8 of file main.cpp.

5.12 /home/patr95/Pulpit/PAMSI1/2504/prog/prj/src/stoper.cpp File Reference

```
#include "stoper.hh"
```

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