

NumC

1.0

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# Chapter 1

## NumC Documentation

### 1.1 Description

A C++ implementation of the Python Numpy library

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**Version**

1.0

### 1.2 License

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### 1.3 Testing

Compiled and tested with Visual Studio 2017, and MinGW gcc-6.3.0, with Boost version 1.63.



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## Chapter 5

# Namespace Documentation

### 5.1 NumC Namespace Reference

#### Namespaces

- [Constants](#)  
*Holds usefull constants.*
- [Coordinates](#)  
*A module for holding and working with coordinates in either Ra/Dec or cartesian formats.*
- [Filter](#)  
*Image and signal filtering.*
- [Rotations](#)  
*Module for dealing with rotations.*

#### Data Structures

- struct [Axis](#)  
*Enum To describe an axis.*
- class [BoostNdarrayHelper](#)  
*Helper class for ndarray.*
- class [DataCube](#)  
*Convience container for holding a uniform array of NdArrays.*
- class [DtypeInfo](#)  
*Holds info about the dtype.*
- struct [Endian](#)  
*Enum for endianness.*
- class [FFT](#)  
*Class for performing fast forrier tranforms.*
- class [Filters](#)  
*Class for performing many types of image filtering.*
- class [ImageProcessing](#)  
*Class for basic image processing.*
- class [Linalg](#)  
*Class for doing linear algebra operations.*
- class [Methods](#)

- [Methods](#) for working with NdArrays.
- class [NdArray](#)  
*Holds 1D and 2D arrays, the main work horse of the [NumC](#) library.*
- struct [Order](#)  
*C or Fortran ordering from python.*
- class [Polynomial](#)  
*Class for dealing with common polynomials.*
- class [Random](#)  
*A class for generating random numbers.*
- class [Shape](#)  
*A [Shape](#) Class for NdArrays.*
- class [Slice](#)  
*A Class for slicing into NdArrays.*
- class [Timer](#)  
*A timer class for timing code execution.*
- class [Utils](#)  
*Usefull utility type functions.*

## Typedefs

- typedef int16\_t [int16](#)
- typedef int32\_t [int32](#)
- typedef int64\_t [int64](#)
- typedef int8\_t [int8](#)
- typedef uint16\_t [uint16](#)
- typedef uint32\_t [uint32](#)
- typedef uint64\_t [uint64](#)
- typedef uint8\_t [uint8](#)

## Functions

- template<typename dtype >  
[NdArray](#)< dtype > [boostToNumC](#) (boost::python::numpy::ndarray &inArray)
- template<typename dtype >  
boost::python::numpy::ndarray [numCToBoost](#) (const [NdArray](#)< dtype > &inArray)

## Variables

- boost::random::mt19937 [generator\\_](#)  
*generator function*

### 5.1.1 Typedef Documentation

#### 5.1.1.1 int16

```
typedef int16_t NumC::int16
```

#### 5.1.1.2 int32

```
typedef int32_t NumC::int32
```

#### 5.1.1.3 int64

```
typedef int64_t NumC::int64
```

#### 5.1.1.4 int8

```
typedef int8_t NumC::int8
```

#### 5.1.1.5 uint16

```
typedef uint16_t NumC::uint16
```

#### 5.1.1.6 uint32

```
typedef uint32_t NumC::uint32
```

#### 5.1.1.7 uint64

```
typedef uint64_t NumC::uint64
```

#### 5.1.1.8 uint8

```
typedef uint8_t NumC::uint8
```

### 5.1.2 Function Documentation

#### 5.1.2.1 boostToNumC()

```
template<typename dtype >  
NdArray<dtype> NumC::boostToNumC (  
    boost::python::numpy::ndarray & inArray )
```

Converts from a boost ndarray to a NumC NdArray<T>

**Parameters**

<i>ndarray</i>	
----------------	--

**Returns**

NdArray&lt;T&gt;

**5.1.2.2 numCToBoost()**

```
template<typename dtype >
boost::python::numpy::ndarray NumC::numCToBoost (
    const NdArray< dtype > & inArray )
```

Converts from a NumC NdArray<T> to a boost ndarray

**Parameters**

<i>NdArray&lt;T&gt;</i>	
-------------------------	--

**Returns**

ndarray

**5.1.3 Variable Documentation****5.1.3.1 generator\_**

```
boost::random::mt19937 NumC::generator_
```

generator function

**5.2 NumC::Constants Namespace Reference**

Holds usefull constants.

## Variables

- const double `c` = 3.0e8  
*speed of light*
- const double `DAYS_PER_WEEK` = 7  
*Number of days in a week.*
- const double `e` = 2.718281828459045  
*eulers number*
- const double `HOURS_PER_DAY` = 24  
*Number of hours in a day.*
- const double `MILLISECONDS_PER_DAY` = `SECONDS_PER_DAY` \* `MILLISECONDS_PER_SECOND`  
*Number of milliseconds in a day.*
- const double `MILLISECONDS_PER_SECOND` = 1000  
*Number of milliseconds in a second.*
- const double `MINUTES_PER_DAY` = `HOURS_PER_DAY` \* `MINUTES_PER_HOUR`  
*Number of minutes in a day.*
- const double `MINUTES_PER_HOUR` = 60  
*Number of minutes in an hour.*
- const double `nan` = `std::nan("1")`  
*NaN.*
- const double `pi` = 3.14159265358979323846  
*Pi.*
- const double `SECONDS_PER_DAY` = `MINUTES_PER_DAY` \* `SECONDS_PER_MINUTE`  
*Number of seconds in a day.*
- const double `SECONDS_PER_HOUR` = `MINUTES_PER_HOUR` \* `SECONDS_PER_MINUTE`  
*Number of seconds in an hour.*
- const double `SECONDS_PER_MINUTE` = 60  
*Number of seconds in a minute.*
- const double `SECONDS_PER_WEEK` = `SECONDS_PER_DAY` \* `DAYS_PER_WEEK`  
*Number of seconds in a week.*
- const std::string `VERSION` = "1.0"  
*Current NumC version number.*

### 5.2.1 Detailed Description

Holds usefull constants.

### 5.2.2 Variable Documentation

#### 5.2.2.1 `c`

```
const double NumC::Constants::c = 3.0e8
```

speed of light

#### 5.2.2.2 DAYS\_PER\_WEEK

```
const double NumC::Constants::DAYS_PER_WEEK = 7
```

Number of days in a week.

#### 5.2.2.3 e

```
const double NumC::Constants::e = 2.718281828459045
```

eulers number

#### 5.2.2.4 HOURS\_PER\_DAY

```
const double NumC::Constants::HOURS_PER_DAY = 24
```

Number of hours in a day.

#### 5.2.2.5 MILLISECONDS\_PER\_DAY

```
const double NumC::Constants::MILLISECONDS_PER_DAY = SECONDS_PER_DAY * MILLISECONDS_PER_SECOND
```

Number of milliseconds in a day.

#### 5.2.2.6 MILLISECONDS\_PER\_SECOND

```
const double NumC::Constants::MILLISECONDS_PER_SECOND = 1000
```

Number of milliseconds in a second.

#### 5.2.2.7 MINUTES\_PER\_DAY

```
const double NumC::Constants::MINUTES_PER_DAY = HOURS_PER_DAY * MINUTES_PER_HOUR
```

Number of minutes in a day.



### 5.2.2.8 MINUTES\_PER\_HOUR

```
const double NumC::Constants::MINUTES_PER_HOUR = 60
```

Number of minutes in an hour.

### 5.2.2.9 nan

```
const double NumC::Constants::nan = std::nan("1")
```

NaN.

### 5.2.2.10 pi

```
const double NumC::Constants::pi = 3.14159265358979323846
```

Pi.

### 5.2.2.11 SECONDS\_PER\_DAY

```
const double NumC::Constants::SECONDS_PER_DAY = MINUTES_PER_DAY * SECONDS_PER_MINUTE
```

Number of seconds in a day.

### 5.2.2.12 SECONDS\_PER\_HOUR

```
const double NumC::Constants::SECONDS_PER_HOUR = MINUTES_PER_HOUR * SECONDS_PER_MINUTE
```

Number of seconds in an hour.

### 5.2.2.13 SECONDS\_PER\_MINUTE

```
const double NumC::Constants::SECONDS_PER_MINUTE = 60
```

Number of seconds in a minute.

#### 5.2.2.14 SECONDS\_PER\_WEEK

```
const double NumC::Constants::SECONDS_PER_WEEK = SECONDS_PER_DAY * DAYS_PER_WEEK
```

Number of seconds in a week.

#### 5.2.2.15 VERSION

```
const std::string NumC::Constants::VERSION = "1.0"
```

Current [NumC](#) version number.

### 5.3 NumC::Coordinates Namespace Reference

A module for holding and working with coordinates in either Ra/Dec or cartesian formats.

#### Data Structures

- class [Coordinate](#)  
*Holds a full coordinate object.*
- class [Dec](#)  
*Holds a Declination object.*
- class [RA](#)  
*Holds a right ascension object.*
- struct [Sign](#)  
*Struct Enum for positive or negative [Dec](#) angle.*

#### Functions

- template<typename dtype >  
dtype [degreeSeperation](#) (const [Coordinate](#)< dtype > &inCoordinate1, const [Coordinate](#)< dtype > &inCoordinate2)
- template<typename dtype >  
dtype [degreeSeperation](#) (const [NdArray](#)< dtype > &inVector1, const [NdArray](#)< dtype > &inVector2)
- template<typename dtype >  
dtype [radianSeperation](#) (const [Coordinate](#)< dtype > &inCoordinate1, const [Coordinate](#)< dtype > &inCoordinate2)
- template<typename dtype >  
dtype [radianSeperation](#) (const [NdArray](#)< dtype > &inVector1, const [NdArray](#)< dtype > &inVector2)

#### 5.3.1 Detailed Description

A module for holding and working with coordinates in either Ra/Dec or cartesian formats.

### 5.3.2 Function Documentation

#### 5.3.2.1 degreeSeperation() [1/2]

```
template<typename dtype >
dtype NumC::Coordinates::degreeSeperation (
    const Coordinate< dtype > & inCoordinate1,
    const Coordinate< dtype > & inCoordinate2 )
```

Returns the degree separation between the two [Coordinates](#)

##### Parameters

<a href="#">Coordinate</a>	
<a href="#">Coordinate</a>	

##### Returns

degrees

#### 5.3.2.2 degreeSeperation() [2/2]

```
template<typename dtype >
dtype NumC::Coordinates::degreeSeperation (
    const NdArray< dtype > & inVector1,
    const NdArray< dtype > & inVector2 )
```

Returns the degree separation between the [Coordinate](#) and the input vector

##### Parameters

<a href="#">NdArray</a>	
<a href="#">NdArray</a>	

##### Returns

degrees

#### 5.3.2.3 radianSeperation() [1/2]

```
template<typename dtype >
dtype NumC::Coordinates::radianSeperation (
```

```
const Coordinate< dtype > & inCoordinate1,
const Coordinate< dtype > & inCoordinate2 )
```

Returns the radian separation between the two [Coordinates](#)

#### Parameters

<a href="#">Coordinate</a>	
<a href="#">Coordinate</a>	

#### Returns

radians

#### 5.3.2.4 [radianSeperation\(\)](#) [2/2]

```
template<typename dtype >
dtype NumC::Coordinates::radianSeperation (
    const NdArray< dtype > & inVector1,
    const NdArray< dtype > & inVector2 )
```

Returns the radian separation between the [Coordinate](#) and the input vector

#### Parameters

<a href="#">NdArray</a>	
<a href="#">NdArray</a>	

#### Returns

radians

## 5.4 NumC::Filter Namespace Reference

Image and signal filtering.

### Data Structures

- struct [Boundary](#)  
[Boundary](#) condition to apply to the image filter.

#### 5.4.1 Detailed Description

Image and signal filtering.

## 5.5 NumC::Rotations Namespace Reference

Module for dealing with rotations.

### Data Structures

- class [DCM](#)  
*Factory methods for generating direction cosine matrices and vectors.*
- class [Quaternion](#)  
*Holds a unit quaternion.*

### 5.5.1 Detailed Description

Module for dealing with rotations.



## Chapter 6

# Data Structure Documentation

### 6.1 NumC::Axis Struct Reference

Enum To describe an axis.

```
#include <Types.hpp>
```

#### Public Types

- enum [Type](#) { [NONE](#) = 0, [ROW](#), [COL](#) }

#### 6.1.1 Detailed Description

Enum To describe an axis.

#### 6.1.2 Member Enumeration Documentation

##### 6.1.2.1 Type

```
enum NumC::Axis::Type
```

#### Enumerator

NONE	
ROW	
COL	

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

- [Types.hpp](#)

## 6.2 NumC::BoostNddarrayHelper Class Reference

Helper class for ndarray.

```
#include <BoostNumpyNdarrayHelper.hpp>
```

### Public Member Functions

- [BoostNddarrayHelper](#) (boost::python::numpy::ndarray \*inArray)
- [BoostNddarrayHelper](#) (boost::python::tuple inShape)
- const boost::python::numpy::ndarray \* [getArray](#) ()
- boost::python::numpy::matrix [getArrayAsMatrix](#) ()
- [uint8 numDimensions](#) ()
- double & [operator\(\)](#) (uint32 index)
- double & [operator\(\)](#) (uint32 index1, uint32 index2)
- double & [operator\(\)](#) (uint32 index1, uint32 index2, uint32 index3)
- [Order::Type order](#) ()
- void [printArray1D](#) ()
- void [printArray2D](#) ()
- void [printArray3D](#) ()
- const std::vector< Py\_intptr\_t > & [shape](#) ()
- bool [shapeEqual](#) ([BoostNddarrayHelper](#) &otherNdarrayHelper)
- [uint32 size](#) ()
- const std::vector< [uint32](#) > & [strides](#) ()

### 6.2.1 Detailed Description

Helper class for ndarray.

### 6.2.2 Constructor & Destructor Documentation

#### 6.2.2.1 BoostNddarrayHelper() [1/2]

```
NumC::BoostNddarrayHelper::BoostNddarrayHelper (
    boost::python::numpy::ndarray * inArray ) [inline]
```

Constructor

Parameters

<i>pointer</i>	to an ndarray
----------------	---------------

Returns

None



### 6.2.2.2 BoostNdarrayHelper() [2/2]

```
NumC::BoostNdarrayHelper::BoostNdarrayHelper (
    boost::python::tuple inShape ) [inline]
```

#### Constructor

##### Parameters

<i>pointer</i>	to an ndarray
----------------	---------------

##### Returns

None

## 6.2.3 Member Function Documentation

### 6.2.3.1 getArray()

```
const boost::python::numpy::ndarray* NumC::BoostNdarrayHelper::getArray ( ) [inline]
```

Returns the internaly held ndarray

##### Parameters

<i>None</i>	
-------------	--

##### Returns

pointer to an ndarray

### 6.2.3.2 getArrayAsMatrix()

```
boost::python::numpy::matrix NumC::BoostNdarrayHelper::getArrayAsMatrix ( ) [inline]
```

Returns the internaly held ndarray as a numpy matrix

##### Parameters

<i>None</i>	
-------------	--

**Returns**

matrix

**6.2.3.3 numDimensions()**

```
uint8 NumC::BoostNdarrayHelper::numDimensions ( ) [inline]
```

Returns the number of dimensions of the array

**Parameters**

None	
------	--

**Returns**

num dimensions

**6.2.3.4 operator() [1/3]**

```
double& NumC::BoostNdarrayHelper::operator() (
    uint32 index ) [inline]
```

1D access operator

**Parameters**

None	
------	--

**Returns**

double

**6.2.3.5 operator() [2/3]**

```
double& NumC::BoostNdarrayHelper::operator() (
    uint32 index1,
    uint32 index2 ) [inline]
```

2D access operator

## Parameters

<i>None</i>	
-------------	--

## Returns

double

**6.2.3.6** `operator()` [3/3]

```
double& NumC::BoostNdarrayHelper::operator() (
    uint32 index1,
    uint32 index2,
    uint32 index3 ) [inline]
```

3D access operator

## Parameters

<i>None</i>	
-------------	--

## Returns

double

**6.2.3.7** `order()`

```
Order::Type NumC::BoostNdarrayHelper::order ( ) [inline]
```

Returns the memory order of the array (C or Fortran)

## Parameters

<i>None</i>	
-------------	--

## Returns

Order

**6.2.3.8** `printArray1D()`

```
void NumC::BoostNdarrayHelper::printArray1D ( ) [inline]
```

Prints a 1D array

**Parameters**

<i>None</i>	
-------------	--

**Returns**

None

**6.2.3.9 printArray2D()**

```
void NumC::BoostNdarrayHelper::printArray2D ( ) [inline]
```

Prints a 2D array

**Parameters**

<i>None</i>	
-------------	--

**Returns**

None

**6.2.3.10 printArray3D()**

```
void NumC::BoostNdarrayHelper::printArray3D ( ) [inline]
```

Prints a 3D array

**Parameters**

<i>None</i>	
-------------	--

**Returns**

None

**6.2.3.11 shape()**

```
const std::vector<Py_intptr_t>& NumC::BoostNdarrayHelper::shape ( ) [inline]
```

Returns the shape of the array

**Parameters**

<i>None</i>	
-------------	--

**Returns**

vector

**6.2.3.12 shapeEqual()**

```
bool NumC::BoostNdarrayHelper::shapeEqual (
    BoostNdarrayHelper & otherNdarrayHelper ) [inline]
```

Returns if the shapes of the two array helpers are equal

**Parameters**

<i>None</i>	
-------------	--

**Returns**

boolean

**6.2.3.13 size()**

```
uint32 NumC::BoostNdarrayHelper::size ( ) [inline]
```

Returns the size of the array

**Parameters**

<i>None</i>	
-------------	--

**Returns**

size

**6.2.3.14 strides()**

```
const std::vector<uint32>& NumC::BoostNdarrayHelper::strides ( ) [inline]
```

Returns the strides of the array

## Parameters

<i>None</i>	
-------------	--

## Returns

vector

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

- [BoostNumpyNddarrayHelper.hpp](#)

## 6.3 NumC::Filter::Boundary Struct Reference

[Boundary](#) condition to apply to the image filter.

```
#include <Filter.hpp>
```

## Public Types

- enum [Mode](#) {  
[REFLECT](#) = 0, [CONSTANT](#), [NEAREST](#), [MIRROR](#),  
[WRAP](#) }

### 6.3.1 Detailed Description

[Boundary](#) condition to apply to the image filter.

### 6.3.2 Member Enumeration Documentation

#### 6.3.2.1 Mode

```
enum NumC::Filter::Boundary::Mode
```

## Enumerator

REFLECT	
CONSTANT	
NEAREST	
MIRROR	
WRAP	

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

- [Filter.hpp](#)

## 6.4 NumC::ImageProcessing< dtype >::Centroid Class Reference

holds the information for a centroid

```
#include <ImageProcessing.hpp>
```

### Public Member Functions

- [Centroid](#) ()
- [Centroid](#) (const [Cluster](#) &inCluster)
- double [col](#) () const
- double [eod](#) () const
- dtype [intensity](#) () const
- bool [operator!=](#) (const [Centroid](#) &rhs) const
- bool [operator<](#) (const [Centroid](#) &rhs) const
- bool [operator==](#) (const [Centroid](#) &rhs) const
- void [print](#) () const
- double [row](#) () const
- std::string [str](#) () const

### Friends

- std::ostream & [operator<<](#) (std::ostream &inStream, const [Centroid](#) &inCentriod)

#### 6.4.1 Detailed Description

```
template<typename dtype>
class NumC::ImageProcessing< dtype >::Centroid
```

holds the information for a centroid

#### 6.4.2 Constructor & Destructor Documentation

##### 6.4.2.1 Centroid() [1/2]

```
template<typename dtype >
NumC::ImageProcessing< dtype >::Centroid::Centroid ( ) [inline]
```

default constructor needed by containers



## Parameters

<i>None</i>	
-------------	--

## Returns

None

## 6.4.2.2 Centroid() [2/2]

```
template<typename dtype >
NumC::ImageProcessing< dtype >::Centroid::Centroid (
    const Cluster & inCluster ) [inline]
```

## constructor

## Parameters

<i>centroid</i>	id,
<i>FP</i>	row,
<i>FP</i>	column,
<i>centroid</i>	intensity
<i>cluster</i>	EOD
<i>cluster</i>	number of pixels

## Returns

None

## 6.4.3 Member Function Documentation

## 6.4.3.1 col()

```
template<typename dtype >
double NumC::ImageProcessing< dtype >::Centroid::col ( ) const [inline]
```

gets the centroid col

## Parameters

<i>None</i>	
-------------	--

**Returns**

centroid col

**6.4.3.2 eod()**

```
template<typename dtype >
double NumC::ImageProcessing< dtype >::Centroid::eod ( ) const [inline]
```

returns the estimated eod of the centroid

**Parameters**

None	
------	--

**Returns**

star id

**6.4.3.3 intensity()**

```
template<typename dtype >
dtype NumC::ImageProcessing< dtype >::Centroid::intensity ( ) const [inline]
```

gets the centroid intensity

**Parameters**

None	
------	--

**Returns**

centroid intensity

**6.4.3.4 operator!=( )**

```
template<typename dtype >
bool NumC::ImageProcessing< dtype >::Centroid::operator!= (
    const Centroid & rhs ) const [inline]
```

not equality operator

## Parameters

None	
------	--

## Returns

bool

## 6.4.3.5 operator&lt;()

```
template<typename dtype >
bool NumC::ImageProcessing< dtype >::Centroid::operator< (
    const Centroid & rhs ) const [inline]
```

less than operator for std::sort algorithm; NOTE: std::sort sorts in ascending order. Since I want to sort the centroids in descensing order, I am purposefully defining this operator backwards!

## Parameters

None	
------	--

## Returns

None

## 6.4.3.6 operator==( )

```
template<typename dtype >
bool NumC::ImageProcessing< dtype >::Centroid::operator==(
    const Centroid & rhs ) const [inline]
```

equality operator

## Parameters

None	
------	--

## Returns

bool

#### 6.4.3.7 print()

```
template<typename dtype >
void NumC::ImageProcessing< dtype >::Centroid::print ( ) const [inline]
```

Method Description: prints the [Centroid](#) object to the console

##### Parameters

None	
------	--

##### Returns

None

#### 6.4.3.8 row()

```
template<typename dtype >
double NumC::ImageProcessing< dtype >::Centroid::row ( ) const [inline]
```

gets the centroid row

##### Parameters

None	
------	--

##### Returns

centroid row

#### 6.4.3.9 str()

```
template<typename dtype >
std::string NumC::ImageProcessing< dtype >::Centroid::str ( ) const [inline]
```

returns the centroid as a string representation

##### Parameters

None	
------	--

##### Returns

string

## 6.4.4 Friends And Related Function Documentation

### 6.4.4.1 operator<<

```
template<typename dtype >
std::ostream& operator<< (
    std::ostream & inStream,
    const Centroid & inCentriod ) [friend]
```

ostream operator

#### Parameters

<i>std::ostream</i>	
<i>Centroid</i>	

#### Returns

std::ostream

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

- [ImageProcessing.hpp](#)

## 6.5 NumC::ImageProcessing< dtype >::Cluster Class Reference

Holds the information for a cluster of pixels.

```
#include <ImageProcessing.hpp>
```

### Public Types

- typedef std::vector< [Pixel](#) >::const\_iterator const\_iterator

### Public Member Functions

- [Cluster](#) (uint32 inClusterId)
- void [addPixel](#) (const [Pixel](#) &inPixel)
- const [Pixel](#) & [at](#) (uint32 inIndex) const
- [const\\_iterator](#) [begin](#) () const
- uint32 [clusterId](#) () const
- uint32 [colMax](#) () const
- uint32 [colMin](#) () const
- [const\\_iterator](#) [end](#) () const
- double [eod](#) () const

- `uint32 height () const`
- `dtype intensity () const`
- `bool operator!= (const Cluster &rhs) const`
- `bool operator== (const Cluster &rhs) const`
- `const Pixel & operator[] (uint32 inIndex) const`
- `dtype peakPixelIntensity () const`
- `void print () const`
- `uint32 rowMax () const`
- `uint32 rowMin () const`
- `uint32 size () const`
- `std::string str () const`
- `uint32 width () const`

## Friends

- `std::ostream & operator<< (std::ostream &inStream, const Cluster &inCluster)`

### 6.5.1 Detailed Description

```
template<typename dtype>
class NumC::ImageProcessing< dtype >::Cluster
```

Holds the information for a cluster of pixels.

### 6.5.2 Member Typedef Documentation

#### 6.5.2.1 const\_iterator

```
template<typename dtype >
typedef std::vector<Pixel>::const_iterator NumC::ImageProcessing< dtype >::Cluster::const_iterator
```

### 6.5.3 Constructor & Destructor Documentation

#### 6.5.3.1 Cluster()

```
template<typename dtype >
NumC::ImageProcessing< dtype >::Cluster::Cluster (
    uint32 inClusterId ) [inline]
```

default constructor needed by containers

## Parameters

<i>in</i> ↔ <i>ClusterId</i>	
---------------------------------	--

## Returns

None

## 6.5.4 Member Function Documentation

## 6.5.4.1 addPixel()

```
template<typename dtype >
void NumC::ImageProcessing< dtype >::Cluster::addPixel (
    const Pixel & inPixel ) [inline]
```

adds a pixel to the cluster

## Parameters

<i>pixel</i>	
--------------	--

## Returns

None

## 6.5.4.2 at()

```
template<typename dtype >
const Pixel& NumC::ImageProcessing< dtype >::Cluster::at (
    uint32 inIndex ) const [inline]
```

access method with bounds checking

## Parameters

<i>index</i>	
--------------	--

## Returns

Pixel

#### 6.5.4.3 begin()

```
template<typename dtype >  
const_iterator NumC::ImageProcessing< dtype >::Cluster::begin ( ) const [inline]
```

returns in iterator to the beginning pixel of the cluster

##### Parameters

None	
------	--

##### Returns

const\_iterator

#### 6.5.4.4 clusterId()

```
template<typename dtype >  
uint32 NumC::ImageProcessing< dtype >::Cluster::clusterId ( ) const [inline]
```

returns the minimum row number of the cluster

##### Parameters

None	
------	--

##### Returns

minimum row number of the cluster

#### 6.5.4.5 colMax()

```
template<typename dtype >  
uint32 NumC::ImageProcessing< dtype >::Cluster::colMax ( ) const [inline]
```

returns the maximum column number of the cluster

##### Parameters

None	
------	--

##### Returns

maximum column number of the cluster



#### 6.5.4.6 colMin()

```
template<typename dtype >
uint32 NumC::ImageProcessing< dtype >::Cluster::colMin ( ) const [inline]
```

returns the minimum column number of the cluster

##### Parameters

None	
------	--

##### Returns

minimum column number of the cluster

#### 6.5.4.7 end()

```
template<typename dtype >
const_iterator NumC::ImageProcessing< dtype >::Cluster::end ( ) const [inline]
```

returns in iterator to the 1 past the end pixel of the cluster

##### Parameters

None	
------	--

##### Returns

const\_iterator

#### 6.5.4.8 eod()

```
template<typename dtype >
double NumC::ImageProcessing< dtype >::Cluster::eod ( ) const [inline]
```

returns the cluster estimated energy on detector (EOD)

##### Parameters

None	
------	--

##### Returns

eod

#### 6.5.4.9 height()

```
template<typename dtype >
uint32 NumC::ImageProcessing< dtype >::Cluster::height ( ) const [inline]
```

returns the number of rows the cluster spans

##### Parameters

None	
------	--

##### Returns

number of rows

#### 6.5.4.10 intensity()

```
template<typename dtype >
dtype NumC::ImageProcessing< dtype >::Cluster::intensity ( ) const [inline]
```

returns the summed intensity of the cluster

##### Parameters

None	
------	--

##### Returns

summed cluster intensity

#### 6.5.4.11 operator!=( )

```
template<typename dtype >
bool NumC::ImageProcessing< dtype >::Cluster::operator!= (
    const Cluster & rhs ) const [inline]
```

not equality operator

##### Parameters

Cluster	
---------	--

**Returns**

bool

**6.5.4.12 operator==( )**

```
template<typename dtype >
bool NumC::ImageProcessing< dtype >::Cluster::operator== (
    const Cluster & rhs ) const [inline]
```

equality operator

**Parameters**

<i>Cluster</i>	
----------------	--

**Returns**

bool

**6.5.4.13 operator[]( )**

```
template<typename dtype >
const Pixel& NumC::ImageProcessing< dtype >::Cluster::operator[] (
    uint32 inIndex ) const [inline]
```

access operator, no bounds checking

**Parameters**

<i>index</i>	
--------------	--

**Returns**

Pixel

**6.5.4.14 peakPixelIntensity()**

```
template<typename dtype >
dtype NumC::ImageProcessing< dtype >::Cluster::peakPixelIntensity ( ) const [inline]
```

returns the intensity of the peak pixel in the cluster

**Parameters**

<i>None</i>	
-------------	--

**Returns**

peak pixel intensity

**6.5.4.15 print()**

```
template<typename dtype >
void NumC::ImageProcessing< dtype >::Cluster::print ( ) const [inline]
```

Method Description: prints the [Cluster](#) object to the console

**Parameters**

<i>None</i>	
-------------	--

**Returns**

None

**6.5.4.16 rowMax()**

```
template<typename dtype >
uint32 NumC::ImageProcessing< dtype >::Cluster::rowMax ( ) const [inline]
```

returns the maximum row number of the cluster

**Parameters**

<i>None</i>	
-------------	--

**Returns**

maximum row number of the cluster

**6.5.4.17 rowMin()**

```
template<typename dtype >
uint32 NumC::ImageProcessing< dtype >::Cluster::rowMin ( ) const [inline]
```

returns the minimum row number of the cluster

**Parameters**

<i>None</i>	
-------------	--

**Returns**

minimum row number of the cluster

**6.5.4.18 size()**

```
template<typename dtype >
uint32 NumC::ImageProcessing< dtype >::Cluster::size ( ) const [inline]
```

returns the number of pixels in the cluster

**Parameters**

<i>None</i>	
-------------	--

**Returns**

number of pixels in the cluster

**6.5.4.19 str()**

```
template<typename dtype >
std::string NumC::ImageProcessing< dtype >::Cluster::str ( ) const [inline]
```

returns a string representation of the cluster

**Parameters**

<i>None</i>	
-------------	--

**Returns**

string

**6.5.4.20 width()**

```
template<typename dtype >
uint32 NumC::ImageProcessing< dtype >::Cluster::width ( ) const [inline]
```

returns the number of columns the cluster spans

## Parameters

<i>None</i>	
-------------	--

## Returns

number of columns

## 6.5.5 Friends And Related Function Documentation

### 6.5.5.1 operator<<

```
template<typename dtype >
std::ostream& operator<< (
    std::ostream & inStream,
    const Cluster & inCluster ) [friend]
```

ostream operator

## Parameters

<i>std::ostream</i>	
<i>Cluster</i>	

## Returns

std::ostream

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

- [ImageProcessing.hpp](#)

## 6.6 NumC::Coordinates::Coordinate< dtype > Class Template Reference

Holds a full coordinate object.

```
#include <Coordinates.hpp>
```

### Public Member Functions

- [Coordinate](#) ()
- [Coordinate](#) (dtype inRaDegrees, dtype inDecDegrees)
- [Coordinate](#) (uint8 inRaHours, uint8 inRaMinutes, dtype inRaSeconds, Sign::Type inSign, uint8 inDecDegreesWhole, uint8 inDecMinutes, dtype inDecSeconds)

- `Coordinate` (const `RA`< dtype > &inRA, const `Dec`< dtype > &inDec)
- `Coordinate` (dtype inX, dtype inY, dtype inZ)
- `Coordinate` (const `NdArray`< dtype > inCartesianVector)
- template<typename dtypeOut >  
    `Coordinate`< dtypeOut > `astype` ()
- const `Dec`< dtype > & `dec` () const
- dtype `degreeSeperation` (const `Coordinate`< dtype > &inOtherCoordinate) const
- dtype `degreeSeperation` (const `NdArray`< dtype > &inVector) const
- bool `operator!=` (const `Coordinate`< dtype > &inRhs) const
- bool `operator==` (const `Coordinate`< dtype > &inRhs) const
- void `print` () const
- const `RA`< dtype > & `ra` () const
- dtype `radianSeperation` (const `Coordinate`< dtype > &inOtherCoordinate) const
- dtype `radianSeperation` (const `NdArray`< dtype > &inVector) const
- std::string `str` () const
- dtype `x` () const
- `NdArray`< dtype > `xyz` () const
- dtype `y` () const
- dtype `z` () const

## Friends

- std::ostream & `operator<<` (std::ostream &inStream, const `Coordinate`< dtype > &inCoord)

## 6.6.1 Detailed Description

```
template<typename dtype>
class NumC::Coordinates::Coordinate< dtype >
```

Holds a full coordinate object.

## 6.6.2 Constructor & Destructor Documentation

### 6.6.2.1 `Coordinate()` [1/6]

```
template<typename dtype>
NumC::Coordinates::Coordinate< dtype >::Coordinate ( ) [inline]
```

Default Constructor, not super usefull on its own

#### Parameters

None	
------	--



## Returns

None

## 6.6.2.2 Coordinate() [2/6]

```
template<typename dtype>
NumC::Coordinates::Coordinate< dtype >::Coordinate (
    dtype inRaDegrees,
    dtype inDecDegrees ) [inline]
```

## Constructor

## Parameters

<i>RA</i>	degrees
<i>Dec</i>	degrees

## Returns

None

## 6.6.2.3 Coordinate() [3/6]

```
template<typename dtype>
NumC::Coordinates::Coordinate< dtype >::Coordinate (
    uint8 inRaHours,
    uint8 inRaMinutes,
    dtype inRaSeconds,
    Sign::Type inSign,
    uint8 inDecDegreesWhole,
    uint8 inDecMinutes,
    dtype inDecSeconds ) [inline]
```

## Constructor

## Parameters

<i>RA</i>	hours
<i>RA</i>	minutes
<i>RA</i>	seconds
<i>Dec</i>	degrees whole
<i>Dec</i>	minutes
<i>Dec</i>	seconds

**Returns**

None

**6.6.2.4 Coordinate()** [4/6]

```
template<typename dtype>
NumC::Coordinates::Coordinate< dtype >::Coordinate (
    const RA< dtype > & inRA,
    const Dec< dtype > & inDec ) [inline]
```

**Constructor****Parameters**

<i>RA</i>	
<i>Dec</i>	

**Returns**

None

**6.6.2.5 Coordinate()** [5/6]

```
template<typename dtype>
NumC::Coordinates::Coordinate< dtype >::Coordinate (
    dtype inX,
    dtype inY,
    dtype inZ ) [inline]
```

**Constructor****Parameters**

<i>x</i>	
<i>y</i>	
<i>z</i>	

**Returns**

None

## 6.6.2.6 Coordinate() [ 6 / 6 ]

```
template<typename dtype>
NumC::Coordinates::Coordinate< dtype >::Coordinate (
    const NdArray< dtype > inCartesianVector ) [inline]
```

## Constructor

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

None

## 6.6.3 Member Function Documentation

## 6.6.3.1 astype()

```
template<typename dtype>
template<typename dtypeOut >
Coordinate<dtypeOut> NumC::Coordinates::Coordinate< dtype >::astype ( ) [inline]
```

Returns a new [Coordinate](#) object with the specified type

## Parameters

<i>None</i>	
-------------	--

## Returns

[Coordinate](#)

## 6.6.3.2 dec()

```
template<typename dtype>
const Dec<dtype>& NumC::Coordinates::Coordinate< dtype >::dec ( ) const [inline]
```

Returns the [Dec](#) object

## Parameters

<i>None</i>	
-------------	--

**Returns**[Dec](#)**6.6.3.3 degreeSeperation()** [1/2]

```
template<typename dtype>
dtype NumC::Coordinates::Coordinate< dtype >::degreeSeperation (
    const Coordinate< dtype > & inOtherCoordinate ) const [inline]
```

Returns the degree separation between the two [Coordinates](#)

**Parameters**

<a href="#">Coordinate</a>	
----------------------------	--

**Returns**

degrees

**6.6.3.4 degreeSeperation()** [2/2]

```
template<typename dtype>
dtype NumC::Coordinates::Coordinate< dtype >::degreeSeperation (
    const NdArray< dtype > & inVector ) const [inline]
```

Returns the degree separation between the [Coordinate](#) and the input vector

**Parameters**

<a href="#">NdArray</a>	
-------------------------	--

**Returns**

degrees

**6.6.3.5 operator!=( )**

```
template<typename dtype>
bool NumC::Coordinates::Coordinate< dtype >::operator!= (
    const Coordinate< dtype > & inRhs ) const [inline]
```

Not equality operator

**Parameters**

<i>None</i>	
-------------	--

**Returns**

bool

**6.6.3.6 operator==()**

```
template<typename dtype>
bool NumC::Coordinates::Coordinate< dtype >::operator== (
    const Coordinate< dtype > & inRhs ) const [inline]
```

**Equality operator****Parameters**

<i>None</i>	
-------------	--

**Returns**

bool

**6.6.3.7 print()**

```
template<typename dtype>
void NumC::Coordinates::Coordinate< dtype >::print ( ) const [inline]
```

Prints the [Coordinate](#) object to the console

**Parameters**

<i>None</i>	
-------------	--

**Returns**

None

**6.6.3.8 ra()**

```
template<typename dtype>
const RA<dtype>& NumC::Coordinates::Coordinate< dtype >::ra ( ) const [inline]
```

Returns the [RA](#) object

#### Parameters

<i>None</i>	
-------------	--

#### Returns

[RA](#)

#### 6.6.3.9 [radianSeperation\(\)](#) [1/2]

```
template<typename dtype>
dtype NumC::Coordinates::Coordinate< dtype >::radianSeperation (
    const Coordinate< dtype > & inOtherCoordinate ) const [inline]
```

Returns the radian seperation between the two [Coordinates](#)

#### Parameters

<a href="#">Coordinate</a>	
----------------------------	--

#### Returns

radians

#### 6.6.3.10 [radianSeperation\(\)](#) [2/2]

```
template<typename dtype>
dtype NumC::Coordinates::Coordinate< dtype >::radianSeperation (
    const NdArray< dtype > & inVector ) const [inline]
```

Returns the radian seperation between the [Coordinate](#) and the input vector

#### Parameters

<a href="#">NdArray</a>	
-------------------------	--

#### Returns

radians

### 6.6.3.11 str()

```
template<typename dtype>
std::string NumC::Coordinates::Coordinate< dtype >::str ( ) const [inline]
```

Returns coordinate as a string representation

#### Parameters

None	
------	--

#### Returns

string

### 6.6.3.12 x()

```
template<typename dtype>
dtype NumC::Coordinates::Coordinate< dtype >::x ( ) const [inline]
```

Returns the cartesian x value

#### Parameters

None	
------	--

#### Returns

x

### 6.6.3.13 xyz()

```
template<typename dtype>
NdArray<dtype> NumC::Coordinates::Coordinate< dtype >::xyz ( ) const [inline]
```

Returns the cartesian xyz triplet as an [NdArray](#)

#### Parameters

None	
------	--

#### Returns

[NdArray](#)

#### 6.6.3.14 y()

```
template<typename dtype>
dtype NumC::Coordinates::Coordinate< dtype >::y ( ) const [inline]
```

Returns the cartesian y value

##### Parameters

None	
------	--

##### Returns

y

#### 6.6.3.15 z()

```
template<typename dtype>
dtype NumC::Coordinates::Coordinate< dtype >::z ( ) const [inline]
```

Returns the cartesian z value

##### Parameters

None	
------	--

##### Returns

z

### 6.6.4 Friends And Related Function Documentation

#### 6.6.4.1 operator<<

```
template<typename dtype>
std::ostream& operator<< (
    std::ostream & inStream,
    const Coordinate< dtype > & inCoord ) [friend]
```

Ostream operator



## Parameters

None	
------	--

## Returns

None

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

- [Coordinates.hpp](#)

## 6.7 NumC::DataCube< dtype > Class Template Reference

Convenience container for holding a uniform array of NdArrays.

```
#include <DataCube.hpp>
```

### Public Types

- typedef std::deque< [NdArray](#)< dtype > >::const\_iterator const\_iterator
- typedef std::deque< [NdArray](#)< dtype > >::iterator iterator

### Public Member Functions

- [DataCube](#) ()
- [DataCube](#) (uint32 inSize)
- [NdArray](#)< dtype > & [at](#) (uint32 inIndex)
- const [NdArray](#)< dtype > & [at](#) (uint32 inIndex) const
- [NdArray](#)< dtype > & [back](#) ()
- [iterator](#) [begin](#) ()
- [const\\_iterator](#) [cbegin](#) () const
- [const\\_iterator](#) [cend](#) () const
- void [dump](#) (const std::string &inFilename) const
- [iterator](#) [end](#) ()
- [NdArray](#)< dtype > & [front](#) ()
- bool [isempty](#) ()
- [NdArray](#)< dtype > & [operator\[\]](#) (uint32 inIndex)
- const [NdArray](#)< dtype > & [operator\[\]](#) (uint32 inIndex) const
- void [pop\\_back](#) ()
- void [pop\\_front](#) ()
- void [push\\_back](#) (const [NdArray](#)< dtype > &inArray)
- void [push\\_front](#) (const [NdArray](#)< dtype > &inArray)
- const [Shape](#) & [shape](#) () const
- uint32 [size](#) () const

### 6.7.1 Detailed Description

```
template<typename dtype>
class NumC::DataCube< dtype >
```

Convenience container for holding a uniform array of NdArrays.

### 6.7.2 Member Typedef Documentation

#### 6.7.2.1 const\_iterator

```
template<typename dtype >
typedef std::deque<NdArray<dtype> >::const_iterator NumC::DataCube< dtype >::const_iterator
```

#### 6.7.2.2 iterator

```
template<typename dtype >
typedef std::deque<NdArray<dtype> >::iterator NumC::DataCube< dtype >::iterator
```

### 6.7.3 Constructor & Destructor Documentation

#### 6.7.3.1 DataCube() [1/2]

```
template<typename dtype >
NumC::DataCube< dtype >::DataCube ( ) [inline]
```

#### Default Constructor

##### Parameters

None	
------	--

##### Returns

None

### 6.7.3.2 DataCube() [2/2]

```
template<typename dtype >
NumC::DataCube< dtype >::DataCube (
    uint32 inSize ) [inline]
```

Constructor, preallocates to the input size

#### Parameters

<i>size</i>	
-------------	--

#### Returns

None

## 6.7.4 Member Function Documentation

### 6.7.4.1 at() [1/2]

```
template<typename dtype >
NdArray<dtype>& NumC::DataCube< dtype >::at (
    uint32 inIndex ) [inline]
```

Access method, with bounds checking

#### Parameters

<i>index</i>	
--------------	--

#### Returns

[NdArray](#)

### 6.7.4.2 at() [2/2]

```
template<typename dtype >
const NdArray<dtype>& NumC::DataCube< dtype >::at (
    uint32 inIndex ) const [inline]
```

Const access method, with bounds checking

#### Parameters

<i>index</i>	
--------------	--

**Returns**[NdArray](#)**6.7.4.3 back()**

```
template<typename dtype >
NdArray<dtype>& NumC::DataCube< dtype >::back ( ) [inline]
```

Returns a reference to the last element of the array

**Parameters**

<i>None</i>	
-------------	--

**Returns**[NdArray](#)&**6.7.4.4 begin()**

```
template<typename dtype >
iterator NumC::DataCube< dtype >::begin ( ) [inline]
```

Returns an iterator to the beginning of the container

**Parameters**

<i>None</i>	
-------------	--

**Returns**

iterator

**6.7.4.5 cbegin()**

```
template<typename dtype >
const\_iterator NumC::DataCube< dtype >::cbegin ( ) const [inline]
```

Returns a `const_iterator` to the beginning of the container

**Parameters**

<i>None</i>	
-------------	--

**Returns**

const\_iterator

**6.7.4.6 cend()**

```
template<typename dtype >
const_iterator NumC::DataCube< dtype >::cend ( ) const [inline]
```

Returns a const\_iterator to 1 past the end of the container

**Parameters**

<i>None</i>	
-------------	--

**Returns**

const\_iterator

**6.7.4.7 dump()**

```
template<typename dtype >
void NumC::DataCube< dtype >::dump (
    const std::string & inFilename ) const [inline]
```

Outputs the DataCube as a .bin file

**Parameters**

<i>None</i>	
-------------	--

**Returns**

None

**6.7.4.8 end()**

```
template<typename dtype >
iterator NumC::DataCube< dtype >::end ( ) [inline]
```

Returns an iterator to 1 past the end of the container

#### Parameters

<i>None</i>	
-------------	--

#### Returns

iterator

#### 6.7.4.9 front()

```
template<typename dtype >
NdArray<dtype>& NumC::DataCube< dtype >::front ( ) [inline]
```

returns a reference to the first element of the array

#### Parameters

<i>None</i>	
-------------	--

#### Returns

NdArray&

#### 6.7.4.10 isempty()

```
template<typename dtype >
bool NumC::DataCube< dtype >::isempty ( ) [inline]
```

Tests whether or not the container is empty

#### Parameters

<i>None</i>	
-------------	--

#### Returns

bool

## 6.7.4.11 operator[]() [1/2]

```
template<typename dtype >
NdArray<dtype>& NumC::DataCube< dtype >::operator[] (
    uint32 inIndex ) [inline]
```

Access operator, no bounds checking

## Parameters

<i>index</i>	
--------------	--

## Returns

NdArray

## 6.7.4.12 operator[]() [2/2]

```
template<typename dtype >
const NdArray<dtype>& NumC::DataCube< dtype >::operator[] (
    uint32 inIndex ) const [inline]
```

Const access operator, no bounds checking

## Parameters

<i>index</i>	
--------------	--

## Returns

NdArray

## 6.7.4.13 pop\_back()

```
template<typename dtype >
void NumC::DataCube< dtype >::pop_back ( ) [inline]
```

Removes the last element in the container

## Parameters

<i>None</i>	
-------------	--

**Returns**

None

**6.7.4.14 pop\_front()**

```
template<typename dtype >
void NumC::DataCube< dtype >::pop_front ( ) [inline]
```

Removes the first element in the container

**Parameters**

None	
------	--

**Returns**

None

**6.7.4.15 push\_back()**

```
template<typename dtype >
void NumC::DataCube< dtype >::push_back (
    const NdArray< dtype > & inArray ) [inline]
```

Adds a new element at the end of the container

**Parameters**

NdArray	
---------	--

**Returns**

None

**6.7.4.16 push\_front()**

```
template<typename dtype >
void NumC::DataCube< dtype >::push_front (
    const NdArray< dtype > & inArray ) [inline]
```

Adds a new element at the beginning of the container



## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

None

## 6.7.4.17 shape()

```
template<typename dtype >
const Shape& NumC::DataCube< dtype >::shape ( ) const [inline]
```

returns the number shape of the element arrays

## Parameters

<i>None</i>	
-------------	--

## Returns

[Shape](#)

## 6.7.4.18 size()

```
template<typename dtype >
uint32 NumC::DataCube< dtype >::size ( ) const [inline]
```

Returns the size of the container array

## Parameters

<i>None</i>	
-------------	--

## Returns

size

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

- [DataCube.hpp](#)

## 6.8 NumC::Rotations::DCM< dtype > Class Template Reference

Factory methods for generating direction cosine matrices and vectors.

```
#include <Rotations.hpp>
```

### Static Public Member Functions

- static [NdArray](#)< double > [angleAxisRotation](#) (const [NdArray](#)< dtype > &inArray, double inAngle)
- static bool [isValid](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< double > [xRotation](#) (double inAngle)
- static [NdArray](#)< double > [yRotation](#) (double inAngle)
- static [NdArray](#)< double > [zRotation](#) (double inAngle)

### 6.8.1 Detailed Description

```
template<typename dtype>
class NumC::Rotations::DCM< dtype >
```

Factory methods for generating direction cosine matrices and vectors.

### 6.8.2 Member Function Documentation

#### 6.8.2.1 angleAxisRotation()

```
template<typename dtype >
static NdArray<double> NumC::Rotations::DCM< dtype >::angleAxisRotation (
    const NdArray< dtype > & inArray,
    double inAngle ) [inline], [static]
```

returns a direction cosine matrix that rotates about the input axis by the input angle

#### Parameters

<a href="#">NdArray</a> , <i>cartesian</i>	vector with x,y,z
<i>rotation</i>	angle, in radians

#### Returns

[NdArray](#)

## 6.8.2.2 isValid()

```
template<typename dtype >
static bool NumC::Rotations::DCM< dtype >::isValid (
    const NdArray< dtype > & inArray ) [inline], [static]
```

returns whether the input array is a direction cosine matrix

## Parameters

<i>NdArray</i>	
----------------	--

## Returns

bool

## 6.8.2.3 xRotation()

```
template<typename dtype >
static NdArray<double> NumC::Rotations::DCM< dtype >::xRotation (
    double inAngle ) [inline], [static]
```

returns a direction cosine matrix that rotates about the x axis by the input angle

## Parameters

<i>rotation</i>	angle, in radians
-----------------	-------------------

## Returns

*NdArray*

## 6.8.2.4 yRotation()

```
template<typename dtype >
static NdArray<double> NumC::Rotations::DCM< dtype >::yRotation (
    double inAngle ) [inline], [static]
```

returns a direction cosine matrix that rotates about the x axis by the input angle

## Parameters

<i>rotation</i>	angle, in radians
-----------------	-------------------

## Returns

[NdArray](#)

## 6.8.2.5 zRotation()

```
template<typename dtype >
static NdArray<double> NumC::Rotations::DCM< dtype >::zRotation (
    double inAngle ) [inline], [static]
```

returns a direction cosine matrix that rotates about the x axis by the input angle

## Parameters

<i>rotation</i>	angle, in radians
-----------------	-------------------

## Returns

[NdArray](#)

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

- [Rotations.hpp](#)

## 6.9 NumC::Coordinates::Dec&lt; dtype &gt; Class Template Reference

Holds a Declination object.

```
#include <Coordinates.hpp>
```

## Public Member Functions

- [Dec](#) ()
- [Dec](#) (dtype inDegrees)
- [Dec](#) ([Sign::Type](#) inSign, [uint8](#) inDegrees, [uint8](#) inMinutes, dtype inSeconds)
- template<typename dtypeOut >  
  [Dec](#)< dtypeOut > [astype](#) ()
- dtype [degrees](#) () const
- [uint8](#) [degreesWhole](#) () const
- [uint8](#) [minutes](#) () const
- bool [operator!=](#) (const [Dec](#)< dtype > &inRhs) const
- bool [operator==](#) (const [Dec](#)< dtype > &inRhs) const
- void [print](#) () const
- dtype [radians](#) () const
- dtype [seconds](#) () const
- [Sign::Type](#) [sign](#) () const
- std::string [str](#) () const

## Friends

- `std::ostream & operator<< (std::ostream &inStream, const Dec< dtype > &inDec)`

### 6.9.1 Detailed Description

```
template<typename dtype>
class NumC::Coordinates::Dec< dtype >
```

Holds a Declination object.

### 6.9.2 Constructor & Destructor Documentation

#### 6.9.2.1 Dec() [1/3]

```
template<typename dtype>
NumC::Coordinates::Dec< dtype >::Dec ( ) [inline]
```

Default Constructor, not super usefull on its own

#### Parameters

None	
------	--

#### Returns

None

#### 6.9.2.2 Dec() [2/3]

```
template<typename dtype>
NumC::Coordinates::Dec< dtype >::Dec (
    dtype inDegrees ) [inline]
```

#### Constructor

#### Parameters

degrees	
---------	--

**Returns**

None

**6.9.2.3 Dec()** [3/3]

```
template<typename dtype>
NumC::Coordinates::Dec< dtype >::Dec (
    Sign::Type inSign,
    uint8 inDegrees,
    uint8 inMinutes,
    dtype inSeconds ) [inline]
```

**Constructor****Parameters**

<i>Sign::Type</i>	
<i>hours</i>	
<i>minutes</i>	
<i>seconds</i>	

**Returns**

None

**6.9.3 Member Function Documentation****6.9.3.1 astype()**

```
template<typename dtype>
template<typename dtypeOut >
Dec<dtypeOut> NumC::Coordinates::Dec< dtype >::astype ( ) [inline]
```

Returns a copy of the [Dec](#) object as a different type

**Parameters**

<i>None</i>	
-------------	--

**Returns**

[Dec](#)

### 6.9.3.2 degrees()

```
template<typename dtype>
dtype NumC::Coordinates::Dec< dtype >::degrees ( ) const [inline]
```

Get the degrees value

#### Parameters

None	
------	--

#### Returns

degrees

### 6.9.3.3 degreesWhole()

```
template<typename dtype>
uint8 NumC::Coordinates::Dec< dtype >::degreesWhole ( ) const [inline]
```

Get the whole degrees value

#### Parameters

None	
------	--

#### Returns

whole degrees

### 6.9.3.4 minutes()

```
template<typename dtype>
uint8 NumC::Coordinates::Dec< dtype >::minutes ( ) const [inline]
```

Get the minute value

#### Parameters

None	
------	--

#### Returns

minutes

#### 6.9.3.5 operator!=()

```
template<typename dtype>
bool NumC::Coordinates::Dec< dtype >::operator!= (
    const Dec< dtype > & inRhs ) const [inline]
```

Not equality operator

##### Parameters

None	
------	--

##### Returns

bool

#### 6.9.3.6 operator==()

```
template<typename dtype>
bool NumC::Coordinates::Dec< dtype >::operator== (
    const Dec< dtype > & inRhs ) const [inline]
```

Equality operator

##### Parameters

None	
------	--

##### Returns

bool

#### 6.9.3.7 print()

```
template<typename dtype>
void NumC::Coordinates::Dec< dtype >::print ( ) const [inline]
```

Prints the Dec object to the console

##### Parameters

None	
------	--



**Returns**

None

**6.9.3.8 radians()**

```
template<typename dtype>
dtype NumC::Coordinates::Dec< dtype >::radians ( ) const [inline]
```

Get the radians value

**Parameters**

None	
------	--

**Returns**

minutes

**6.9.3.9 seconds()**

```
template<typename dtype>
dtype NumC::Coordinates::Dec< dtype >::seconds ( ) const [inline]
```

Get the seconds value

**Parameters**

None	
------	--

**Returns**

seconds

**6.9.3.10 sign()**

```
template<typename dtype>
Sign::Type NumC::Coordinates::Dec< dtype >::sign ( ) const [inline]
```

Get the sign of the degrees (positive or negative)

**Parameters**

<i>None</i>	
-------------	--

**Returns**

[Sign::Type](#)

**6.9.3.11 str()**

```
template<typename dtype>
std::string NumC::Coordinates::Dec< dtype >::str ( ) const [inline]
```

Return the dec object as a string representation

**Parameters**

<i>None</i>	
-------------	--

**Returns**

string

**6.9.4 Friends And Related Function Documentation****6.9.4.1 operator<<**

```
template<typename dtype>
std::ostream& operator<< (
    std::ostream & inStream,
    const Dec< dtype > & inDec ) [friend]
```

Ostream operator

**Parameters**

<i>None</i>	
-------------	--

**Returns**

None

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

- [Coordinates.hpp](#)

## 6.10 NumC::DtypeInfo< dtype > Class Template Reference

Holds info about the dtype.

```
#include <DtypeInfo.hpp>
```

### Static Public Member Functions

- static constexpr dtype [bits](#) ()
- static constexpr dtype [epsilon](#) ()
- static constexpr bool [isInteger](#) ()
- static constexpr bool [isSigned](#) ()
- static constexpr dtype [max](#) ()
- static constexpr dtype [min](#) ()

### 6.10.1 Detailed Description

```
template<typename dtype>
class NumC::DtypeInfo< dtype >
```

Holds info about the dtype.

### 6.10.2 Member Function Documentation

#### 6.10.2.1 bits()

```
template<typename dtype >
static constexpr dtype NumC::DtypeInfo< dtype >::bits ( ) [inline], [static]
```

For integer types: number of non-sign bits in the representation. For floating types : number of digits(in radix base) in the mantissa

#### Parameters

None	
------	--

#### Returns

number of bits

### 6.10.2.2 epsilon()

```
template<typename dtype >
static constexpr dtype NumC::DtypeInfo< dtype >::epsilon ( ) [inline], [static]
```

Machine epsilon (the difference between 1 and the least value greater than 1 that is representable).

#### Parameters

None	
------	--

#### Returns

dtype

### 6.10.2.3 isInteger()

```
template<typename dtype >
static constexpr bool NumC::DtypeInfo< dtype >::isInteger ( ) [inline], [static]
```

True if type is integer.

#### Parameters

None	
------	--

#### Returns

bool

### 6.10.2.4 isSigned()

```
template<typename dtype >
static constexpr bool NumC::DtypeInfo< dtype >::isSigned ( ) [inline], [static]
```

True if type is signed.

#### Parameters

None	
------	--

#### Returns

bool

### 6.10.2.5 max()

```
template<typename dtype >
static constexpr dtype NumC::DtypeInfo< dtype >::max ( ) [inline], [static]
```

Returns the maximum value of the dtype

#### Parameters

None	
------	--

#### Returns

max value

### 6.10.2.6 min()

```
template<typename dtype >
static constexpr dtype NumC::DtypeInfo< dtype >::min ( ) [inline], [static]
```

Returns the minimum value of the dtype

#### Parameters

None	
------	--

#### Returns

min value

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

- [DtypeInfo.hpp](#)

## 6.11 NumC::Endian Struct Reference

Enum for endianness.

```
#include <Types.hpp>
```

### Public Types

- enum [Type](#) { [NATIVE](#) = 0, [BIG](#), [LITTLE](#) }

### 6.11.1 Detailed Description

Enum for endianness.

### 6.11.2 Member Enumeration Documentation

#### 6.11.2.1 Type

```
enum NumC::Endian::Type
```

Enumerator

NATIVE	
BIG	
LITTLE	

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

- [Types.hpp](#)

## 6.12 NumC::FFT< dtype > Class Template Reference

Class for performing fast forrier tranforms.

```
#include <FFT.hpp>
```

### 6.12.1 Detailed Description

```
template<typename dtype>
class NumC::FFT< dtype >
```

Class for performing fast forrier tranforms.

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

- [FFT.hpp](#)

## 6.13 NumC::Filters< dtype > Class Template Reference

Class for performing many types of image filtering.

```
#include <Filter.hpp>
```

## Static Public Member Functions

- static `NdArray< dtype > complementaryMedianFilter` (const `NdArray< dtype > &inImageArray`, `uint32` inSize, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > complementaryMedianFilter1d` (const `NdArray< dtype > &inImageArray`, `uint32` inSize, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > convolve` (const `NdArray< dtype > &inImageArray`, `uint32` inSize, const `NdArray< dtype > &inWeights`, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > convolve1d` (const `NdArray< dtype > &inImageArray`, const `NdArray< dtype > &inWeights`, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > gaussianFilter` (const `NdArray< dtype > &inImageArray`, double inSigma, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > gaussianFilter1d` (const `NdArray< dtype > &inImageArray`, double inSigma, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > maximumFilter` (const `NdArray< dtype > &inImageArray`, `uint32` inSize, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > maximumFilter1d` (const `NdArray< dtype > &inImageArray`, `uint32` inSize, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > medianFilter` (const `NdArray< dtype > &inImageArray`, `uint32` inSize, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > medianFilter1d` (const `NdArray< dtype > &inImageArray`, `uint32` inSize, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > minimumFilter` (const `NdArray< dtype > &inImageArray`, `uint32` inSize, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > minimumFilter1d` (const `NdArray< dtype > &inImageArray`, `uint32` inSize, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > percentileFilter` (const `NdArray< dtype > &inImageArray`, `uint32` inSize, `uint8` inPercentile, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > percentileFilter1d` (const `NdArray< dtype > &inImageArray`, `uint32` inSize, `uint8` inPercentile, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > rankFilter` (const `NdArray< dtype > &inImageArray`, `uint32` inSize, `uint32` inRank, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > rankFilter1d` (const `NdArray< dtype > &inImageArray`, `uint32` inSize, `uint8` inRank, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > uniformFilter` (const `NdArray< dtype > &inImageArray`, `uint32` inSize, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)
- static `NdArray< dtype > uniformFilter1d` (const `NdArray< dtype > &inImageArray`, `uint32` inSize, `Filter::Boundary::Mode` inMode=`Filter::Boundary::REFLECT`, `dtype` inConstantValue=0)

### 6.13.1 Detailed Description

```
template<typename dtype>
class NumC::Filters< dtype >
```

Class for performing many types of image filtering.

### 6.13.2 Member Function Documentation

### 6.13.2.1 complementaryMedianFilter()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::complementaryMedianFilter (
    const NdArray< dtype > & inImageArray,
    uint32 inSize,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a multidimensional complemenatry median filter.

#### Parameters

<a href="#">NdArray</a>	
<i>square</i>	size of the kernel to apply
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

#### Returns

[NdArray](#)

### 6.13.2.2 complementaryMedianFilter1d()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::complementaryMedianFilter1d (
    const NdArray< dtype > & inImageArray,
    uint32 inSize,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculate a one-dimensional complemenatry median filter.

#### Parameters

<a href="#">NdArray</a>	
<i>size</i>	of the kernel to apply
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

#### Returns

[NdArray](#)



## 6.13.2.3 convolve()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::convolve (
    const NdArray< dtype > & inImageArray,
    uint32 inSize,
    const NdArray< dtype > & inWeights,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a multidimensional kernel convolution.

SciPy Reference: <https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.convolve.html#scipy.ndimage.convolve>

## Parameters

<a href="#">NdArray</a>	
<i>square</i>	size of the kernel to apply
<a href="#">NdArray</a> , <i>weights</i>	
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

## Returns

[NdArray](#)

## 6.13.2.4 convolve1d()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::convolve1d (
    const NdArray< dtype > & inImageArray,
    const NdArray< dtype > & inWeights,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a one-dimensional kernel convolution.

SciPy Reference: <https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.convolve1d.html#scipy.ndimage.convolve1d>

## Parameters

<a href="#">NdArray</a>	
<a href="#">NdArray</a> , <i>weights</i>	
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

## Returns

[NdArray](#)

## 6.13.2.5 gaussianFilter()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::gaussianFilter (
    const NdArray< dtype > & inImageArray,
    double inSigma,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a multidimensional gaussian filter.

SciPy Reference: [https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.gaussian\\_filter.html#scipy.ndimage.gaussian\\_filter](https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.gaussian_filter.html#scipy.ndimage.gaussian_filter)

## Parameters

<a href="#">NdArray</a>	
<i>double, Standard</i>	deviation for Gaussian kernel
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

## Returns

[NdArray](#)

## 6.13.2.6 gaussianFilter1d()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::gaussianFilter1d (
    const NdArray< dtype > & inImageArray,
    double inSigma,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculate a one-dimensional gaussian filter.

SciPy Reference: [https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.generic\\_filter1d.html#scipy.ndimage.generic\\_filter1d](https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.generic_filter1d.html#scipy.ndimage.generic_filter1d)

## Parameters

<a href="#">NdArray</a>	
<i>double, Standard</i>	deviation for Gaussian kernel
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

## Returns

[NdArray](#)

## 6.13.2.7 maximumFilter()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::maximumFilter (
    const NdArray< dtype > & inImageArray,
    uint32 inSize,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a multidimensional maximum filter.

SciPy Reference: [https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.maximum\\_filter.html#scipy.ndimage.maximum\\_filter](https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.maximum_filter.html#scipy.ndimage.maximum_filter)

## Parameters

<a href="#">NdArray</a>	
<i>square</i>	size of the kernel to apply
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

## Returns

[NdArray](#)

## 6.13.2.8 maximumFilter1d()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::maximumFilter1d (
    const NdArray< dtype > & inImageArray,
    uint32 inSize,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a one-dimensional maximum filter.

SciPy Reference: [https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.maximum\\_filter1d.html#scipy.ndimage.maximum\\_filter1d](https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.maximum_filter1d.html#scipy.ndimage.maximum_filter1d)

## Parameters

<a href="#">NdArray</a>	
<i>size</i>	of the kernel to apply
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

## Returns

[NdArray](#)

## 6.13.2.9 medianFilter()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::medianFilter (
    const NdArray< dtype > & inImageArray,
    uint32 inSize,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a multidimensional median filter.

SciPy Reference: [https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.median\\_filter.html#scipy.ndimage.median\\_filter](https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.median_filter.html#scipy.ndimage.median_filter)

## Parameters

<a href="#">NdArray</a>	
<i>square</i>	size of the kernel to apply
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

## Returns

[NdArray](#)

## 6.13.2.10 medianFilter1d()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::medianFilter1d (
    const NdArray< dtype > & inImageArray,
    uint32 inSize,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a one-dimensional median filter.

SciPy Reference: [https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.median\\_filter.html#scipy.ndimage.median\\_filter](https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.median_filter.html#scipy.ndimage.median_filter)

## Parameters

<a href="#">NdArray</a>	
<i>linear</i>	size of the kernel to apply
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

## Returns

[NdArray](#)

## 6.13.2.11 minimumFilter()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::minimumFilter (
    const NdArray< dtype > & inImageArray,
    uint32 inSize,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a multidimensional minimum filter.

SciPy Reference: [https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.minimum\\_filter.html#scipy.ndimage.minimum\\_filter](https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.minimum_filter.html#scipy.ndimage.minimum_filter)

## Parameters

<a href="#">NdArray</a>	
<i>square</i>	size of the kernel to apply
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

## Returns

[NdArray](#)

## 6.13.2.12 minumumFilter1d()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::minumumFilter1d (
    const NdArray< dtype > & inImageArray,
    uint32 inSize,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a one-dimensional minumum filter.

SciPy Reference: [https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.minimum\\_filter1d.html#scipy.ndimage.minimum\\_filter1d](https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.minimum_filter1d.html#scipy.ndimage.minimum_filter1d)

## Parameters

<a href="#">NdArray</a>	
<i>size</i>	of the kernel to apply
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

## Returns

[NdArray](#)

## 6.13.2.13 percentileFilter()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::percentileFilter (
    const NdArray< dtype > & inImageArray,
    uint32 inSize,
    uint8 inPercentile,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a multidimensional percentile filter.

SciPy Reference: [https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.percentile\\_filter.html#scipy.ndimage.percentile\\_filter](https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.percentile_filter.html#scipy.ndimage.percentile_filter)

## Parameters

<a href="#">NdArray</a>	
<i>square</i>	size of the kernel to apply
<i>percentile</i>	[0, 100]
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

## Returns

[NdArray](#)

## 6.13.2.14 percentileFilter1d()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::percentileFilter1d (
    const NdArray< dtype > & inImageArray,
    uint32 inSize,
    uint8 inPercentile,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a one-dimensional percentile filter.

SciPy Reference: [https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.percentile\\_filter.html#scipy.ndimage.percentile\\_filter](https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.percentile_filter.html#scipy.ndimage.percentile_filter)

## Parameters

<i>NdArray</i>	
<i>size</i>	of the kernel to apply
<i>percentile</i>	[0, 100]
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

## Returns

*NdArray*

## 6.13.2.15 rankFilter()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::rankFilter (
    const NdArray< dtype > & inImageArray,
    uint32 inSize,
    uint32 inRank,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a multidimensional rank filter.

SciPy Reference: [https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.rank\\_filter.html#scipy.ndimage.rank\\_filter](https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.rank_filter.html#scipy.ndimage.rank_filter)

## Parameters

<i>NdArray</i>	
<i>square</i>	size of the kernel to apply
<i>rank</i>	[0, inSize^2 - 1]
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

## Returns

*NdArray*

## 6.13.2.16 rankFilter1d()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::rankFilter1d (
    const NdArray< dtype > & inImageArray,
```

```
uint32 inSize,
uint8 inRank,
Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a one-dimensional rank filter.

SciPy Reference: [https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.rank\\_filter.html#scipy.ndimage.rank\\_filter](https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.rank_filter.html#scipy.ndimage.rank_filter)

#### Parameters

<i>NdArray</i>	
<i>size</i>	of the kernel to apply
<i>rank</i>	[0, 100]
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

#### Returns

*NdArray*

#### 6.13.2.17 uniformFilter()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::uniformFilter (
    const NdArray< dtype > & inImageArray,
    uint32 inSize,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a multidimensional uniform filter.

SciPy Reference: [https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.uniform\\_filter.html#scipy.ndimage.uniform\\_filter](https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.uniform_filter.html#scipy.ndimage.uniform_filter)

#### Parameters

<i>NdArray</i>	
<i>square</i>	size of the kernel to apply
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

#### Returns

*NdArray*



## 6.13.2.18 uniformFilter1d()

```
template<typename dtype >
static NdArray<dtype> NumC::Filters< dtype >::uniformFilter1d (
    const NdArray< dtype > & inImageArray,
    uint32 inSize,
    Filter::Boundary::Mode inMode = Filter::Boundary::REFLECT,
    dtype inConstantValue = 0 ) [inline], [static]
```

Calculates a one-dimensional uniform filter.

SciPy Reference: [https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.uniform\\_filter1d.html#scipy.ndimage.uniform\\_filter1d](https://docs.scipy.org/doc/scipy/reference/generated/scipy.ndimage.uniform_filter1d.html#scipy.ndimage.uniform_filter1d)

## Parameters

<a href="#">NdArray</a>	
<i>size</i>	of the kernel to apply
<i>boundary</i>	mode, default Reflect, options (reflect, constant, nearest, mirror, wrap)
<i>contant</i>	value if boundary = 'constant'

## Returns

[NdArray](#)

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

- [Filter.hpp](#)

## 6.14 NumC::ImageProcessing&lt; dtype &gt; Class Template Reference

Class for basic image processing.

```
#include <ImageProcessing.hpp>
```

## Data Structures

- class [Centroid](#)  
*holds the information for a centroid*
- class [Cluster](#)  
*Holds the information for a cluster of pixels.*
- class [Pixel](#)  
*Holds the information for a single pixel.*

## Static Public Member Functions

- static [NdArray](#)< bool > [applyThreshold](#) (const [NdArray](#)< dtype > &inImageArray, dtype inThreshold)
- static std::vector< [Centroid](#) > [centroidClusters](#) (const std::vector< [Cluster](#) > &inClusters)
- static std::vector< [Cluster](#) > [clusterPixels](#) (const [NdArray](#)< dtype > &inImageArray, const [NdArray](#)< bool > &inExceedances, [uint8](#) inBorderWidth=0)
- static std::vector< [Centroid](#) > [generateCentroids](#) (const [NdArray](#)< dtype > &inImageArray, double inRate, const std::string inWindowType, [uint8](#) inBorderWidth=0)
- static dtype [generateThreshold](#) (const [NdArray](#)< dtype > &inImageArray, double inRate)
- static [NdArray](#)< bool > [windowExceedances](#) (const [NdArray](#)< bool > &inExceedances, [uint8](#) inBorderWidth)

### 6.14.1 Detailed Description

```
template<typename dtype>
class NumC::ImageProcessing< dtype >
```

Class for basic image processing.

### 6.14.2 Member Function Documentation

#### 6.14.2.1 [applyThreshold\(\)](#)

```
template<typename dtype >
static NdArray<bool> NumC::ImageProcessing< dtype >::applyThreshold (
    const NdArray< dtype > & inImageArray,
    dtype inThreshold ) [inline], [static]
```

Applies a threshold to an image

#### Parameters

<a href="#">NdArray</a>	threshold value
-------------------------	-----------------

#### Returns

[NdArray](#) of booleans of pixels that exceeded the threshold

#### 6.14.2.2 [centroidClusters\(\)](#)

```
template<typename dtype >
static std::vector<Centroid> NumC::ImageProcessing< dtype >::centroidClusters (
    const std::vector< Cluster > & inClusters ) [inline], [static]
```

Center of Mass centroids clusters

## Parameters

<i>NdArray</i>	
<i>threshold</i>	value

## Returns

std::vector<Centroid>

## 6.14.2.3 clusterPixels()

```
template<typename dtype >
static std::vector<Cluster> NumC::ImageProcessing< dtype >::clusterPixels (
    const NdArray< dtype > & inImageArray,
    const NdArray< bool > & inExceedances,
    uint8 inBorderWidth = 0 ) [inline], [static]
```

Clusters exceedance pixels from an image

## Parameters

<i>NdArray</i>	
<i>NdArray</i>	of exceedances
<i>border</i>	to apply around exceedance pixels post clustering, default 0

## Returns

std::vector<Cluster>

## 6.14.2.4 generateCentroids()

```
template<typename dtype >
static std::vector<Centroid> NumC::ImageProcessing< dtype >::generateCentroids (
    const NdArray< dtype > & inImageArray,
    double inRate,
    const std::string inWindowType,
    uint8 inBorderWidth = 0 ) [inline], [static]
```

Generates a list of centroids givin an input exceedance rate

## Parameters

<i>NdArray</i>	
<i>exceedance</i>	rate
<i>string</i>	"pre", or "post" for where to apply the exceedance windowing
<i>border</i>	to apply, default 0

**Returns**

`std::vector<Centroid>`

**6.14.2.5 generateThreshold()**

```
template<typename dtype >
static dtype NumC::ImageProcessing< dtype >::generateThreshold (
    const NdArray< dtype > & inImageArray,
    double inRate ) [inline], [static]
```

Calculates a threshold such that the input rate of pixels exceeds the threshold. Really should only be used for integer input array values. If using floating point data, user beware...

**Parameters**

<i>NdArray</i>	
<i>exceedance</i>	rate

**Returns**

`dtype`

**6.14.2.6 windowExceedances()**

```
template<typename dtype >
static NdArray<bool> NumC::ImageProcessing< dtype >::windowExceedances (
    const NdArray< bool > & inExceedances,
    uint8 inBorderWidth ) [inline], [static]
```

Window expand around exceedance pixels

**Parameters**

<i>NdArray&lt;bool&gt;</i>	
<i>border</i>	width

**Returns**

`NdArray<bool>`

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

- [ImageProcessing.hpp](#)

## 6.15 NumC::Linalg< dtype > Class Template Reference

Class for doing linear algebra operations.

```
#include <Linalg.hpp>
```

### Static Public Member Functions

- static dtype `det` (const `NdArray`< dtype > &inArray)
- static `NdArray`< dtype > `hat` (dtype inX, dtype inY, dtype inZ)
- static `NdArray`< dtype > `hat` (const `NdArray`< dtype > &inVec)
- static `NdArray`< double > `inv` (const `NdArray`< dtype > &inArray)
- static `NdArray`< double > `lstsq` (const `NdArray`< dtype > &inA, const `NdArray`< dtype > &inB, double inTolerance=1.e-12)
- template<typename dtypeOut = double>  
static `NdArray`< dtypeOut > `matrix_power` (const `NdArray`< dtype > &inArray, `int16` inPower)
- template<typename dtypeOut = double>  
static `NdArray`< dtypeOut > `multi_dot` (const std::initializer\_list< `NdArray`< dtype > > &inList)
- static void `svd` (const `NdArray`< dtype > &inArray, `NdArray`< double > &outU, `NdArray`< double > &outS, `NdArray`< double > &outVt)

### 6.15.1 Detailed Description

```
template<typename dtype>
class NumC::Linalg< dtype >
```

Class for doing linear algebra operations.

### 6.15.2 Member Function Documentation

#### 6.15.2.1 `det()`

```
template<typename dtype>
static dtype NumC::Linalg< dtype >::det (
    const NdArray< dtype > & inArray ) [inline], [static]
```

matrix determinant. NOTE: can get verrrrry slow for large matrices (order > 10)

SciPy Reference: <https://docs.scipy.org/doc/scipy/reference/generated/scipy.linalg.det.html#scipy.linalg.det>

#### Parameters

<code>NdArray</code>	
----------------------	--

**Returns**

dtype

**6.15.2.2** `hat()` [1/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Linalg< dtype >::hat (
    dtype inX,
    dtype inY,
    dtype inZ ) [inline], [static]
```

vector hat operator

**Parameters**

<i>x</i>	
<i>y</i>	
<i>z</i>	

**Returns**3x3 [NdArray](#)**6.15.2.3** `hat()` [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Linalg< dtype >::hat (
    const NdArray< dtype > & inVec ) [inline], [static]
```

vector hat operator

**Parameters**

<a href="#">NdArray</a>	3x1, or 1x3 cartesian vector
-------------------------	------------------------------

**Returns**3x3 [NdArray](#)**6.15.2.4** `inv()`

```
template<typename dtype>
static NdArray<double> NumC::Linalg< dtype >::inv (
    const NdArray< dtype > & inArray ) [inline], [static]
```

matrix inverse

SciPy Reference: <https://docs.scipy.org/doc/scipy/reference/generated/scipy.linalg.inv.html#scipy.linalg.inv>

#### Parameters

<a href="#">NdArray</a>	
-------------------------	--

#### Returns

[NdArray](#)

#### 6.15.2.5 lstsq()

```
template<typename dtype>
static NdArray<double> NumC::Linalg< dtype >::lstsq (
    const NdArray< dtype > & inA,
    const NdArray< dtype > & inB,
    double inTolerance = 1.e-12 ) [inline], [static]
```

Solves the equation  $a x = b$  by computing a vector  $x$  that minimizes the Euclidean 2-norm  $\|b - a x\|^2$ . The equation may be under-, well-, or over- determined (i.e., the number of linearly independent rows of  $a$  can be less than, equal to, or greater than its number of linearly independent columns). If  $a$  is square and of full rank, then  $x$  (but for round-off error) is the "exact" solution of the equation.

SciPy Reference: <https://docs.scipy.org/doc/scipy/reference/generated/scipy.linalg.lstsq.html#scipy.linalg.lstsq>

#### Parameters

<a href="#">NdArray</a> , <i>coefficient</i>	matrix
<a href="#">NdArray</a> , <i>Ordinate</i>	or "dependent variable" values
<i>double</i> , <i>tolerance</i>	

#### Returns

[NdArray](#)

#### 6.15.2.6 matrix\_power()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Linalg< dtype >::matrix_power (
    const NdArray< dtype > & inArray,
    int16 inPower ) [inline], [static]
```

Raise a square matrix to the (integer) power  $n$ .

For positive integers  $n$ , the power is computed by repeated matrix squarings and matrix multiplications. If  $n == 0$ , the identity matrix of the same shape as  $M$  is returned. If  $n < 0$ , the inverse is computed and then raised to the  $\text{abs}(n)$ .

NumPy Reference: [https://docs.scipy.org/doc/numpy/reference/generated/numpy.linalg.matrix\\_power.html#numpy.linalg.matrix\\_power](https://docs.scipy.org/doc/numpy/reference/generated/numpy.linalg.matrix_power.html#numpy.linalg.matrix_power)

#### Parameters

<code>NdArray</code>	
<code>power</code>	

#### Returns

`NdArray`

#### 6.15.2.7 multi\_dot()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Linalg< dtype >::multi_dot (
    const std::initializer_list< NdArray< dtype > > & inList ) [inline], [static]
```

Compute the dot product of two or more arrays in a single function call..

NumPy Reference: [https://docs.scipy.org/doc/numpy/reference/generated/numpy.linalg.multi\\_dot.html#numpy.linalg.multi\\_dot](https://docs.scipy.org/doc/numpy/reference/generated/numpy.linalg.multi_dot.html#numpy.linalg.multi_dot)

#### Parameters

<code>initializer_list</code> < <code>NdArray</code> < <i>dtype</i> > >	>, list of arrays
---	-------------------

#### Returns

`NdArray`

#### 6.15.2.8 svd()

```
template<typename dtype>
static void NumC::Linalg< dtype >::svd (
    const NdArray< dtype > & inArray,
    NdArray< double > & outU,
    NdArray< double > & outS,
    NdArray< double > & outVt ) [inline], [static]
```



matrix svd

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.linalg.svd.html#numpy.linalg.svd>

## Parameters

<a href="#">NdArray</a>	to be SVDed
<a href="#">NdArray</a>	output U
<a href="#">NdArray</a>	output S
<a href="#">NdArray</a>	output V transpose

## Returns

[NdArray](#)

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

- [Linalg.hpp](#)

## 6.16 NumC::Methods< dtype > Class Template Reference

[Methods](#) for working with NdArrays.

```
#include <Methods.hpp>
```

### Static Public Member Functions

- static dtype [abs](#) (dtype inValue)
- static [NdArray](#)< dtype > [abs](#) (const [NdArray](#)< dtype > &inArray)
- template<typename dtypeOut = double>  
static [NdArray](#)< dtypeOut > [add](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2)
- static [uint32](#) [alen](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< bool > [all](#) (const [NdArray](#)< dtype > &inArray, [Axis::Type](#) inAxis=[Axis::NONE](#))
- static bool [allclose](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2, double inTolerance=1e-5)
- static [NdArray](#)< dtype > [amax](#) (const [NdArray](#)< dtype > &inArray, [Axis::Type](#) inAxis=[Axis::NONE](#))
- static [NdArray](#)< dtype > [amin](#) (const [NdArray](#)< dtype > &inArray, [Axis::Type](#) inAxis=[Axis::NONE](#))
- static [NdArray](#)< bool > [any](#) (const [NdArray](#)< dtype > &inArray, [Axis::Type](#) inAxis=[Axis::NONE](#))
- static [NdArray](#)< dtype > [append](#) (const [NdArray](#)< dtype > &inArray, const [NdArray](#)< dtype > &inAppendValues, [Axis::Type](#) inAxis=[Axis::NONE](#))
- static [NdArray](#)< dtype > [arange](#) (dtype inStart, dtype inStop, dtype inStep=1)
- static [NdArray](#)< dtype > [arange](#) (dtype inStop)
- static double [arccos](#) (dtype inValue)
- static [NdArray](#)< double > [arccos](#) (const [NdArray](#)< dtype > &inArray)
- static double [arccosh](#) (dtype inValue)
- static [NdArray](#)< double > [arccosh](#) (const [NdArray](#)< dtype > &inArray)
- static double [arcsin](#) (dtype inValue)
- static [NdArray](#)< double > [arcsin](#) (const [NdArray](#)< dtype > &inArray)
- static double [arcsinh](#) (dtype inValue)
- static [NdArray](#)< double > [arcsinh](#) (const [NdArray](#)< dtype > &inArray)
- static double [arctan](#) (dtype inValue)
- static [NdArray](#)< double > [arctan](#) (const [NdArray](#)< dtype > &inArray)
- static double [arctan2](#) (dtype inY, dtype inX)
- static [NdArray](#)< double > [arctan2](#) (const [NdArray](#)< dtype > &inY, const [NdArray](#)< dtype > &inX)

- static double [arctanh](#) (dtype inValue)
- static [NdArray](#)< double > [arctanh](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< uint32 > [argmax](#) (const [NdArray](#)< dtype > &inArray, [Axis::Type](#) inAxis=[Axis::NONE](#))
- static [NdArray](#)< uint32 > [argmin](#) (const [NdArray](#)< dtype > &inArray, [Axis::Type](#) inAxis=[Axis::NONE](#))
- static [NdArray](#)< uint32 > [argsort](#) (const [NdArray](#)< dtype > &inArray, [Axis::Type](#) inAxis=[Axis::NONE](#))
- static [NdArray](#)< uint32 > [argwhere](#) (const [NdArray](#)< dtype > &inArray)
- static dtype [around](#) (dtype inValue, [uint8](#) inNumDecimals=0)
- static [NdArray](#)< dtype > [around](#) (const [NdArray](#)< dtype > &inArray, [uint8](#) inNumDecimals=0)
- static bool [array\\_equal](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2)
- static bool [array\\_equiv](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2)
- static [NdArray](#)< dtype > [asarray](#) (const std::vector< dtype > &inVector)
- static [NdArray](#)< dtype > [asarray](#) (std::initializer\_list< dtype > &inList)
- template<typename dtypeOut = double>  
static [NdArray](#)< dtypeOut > [astype](#) (const [NdArray](#)< dtype > inArray)
- static [NdArray](#)< double > [average](#) (const [NdArray](#)< dtype > &inArray, [Axis::Type](#) inAxis=[Axis::NONE](#))
- static [NdArray](#)< double > [average](#) (const [NdArray](#)< dtype > &inArray, const [NdArray](#)< dtype > &inWeights, [Axis::Type](#) inAxis=[Axis::NONE](#))
- static [NdArray](#)< dtype > [bincount](#) (const [NdArray](#)< dtype > &inArray, [uint16](#) inMinLength=0)
- static [NdArray](#)< dtype > [bincount](#) (const [NdArray](#)< dtype > &inArray, const [NdArray](#)< dtype > &inWeights, [uint16](#) inMinLength=0)
- static [NdArray](#)< dtype > [bitwise\\_and](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2)
- static [NdArray](#)< dtype > [bitwise\\_not](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< dtype > [bitwise\\_or](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2)
- static [NdArray](#)< dtype > [bitwise\\_xor](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2)
- static [NdArray](#)< dtype > [byteswap](#) (const [NdArray](#)< dtype > &inArray)
- static double [cbt](#) (dtype inValue)
- static [NdArray](#)< double > [cbt](#) (const [NdArray](#)< dtype > &inArray)
- static dtype [ceil](#) (dtype inValue)
- static [NdArray](#)< dtype > [ceil](#) (const [NdArray](#)< dtype > &inArray)
- static dtype [clip](#) (dtype inValue, dtype inMinValue, dtype inMaxValue)
- static [NdArray](#)< dtype > [clip](#) (const [NdArray](#)< dtype > &inArray, dtype inMinValue, dtype inMaxValue)
- static [NdArray](#)< dtype > [column\\_stack](#) (const std::initializer\_list< [NdArray](#)< dtype > > &inArrayList)
- static [NdArray](#)< dtype > [concatenate](#) (const std::initializer\_list< [NdArray](#)< dtype > > &inArrayList, [Axis::Type](#) inAxis=[Axis::NONE](#))
- static [NdArray](#)< bool > [contains](#) (const [NdArray](#)< dtype > &inArray, dtype inValue, [Axis::Type](#) inAxis=[Axis::NONE](#))
- static [NdArray](#)< dtype > [copy](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< dtype > [copySign](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2)
- static [NdArray](#)< dtype > & [copyto](#) ([NdArray](#)< dtype > &inDestArray, const [NdArray](#)< dtype > &inSrcArray)
- static double [cos](#) (dtype inValue)
- static [NdArray](#)< double > [cos](#) (const [NdArray](#)< dtype > &inArray)
- static double [cosh](#) (dtype inValue)
- static [NdArray](#)< double > [cosh](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< uint32 > [count\\_nonzero](#) (const [NdArray](#)< dtype > &inArray, [Axis::Type](#) inAxis=[Axis::NONE](#))
- template<typename dtypeOut = double>  
static [NdArray](#)< dtypeOut > [cross](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2, [Axis::Type](#) inAxis=[Axis::NONE](#))
- template<typename dtypeOut = double>  
static [NdArray](#)< dtypeOut > [cube](#) (const [NdArray](#)< dtype > &inArray)
- template<typename dtypeOut = double>  
static [NdArray](#)< dtypeOut > [cumprod](#) (const [NdArray](#)< dtype > &inArray, [Axis::Type](#) inAxis=[Axis::NONE](#))
- template<typename dtypeOut = double>  
static [NdArray](#)< dtypeOut > [cumsum](#) (const [NdArray](#)< dtype > &inArray, [Axis::Type](#) inAxis=[Axis::NONE](#))

- static double [deg2rad](#) (dtype inValue)
- static [NdArray](#)< double > [deg2rad](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< dtype > [deleteIndices](#) (const [NdArray](#)< dtype > &inArray, const [NdArray](#)< uint32 > &inArrayIdxs, [Axis::Type](#) inAxis=[Axis::NONE](#))
- static [NdArray](#)< dtype > [deleteIndices](#) (const [NdArray](#)< dtype > &inArray, const [Slice](#) &inIndicesSlice, [Axis::Type](#) inAxis=[Axis::NONE](#))
- static [NdArray](#)< dtype > [deleteIndices](#) (const [NdArray](#)< dtype > &inArray, [uint32](#) inIndex, [Axis::Type](#) inAxis=[Axis::NONE](#))
- static [NdArray](#)< dtype > [diagflat](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< dtype > [diagonal](#) (const [NdArray](#)< dtype > &inArray, [uint32](#) inOffset=0, [Axis::Type](#) inAxis=[Axis::ROW](#))
- static [NdArray](#)< dtype > [diff](#) (const [NdArray](#)< dtype > &inArray, [Axis::Type](#) inAxis=[Axis::NONE](#))
- template<typename dtypeOut = double>  
static [NdArray](#)< dtypeOut > [divide](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2)
- template<typename dtypeOut = double>  
static [NdArray](#)< dtypeOut > [dot](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2)
- static void [dump](#) (const [NdArray](#)< dtype > &inArray, const std::string &inFilename)
- static [NdArray](#)< dtype > [empty](#) ([uint32](#) inNumRows, [uint32](#) inNumCols)
- static [NdArray](#)< dtype > [empty](#) (const [Shape](#) &inShape)
- template<typename dtypeOut = double>  
static [NdArray](#)< dtypeOut > [empty\\_like](#) (const [NdArray](#)< dtype > &inArray)
- static [Endian::Type](#) [endianess](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< bool > [equal](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2)
- static double [exp](#) (dtype inValue)
- static [NdArray](#)< double > [exp](#) (const [NdArray](#)< dtype > &inArray)
- static double [exp2](#) (dtype inValue)
- static [NdArray](#)< double > [exp2](#) (const [NdArray](#)< dtype > &inArray)
- static double [expm1](#) (dtype inValue)
- static [NdArray](#)< double > [expm1](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< dtype > [eye](#) ([uint32](#) inN, [int32](#) inK=0)
- static [NdArray](#)< dtype > [eye](#) ([uint32](#) inN, [uint32](#) inM, [int32](#) inK=0)
- static [NdArray](#)< dtype > [eye](#) (const [Shape](#) &inShape, [int32](#) inK=0)
- static dtype [fix](#) (dtype inValue)
- static [NdArray](#)< dtype > [fix](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< [uint32](#) > [flatnonzero](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< dtype > [flatten](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< dtype > [flip](#) (const [NdArray](#)< dtype > &inArray, [Axis::Type](#) inAxis)
- static [NdArray](#)< dtype > [fliplr](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< dtype > [flipud](#) (const [NdArray](#)< dtype > &inArray)
- static dtype [floor](#) (dtype inValue)
- static [NdArray](#)< dtype > [floor](#) (const [NdArray](#)< dtype > &inArray)
- static dtype [floor\\_divide](#) (dtype inValue1, dtype inValue2)
- static [NdArray](#)< dtype > [floor\\_divide](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2)
- static dtype [fmax](#) (dtype inValue1, dtype inValue2)
- static [NdArray](#)< dtype > [fmax](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2)
- static dtype [fmin](#) (dtype inValue1, dtype inValue2)
- static [NdArray](#)< dtype > [fmin](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2)
- static dtype [fmod](#) (dtype inValue1, dtype inValue2)
- static [NdArray](#)< dtype > [fmod](#) (const [NdArray](#)< dtype > &inArray1, const [NdArray](#)< dtype > &inArray2)
- static [NdArray](#)< dtype > [fromfile](#) (const std::string &inFilename, const std::string &inSep="")
- static [NdArray](#)< dtype > [full](#) ([uint32](#) inSquareSize, dtype inFillValue)
- static [NdArray](#)< dtype > [full](#) ([uint32](#) inNumRows, [uint32](#) inNumCols, dtype inFillValue)
- static [NdArray](#)< dtype > [full](#) (const [Shape](#) &inShape, dtype inFillValue)

- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > full_like (const NdArray< dtype > &inArray, dtype inFillValue)`
- `static NdArray< bool > greater (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static NdArray< bool > greater_equal (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static std::pair< NdArray< uint32 >, NdArray< double > > histogram (const NdArray< dtype > &inArray, uint32 inNumBins=10)`
- `static NdArray< dtype > hstack (const std::initializer_list< NdArray< dtype > > &inArrayList)`
- `template<typename dtypeOut = double>`  
`static dtypeOut hypot (dtype inValue1, dtype inValue2)`
- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > hypot (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static NdArray< dtype > identity (uint32 inSquareSize)`
- `static NdArray< dtype > intersect1d (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static NdArray< dtype > invert (const NdArray< dtype > &inArray)`
- `static NdArray< bool > isclose (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2, double inRtol=1e-05, double inAtol=1e-08)`
- `static bool isnan (dtype inValue)`
- `static NdArray< bool > isnan (const NdArray< dtype > &inArray)`
- `static dtype ldexp (dtype inValue1, uint8 inValue2)`
- `static NdArray< dtype > ldexp (const NdArray< dtype > &inArray1, const NdArray< uint8 > &inArray2)`
- `static NdArray< dtype > left_shift (const NdArray< dtype > &inArray, uint8 inNumBits)`
- `static NdArray< bool > less (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static NdArray< bool > less_equal (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static NdArray< dtype > linspace (dtype inStart, dtype inStop, uint32 inNum=50, bool endPoint=true)`
- `static NdArray< dtype > load (const std::string &inFilename)`
- `static double log (dtype inValue)`
- `static NdArray< double > log (const NdArray< dtype > &inArray)`
- `static double log10 (dtype inValue)`
- `static NdArray< double > log10 (const NdArray< dtype > &inArray)`
- `static double log1p (dtype inValue)`
- `static NdArray< double > log1p (const NdArray< dtype > &inArray)`
- `static double log2 (dtype inValue)`
- `static NdArray< double > log2 (const NdArray< dtype > &inArray)`
- `static NdArray< bool > logical_and (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static NdArray< bool > logical_not (const NdArray< dtype > &inArray)`
- `static NdArray< bool > logical_or (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static NdArray< bool > logical_xor (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > matmul (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static NdArray< dtype > max (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< dtype > maximum (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static NdArray< double > mean (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< dtype > median (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< dtype > min (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< dtype > minimum (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static NdArray< dtype > mod (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static NdArray< dtype > multiply (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static NdArray< uint32 > nanargmax (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< uint32 > nanargmin (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > nancumprod (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`

- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > nancumsum (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< dtype > nanmax (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< double > nanmean (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< dtype > nanmedian (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< dtype > nanmin (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `template<typename dtypeOut = double>`  
`static NdArray< double > nanpercentile (const NdArray< dtype > &inArray, double inPercentile, Axis::Type inAxis=Axis::NONE, const std::string &inInterpMethod="linear")`
- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > nanprod (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< dtype > nans (uint32 inSquareSize)`
- `static NdArray< dtype > nans (uint32 inNumRows, uint32 inNumCols)`
- `static NumC::NdArray< dtype > nans (const NumC::Shape &inShape)`
- `static NdArray< double > nanstd (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > nansum (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< double > nanvar (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static uint64 nbytes (const NdArray< dtype > &inArray)`
- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > negative (const NdArray< dtype > &inArray)`
- `static dtype newbyteorder (dtype inValue, Endian::Type inEndianness)`
- `static NdArray< dtype > newbyteorder (const NdArray< dtype > &inArray, Endian::Type inEndianness)`
- `static NdArray< uint32 > nonzero (const NdArray< dtype > &inArray)`
- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > norm (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< bool > not_equal (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static NdArray< dtype > ones (uint32 inSquareSize)`
- `static NdArray< dtype > ones (uint32 inNumRows, uint32 inNumCols)`
- `static NdArray< dtype > ones (const Shape &inShape)`
- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > ones_like (const NdArray< dtype > &inArray)`
- `static NdArray< dtype > pad (const NdArray< dtype > &inArray, uint16 inPadWidth, dtype inPadValue)`
- `static NdArray< dtype > partition (const NdArray< dtype > &inArray, uint32 inKth, Axis::Type inAxis=Axis::NONE)`
- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > percentile (const NdArray< dtype > &inArray, double inPercentile, Axis::Type inAxis=Axis::NONE, const std::string &inInterpMethod="linear")`
- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > power (const NdArray< dtype > &inArray, uint8 inExponent)`
- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > power (const NdArray< dtype > &inArray, const NdArray< uint8 > &inExponents)`
- `static void print (const NdArray< dtype > &inArray)`
- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > prod (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< dtype > ptp (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< dtype > & put (NdArray< dtype > &inArray, const NdArray< uint32 > &inIndices, const NdArray< dtype > &inValues)`
- `static NdArray< dtype > & putmask (NdArray< dtype > &inArray, const NdArray< bool > &inMask, dtype inValue)`
- `static NdArray< dtype > & putmask (NdArray< dtype > &inArray, const NdArray< bool > &inMask, const NdArray< dtype > &inValues)`
- `static double rad2deg (dtype inValue)`
- `static NdArray< double > rad2deg (const NdArray< dtype > &inArray)`



- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > reciprocal (const NdArray< dtype > &inArray)`
- `template<typename dtypeOut = double>`  
`static dtypeOut remainder (dtype inValue1, dtype inValue2)`
- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > remainder (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static NdArray< dtype > repeat (const NdArray< dtype > &inArray, uint32 inNumRows, uint32 inNumCols)`
- `static NdArray< dtype > repeat (const NdArray< dtype > &inArray, const Shape &inRepeatShape)`
- `static NdArray< dtype > & reshape (NdArray< dtype > &inArray, uint32 inNumRows, uint32 inNumCols)`
- `static NdArray< dtype > & reshape (NdArray< dtype > &inArray, const Shape &inNewShape)`
- `static NdArray< dtype > & resizeFast (NdArray< dtype > &inArray, uint32 inNumRows, uint32 inNumCols)`
- `static NdArray< dtype > & resizeFast (NdArray< dtype > &inArray, const Shape &inNewShape)`
- `static NdArray< dtype > & resizeSlow (NdArray< dtype > &inArray, uint32 inNumRows, uint32 inNumCols)`
- `static NdArray< dtype > & resizeSlow (NdArray< dtype > &inArray, const Shape &inNewShape)`
- `static NdArray< dtype > right_shift (const NdArray< dtype > &inArray, uint8 inNumBits)`
- `static dtype rint (dtype inValue)`
- `static NdArray< dtype > rint (const NdArray< dtype > &inArray)`
- `static NdArray< dtype > roll (const NdArray< dtype > &inArray, int32 inShift, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< dtype > rot90 (const NdArray< dtype > &inArray, uint8 inK=1)`
- `static dtype round (dtype inValue, uint8 inDecimals)`
- `static NdArray< dtype > round (const NdArray< dtype > &inArray, uint8 inDecimals)`
- `static NdArray< dtype > row_stack (const std::initializer_list< NdArray< dtype > > &inArrayList)`
- `static NdArray< dtype > setdiff1d (const NdArray< dtype > &inArray1, const NdArray< dtype > &inArray2)`
- `static Shape shape (const NdArray< dtype > &inArray)`
- `static int8 sign (dtype inValue)`
- `static NdArray< int8 > sign (const NdArray< dtype > &inArray)`
- `static bool signbit (dtype inValue)`
- `static NdArray< bool > signbit (const NdArray< dtype > &inArray)`
- `static double sin (dtype inValue)`
- `static NdArray< double > sin (const NdArray< dtype > &inArray)`
- `static double sinc (dtype inValue)`
- `static NdArray< double > sinc (const NdArray< dtype > &inArray)`
- `static double sinh (dtype inValue)`
- `static NdArray< double > sinh (const NdArray< dtype > &inArray)`
- `static uint32 size (const NdArray< dtype > &inArray)`
- `static NdArray< dtype > sort (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static double sqrt (dtype inValue)`
- `static NdArray< double > sqrt (const NdArray< dtype > &inArray)`
- `static dtype square (dtype inValue)`
- `static NdArray< dtype > square (const NdArray< dtype > &inArray)`
- `static NdArray< double > std (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `template<typename dtypeOut = double>`  
`static NdArray< dtypeOut > sum (const NdArray< dtype > &inArray, Axis::Type inAxis=Axis::NONE)`
- `static NdArray< dtype > swapaxes (const NdArray< dtype > &inArray)`
- `static double tan (dtype inValue)`
- `static NdArray< double > tan (const NdArray< dtype > &inArray)`
- `static double tanh (dtype inValue)`
- `static NdArray< double > tanh (const NdArray< dtype > &inArray)`
- `static NdArray< dtype > tile (const NdArray< dtype > &inArray, uint32 inNumRows, uint32 inNumCols)`
- `static NdArray< dtype > tile (const NdArray< dtype > &inArray, const Shape &inReps)`
- `static void tofile (const NdArray< dtype > &inArray, const std::string &inFilename, const std::string &inSep="")`
- `static std::vector< dtype > toStlVector (const NdArray< dtype > &inArray)`
- `template<typename dtypeOut = double>`  
`static dtypeOut trace (const NdArray< dtype > &inArray, uint16 inOffset=0, Axis::Type inAxis=Axis::ROW)`

- static `NdArray< dtype > transpose` (const `NdArray< dtype > &inArray`)
- static `NdArray< double > trapz` (const `NdArray< dtype > &inArray`, double `dx=1.0`, `Axis::Type` `inAxis=Axis::NONE`)
- static `NdArray< double > trapz` (const `NdArray< dtype > &inArrayY`, const `NdArray< dtype > &inArrayX`, `Axis::Type` `inAxis=Axis::NONE`)
- static `NdArray< dtype > tri` (`uint32` `inN`, `int32` `inOffset=0`)
- static `NdArray< dtype > tri` (`uint32` `inN`, `uint32` `inM`, `int32` `inOffset=0`)
- static `NdArray< dtype > trim_zeros` (const `NdArray< dtype > &inArray`, const `std::string` `inTrim="fb"`)
- static `dtype trunc` (`dtype` `inValue`)
- static `NdArray< dtype > trunc` (const `NdArray< dtype > &inArray`)
- static `NdArray< dtype > union1d` (const `NdArray< dtype > &inArray1`, const `NdArray< dtype > &inArray2`)
- static `NdArray< dtype > unique` (const `NdArray< dtype > &inArray`)
- static `dtype unwrap` (`dtype` `inValue`)
- static `NdArray< dtype > unwrap` (const `NdArray< dtype > &inArray`)
- static `NdArray< double > var` (const `NdArray< dtype > &inArray`, `Axis::Type` `inAxis=Axis::NONE`)
- static `NdArray< dtype > vstack` (const `std::initializer_list< NdArray< dtype > >` `&inArrayList`)
- static `NdArray< dtype > zeros` (`uint32` `inSquareSize`)
- static `NdArray< dtype > zeros` (`uint32` `inNumRows`, `uint32` `inNumCols`)
- static `NumC::NdArray< dtype > zeros` (const `NumC::Shape` `&inShape`)

### 6.16.1 Detailed Description

```
template<typename dtype>
class NumC::Methods< dtype >
```

[Methods](#) for working with NdArrays.

### 6.16.2 Member Function Documentation

#### 6.16.2.1 `abs()` [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::abs (
    dtype inValue ) [inline], [static]
```

Calculate the absolute value.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.absolute.html>

#### Parameters

<i>value</i>	
--------------	--

#### Returns

*value*



## 6.16.2.2 abs() [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::abs (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Calculate the absolute value element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.absolute.html>↔

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.16.2.3 add()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::add (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Add arguments element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.add.html>↔

## Parameters

<a href="#">NdArray</a>	
<a href="#">NdArray</a>	

## Returns

[NdArray](#)

#### 6.16.2.4 `alen()`

```
template<typename dtype>
static uint32 NumC::Methods< dtype >::alen (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return the length of the first dimension of the input array.

##### Parameters

<code>NdArray</code>	
----------------------	--

##### Returns

length uint16

#### 6.16.2.5 `all()`

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::all (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Test whether all array elements along a given axis evaluate to True.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.all.html>↩

##### Parameters

<code>NdArray</code>	
<code>Axis</code>	

##### Returns

bool

#### 6.16.2.6 `allclose()`

```
template<typename dtype>
static bool NumC::Methods< dtype >::allclose (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2,
    double inTolerance = 1e-5 ) [inline], [static]
```

Returns True if two arrays are element-wise equal within a tolerance. inTolerance must be a positive number

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.allclose.html>↩

## Parameters

<a href="#">NdArray</a>	
<a href="#">NdArray</a>	
(Optional)	tolerance

## Returns

bool

## 6.16.2.7 amax()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::amax (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return the maximum of an array or maximum along an axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.amax.html> ↩

## Parameters

<a href="#">NdArray</a>	
(Optional)	<a href="#">Axis</a>

## Returns

max value

## 6.16.2.8 amin()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::amin (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return the minimum of an array or minimum along an axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.amin.html> ↩

## Parameters

<a href="#">NdArray</a>	
(Optional)	<a href="#">Axis</a>

**Returns**

min value

**6.16.2.9 any()**

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::any (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Test whether any array element along a given axis evaluates to True.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.any.html>↔

**Parameters**

<a href="#">NdArray</a>	
(Optional)	<a href="#">Axis</a>

**Returns**[NdArray](#)**6.16.2.10 append()**

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::append (
    const NdArray< dtype > & inArray,
    const NdArray< dtype > & inAppendValues,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Append values to the end of an array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.append.html>↔

**Parameters**

<a href="#">NdArray</a>	
<a href="#">NdArray</a>	append values
(Optional)	axis - The axis along which values are appended. If axis is not given, both inArray and inAppendValues are flattened before use.

## Returns

[NdArray](#)6.16.2.11 `arange()` [1/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::arange (
    dtype inStart,
    dtype inStop,
    dtype inStep = 1 ) [inline], [static]
```

Return evenly spaced values within a given interval.

Values are generated within the half - open interval[start, stop) (in other words, the interval including start but excluding stop). For integer arguments the function is equivalent to the Python built - in range function, but returns an ndarray rather than a list.

When using a non - integer step, such as 0.1, the results will often not be consistent. It is better to use linspace for these cases.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arange.html> ↩

## Parameters

<i>start</i>	value,
<i>stop</i>	value,
<i>(Optional)</i>	step value, defaults to 1

## Returns

[NdArray](#)6.16.2.12 `arange()` [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::arange (
    dtype inStop ) [inline], [static]
```

Return evenly spaced values within a given interval.

Values are generated within the half - open interval[start, stop) (in other words, the interval including start but excluding stop). For integer arguments the function is equivalent to the Python built - in range function, but returns an ndarray rather than a list.

When using a non - integer step, such as 0.1, the results will often not be consistent. It is better to use linspace for these cases.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arange.html> ↩

## Parameters

<i>stop</i>	value, start is 0 and step is 1
-------------	---------------------------------

## Returns

[NdArray](#)

6.16.2.13 `arccos()` [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::arccos (
    dtype inValue ) [inline], [static]
```

Trigonometric inverse cosine

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arccos.html>

## Parameters

<i>value</i>	
--------------	--

## Returns

value

6.16.2.14 `arccos()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::arccos (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Trigonometric inverse cosine, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arccos.html>

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

**6.16.2.15** `arccosh()` [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::arccosh (
    dtype inValue ) [inline], [static]
```

Trigonometric inverse hyperbolic cosine.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arccosh.html>

**Parameters**

<i>value</i>	
--------------	--

**Returns**

*value*

**6.16.2.16** `arccosh()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::arccosh (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Trigonometric inverse hyperbolic cosine, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arccosh.html>

**Parameters**

<i>NdArray</i>	
----------------	--

**Returns**

*NdArray*

**6.16.2.17** `arcsin()` [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::arcsin (
    dtype inValue ) [inline], [static]
```

Trigonometric inverse sine.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arcsin.html>

#### Parameters

<i>value</i>	
--------------	--

#### Returns

value

#### 6.16.2.18 arcsin() [2/2]

```
template<typename dtype>
static NumC::Methods< dtype >::arcsin (
    const NumArray< dtype > & inArray ) [inline], [static]
```

Trigonometric inverse sine, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arcsin.html>

#### Parameters

<i>NdArray</i>	
----------------	--

#### Returns

*NdArray*

#### 6.16.2.19 arcsinh() [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::arcsinh (
    dtype inValue ) [inline], [static]
```

Trigonometric inverse hyperbolic sine.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arcsinh.html>

#### Parameters

<i>value</i>	
--------------	--



**Returns**

value

**6.16.2.20 arcsinh()** [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::arcsinh (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Trigonometric inverse hyperbolic sine, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arcsinh.html>

**Parameters**

NdArray	
---------	--

**Returns**

NdArray

**6.16.2.21 arctan()** [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::arctan (
    dtype inValue ) [inline], [static]
```

Trigonometric inverse tangent.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arctan.html>

**Parameters**

value	
-------	--

**Returns**

value

**6.16.2.22 arctan()** [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::arctan (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Trigonometric inverse tangent, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arctan.html>

**Parameters**

<a href="#">NdArray</a>	
-------------------------	--

**Returns**

[NdArray](#)

**6.16.2.23 arctan2()** [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::arctan2 (
    dtype inY,
    dtype inX ) [inline], [static]
```

Trigonometric inverse tangent.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arctan2.html>

**Parameters**

Y	
X	

**Returns**

value

**6.16.2.24 arctan2()** [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::arctan2 (
    const NdArray< dtype > & inY,
    const NdArray< dtype > & inX ) [inline], [static]
```

Trigonometric inverse tangent, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arctan2.html>

#### Parameters

<a href="#">NdArray</a>	y
<a href="#">NdArray</a>	x

#### Returns

[NdArray](#)

#### 6.16.2.25 arctanh() [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::arctanh (
    dtype inValue ) [inline], [static]
```

Trigonometric inverse hyperbolic tangent.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arctanh.html>

#### Parameters

<i>value</i>	
--------------	--

#### Returns

value

#### 6.16.2.26 arctanh() [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::arctanh (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Trigonometric inverse hyperbolic tangent, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.arctanh.html>

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.16.2.27 `argmax()`

```
template<typename dtype>
static NdArray<uint32> NumC::Methods< dtype >::argmax (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Returns the indices of the maximum values along an axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.↵argmax.html>

## Parameters

<a href="#">NdArray</a>	
(Optional)	axis

## Returns

[NdArray](#)

6.16.2.28 `argmin()`

```
template<typename dtype>
static NdArray<uint32> NumC::Methods< dtype >::argmin (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Returns the indices of the minimum values along an axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.↵argmin.html>

## Parameters

<a href="#">NdArray</a>	
(Optional)	axis

## Returns

[NdArray](#)

## 6.16.2.29 argsort()

```
template<typename dtype>
static NdArray<uint32> NumC::Methods< dtype >::argsort (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Returns the indices that would sort an array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.argsort.html>

## Parameters

<a href="#">NdArray</a>	
(Optional)	axis

## Returns

[NdArray](#)

## 6.16.2.30 argwhere()

```
template<typename dtype>
static NdArray<uint32> NumC::Methods< dtype >::argwhere (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Returns the indices that would sort an array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.argwhere.html>

## Parameters

<a href="#">NdArray</a>	
(Optional)	axis

## Returns

[NdArray](#)

**6.16.2.31** `around()` [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::around (
    dtype inValue,
    uint8 inNumDecimals = 0 ) [inline], [static]
```

Evenly round to the given number of decimals.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.around.html>

**Parameters**

<i>value</i>	
<i>(Optional)</i>	decimals, default = 0

**Returns**

value

**6.16.2.32** `around()` [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::around (
    const NdArray< dtype > & inArray,
    uint8 inNumDecimals = 0 ) [inline], [static]
```

Evenly round to the given number of decimals.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.around.html>

**Parameters**

<i>NdArray</i>	
<i>(Optional)</i>	decimals, default = 0

**Returns**

*NdArray*

**6.16.2.33** `array_equal()`

```
template<typename dtype>
static bool NumC::Methods< dtype >::array_equal (
```

```
const NdArray< dtype > & inArray1,
const NdArray< dtype > & inArray2 ) [inline], [static]
```

True if two arrays have the same shape and elements, False otherwise.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.array↵\\_equal.html](https://www.numpy.org/devdocs/reference/generated/numpy.array_equal.html)

#### Parameters

<a href="#">NdArray</a>	
<a href="#">NdArray</a>	

#### Returns

bool

#### 6.16.2.34 array\_equiv()

```
template<typename dtype>
static bool NumC::Methods< dtype >::array_equiv (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Returns True if input arrays are shape consistent and all elements equal.

[Shape](#) consistent means they are either the same shape, or one input array can be broadcasted to create the same shape as the other one.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.array↵\\_equiv.html](https://www.numpy.org/devdocs/reference/generated/numpy.array_equiv.html)

#### Parameters

<a href="#">NdArray</a>	
<a href="#">NdArray</a>	

#### Returns

bool

#### 6.16.2.35 asarray() [1/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::asarray (
    const std::vector< dtype > & inVector ) [inline], [static]
```

Convert the vector to an array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.asarray.html>

#### Parameters

<code>std::vector</code>	
--------------------------	--

#### Returns

`NdArray`

#### 6.16.2.36 `asarray()` [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::asarray (
    std::initializer_list< dtype > & inList ) [inline], [static]
```

Convert the list initializer to an array. eg: `NdArray<int> myArray = NumC::asarray<int>({1,2,3});`

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.asarray.html>

#### Parameters

<code>std::vector</code>	
--------------------------	--

#### Returns

`NdArray`

#### 6.16.2.37 `astype()`

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::astype (
    const NdArray< dtype > inArray ) [inline], [static]
```

Returns a copy of the array, cast to a specified type.

#### Parameters

<code>NdArray</code>	
----------------------	--



## Returns

[NdArray](#)

## 6.16.2.38 average() [1/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::average (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Compute the average along the specified axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.average.html>

## Parameters

<a href="#">NdArray</a>	
(Optional)	axis

## Returns

[NdArray](#)

## 6.16.2.39 average() [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::average (
    const NdArray< dtype > & inArray,
    const NdArray< dtype > & inWeights,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Compute the weighted average along the specified axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.average.html>

## Parameters

<a href="#">NdArray</a>	
<a href="#">NdArray</a>	of weights, otherwise all weights = 1
(Optional)	axis

## Returns

[NdArray](#)

6.16.2.40 `bincount()` [1/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::bincount (
    const NdArray< dtype > & inArray,
    uint16 inMinLength = 0 ) [inline], [static]
```

Count number of occurrences of each value in array of non-negative ints. Negative values will be counted in the zero bin.

The number of bins(of size 1) is one larger than the largest value in x. If minlength is specified, there will be at least this number of bins in the output array(though it will be longer if necessary, depending on the contents of x).Each bin gives the number of occurrences of its index value in x.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.bincount.html>

## Parameters

<a href="#">NdArray</a>	
<i>min</i>	bin length

## Returns

[NdArray](#)

6.16.2.41 `bincount()` [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::bincount (
    const NdArray< dtype > & inArray,
    const NdArray< dtype > & inWeights,
    uint16 inMinLength = 0 ) [inline], [static]
```

Count number of occurrences of each value in array of non-negative ints. Negative values will be counted in the zero bin.

The number of bins(of size 1) is one larger than the largest value in x. If minlength is specified, there will be at least this number of bins in the output array(though it will be longer if necessary, depending on the contents of x).Each bin gives the number of occurrences of its index value in x.If weights is specified the input array is weighted by it, i.e. if a value n is found at position i, out[n] += weight[i] instead of out[n] += 1. Weights array shall be of the same shape as inArray.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.bincount.html>

## Parameters

<a href="#">NdArray</a>	
<a href="#">NdArray</a>	weights
<i>min</i>	bin length

## Returns

[NdArray](#)

## 6.16.2.42 bitwise\_and()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::bitwise_and (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Compute the bit-wise AND of two arrays element-wise.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.bitwise\\_and.html](https://www.numpy.org/devdocs/reference/generated/numpy.bitwise_and.html)

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.43 bitwise\_not()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::bitwise_not (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Compute the bit-wise NOT the input array element-wise.

[NdArray](#)

## Returns

[NdArray](#)

## 6.16.2.44 bitwise\_or()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::bitwise_or (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Compute the bit-wise OR of two arrays element-wise.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.bitwise\\_or.html](https://www.numpy.org/devdocs/reference/generated/numpy.bitwise_or.html)

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.45 bitwise\_xor()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::bitwise_xor (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Compute the bit-wise XOR of two arrays element-wise.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.bitwise\\_xor.html](https://www.numpy.org/devdocs/reference/generated/numpy.bitwise_xor.html)

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.46 byteswap()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::byteswap (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return a new array with the bytes of the array elements swapped.

## Parameters

<code>NdArray</code>	
----------------------	--

## Returns

`NdArray`

6.16.2.47 `cbt()` [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::cbt (
    dtype inValue ) [inline], [static]
```

Return the cube-root of an array. Not super usefull if not using a floating point type

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.cbrt.html> ↩

## Parameters

<code>value</code>	
--------------------	--

## Returns

`value`

6.16.2.48 `cbt()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::cbt (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return the cube-root of an array, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.cbrt.html> ↩

## Parameters

<code>NdArray</code>	
----------------------	--

## Returns

`NdArray`

**6.16.2.49** `ceil()` [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::ceil (
    dtype inValue ) [inline], [static]
```

Return the ceiling of the input.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ceil.html>↔

**Parameters**

<i>value</i>	
--------------	--

**Returns**

*value*

**6.16.2.50** `ceil()` [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::ceil (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return the ceiling of the input, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ceil.html>↔

**Parameters**

<i>NdArray</i>	
----------------	--

**Returns**

*NdArray*

**6.16.2.51** `clip()` [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::clip (
```

```
dtype inValue,
dtype inMinValue,
dtype inMaxValue ) [inline], [static]
```

Clip (limit) the value.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.clip.html>↔

#### Parameters

<i>value</i>	
<i>min</i>	Value
<i>max</i>	Value

#### Returns

[NdArray](#)

#### 6.16.2.52 clip() [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::clip (
    const NdArray< dtype > & inArray,
    dtype inMinValue,
    dtype inMaxValue ) [inline], [static]
```

Clip (limit) the values in an array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.clip.html>↔

#### Parameters

<a href="#">NdArray</a>	
<i>min</i>	Value
<i>max</i>	Value

#### Returns

[NdArray](#)

#### 6.16.2.53 column\_stack()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::column_stack (
    const std::initializer_list< NdArray< dtype > > & inArrayList ) [inline], [static]
```



Stack 1-D arrays as columns into a 2-D array.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.column\\_stack.html](https://www.numpy.org/devdocs/reference/generated/numpy.column_stack.html)

#### Parameters

<i>{list}</i>	of arrays to stack
---------------	--------------------

#### Returns

[NdArray](#)

#### 6.16.2.54 concatenate()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::concatenate (
    const std::initializer_list< NdArray< dtype > > & inArrayList,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Join a sequence of arrays along an existing axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.concatenate.html>

#### Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2
(Optional)	<a href="#">Axis</a> (Default NONE)

#### Returns

[NdArray](#)

#### 6.16.2.55 contains()

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::contains (
    const NdArray< dtype > & inArray,
    dtype inValue,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

returns whether or not a value is included the array

## Parameters

<a href="#">NdArray</a>	
<i>value</i>	
(Optional)	axis

## Returns

bool

## 6.16.2.56 copy()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::copy (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return an array copy of the given object.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.copy.html>↔

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.16.2.57 copySign()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::copySign (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Change the sign of x1 to that of x2, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.copysign.html>↔

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.58 copyto()

```
template<typename dtype>
static NdArray<dtype>& NumC::Methods< dtype >::copyto (
    NdArray< dtype > & inDestArray,
    const NdArray< dtype > & inSrcArray ) [inline], [static]
```

Copies values from one array to another

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.copyto.html>

## Parameters

<a href="#">NdArray</a>	destination
<a href="#">NdArray</a>	source

## Returns

[NdArray](#)

## 6.16.2.59 cos() [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::cos (
    dtype inValue ) [inline], [static]
```

## Cosine

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.cos.html>

## Parameters

<i>value</i>	
--------------	--

## Returns

value

**6.16.2.60** `cos()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::cos (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Cosine element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.cos.html>↵

**Parameters**

<a href="#">NdArray</a>	
-------------------------	--

**Returns**

[NdArray](#)

**6.16.2.61** `cosh()` [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::cosh (
    dtype inValue ) [inline], [static]
```

Hyperbolic Cosine.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.cosh.html>↵

**Parameters**

<i>Value</i>	
--------------	--

**Returns**

value

**6.16.2.62** `cosh()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::cosh (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Hyperbolic Cosine element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.cosh.html>↵

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.16.2.63 count\_nonzero()

```
template<typename dtype>
static NdArray<uint32> NumC::Methods< dtype >::count_nonzero (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Counts the number of non-zero values in the array.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.count\\_↵\\_nonzero.html](https://www.numpy.org/devdocs/reference/generated/numpy.count_nonzero.html)

## Parameters

<a href="#">NdArray</a>	
(Optional)	<a href="#">Axis</a>

## Returns

[NdArray](#)

## 6.16.2.64 cross()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::cross (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return the cross product of two (arrays of) vectors.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.↵cross.html](https://www.numpy.org/devdocs/reference/generated/numpy.cross.html)

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2
(Optional)	<a href="#">Axis</a> - default = row

## Returns

[NdArray](#)

## 6.16.2.65 cube()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::cube (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Cubes the elements of the array

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.16.2.66 cumprod()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::cumprod (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return the cumulative product of elements along a given axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.cumprod.html> ↩

## Parameters

<a href="#">NdArray</a>	
(Optional)	<a href="#">Axis</a>

## Returns

[NdArray](#)

## 6.16.2.67 cumsum()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::cumsum (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return the cumulative sum of the elements along a given axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.cumsum.html>

## Parameters

<a href="#">NdArray</a>	
(Optional)	<a href="#">Axis</a>

## Returns

[NdArray](#)

## 6.16.2.68 deg2rad() [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::deg2rad (
    dtype inValue ) [inline], [static]
```

Convert angles from degrees to radians.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.deg2rad.html>

## Parameters

<i>value</i>	
--------------	--

## Returns

value

## 6.16.2.69 deg2rad() [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::deg2rad (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Convert angles from degrees to radians.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.deg2rad.html>

#### Parameters

<a href="#">NdArray</a>	
-------------------------	--

#### Returns

[NdArray](#)

#### 6.16.2.70 deleteIndices() [1/3]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::deleteIndices (
    const NdArray< dtype > & inArray,
    const NdArray< uint32 > & inArrayIdxs,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return a new array with sub-arrays along an axis deleted.

#### Parameters

<a href="#">NdArray</a>	
<a href="#">NdArray</a>	indices to delete
(Optional)	<a href="#">Axis</a> , if none the indices will be applied to the flattened array

#### Returns

[NdArray](#)

#### 6.16.2.71 deleteIndices() [2/3]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::deleteIndices (
    const NdArray< dtype > & inArray,
    const Slice & inIndicesSlice,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return a new array with sub-arrays along an axis deleted.

#### Parameters

<a href="#">NdArray</a>	
<a href="#">Slice</a>	to delete
(Optional)	<a href="#">Axis</a> , if none the indices will be applied to the flattened array



## Returns

[NdArray](#)

## 6.16.2.72 deleteIndices() [3/3]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::deleteIndices (
    const NdArray< dtype > & inArray,
    uint32 inIndex,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return a new array with sub-arrays along an axis deleted.

## Parameters

<a href="#">NdArray</a>	
<i>index</i>	to delete
<i>(Optional)</i>	<a href="#">Axis</a> , if none the indices will be applied to the flattened array

## Returns

[NdArray](#)

## 6.16.2.73 diagflat()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::diagflat (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Create a two-dimensional array with the flattened input as a diagonal.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.diagflat.html>

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.16.2.74 diagonal()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::diagonal (
    const NdArray< dtype > & inArray,
    uint32 inOffset = 0,
    Axis::Type inAxis = Axis::ROW ) [inline], [static]
```

Return specified diagonals.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.diagonal.html>

## Parameters

<a href="#">NdArray</a>	
<i>Offset</i>	of the diagonal from the main diagonal. Can be both positive and negative. Defaults to 0.
<i>(Optional)</i>	axis the offset is applied to

## Returns

[NdArray](#)

## 6.16.2.75 diff()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::diff (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Calculate the n-th discrete difference along given axis. Unsigned dtypes will give you weird results...obviously.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.diff.html>

## Parameters

<a href="#">NdArray</a>	
<i>(Optional)</i>	<a href="#">Axis</a>

## Returns

[NdArray](#)

## 6.16.2.76 divide()

```
template<typename dtype>
template<typename dtypeOut = double>
```

```
static NdArray<dtypeOut> NumC::Methods< dtype >::divide (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Returns a true division of the inputs, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.divide.html>

#### Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

#### Returns

[NdArray](#)

#### 6.16.2.77 dot()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::dot (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Dot product of two arrays.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.dot.html>

#### Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

#### Returns

[NdArray](#)

#### 6.16.2.78 dump()

```
template<typename dtype>
static void NumC::Methods< dtype >::dump (
    const NdArray< dtype > & inArray,
    const std::string & inFilename ) [inline], [static]
```

Dump a binary file of the array to the specified file. The array can be read back with or NumC::load.

## Parameters

<a href="#">NdArray</a>	
<i>string</i>	filename

## Returns

[NdArray](#)6.16.2.79 `empty()` [1/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::empty (
    uint32 inNumRows,
    uint32 inNumCols ) [inline], [static]
```

Return a new array of given shape and type, without initializing entries.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.empty.html> ↩

## Parameters

<i>inNumRows</i>	
<i>inNumCols</i>	

## Returns

[NdArray](#)6.16.2.80 `empty()` [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::empty (
    const Shape & inShape ) [inline], [static]
```

Return a new array of given shape and type, without initializing entries.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.empty.html> ↩

## Parameters

<a href="#">Shape</a>	
-----------------------	--

## Returns

[NdArray](#)

## 6.16.2.81 empty\_like()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::empty_like (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return a new array with the same shape as a given array.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.empty\\_like.html](https://www.numpy.org/devdocs/reference/generated/numpy.empty_like.html)

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.16.2.82 endianess()

```
template<typename dtype>
static Endian::Type NumC::Methods< dtype >::endianess (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return the endianess of the array values.

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[Endian::Type](#)

## 6.16.2.83 equal()

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::equal (
```

```
const NdArray< dtype > & inArray1,
const NdArray< dtype > & inArray2 ) [inline], [static]
```

Return (x1 == x2) element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.equal.html>

#### Parameters

<a href="#">NdArray</a>	
<a href="#">NdArray</a>	

#### Returns

[NdArray](#)

#### 6.16.2.84 `exp()` [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::exp (
    dtype inValue ) [inline], [static]
```

Calculate the exponential of the input value.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.exp.html>

#### Parameters

<i>value</i>	
--------------	--

#### Returns

value

#### 6.16.2.85 `exp()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::exp (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Calculate the exponential of all elements in the input array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.exp.html>

## Parameters

<code>NdArray</code>	
----------------------	--

## Returns

`NdArray`6.16.2.86 `exp2()` [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::exp2 (
    dtype inValue ) [inline], [static]
```

Calculate  $2^{**p}$  for all p in the input value.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.exp2.html> ↩

## Parameters

<code>value</code>	
--------------------	--

## Returns

`value`6.16.2.87 `exp2()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::exp2 (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Calculate  $2^{**p}$  for all p in the input array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.exp2.html> ↩

## Parameters

<code>NdArray</code>	
----------------------	--

## Returns

`NdArray`

**6.16.2.88** `expm1()` [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::expm1 (
    dtype inValue ) [inline], [static]
```

Calculate  $\exp(x) - 1$  for the input value.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.exp.html>

**Parameters**

<i>value</i>	
--------------	--

**Returns**

*value*

**6.16.2.89** `expm1()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::expm1 (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Calculate  $\exp(x) - 1$  for all elements in the array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.exp.html>

**Parameters**

<i>NdArray</i>	
----------------	--

**Returns**

*NdArray*

**6.16.2.90** `eye()` [1/3]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::eye (
```



```
uint32 inN,
int32 inK = 0 ) [inline], [static]
```

Return a 2-D array with ones on the diagonal and zeros elsewhere.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.eye.html>↔

#### Parameters

<i>number</i>	of rows and columns (N)
<i>K</i>	- Index of the diagonal: 0 (the default) refers to the main diagonal, a positive value refers to an upper diagonal, and a negative value to a lower diagonal.

#### Returns

[NdArray](#)

#### 6.16.2.91 eye() [2/3]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::eye (
    uint32 inN,
    uint32 inM,
    int32 inK = 0 ) [inline], [static]
```

Return a 2-D array with ones on the diagonal and zeros elsewhere.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.eye.html>↔

#### Parameters

<i>number</i>	of rows (N)
<i>number</i>	of columns (M)
<i>K</i>	- Index of the diagonal: 0 (the default) refers to the main diagonal, a positive value refers to an upper diagonal, and a negative value to a lower diagonal.

#### Returns

[NdArray](#)

#### 6.16.2.92 eye() [3/3]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::eye (
```

```
const Shape & inShape,
int32 inK = 0 ) [inline], [static]
```

Return a 2-D array with ones on the diagonal and zeros elsewhere.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.eye.html>↔

#### Parameters

<i>Shape</i>	
<i>K</i>	- Index of the diagonal: 0 (the default) refers to the main diagonal, a positive value refers to an upper diagonal, and a negative value to a lower diagonal.

#### Returns

*NdArray*

#### 6.16.2.93 fix() [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::fix (
    dtype inValue ) [inline], [static]
```

Round to nearest integer towards zero.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.fix.html>↔

#### Parameters

<i>value</i>	
--------------	--

#### Returns

value

#### 6.16.2.94 fix() [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::fix (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Round to nearest integer towards zero.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.fix.html>↔

## Parameters

<code>NdArray</code>	
----------------------	--

## Returns

`NdArray`

## 6.16.2.95 flatnonzero()

```
template<typename dtype>
static NdArray<uint32> NumC::Methods< dtype >::flatnonzero (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return indices that are non-zero in the flattened version of a.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.flatnonzero.html>

## Parameters

<code>NdArray</code>	
----------------------	--

## Returns

`NdArray`

## 6.16.2.96 flatten()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::flatten (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return a copy of the array collapsed into one dimension.

## Parameters

<code>NdArray</code>	
----------------------	--

## Returns

`NdArray`

## 6.16.2.97 flip()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::flip (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis ) [inline], [static]
```

Reverse the order of elements in an array along the given axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.flip.html>

## Parameters

<a href="#">NdArray</a>	
<i>axis</i>	

## Returns

[NdArray](#)

## 6.16.2.98 fliplr()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::fliplr (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Flip array in the left/right direction.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.fliplr.html>

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.16.2.99 flipud()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::flipud (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Flip array in the up/down direction.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.flipud.html>↔

## Parameters

<code>NdArray</code>	
----------------------	--

## Returns

`NdArray`

6.16.2.100 `floor()` [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::floor (
    dtype inValue ) [inline], [static]
```

Return the floor of the input.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.floor.html>

## Parameters

<code>value</code>	
--------------------	--

## Returns

`value`

6.16.2.101 `floor()` [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::floor (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return the floor of the input, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.floor.html>

## Parameters

<code>NdArray</code>	
----------------------	--

## Returns

`NdArray`

**6.16.2.102 floor\_divide()** [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::floor_divide (
    dtype inValue1,
    dtype inValue2 ) [inline], [static]
```

Return the largest integer smaller or equal to the division of the inputs.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.floor\\_divide.html](https://www.numpy.org/devdocs/reference/generated/numpy.floor_divide.html)

**Parameters**

<i>value</i>	1
<i>value</i>	2

**Returns**

value

**6.16.2.103 floor\_divide()** [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::floor_divide (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Return the largest integer smaller or equal to the division of the inputs.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.floor\\_divide.html](https://www.numpy.org/devdocs/reference/generated/numpy.floor_divide.html)

**Parameters**

<i>NdArray</i>	1
<i>NdArray</i>	2

**Returns**

*NdArray*

**6.16.2.104** `fmax()` [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::fmax (
    dtype inValue1,
    dtype inValue2 ) [inline], [static]
```

maximum of inputs.

Compare two value and returns a value containing the maxima

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.fmax.html>↔

**Parameters**

<i>value</i>	1
<i>value</i>	2

**Returns**

value

**6.16.2.105** `fmax()` [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::fmax (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Element-wise maximum of array elements.

Compare two arrays and returns a new array containing the element - wise maxima

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.fmax.html>↔

**Parameters**

<i>NdArray</i>	1
<i>NdArray</i>	2

**Returns**

*NdArray*



**6.16.2.106** fmin() [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::fmin (
    dtype inValue1,
    dtype inValue2 ) [inline], [static]
```

minimum of inputs.

Compare two value and returns a value containing the minima

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.fmin.html>↔

**Parameters**

<i>value</i>	1
<i>value</i>	2

**Returns**

value

**6.16.2.107** fmin() [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::fmin (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Element-wise minimum of array elements.

Compare two arrays and returns a new array containing the element - wise minima

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.fmin.html>↔

**Parameters**

<i>NdArray</i>	1
<i>NdArray</i>	2

**Returns**

*NdArray*

**6.16.2.108 fmod()** [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::fmod (
    dtype inValue1,
    dtype inValue2 ) [inline], [static]
```

Return the remainder of division.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.fmod.html> ↩

**Parameters**

<i>value</i>	1
<i>value</i>	2

**Returns**

value

**6.16.2.109 fmod()** [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::fmod (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Return the element-wise remainder of division.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.fmod.html> ↩

**Parameters**

<i>NdArray</i>	1
<i>NdArray</i>	2

**Returns**

*NdArray*

**6.16.2.110 fromfile()**

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::fromfile (
```

```
const std::string & inFilename,
const std::string & inSep = "" ) [inline], [static]
```

Construct an array from data in a text or binary file.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.fromfile.html>

#### Parameters

<i>filename</i>	
<i>seperator, Separator</i>	between items if file is a text file. Empty ("" ) separator means the file should be treated as binary. Right now the only supported seperators are " ", "\t", "\n"

#### Returns

[NdArray](#)

#### 6.16.2.111 full() [1/3]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::full (
    uint32 inSquareSize,
    dtype inFillValue ) [inline], [static]
```

Return a new array of given shape and type, filled with inFillValue

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.full.html>

#### Parameters

<i>square</i>	size
<i>fill</i>	value

#### Returns

[NdArray](#)

#### 6.16.2.112 full() [2/3]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::full (
    uint32 inNumRows,
    uint32 inNumCols,
    dtype inFillValue ) [inline], [static]
```

Return a new array of given shape and type, filled with inFillValue

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.full.html>↔

## Parameters

<i>numRows</i>	
<i>numCols</i>	
<i>fill</i>	value

## Returns

[NdArray](#)

## 6.16.2.113 full() [3/3]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::full (
    const Shape & inShape,
    dtype inFillValue ) [inline], [static]
```

Return a new array of given shape and type, filled with inFillValue

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.full.html>↔

## Parameters

<a href="#">Shape</a>	
<i>fill</i>	value

## Returns

[NdArray](#)

## 6.16.2.114 full\_like()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::full_like (
    const NdArray< dtype > & inArray,
    dtype inFillValue ) [inline], [static]
```

Return a full array with the same shape and type as a given array.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.full\\_like.html](https://www.numpy.org/devdocs/reference/generated/numpy.full_like.html)↔

## Parameters

<a href="#">NdArray</a>	
<i>fill</i>	value

## Returns

[NdArray](#)

## 6.16.2.115 greater()

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::greater (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Return the truth value of (x1 > x2) element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.greater.html> ↩

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.116 greater\_equal()

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::greater_equal (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Return the truth value of (x1 >= x2) element-wise.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.greater\\_equal.html](https://www.numpy.org/devdocs/reference/generated/numpy.greater_equal.html) ↩

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.117 histogram()

```
template<typename dtype>
static std::pair<NdArray<uint32>, NdArray<double> > NumC::Methods< dtype >::histogram (
    const NdArray< dtype > & inArray,
    uint32 inNumBins = 10 ) [inline], [static]
```

Compute the histogram of a set of data.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.histogram.html>

## Parameters

<a href="#">NdArray</a>	
<i>number</i>	of bins, default 10

## Returns

std::pair of NdArrays; first is histogram counts, seconds is the bin edges

## 6.16.2.118 hstack()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::hstack (
    const std::initializer_list< NdArray< dtype > > & inArrayList ) [inline], [static]
```

Stack arrays in sequence horizontally (column wise).

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.hstack.html>

## Parameters

<i>{list}</i>	of arrays to stack
---------------	--------------------

## Returns

[NdArray](#)

**6.16.2.119** `hypot()` [1/2]

```
template<typename dtype>
template<typename dtypeOut = double>
static dtypeOut NumC::Methods< dtype >::hypot (
    dtype inValue1,
    dtype inValue2 ) [inline], [static]
```

Given the "legs" of a right triangle, return its hypotenuse.

Equivalent to `sqrt(x1**2 + x2 * *2)`, element - wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.hypot.html>

**Parameters**

<i>value</i>	1
<i>value</i>	2

**Returns**

`NdArray`

**6.16.2.120** `hypot()` [2/2]

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::hypot (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Given the "legs" of a right triangle, return its hypotenuse.

Equivalent to `sqrt(x1**2 + x2 * *2)`, element - wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.hypot.html>

**Parameters**

<code>NdArray</code>	1
<code>NdArray</code>	2

**Returns**

`NdArray`



## 6.16.2.121 identity()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::identity (
    uint32 inSquareSize ) [inline], [static]
```

Return the identity array.

The identity array is a square array with ones on the main diagonal.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.identity.html>

## Parameters

<i>matrix</i>	square size
---------------	-------------

## Returns

NdArray

## 6.16.2.122 intersect1d()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::intersect1d (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Find the intersection of two arrays.

Return the sorted, unique values that are in both of the input arrays.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.intersect1d.html>

## Parameters

NdArray	1
NdArray	2

## Returns

NdArray

## 6.16.2.123 invert()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::invert (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Compute bit-wise inversion, or bit-wise NOT, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.invert.html>

#### Parameters

<a href="#">NdArray</a>	
-------------------------	--

#### Returns

[NdArray](#)

#### 6.16.2.124 isclose()

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::isclose (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2,
    double inRtol = 1e-05,
    double inAtol = 1e-08 ) [inline], [static]
```

Returns a boolean array where two arrays are element-wise equal within a tolerance.

For finite values, isclose uses the following equation to test whether two floating point values are equivalent.  $\text{absolute}(a - b) \leq (\text{atol} + \text{rtol} * \text{absolute}(b))$

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.isclose.html>

#### Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2
<i>relative</i>	tolerance
<i>absolute</i>	tolerance

#### Returns

[NdArray](#)

#### 6.16.2.125 isnan() [1/2]

```
template<typename dtype>
static bool NumC::Methods< dtype >::isnan (
    dtype inValue ) [inline], [static]
```

Test for NaN and return result as a boolean.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.isnan.html>↔

## Parameters

<i>value</i>	
--------------	--

## Returns

bool

6.16.2.126 `isnan()` [2/2]

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::isnan (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Test element-wise for NaN and return result as a boolean array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.isnan.html> ↩

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)6.16.2.127 `ldexp()` [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::ldexp (
    dtype inValue1,
    uint8 inValue2 ) [inline], [static]
```

Returns  $x1 * 2^{x2}$ .

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ldexp.html> ↩

## Parameters

<i>value</i>	1
<i>value</i>	2

## Returns

value

## 6.16.2.128 ldexp() [2/2]

```
template<typename dtype>
static ndarray<dtype> NumC::Methods< dtype >::ldexp (
    const ndarray< dtype > & inArray1,
    const ndarray< uint8 > & inArray2 ) [inline], [static]
```

Returns  $x1 * 2^{x2}$ , element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ldexp.html>

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.129 left\_shift()

```
template<typename dtype>
static ndarray<dtype> NumC::Methods< dtype >::left_shift (
    const ndarray< dtype > & inArray,
    uint8 inNumBits ) [inline], [static]
```

Shift the bits of an integer to the left.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.left\\_shift.html](https://www.numpy.org/devdocs/reference/generated/numpy.left_shift.html)

## Parameters

<a href="#">NdArray</a>	
<i>number</i>	of bits to sift

## Returns

[NdArray](#)

## 6.16.2.130 less()

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::less (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Return the truth value of (x1 < x2) element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.less.html>

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.131 less\_equal()

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::less_equal (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Return the truth value of (x1 <= x2) element-wise.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.less\\_equal.html](https://www.numpy.org/devdocs/reference/generated/numpy.less_equal.html)

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.132 linspace()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::linspace (
```

```
dtype inStart,
dtype inStop,
uint32 inNum = 50,
bool endPoint = true ) [inline], [static]
```

Return evenly spaced numbers over a specified interval.

Returns num evenly spaced samples, calculated over the interval[start, stop].

The endpoint of the interval can optionally be excluded.

Mostly only usefull if called with a floating point type for the template argument.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.linspace.html>

#### Parameters

<i>start</i>	point
<i>end</i>	point
<i>number</i>	of points, default = 50
<i>include</i>	endPoint, default = true

#### Returns

NdArray

#### 6.16.2.133 load()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::load (
    const std::string & inFilename ) [inline], [static]
```

loads a .bin file from the [dump\(\)](#) method into an NdArray

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.load.html>

#### Parameters

<i>string</i>	filename
---------------	----------

#### Returns

NdArray

**6.16.2.134** `log()` [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::log (
    dtype inValue ) [inline], [static]
```

Natural logarithm.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.log.html> ↩

**Parameters**

<i>value</i>	
--------------	--

**Returns**

value

**6.16.2.135** `log()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::log (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Natural logarithm, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.log.html> ↩

**Parameters**

<i>NdArray</i>	
----------------	--

**Returns**

*NdArray*

**6.16.2.136** `log10()` [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::log10 (
    dtype inValue ) [inline], [static]
```

Return the base 10 logarithm of the input array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.log10.html> ↩



## Parameters

<i>value</i>	
--------------	--

## Returns

*value*

6.16.2.137 `log10()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::log10 (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return the base 10 logarithm of the input array, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.log10.html>

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.16.2.138 `log1p()` [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::log1p (
    dtype inValue ) [inline], [static]
```

Return the natural logarithm of one plus the input array.

Calculates  $\log(1 + x)$ .

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.log1p.html>

## Parameters

<i>value</i>	
--------------	--

**Returns**

value

**6.16.2.139 log1p()** [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::log1p (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return the natural logarithm of one plus the input array, element-wise.

Calculates  $\log(1 + x)$ .

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.log1p.html>

**Parameters**

<a href="#">NdArray</a>	
-------------------------	--

**Returns**

[NdArray](#)

**6.16.2.140 log2()** [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::log2 (
    dtype inValue ) [inline], [static]
```

Base-2 logarithm of x.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.log2.html>

**Parameters**

value	
-------	--

**Returns**

value

6.16.2.141 `log2()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::log2 (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Base-2 logarithm of x.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.log2.html> ↩

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.16.2.142 `logical_and()`

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::logical_and (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Compute the truth value of x1 AND x2 element-wise.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.logical\\_and.html](https://www.numpy.org/devdocs/reference/generated/numpy.logical_and.html) ↩

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

6.16.2.143 `logical_not()`

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::logical_not (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Compute the truth value of NOT x element-wise.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.  
logical\\_not.html](https://www.numpy.org/devdocs/reference/generated/numpy.logical_not.html)↔

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.16.2.144 logical\_or()

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::logical_or (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Compute the truth value of x1 OR x2 element-wise.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.logical\\_or.html](https://www.numpy.org/devdocs/reference/generated/numpy.logical_or.html)

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.145 logical\_xor()

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::logical_xor (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Compute the truth value of x1 XOR x2 element-wise.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.logical\\_xor.html](https://www.numpy.org/devdocs/reference/generated/numpy.logical_xor.html)

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.146 matmul()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::matmul (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Matrix product of two arrays.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.matmul.html>

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.147 max()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::max (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return the maximum of an array or maximum along an axis.

## Parameters

<a href="#">NdArray</a>	
(Optional)	axis

## Returns

[NdArray](#)

## 6.16.2.148 maximum()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::maximum (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Element-wise maximum of array elements.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.maximum.html>

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.149 mean()

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::mean (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Compute the mean along the specified axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.mean.html>

## Parameters

<a href="#">NdArray</a>	
<i>(Optional)</i>	axis

## Returns

[NdArray](#)

## 6.16.2.150 median()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::median (
```

```
const NdArray< dtype > & inArray,
Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Compute the median along the specified axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.median.html>

#### Parameters

<i>NdArray</i>	
<i>(Optional)</i>	axis

#### Returns

*NdArray*

#### 6.16.2.151 min()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::min (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return the minimum of an array or maximum along an axis.

#### Parameters

<i>NdArray</i>	
<i>(Optional)</i>	axis

#### Returns

*NdArray*

#### 6.16.2.152 minimum()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::minimum (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Element-wise minimum of array elements.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.minimum.html>



## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.153 mod()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::mod (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Return element-wise remainder of division.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.mod.html>↵

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.154 multiply()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::multiply (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Multiply arguments element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.multiply.html>↵

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.155 nanargmax()

```
template<typename dtype>
static NdArray<uint32> NumC::Methods< dtype >::nanargmax (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Returns the indices of the maximum values along an axis ignoring NaNs.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.↵nanargmax.html](https://www.numpy.org/devdocs/reference/generated/numpy.nanargmax.html)

## Parameters

<a href="#">NdArray</a>	
(Optional)	axis

## Returns

[NdArray](#)

## 6.16.2.156 nanargmin()

```
template<typename dtype>
static NdArray<uint32> NumC::Methods< dtype >::nanargmin (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Returns the indices of the minimum values along an axis ignoring NaNs.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.↵nanargmin.html](https://www.numpy.org/devdocs/reference/generated/numpy.nanargmin.html)

## Parameters

<a href="#">NdArray</a>	
(Optional)	axis

## Returns

[NdArray](#)

## 6.16.2.157 nancumprod()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::nancumprod (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return the cumulative product of elements along a given axis ignoring NaNs.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.nancumprod.html>

## Parameters

<i>NdArray</i>	
<i>(Optional)</i>	<i>Axis</i>

## Returns

*NdArray*

## 6.16.2.158 nancumsum()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::nancumsum (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return the cumulative sum of the elements along a given axis ignoring NaNs.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.nancumsum.html>

## Parameters

<i>NdArray</i>	
<i>(Optional)</i>	<i>Axis</i>

## Returns

*NdArray*

## 6.16.2.159 nanmax()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::nanmax (
```

```
const NdArray< dtype > & inArray,
Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return the maximum of an array or maximum along an axis ignoring NaNs.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.nanmax.html>

#### Parameters

<i>NdArray</i>	
(Optional)	axis

#### Returns

*NdArray*

#### 6.16.2.160 nanmean()

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::nanmean (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Compute the mean along the specified axis ignoring NaNs.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.nanmean.html>

#### Parameters

<i>NdArray</i>	
(Optional)	axis

#### Returns

*NdArray*

#### 6.16.2.161 nanmedian()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::nanmedian (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Compute the median along the specified axis ignoring NaNs.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.nanmedian.html>

## Parameters

<a href="#">NdArray</a>	
(Optional)	axis

## Returns

[NdArray](#)

## 6.16.2.162 nanmin()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::nanmin (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return the minimum of an array or maximum along an axis ignoring NaNs.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.nanmin.html>

## Parameters

<a href="#">NdArray</a>	
(Optional)	axis

## Returns

[NdArray](#)

## 6.16.2.163 nanpercentile()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<double> NumC::Methods< dtype >::nanpercentile (
    const NdArray< dtype > & inArray,
    double inPercentile,
    Axis::Type inAxis = Axis::NONE,
    const std::string & inInterpMethod = "linear" ) [inline], [static]
```

Compute the qth percentile of the data along the specified axis, while ignoring nan values.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.nanpercentile.html>

## Parameters

<a href="#">NdArray</a>	
(Optional)	<a href="#">Axis</a>

## Returns

[NdArray](#)

## 6.16.2.164 nanprod()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::nanprod (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return the product of array elements over a given axis treating Not a Numbers (NaNs) as ones.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.nanprod.html>

## Parameters

<a href="#">NdArray</a>	
(Optional)	axis

## Returns

[NdArray](#)

## 6.16.2.165 nans() [1/3]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::nans (
    uint32 inSquareSize ) [inline], [static]
```

Return a new array of given shape and type, filled with nans. Only really works for dtype = float/double

## Parameters

square	size
--------	------

## Returns

[NdArray](#)6.16.2.166 `nans()` [2/3]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::nans (
    uint32 inNumRows,
    uint32 inNumCols ) [inline], [static]
```

Return a new array of given shape and type, filled with nans. Only really works for dtype = float/double

## Parameters

<i>numRows</i>	
<i>numCols</i>	

## Returns

[NdArray](#)6.16.2.167 `nans()` [3/3]

```
template<typename dtype>
static NumC::NdArray<dtype> NumC::Methods< dtype >::nans (
    const NumC::Shape & inShape ) [inline], [static]
```

Return a new array of given shape and type, filled with nans. Only really works for dtype = float/double

## Parameters

<i>Shape</i>	
--------------	--

## Returns

[NdArray](#)6.16.2.168 `nanstd()`

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::nanstd (
```

```
const NdArray< dtype > & inArray,
Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Compute the standard deviation along the specified axis, while ignoring NaNs.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.nanstd.html>

#### Parameters

<a href="#">NdArray</a>	
(Optional)	axis

#### Returns

[NdArray](#)

### 6.16.2.169 nansum()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::nansum (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return the sum of array elements over a given axis treating Not a Numbers (NaNs) as zero.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.nansum.html>

#### Parameters

<a href="#">NdArray</a>	
(Optional)	axis

#### Returns

[NdArray](#)

### 6.16.2.170 nanvar()

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::nanvar (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Compute the variance along the specified axis, while ignoring NaNs.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.nanvar.html>



## Parameters

<a href="#">NdArray</a>	
(Optional)	axis

## Returns

[NdArray](#)

## 6.16.2.171 nbytes()

```
template<typename dtype>
static uint64 NumC::Methods< dtype >::nbytes (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Returns the number of bytes held by the array

## Parameters

None	
------	--

## Returns

number of bytes

## 6.16.2.172 negative()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::negative (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Numerical negative, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.↵negative.html>

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

**6.16.2.173 newbyteorder()** [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::newbyteorder (
    dtype inValue,
    Endian::Type inEndianness ) [inline], [static]
```

Return the array with the same data viewed with a different byte order. only works for integer types, floating point types will not compile and you will be confused as to why...

**Parameters**

<i>inValue</i>	
<i>Endianness</i>	

**Returns**

inValue

**6.16.2.174 newbyteorder()** [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::newbyteorder (
    const NdArray< dtype > & inArray,
    Endian::Type inEndianness ) [inline], [static]
```

Return the array with the same data viewed with a different byte order. only works for integer types, floating point types will not compile and you will be confused as to why...

**Parameters**

<i>NdArray</i>	
<i>Endianness</i>	

**Returns**

NdArray

**6.16.2.175 nonzero()**

```
template<typename dtype>
static NdArray<uint32> NumC::Methods< dtype >::nonzero (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return the indices of the flattened array of the elements that are non-zero.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.nonzero.html>

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.16.2.176 norm()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::norm (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Matrix or vector norm.

## Parameters

<a href="#">NdArray</a>	
(Optional)	<a href="#">Axis</a>

## Returns

[NdArray](#)

## 6.16.2.177 not\_equal()

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::not_equal (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Return (x1 != x2) element-wise.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.not\\_equal.html](https://www.numpy.org/devdocs/reference/generated/numpy.not_equal.html)

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.178 ones() [1/3]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::ones (
    uint32 inSquareSize ) [inline], [static]
```

Return a new array of given shape and type, filled with ones.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ones.html> ↩

## Parameters

<i>square</i>	size
---------------	------

## Returns

[NdArray](#)

## 6.16.2.179 ones() [2/3]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::ones (
    uint32 inNumRows,
    uint32 inNumCols ) [inline], [static]
```

Return a new array of given shape and type, filled with ones.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ones.html> ↩

## Parameters

<i>numRows</i>	
<i>numCols</i>	

## Returns

[NdArray](#)

## 6.16.2.180 ones() [3/3]

```
template<typename dtype>
static NArray<dtype> NumC::Methods< dtype >::ones (
    const Shape & inShape ) [inline], [static]
```

Return a new array of given shape and type, filled with ones.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ones.html>

## Parameters

Shape	
-------	--

## Returns

NArray

## 6.16.2.181 ones\_like()

```
template<typename dtype>
template<typename dtypeOut = double>
static NArray<dtypeOut> NumC::Methods< dtype >::ones_like (
    const NArray< dtype > & inArray ) [inline], [static]
```

Return a new array of given shape and type, filled with ones.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.ones\\_like.html](https://www.numpy.org/devdocs/reference/generated/numpy.ones_like.html)

## Parameters

NArray	
--------	--

## Returns

NArray

## 6.16.2.182 pad()

```
template<typename dtype>
static NArray<dtype> NumC::Methods< dtype >::pad (
    const NArray< dtype > & inArray,
    uint16 inPadWidth,
    dtype inPadValue ) [inline], [static]
```

Pads an array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.pad.html>↔

#### Parameters

<i>NdArray</i>	
<i>pad</i>	width
<i>pad</i>	value

#### Returns

*NdArray*

#### 6.16.2.183 partition()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::partition (
    const NdArray< dtype > & inArray,
    uint32 inKth,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Rearranges the elements in the array in such a way that value of the element in kth position is in the position it would be in a sorted array. All elements smaller than the kth element are moved before this element and all equal or greater are moved behind it. The ordering of the elements in the two partitions is undefined.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.partition.html>↔

#### Parameters

<i>kth</i>	element
<i>(Optional)</i>	<i>Axis</i>

#### Returns

*NdArray*

#### 6.16.2.184 percentile()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::percentile (
    const NdArray< dtype > & inArray,
    double inPercentile,
```

```
Axis::Type inAxis = Axis::NONE,
const std::string & inInterpMethod = "linear" ) [inline], [static]
```

Compute the qth percentile of the data along the specified axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.percentile.html>

#### Parameters

<a href="#">NdArray</a>	
<i>percentile, must</i>	be in the range [0, 100]
(Optional)	axis
(Optional)	interpolation method linear: $i + (j - i) * \text{fraction}$ , where fraction is the fractional part of the index surrounded by i and j. lower : i. higher : j. nearest : i or j, whichever is nearest. midpoint : $(i + j) / 2$ .

#### Returns

[NdArray](#)

#### 6.16.2.185 power() [1/2]

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::power (
    const NdArray< dtype > & inArray,
    uint8 inExponent ) [inline], [static]
```

Raises the elements of the array to the input power

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.power.html>

#### Parameters

<a href="#">NdArray</a>	
<i>exponent</i>	

#### Returns

[NdArray](#)

#### 6.16.2.186 power() [2/2]

```
template<typename dtype>
template<typename dtypeOut = double>
```

```
static NdArray<dtypeOut> NumC::Methods< dtype >::power (
    const NdArray< dtype > & inArray,
    const NdArray< uint8 > & inExponents ) [inline], [static]
```

Raises the elements of the array to the input powers

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.power.html>

#### Parameters

<a href="#">NdArray</a>	
<a href="#">NdArray</a>	

#### Returns

[NdArray](#)

#### 6.16.2.187 print()

```
template<typename dtype>
static void NumC::Methods< dtype >::print (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Prints the array to the console.

#### Parameters

<a href="#">NdArray</a>	
-------------------------	--

#### Returns

None

#### 6.16.2.188 prod()

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::prod (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return the product of array elements over a given axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.prod.html>



## Parameters

<a href="#">NdArray</a>	
(Optional)	axis

## Returns

[NdArray](#)

## 6.16.2.189 ptp()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::ptp (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Range of values (maximum - minimum) along an axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ptp.html> ↩

## Parameters

<a href="#">NdArray</a>	
(Optional)	axis

## Returns

[NdArray](#)

## 6.16.2.190 put()

```
template<typename dtype>
static NdArray<dtype>& NumC::Methods< dtype >::put (
    NdArray< dtype > & inArray,
    const NdArray< uint32 > & inIndices,
    const NdArray< dtype > & inValues ) [inline], [static]
```

Replaces specified elements of an array with given values. The indexing works on the flattened target array

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.put.html> ↩

## Parameters

<a href="#">NdArray</a>	
<a href="#">NdArray</a>	of indices
<a href="#">NdArray</a>	of values to put

## Returns

`NdArray`**6.16.2.191** `putmask()` [1/2]

```
template<typename dtype>
static NdArray<dtype>& NumC::Methods< dtype >::putmask (
    NdArray< dtype > & inArray,
    const NdArray< bool > & inMask,
    dtype inValue ) [inline], [static]
```

Changes elements of an array based on conditional and input values.

Sets `a.flat[n] = values[n]` for each `n` where `mask.flat[n] == True`.

If values is not the same size as a and mask then it will repeat.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.putmask.html>

## Parameters

<code>NdArray</code>	
<code>NdArray</code>	mask
<i>scalar</i>	value to put

## Returns

`NdArray`**6.16.2.192** `putmask()` [2/2]

```
template<typename dtype>
static NdArray<dtype>& NumC::Methods< dtype >::putmask (
    NdArray< dtype > & inArray,
    const NdArray< bool > & inMask,
    const NdArray< dtype > & inValues ) [inline], [static]
```

Changes elements of an array based on conditional and input values.

Sets `a.flat[n] = values[n]` for each `n` where `mask.flat[n] == True`.

If values is not the same size as a and mask then it will repeat.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.putmask.html>

## Parameters

<a href="#">NdArray</a>	
<a href="#">NdArray</a>	mask
<a href="#">NdArray</a>	of values to put

## Returns

[NdArray](#)

## 6.16.2.193 rad2deg() [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::rad2deg (
    dtype inValue ) [inline], [static]
```

Convert angles from radians to degrees.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.rad2deg.html> ↩

## Parameters

<i>value</i>	
--------------	--

## Returns

value

## 6.16.2.194 rad2deg() [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::rad2deg (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Convert angles from radians to degrees.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.rad2deg.html> ↩

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.16.2.195 `reciprocal()`

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::reciprocal (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return the reciprocal of the argument, element-wise.

Calculates  $1 / x$ .

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.reciprocal.html>

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.16.2.196 `remainder()` [1/2]

```
template<typename dtype>
template<typename dtypeOut = double>
static dtypeOut NumC::Methods< dtype >::remainder (
    dtype inValue1,
    dtype inValue2 ) [inline], [static]
```

Return remainder of division.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.remainder.html>

## Parameters

<i>value</i>	1
<i>value</i>	2

## Returns

[NdArray](#)

**6.16.2.197 remainder()** [2/2]

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::remainder (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Return element-wise remainder of division.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.remainder.html>↔

**Parameters**

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

**Returns**

[NdArray](#)

**6.16.2.198 repeat()** [1/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::repeat (
    const NdArray< dtype > & inArray,
    uint32 inNumRows,
    uint32 inNumCols ) [inline], [static]
```

Repeat elements of an array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.repeat.html>↔

**Parameters**

<i>numRows</i>	
<i>numCols</i>	
<a href="#">Shape</a>	

**Returns**

[NdArray](#)

**6.16.2.199 repeat()** [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::repeat (
    const NdArray< dtype > & inArray,
    const Shape & inRepeatShape ) [inline], [static]
```

Repeat elements of an array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.repeat.html> ↩

**Parameters**

<a href="#">NdArray</a>	
<a href="#">Shape</a>	

**Returns**

[NdArray](#)

**6.16.2.200 reshape()** [1/2]

```
template<typename dtype>
static NdArray<dtype>& NumC::Methods< dtype >::reshape (
    NdArray< dtype > & inArray,
    uint32 inNumRows,
    uint32 inNumCols ) [inline], [static]
```

Gives a new shape to an array without changing its data.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.reshape.html> ↩

**Parameters**

<i>numRows</i>	
<i>numCols</i>	
<a href="#">Shape</a> , <i>new</i>	<a href="#">Shape</a>

**Returns**

[NdArray](#)

**6.16.2.201 reshape()** [2/2]

```
template<typename dtype>
static NdArray<dtype>& NumC::Methods< dtype >::reshape (
```

```

    NdArray< dtype > & inArray,
    const Shape & inNewShape ) [inline], [static]

```

Gives a new shape to an array without changing its data.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.reshape.html>

#### Parameters

<i>NdArray</i>	
<i>Shape, new</i>	<i>Shape</i>

#### Returns

*NdArray*

#### 6.16.2.202 resizeFast() [1/2]

```

template<typename dtype>
static NdArray<dtype>& NumC::Methods< dtype >::resizeFast (
    NdArray< dtype > & inArray,
    uint32 inNumRows,
    uint32 inNumCols ) [inline], [static]

```

Change shape and size of array in-place. All previous data of the array is lost.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.resize.html>

#### Parameters

<i>NdArray</i>	
<i>numRows</i>	
<i>numCols</i>	

#### Returns

*NdArray*

#### 6.16.2.203 resizeFast() [2/2]

```

template<typename dtype>
static NdArray<dtype>& NumC::Methods< dtype >::resizeFast (
    NdArray< dtype > & inArray,
    const Shape & inNewShape ) [inline], [static]

```

Change shape and size of array in-place. All previous data of the array is lost.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.resize.html>

#### Parameters

<a href="#">NdArray</a>	
<a href="#">Shape</a> , <i>new</i>	<a href="#">Shape</a>

#### Returns

[NdArray](#)

#### 6.16.2.204 `resizeSlow()` [1/2]

```
template<typename dtype>
static NdArray<dtype>& NumC::Methods< dtype >::resizeSlow (
    NdArray< dtype > & inArray,
    uint32 inNumRows,
    uint32 inNumCols ) [inline], [static]
```

Return a new array with the specified shape. If new shape is larger than old shape then array will be padded with zeros. If new shape is smaller than the old shape then the data will be discarded.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.resize.html>

#### Parameters

<a href="#">NdArray</a>	
<i>numRows</i>	
<i>numCols</i>	

#### Returns

[NdArray](#)

#### 6.16.2.205 `resizeSlow()` [2/2]

```
template<typename dtype>
static NdArray<dtype>& NumC::Methods< dtype >::resizeSlow (
    NdArray< dtype > & inArray,
    const Shape & inNewShape ) [inline], [static]
```

Return a new array with the specified shape. If new shape is larger than old shape then array will be padded with zeros. If new shape is smaller than the old shape then the data will be discarded.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.resize.html>



## Parameters

<a href="#">NdArray</a>	
<a href="#">Shape</a> , <i>new</i>	<a href="#">Shape</a>

## Returns

[NdArray](#)

## 6.16.2.206 right\_shift()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::right_shift (
    const NdArray< dtype > & inArray,
    uint8 inNumBits ) [inline], [static]
```

Shift the bits of an integer to the right.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.right\\_shift.html](https://www.numpy.org/devdocs/reference/generated/numpy.right_shift.html)

## Parameters

<a href="#">NdArray</a>	
<i>number</i>	of bits to sift

## Returns

[NdArray](#)

## 6.16.2.207 rint() [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::rint (
    dtype inValue ) [inline], [static]
```

Round value to the nearest integer.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.rint.html>

## Parameters

<i>value</i>	
--------------	--

**Returns**

value

**6.16.2.208 rint()** [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::rint (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Round elements of the array to the nearest integer.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.rint.html>↔

**Parameters**

<a href="#">NdArray</a>	
-------------------------	--

**Returns**[NdArray](#)**6.16.2.209 roll()**

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::roll (
    const NdArray< dtype > & inArray,
    int32 inShift,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Roll array elements along a given axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.roll.html>↔

**Parameters**

<a href="#">NdArray</a>	
<i>elements</i>	to shift, positive means forward, negative means backwards
<i>(Optional)</i>	axis

**Returns**[NdArray](#)

## 6.16.2.210 rot90()

```
template<typename dtype>
static ndarray<dtype> NumC::Methods< dtype >::rot90 (
    const ndarray< dtype > & inArray,
    uint8 inK = 1 ) [inline], [static]
```

Rotate an array by 90 degrees counter clockwise in the plane.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.rot90.html>

## Parameters

<i>ndarray</i>	
<i>the</i>	number of times to rotate 90 degrees

## Returns

*ndarray*

## 6.16.2.211 round() [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::round (
    dtype inValue,
    uint8 inDecimals ) [inline], [static]
```

Round value to the given number of decimals.

## Parameters

<i>value</i>	
<i>the</i>	number of decimals

## Returns

*value*

## 6.16.2.212 round() [2/2]

```
template<typename dtype>
static ndarray<dtype> NumC::Methods< dtype >::round (
    const ndarray< dtype > & inArray,
    uint8 inDecimals ) [inline], [static]
```

Round an array to the given number of decimals.

## Parameters

<i>NdArray</i>	
<i>the</i>	number of decimals

## Returns

*NdArray*

## 6.16.2.213 row\_stack()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::row_stack (
    const std::initializer_list< NdArray< dtype > > & inArrayList ) [inline], [static]
```

Stack arrays in sequence vertically (row wise).

## Parameters

<i>{list}</i>	of arrays to stack
---------------	--------------------

## Returns

*NdArray*

## 6.16.2.214 setdiff1d()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::setdiff1d (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Find the set difference of two arrays.

Return the sorted, unique values in ar1 that are not in ar2.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.setdiff1d.html>

## Parameters

<i>NdArray</i>	1
<i>NdArray</i>	2

## Returns

[NdArray](#)6.16.2.215 `shape()`

```
template<typename dtype>
static Shape NumC::Methods< dtype >::shape (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return the shape of the array

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[Shape](#)6.16.2.216 `sign()` [1/2]

```
template<typename dtype>
static int8 NumC::Methods< dtype >::sign (
    dtype inValue ) [inline], [static]
```

Returns an element-wise indication of the sign of a number.

The sign function returns - 1 if  $x < 0$ , 0 if  $x == 0$ , 1 if  $x > 0$ . nan is returned for nan inputs.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.sign.html>↔

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.16.2.217 `sign()` [2/2]

```
template<typename dtype>
static NdArray<int8> NumC::Methods< dtype >::sign (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Returns an element-wise indication of the sign of a number.

The sign function returns - 1 if  $x < 0$ , 0 if  $x == 0$ , 1 if  $x > 0$ . nan is returned for nan inputs.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.sign.html>

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.16.2.218 `signbit()` [1/2]

```
template<typename dtype>
static bool NumC::Methods< dtype >::signbit (
    dtype inValue ) [inline], [static]
```

Returns element-wise True where signbit is set (less than zero).

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.signbit.html>

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.16.2.219 `signbit()` [2/2]

```
template<typename dtype>
static NdArray<bool> NumC::Methods< dtype >::signbit (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Returns element-wise True where signbit is set (less than zero).

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.signbit.html>

## Parameters

<code>NdArray</code>	
----------------------	--

## Returns

`NdArray`

6.16.2.220 `sin()` [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::sin (
    dtype inValue ) [inline], [static]
```

Trigonometric sine.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.sin.html>

## Parameters

<code>value</code>	
--------------------	--

## Returns

`value`

6.16.2.221 `sin()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::sin (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Trigonometric sine, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.sin.html>

## Parameters

<code>NdArray</code>	
----------------------	--

## Returns

`NdArray`



**6.16.2.222 sinc()** [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::sinc (
    dtype inValue ) [inline], [static]
```

Return the sinc function.

The sinc function is  $\sin(\pi \cdot x) / (\pi \cdot x)$ .

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.sinc.html>↵

**Parameters**

<i>value</i>	
--------------	--

**Returns**

value

**6.16.2.223 sinc()** [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::sinc (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return the sinc function.

The sinc function is  $\sin(\pi \cdot x) / (\pi \cdot x)$ .

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.sinc.html>↵

**Parameters**

<i>NdArray</i>	
----------------	--

**Returns**

*NdArray*

**6.16.2.224** `sinh()` [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::sinh (
    dtype inValue ) [inline], [static]
```

Hyperbolic sine.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.sinh.html> ↩

**Parameters**

<i>value</i>	
--------------	--

**Returns**

value

**6.16.2.225** `sinh()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::sinh (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Hyperbolic sine, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.sinh.html> ↩

**Parameters**

<i>NdArray</i>	
----------------	--

**Returns**

*NdArray*

**6.16.2.226** `size()`

```
template<typename dtype>
static uint32 NumC::Methods< dtype >::size (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return the number of elements.

## Parameters

<code>uint32</code>	
---------------------	--

## Returns

`NdArray`

6.16.2.227 `sort()`

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::sort (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Return a sorted copy of an array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.sort.html> ↩

## Parameters

<code>NdArray</code>	
(Optional)	<code>Axis</code>

## Returns

`NdArray`

6.16.2.228 `sqrt()` [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::sqrt (
    dtype inValue ) [inline], [static]
```

Return the positive square-root of a value.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.sqrt.html> ↩

## Parameters

<code>value</code>	
--------------------	--

**Returns**

value

**6.16.2.229** `sqrt()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::sqrt (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return the positive square-root of an array, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.sqrt.html> ↩

**Parameters**

<code>NdArray</code>	
----------------------	--

**Returns**

`NdArray`

**6.16.2.230** `square()` [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::square (
    dtype inValue ) [inline], [static]
```

Return the square of an array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.square.html> ↩

**Parameters**

<i>value</i>	
--------------	--

**Returns**

value

**6.16.2.231** `square()` [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::square (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return the square of an array, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.square.html> ↩

**Parameters**

<code>NdArray</code>	
----------------------	--

**Returns**

`NdArray`

**6.16.2.232** `std()`

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::std (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Compute the standard deviation along the specified axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.std.html> ↩

**Parameters**

<code>NdArray</code>	
<code>Axis</code>	

**Returns**

`NdArray`

**6.16.2.233** `sum()`

```
template<typename dtype>
template<typename dtypeOut = double>
static NdArray<dtypeOut> NumC::Methods< dtype >::sum (
```

```
const NdArray< dtype > & inArray,
Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Sum of array elements over a given axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.sum.html>↔

#### Parameters

<a href="#">NdArray</a>	
<a href="#">Axis</a>	

#### Returns

[NdArray](#)

#### 6.16.2.234 swapaxes()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::swapaxes (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Interchange two axes of an array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.swapaxes.html>↔

#### Parameters

<a href="#">NdArray</a>	
-------------------------	--

#### Returns

[NdArray](#)

#### 6.16.2.235 tan() [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::tan (
    dtype inValue ) [inline], [static]
```

Compute tangent.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.tan.html>↔

## Parameters

<i>value</i>	
--------------	--

## Returns

*value*

6.16.2.236 `tan()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::tan (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Compute tangent element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.tan.html>↔

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.16.2.237 `tanh()` [1/2]

```
template<typename dtype>
static double NumC::Methods< dtype >::tanh (
    dtype inValue ) [inline], [static]
```

Compute hyperbolic tangent.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.tanh.html>↔

## Parameters

<i>value</i>	
--------------	--

## Returns

*value*

6.16.2.238 `tanh()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::tanh (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Compute hyperbolic tangent element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.tanh.html>↔

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.16.2.239 `tile()` [1/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::tile (
    const NdArray< dtype > & inArray,
    uint32 inNumRows,
    uint32 inNumCols ) [inline], [static]
```

Construct an array by repeating A the number of times given by reps.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.tile.html>↔

## Parameters

<a href="#">NdArray</a>	
<i>numRows</i>	
<i>numCols</i>	

## Returns

[NdArray](#)



6.16.2.240 `tile()` [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::tile (
    const NdArray< dtype > & inArray,
    const Shape & inReps ) [inline], [static]
```

Construct an array by repeating A the number of times given by reps.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.tile.html>

## Parameters

<code>NdArray</code>	
<code>Shape</code>	

## Returns

`NdArray`

6.16.2.241 `tofile()`

```
template<typename dtype>
static void NumC::Methods< dtype >::tofile (
    const NdArray< dtype > & inArray,
    const std::string & inFilename,
    const std::string & inSep = "" ) [inline], [static]
```

Write array to a file as text or binary (default).. The data produced by this method can be recovered using the function `fromfile()`.

## Parameters

<code>NdArray</code>	
<i>filename</i>	
<i>Separator</i>	between array items for text output. If <code>Š</code> (empty), a binary file is written

## Returns

None

6.16.2.242 `toStlVector()`

```
template<typename dtype>
static std::vector<dtype> NumC::Methods< dtype >::toStlVector (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Write flattened array to an STL vector

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

std::vector

## 6.16.2.243 trace()

```
template<typename dtype>
template<typename dtypeOut = double>
static dtypeOut NumC::Methods< dtype >::trace (
    const NdArray< dtype > & inArray,
    uint16 inOffset = 0,
    Axis::Type inAxis = Axis::ROW ) [inline], [static]
```

Return the sum along diagonals of the array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.trace.html> ↩

## Parameters

<a href="#">NdArray</a>	
<i>Offset</i>	from main diaganol, default = 0, negative=above, positve=below
<i>Axis</i>	

## Returns

[NdArray](#)

## 6.16.2.244 transpose()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::transpose (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Permute the dimensions of an array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.transpose.html> ↩

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)6.16.2.245 `trapz()` [1/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::trapz (
    const NdArray< dtype > & inArray,
    double dx = 1.0,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Integrate along the given axis using the composite trapezoidal rule.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.trapz.html>

## Parameters

<a href="#">NdArray</a>	
(Optional)	dx, defaults to 1.0
(Optional)	<a href="#">Axis</a> , default None

## Returns

[NdArray](#)6.16.2.246 `trapz()` [2/2]

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::trapz (
    const NdArray< dtype > & inArrayY,
    const NdArray< dtype > & inArrayX,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Integrate along the given axis using the composite trapezoidal rule.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.trapz.html>

## Parameters

<a href="#">NdArray</a>	Y values
<a href="#">NdArray</a>	X values
(Optional)	<a href="#">Axis</a>

## Returns

[NdArray](#)6.16.2.247 `tri()` [1/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::tri (
    uint32 inN,
    int32 inOffset = 0 ) [inline], [static]
```

An array with ones at and below the given diagonal and zeros elsewhere.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.tri.html>↔

## Parameters

<i>N, number</i>	of rows and cols
<i>Offset, the</i>	sub-diagonal at and below which the array is filled. k = 0 is the main diagonal, while k < 0 is below it, and k > 0 is above. The default is 0.

## Returns

[NdArray](#)6.16.2.248 `tri()` [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::tri (
    uint32 inN,
    uint32 inM,
    int32 inOffset = 0 ) [inline], [static]
```

An array with ones at and below the given diagonal and zeros elsewhere.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.tri.html>↔

## Parameters

<i>N, number</i>	of rows
<i>M, number</i>	of columns
<i>Offset, the</i>	sub-diagonal at and below which the array is filled. k = 0 is the main diagonal, while k < 0 is below it, and k > 0 is above. The default is 0.

## Returns

`NdArray`6.16.2.249 `trim_zeros()`

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::trim_zeros (
    const NdArray< dtype > & inArray,
    const std::string inTrim = "fb" ) [inline], [static]
```

Trim the leading and/or trailing zeros from a 1-D array or sequence.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.trim\\_↵  
zeros.html](https://www.numpy.org/devdocs/reference/generated/numpy.trim_zeros.html)

## Parameters

<code>NdArray</code>	
<i>string,f</i>	= front, "b" = back, "fb" = front and back

## Returns

`NdArray`6.16.2.250 `trunc()` [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::trunc (
    dtype inValue ) [inline], [static]
```

Return the truncated value of the input.

NumPy Reference: [https://www.numpy.org/devdocs/reference/generated/numpy.↵  
trunc.html](https://www.numpy.org/devdocs/reference/generated/numpy.↵<br/>trunc.html)

## Parameters

<i>value</i>	
--------------	--

## Returns

value

## 6.16.2.251 trunc() [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::trunc (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Return the truncated value of the input, element-wise.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.trunc.html>

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.16.2.252 union1d()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::union1d (
    const NdArray< dtype > & inArray1,
    const NdArray< dtype > & inArray2 ) [inline], [static]
```

Find the union of two arrays.

Return the unique, sorted array of values that are in either of the two input arrays.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.union1d.html>

## Parameters

<a href="#">NdArray</a>	1
<a href="#">NdArray</a>	2

## Returns

[NdArray](#)

## 6.16.2.253 unique()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::unique (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Find the unique elements of an array.

Returns the sorted unique elements of an array.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.unique.html>

#### Parameters

<a href="#">NdArray</a>	
-------------------------	--

#### Returns

[NdArray](#)

#### 6.16.2.254 unwrap() [1/2]

```
template<typename dtype>
static dtype NumC::Methods< dtype >::unwrap (
    dtype inValue ) [inline], [static]
```

Unwrap by changing deltas between values to 2\*pi complement.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.unwrap.html>

#### Parameters

<i>value</i>	
--------------	--

#### Returns

value

#### 6.16.2.255 unwrap() [2/2]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::unwrap (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Unwrap by changing deltas between values to 2\*pi complement.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.unwrap.html>



## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.16.2.256 var()

```
template<typename dtype>
static NdArray<double> NumC::Methods< dtype >::var (
    const NdArray< dtype > & inArray,
    Axis::Type inAxis = Axis::NONE ) [inline], [static]
```

Compute the variance along the specified axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.var.html>↩

## Parameters

<a href="#">NdArray</a>	
(Optional)	axis

## Returns

[NdArray](#)

## 6.16.2.257 vstack()

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::vstack (
    const std::initializer_list< NdArray< dtype > > & inArrayList ) [inline], [static]
```

Compute the variance along the specified axis.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.vstack.html>↩

## Parameters

{list}	of arrays to stack
--------	--------------------

## Returns

[NdArray](#)

## 6.16.2.258 zeros() [1/3]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::zeros (
    uint32 inSquareSize ) [inline], [static]
```

Return a new array of given shape and type, filled with zeros.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.zeros.html>

## Parameters

<i>square</i>	size
---------------	------

## Returns

[NdArray](#)

## 6.16.2.259 zeros() [2/3]

```
template<typename dtype>
static NdArray<dtype> NumC::Methods< dtype >::zeros (
    uint32 inNumRows,
    uint32 inNumCols ) [inline], [static]
```

Return a new array of given shape and type, filled with zeros.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.zeros.html>

## Parameters

<i>numRows</i>	
<i>numCols</i>	

## Returns

[NdArray](#)

## 6.16.2.260 zeros() [3/3]

```
template<typename dtype>
static NumC::NdArray<dtype> NumC::Methods< dtype >::zeros (
    const NumC::Shape & inShape ) [inline], [static]
```

Return a new array of given shape and type, filled with zeros.

NumPy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.zeros.html>

## Parameters

Shape	
-------	--

## Returns

NdArray

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

- [Methods.hpp](#)

## 6.17 NumC::NdArray&lt; dtype &gt; Class Template Reference

Holds 1D and 2D arrays, the main work horse of the [NumC](#) library.

```
#include <NdArray.hpp>
```

## Public Types

- typedef const dtype \* [const\\_iterator](#)
- typedef dtype \* [iterator](#)

## Public Member Functions

- [NdArray](#) ()
- [NdArray](#) (uint32 inSquareSize)
- [NdArray](#) (uint32 inNumRows, uint32 inNumCols)
- [NdArray](#) (const [Shape](#) &inShape)
- [NdArray](#) (const std::initializer\_list< dtype > &inList)
- [NdArray](#) (const std::initializer\_list< std::initializer\_list< dtype > > &inList)
- [NdArray](#) (const std::vector< dtype > &inVector)
- [NdArray](#) (const std::set< dtype > &inSet)
- [NdArray](#) ([const\\_iterator](#) inFirst, [const\\_iterator](#) inLast)
- [NdArray](#) (const dtype \*inBeginning, uint32 inNumBytes)
- [NdArray](#) (const [NdArray](#)< dtype > &inOtherArray)
- [NdArray](#) ([NdArray](#)< dtype > &&inOtherArray)
- [~NdArray](#) ()

- `NdArray< bool > all (Axis::Type inAxis=Axis::NONE) const`
- `NdArray< bool > any (Axis::Type inAxis=Axis::NONE) const`
- `NdArray< uint32 > argmax (Axis::Type inAxis=Axis::NONE) const`
- `NdArray< uint32 > argmin (Axis::Type inAxis=Axis::NONE) const`
- `NdArray< uint32 > argsort (Axis::Type inAxis=Axis::NONE) const`
- `template<typename dtypeOut = double>`  
`NdArray< dtypeOut > astype () const`
- `dtype & at (int32 inIndex)`
- `const dtype & at (int32 inIndex) const`
- `dtype & at (int32 inRowIndex, int32 inColIndex)`
- `const dtype & at (int32 inRowIndex, int32 inColIndex) const`
- `NdArray< dtype > at (const Slice &inSlice) const`
- `NdArray< dtype > at (const Slice &inRowSlice, const Slice &inColSlice) const`
- `NdArray< dtype > at (const Slice &inRowSlice, int32 inColIndex) const`
- `NdArray< dtype > at (int32 inRowIndex, const Slice &inColSlice) const`
- `iterator begin ()`
- `iterator begin (uint32 inRow)`
- `void byteswap ()`
- `const_iterator cbegin () const`
- `const_iterator cbegin (uint32 inRow) const`
- `const_iterator cend () const`
- `const_iterator cend (uint32 inRow) const`
- `NdArray< dtype > clip (dtype inMin, dtype inMax) const`
- `NdArray< bool > contains (dtype inValue, Axis::Type inAxis=Axis::NONE) const`
- `NdArray< dtype > copy ()`
- `template<typename dtypeOut = double>`  
`NdArray< dtypeOut > cumprod (Axis::Type inAxis=Axis::NONE) const`
- `template<typename dtypeOut = double>`  
`NdArray< dtypeOut > cumsum (Axis::Type inAxis=Axis::NONE) const`
- `NdArray< dtype > diagonal (uint32 inOffset=0, Axis::Type inAxis=Axis::ROW) const`
- `template<typename dtypeOut = double>`  
`NdArray< dtypeOut > dot (const NdArray< dtype > &inOtherArray) const`
- `void dump (const std::string &inFilename) const`
- `iterator end ()`
- `iterator end (uint32 inRow)`
- `Endian::Type endianess () const`
- `void fill (dtype inFillValue)`
- `NdArray< dtype > flatten () const`
- `bool isempty () const`
- `dtype item () const`
- `NdArray< dtype > max (Axis::Type inAxis=Axis::NONE) const`
- `NdArray< double > mean (Axis::Type inAxis=Axis::NONE) const`
- `NdArray< dtype > median (Axis::Type inAxis=Axis::NONE) const`
- `NdArray< dtype > min (Axis::Type inAxis=Axis::NONE) const`
- `void nans ()`
- `uint64 nbytes () const`
- `NdArray< dtype > newbyteorder (Endian::Type inEndianess) const`
- `NdArray< uint32 > nonzero () const`
- `template<typename dtypeOut = double>`  
`NdArray< dtypeOut > norm (Axis::Type inAxis=Axis::NONE) const`
- `void ones ()`
- `NdArray< dtype > operator & (const NdArray< dtype > &inOtherArray) const`
- `NdArray< dtype > operator & (dtype inScalar) const`
- `NdArray< dtype > & operator &= (const NdArray< dtype > &inOtherArray)`
- `NdArray< dtype > & operator &= (dtype inScalar)`

- `NdArray< bool > operator!= (dtype inValue) const`
- `NdArray< bool > operator!= (const NdArray< dtype > &inOtherArray) const`
- `NdArray< dtype > operator% (const NdArray< dtype > &inOtherArray) const`
- `NdArray< dtype > operator% (dtype inScalar) const`
- `NdArray< dtype > & operator%= (const NdArray< dtype > &inOtherArray)`
- `NdArray< dtype > & operator%= (dtype inScalar)`
- `dtype & operator() (int32 inRowIndex, int32 inColIndex)`
- `const dtype & operator() (int32 inRowIndex, int32 inColIndex) const`
- `NdArray< dtype > operator() (const Slice &inRowSlice, const Slice &inColSlice) const`
- `NdArray< dtype > operator() (const Slice &inRowSlice, int32 inColIndex) const`
- `NdArray< dtype > operator() (int32 inRowIndex, const Slice &inColSlice) const`
- `NdArray< dtype > operator* (const NdArray< dtype > &inOtherArray) const`
- `NdArray< dtype > operator* (dtype inScalar) const`
- `NdArray< dtype > & operator*= (const NdArray< dtype > &inOtherArray)`
- `NdArray< dtype > & operator*= (dtype inScalar)`
- `NdArray< dtype > operator+ (const NdArray< dtype > &inOtherArray) const`
- `NdArray< dtype > operator+ (dtype inScalar) const`
- `NdArray< dtype > & operator++ ()`
- `NdArray< dtype > operator++ (int) const`
- `NdArray< dtype > & operator+= (const NdArray< dtype > &inOtherArray)`
- `NdArray< dtype > & operator+= (dtype inScalar)`
- `NdArray< dtype > operator- (const NdArray< dtype > &inOtherArray) const`
- `NdArray< dtype > operator- (dtype inScalar) const`
- `NdArray< dtype > & operator-- ()`
- `NdArray< dtype > operator-- (int) const`
- `NdArray< dtype > & operator-= (const NdArray< dtype > &inOtherArray)`
- `NdArray< dtype > & operator-= (dtype inScalar)`
- `NdArray< dtype > operator/ (const NdArray< dtype > &inOtherArray) const`
- `NdArray< dtype > operator/ (dtype inScalar) const`
- `NdArray< dtype > & operator/= (const NdArray< dtype > &inOtherArray)`
- `NdArray< dtype > & operator/= (dtype inScalar)`
- `NdArray< bool > operator< (const NdArray< dtype > &inOtherArray) const`
- `NdArray< bool > operator< (dtype inScalar) const`
- `NdArray< bool > operator<= (dtype inScalar) const`
- `NdArray< bool > operator<= (const NdArray< dtype > &inOtherArray) const`
- `NdArray< dtype > & operator= (const NdArray< dtype > &inOtherArray)`
- `NdArray< dtype > & operator= (NdArray< dtype > &&inOtherArray)`
- `NdArray< bool > operator== (dtype inValue) const`
- `NdArray< bool > operator== (const NdArray< dtype > &inOtherArray) const`
- `NdArray< bool > operator> (dtype inScalar) const`
- `NdArray< bool > operator> (const NdArray< dtype > &inOtherArray) const`
- `NdArray< bool > operator>= (dtype inScalar) const`
- `NdArray< bool > operator>= (const NdArray< dtype > &inOtherArray) const`
- `dtype & operator[] (int32 inIndex)`
- `const dtype & operator[] (int32 inIndex) const`
- `NdArray< dtype > operator[] (const Slice &inSlice) const`
- `NdArray< dtype > operator^ (const NdArray< dtype > &inOtherArray) const`
- `NdArray< dtype > operator^ (dtype inScalar) const`
- `NdArray< dtype > & operator^= (const NdArray< dtype > &inOtherArray)`
- `NdArray< dtype > & operator^= (dtype inScalar)`
- `NdArray< dtype > operator| (const NdArray< dtype > &inOtherArray) const`
- `NdArray< dtype > operator| (dtype inScalar) const`
- `NdArray< dtype > & operator|= (const NdArray< dtype > &inOtherArray)`
- `NdArray< dtype > & operator|= (dtype inScalar)`
- `NdArray< dtype > operator~ () const`

- void `partition` (uint32 inKth, Axis::Type inAxis=Axis::NONE)
- void `print` () const
- template<typename dtypeOut = double>  
NdArray< dtypeOut > `prod` (Axis::Type inAxis=Axis::NONE) const
- NdArray< dtype > `ptp` (Axis::Type inAxis=Axis::NONE) const
- void `put` (int32 inIndex, dtype inValue)
- void `put` (int32 inRow, int32 inCol, dtype inValue)
- void `put` (const NdArray< uint32 > &inIndices, dtype inValue)
- void `put` (const NdArray< uint32 > &inIndices, const NdArray< dtype > &inValues)
- void `put` (const Slice &inSlice, dtype inValue)
- void `put` (const Slice &inSlice, const NdArray< dtype > &inValues)
- void `put` (const Slice &inRowSlice, const Slice &inColSlice, dtype inValue)
- void `put` (const Slice &inRowSlice, int32 inColIndex, dtype inValue)
- void `put` (int32 inRowIndex, const Slice &inColSlice, dtype inValue)
- void `put` (const Slice &inRowSlice, const Slice &inColSlice, const NdArray< dtype > &inValues)
- void `put` (const Slice &inRowSlice, int32 inColIndex, const NdArray< dtype > &inValues)
- void `put` (int32 inRowIndex, const Slice &inColSlice, const NdArray< dtype > &inValues)
- NdArray< dtype > `repeat` (uint32 inNumRows, uint32 inNumCols) const
- NdArray< dtype > `repeat` (const Shape &inRepeatShape) const
- void `reshape` (uint32 inNumRows, uint32 inNumCols)
- void `reshape` (const Shape &inShape)
- void `resizeFast` (uint32 inNumRows, uint32 inNumCols)
- void `resizeFast` (const Shape &inShape)
- void `resizeSlow` (uint32 inNumRows, uint32 inNumCols)
- void `resizeSlow` (const Shape &inShape)
- NdArray< dtype > `round` (uint8 inNumDecimals=0) const
- Shape `shape` () const
- uint32 `size` () const
- void `sort` (Axis::Type inAxis=Axis::NONE)
- NdArray< double > `std` (Axis::Type inAxis=Axis::NONE) const
- std::string `str` () const
- template<typename dtypeOut = double>  
NdArray< dtypeOut > `sum` (Axis::Type inAxis=Axis::NONE) const
- NdArray< dtype > `swapaxes` () const
- void `tofile` (const std::string &inFilename, const std::string &inSep="") const
- std::vector< dtype > `toStlVector` () const
- template<typename dtypeOut = double>  
dtypeOut `trace` (uint16 inOffset=0, Axis::Type inAxis=Axis::ROW) const
- NdArray< dtype > `transpose` () const
- NdArray< double > `var` (Axis::Type inAxis=Axis::NONE) const
- void `zeros` ()

## Friends

- NdArray< dtype > `operator<<` (const NdArray< dtype > &lhs, uint8 inNumBits)
- std::ostream & `operator<<` (std::ostream &inOStream, const NdArray< dtype > &inArray)
- NdArray< dtype > & `operator<=<` (NdArray< dtype > &lhs, uint8 inNumBits)
- NdArray< dtype > `operator>>` (const NdArray< dtype > &lhs, uint8 inNumBits)
- NdArray< dtype > & `operator>>=` (NdArray< dtype > &lhs, uint8 inNumBits)

### 6.17.1 Detailed Description

```
template<typename dtype>
class NumC::NdArray< dtype >
```

Holds 1D and 2D arrays, the main work horse of the [NumC](#) library.

### 6.17.2 Member Typedef Documentation

#### 6.17.2.1 const\_iterator

```
template<typename dtype>
typedef const dtype* NumC::NdArray< dtype >::const_iterator
```

#### 6.17.2.2 iterator

```
template<typename dtype>
typedef dtype* NumC::NdArray< dtype >::iterator
```

### 6.17.3 Constructor & Destructor Documentation

#### 6.17.3.1 NdArray() [1/12]

```
template<typename dtype>
NumC::NdArray< dtype >::NdArray ( ) [inline]
```

Default Constructor, not very usefull...

##### Parameters

None	
------	--

##### Returns

None

6.17.3.2 `NdArray()` [2/12]

```
template<typename dtype>
NumC::NdArray< dtype >::NdArray (
    uint32 inSquareSize ) [inline], [explicit]
```

## Constructor

## Parameters

<i>square</i>	number of rows and columns
---------------	----------------------------

## Returns

None

6.17.3.3 `NdArray()` [3/12]

```
template<typename dtype>
NumC::NdArray< dtype >::NdArray (
    uint32 inNumRows,
    uint32 inNumCols ) [inline]
```

## Constructor

## Parameters

<i>number</i>	of rows,
<i>number</i>	of columns

## Returns

None

6.17.3.4 `NdArray()` [4/12]

```
template<typename dtype>
NumC::NdArray< dtype >::NdArray (
    const Shape & inShape ) [inline], [explicit]
```

## Constructor

## Parameters

<i>Shape</i>	
--------------	--



**Returns**

None

**6.17.3.5 NdArray()** [5/12]

```
template<typename dtype>
NumC::NdArray< dtype >::NdArray (
    const std::initializer_list< dtype > & inList ) [inline]
```

**Constructor****Parameters**

<i>1D</i>	initializer list
-----------	------------------

**Returns**

None

**6.17.3.6 NdArray()** [6/12]

```
template<typename dtype>
NumC::NdArray< dtype >::NdArray (
    const std::initializer_list< std::initializer_list< dtype > > & inList ) [inline]
```

**Constructor****Parameters**

<i>2D</i>	initializer list
-----------	------------------

**Returns**

None

**6.17.3.7 NdArray()** [7/12]

```
template<typename dtype>
NumC::NdArray< dtype >::NdArray (
    const std::vector< dtype > & inVector ) [inline], [explicit]
```

**Constructor**

## Parameters

<code>std::vector</code>	
--------------------------	--

## Returns

None

6.17.3.8 `NdArray()` [8/12]

```
template<typename dtype>
NumC::NdArray< dtype >::NdArray (
    const std::set< dtype > & inSet ) [inline], [explicit]
```

## Constructor

## Parameters

<code>std::set</code>	
-----------------------	--

## Returns

None

6.17.3.9 `NdArray()` [9/12]

```
template<typename dtype>
NumC::NdArray< dtype >::NdArray (
    const_iterator inFirst,
    const_iterator inLast ) [inline], [explicit]
```

## Constructor

## Parameters

<code>const_iterator</code>	first
<code>const_iterator</code>	second

## Returns

None

## 6.17.3.10 NdArray() [10/12]

```
template<typename dtype>
NumC::NdArray< dtype >::NdArray (
    const dtype * inBeginning,
    uint32 inNumBytes ) [inline]
```

## Constructor

## Parameters

<i>char*</i>	to beginning of buffer
<i>number</i>	of bytes

## Returns

None

## 6.17.3.11 NdArray() [11/12]

```
template<typename dtype>
NumC::NdArray< dtype >::NdArray (
    const NdArray< dtype > & inOtherArray ) [inline]
```

## Copy Constructor

## Parameters

<i>NdArray</i>	
----------------	--

## Returns

None

## 6.17.3.12 NdArray() [12/12]

```
template<typename dtype>
NumC::NdArray< dtype >::NdArray (
    NdArray< dtype > && inOtherArray ) [inline]
```

## Move Constructor

## Parameters

<i>NdArray</i>	
----------------	--

**Returns**

None

**6.17.3.13 ~NdArray()**

```
template<typename dtype>
NumC::NdArray< dtype >::~~NdArray ( ) [inline]
```

**Destructor****Parameters**

None	
------	--

**Returns**

None

**6.17.4 Member Function Documentation****6.17.4.1 all()**

```
template<typename dtype>
NdArray<bool> NumC::NdArray< dtype >::all (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Returns True if all elements evaluate to True or non zero

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.all.html>

**Parameters**

(Optional)	axis
------------	------

**Returns**

NdArray

## 6.17.4.2 any()

```
template<typename dtype>
NdArray<bool> NumC::NdArray< dtype >::any (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Returns True if any elements evaluate to True or non zero

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.any.html>

## Parameters

(Optional)	axis
------------	------

## Returns

NdArray

## 6.17.4.3 argmax()

```
template<typename dtype>
NdArray<uint32> NumC::NdArray< dtype >::argmax (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Return indices of the maximum values along the given axis. Only the first index is returned.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.argmax.html>

## Parameters

(Optional)	axis
------------	------

## Returns

NdArray

## 6.17.4.4 argmin()

```
template<typename dtype>
NdArray<uint32> NumC::NdArray< dtype >::argmin (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Return indices of the minimum values along the given axis. Only the first index is returned.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.argmin.html>

## Parameters

<i>(Optional)</i>	axis
-------------------	------

## Returns

[NdArray](#)

## 6.17.4.5 argsort()

```
template<typename dtype>
NdArray<uint32> NumC::NdArray< dtype >::argsort (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Returns the indices that would sort this array.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.argsort.html>

## Parameters

<i>(Optional)</i>	axis
-------------------	------

## Returns

[NdArray](#)

## 6.17.4.6 astype()

```
template<typename dtype>
template<typename dtypeOut = double>
NdArray<dtypeOut> NumC::NdArray< dtype >::astype ( ) const [inline]
```

Returns a copy of the array, cast to a specified type.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.astype.html>

## Parameters

<i>None</i>	
-------------	--

## Returns

NdArray

## 6.17.4.7 at() [1/8]

```
template<typename dtype>
dtype& NumC::NdArray< dtype >::at (
    int32 inIndex ) [inline]
```

1D access method with bounds checking

## Parameters

array	index
-------	-------

## Returns

value

## 6.17.4.8 at() [2/8]

```
template<typename dtype>
const dtype& NumC::NdArray< dtype >::at (
    int32 inIndex ) const [inline]
```

const 1D access method with bounds checking

## Parameters

array	index
-------	-------

## Returns

value

## 6.17.4.9 at() [3/8]

```
template<typename dtype>
dtype& NumC::NdArray< dtype >::at (
    int32 inRowIndex,
    int32 inColIndex ) [inline]
```

2D access method with bounds checking

**Parameters**

<i>row</i>	index
<i>col</i>	index

**Returns**

value

**6.17.4.10 at()** [4/8]

```
template<typename dtype>
const dtype& NumC::NdArray< dtype >::at (
    int32 inRowIndex,
    int32 inColIndex ) const [inline]
```

const 2D access method with bounds checking

**Parameters**

<i>row</i>	index
<i>col</i>	index

**Returns**

value

**6.17.4.11 at()** [5/8]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::at (
    const Slice & inSlice ) const [inline]
```

const 1D access method with bounds checking

**Parameters**

<i>Slice</i>	
--------------	--

**Returns**

Ndarray



## 6.17.4.12 at() [6/8]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::at (
    const Slice & inRowSlice,
    const Slice & inColSlice ) const [inline]
```

const 2D access method with bounds checking

## Parameters

<i>Row</i>	<a href="#">Slice</a> ,
<i>Column</i>	<a href="#">Slice</a>

## Returns

Ndarray

## 6.17.4.13 at() [7/8]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::at (
    const Slice & inRowSlice,
    int32 inColIndex ) const [inline]
```

const 2D access method with bounds checking

## Parameters

<i>Row</i>	<a href="#">Slice</a> ,
<i>Column</i>	index

## Returns

Ndarray

## 6.17.4.14 at() [8/8]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::at (
    int32 inRowIndex,
    const Slice & inColSlice ) const [inline]
```

const 2D access method with bounds checking

## Parameters

<i>Row</i>	index
<i>Column</i>	<a href="#">Slice</a>

## Returns

Ndarray

6.17.4.15 `begin()` [1/2]

```
template<typename dtype>
iterator NumC::NdArray< dtype >::begin ( ) [inline]
```

iterator to the beginning of the flattened array

## Parameters

<i>None</i>	
-------------	--

## Returns

iterator

6.17.4.16 `begin()` [2/2]

```
template<typename dtype>
iterator NumC::NdArray< dtype >::begin (
    uint32 inRow ) [inline]
```

iterator to the beginning of the input row

## Parameters

<i>row</i>	
------------	--

## Returns

iterator

## 6.17.4.17 byteswap()

```
template<typename dtype>
void NumC::NdArray< dtype >::byteswap ( ) [inline]
```

Swap the bytes of the array elements in place

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.byteswap.html>

## Parameters

None	
------	--

## Returns

[NdArray](#)

## 6.17.4.18 cbegin() [1/2]

```
template<typename dtype>
const_iterator NumC::NdArray< dtype >::cbegin ( ) const [inline]
```

const iterator to the beginning of the flattened array

## Parameters

None	
------	--

## Returns

const\_iterator

## 6.17.4.19 cbegin() [2/2]

```
template<typename dtype>
const_iterator NumC::NdArray< dtype >::cbegin (
    uint32 inRow ) const [inline]
```

const iterator to the beginning of the input row

## Parameters

row	
-----	--

**Returns**

const\_iterator

**6.17.4.20 cend()** [1/2]

```
template<typename dtype>
const_iterator NumC::NdArray< dtype >::cend ( ) const [inline]
```

const iterator to 1 past the end of the flattened array

**Parameters**

None	
------	--

**Returns**

const\_iterator

**6.17.4.21 cend()** [2/2]

```
template<typename dtype>
const_iterator NumC::NdArray< dtype >::cend (
    uint32 inRow ) const [inline]
```

const iterator to 1 past the end of the input row

**Parameters**

row	
-----	--

**Returns**

const\_iterator

**6.17.4.22 clip()**

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::clip (
    dtype inMin,
    dtype inMax ) const [inline]
```

Returns an array whose values are limited to [min, max].

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.clip.html>

## Parameters

<i>min</i>	value to clip to
<i>max</i>	value to clip to

## Returns

clipped value

## 6.17.4.23 contains()

```
template<typename dtype>
NdArray<bool> NumC::NdArray< dtype >::contains (
    dtype inValue,
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

returns whether or not a value is included the array

## Parameters

<i>value</i>	
<i>(Optional)</i>	axis

## Returns

bool

## 6.17.4.24 copy()

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::copy ( ) [inline]
```

Return a copy of the array

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.copy.html>

## Parameters

<i>None</i>	
-------------	--

## Returns

NdArray

## 6.17.4.25 cumprod()

```
template<typename dtype>
template<typename dtypeOut = double>
NdArray<dtypeOut> NumC::NdArray< dtype >::cumprod (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Return the cumulative product of the elements along the given axis.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.cumprod.html>

## Parameters

<i>(Optional)</i>	axis
-------------------	------

## Returns

NdArray

## 6.17.4.26 cumsum()

```
template<typename dtype>
template<typename dtypeOut = double>
NdArray<dtypeOut> NumC::NdArray< dtype >::cumsum (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Return the cumulative sum of the elements along the given axis.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.cumsum.html>

## Parameters

<i>(Optional)</i>	axis
-------------------	------

## Returns

NdArray

## 6.17.4.27 diagonal()

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::diagonal (
```

```
uint32 inOffset = 0,
Axis::Type inAxis = Axis::ROW ) const [inline]
```

Return specified diagonals.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.diagonal.html>

#### Parameters

<i>Offset</i>	of the diagonal from the main diagonal. Can be both positive and negative. Defaults to 0.
<i>(Optional)</i>	axis the offset is applied to

#### Returns

NdArray

#### 6.17.4.28 dot()

```
template<typename dtype>
template<typename dtypeOut = double>
NdArray<dtypeOut> NumC::NdArray< dtype >::dot (
    const NdArray< dtype > & inOtherArray ) const [inline]
```

Dot product of two arrays.

For 2-D arrays it is equivalent to matrix multiplication, and for 1-D arrays to inner product of vectors.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.dot.html>

#### Parameters

NdArray	
---------	--

#### Returns

dot product

#### 6.17.4.29 dump()

```
template<typename dtype>
void NumC::NdArray< dtype >::dump (
    const std::string & inFilename ) const [inline]
```

Dump a binary file of the array to the specified file. The array can be read back with or NumC::load.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.dump.html>

**Parameters**

<i>filename</i>	
-----------------	--

**Returns**

None

**6.17.4.30 end()** [1/2]

```
template<typename dtype>
iterator NumC::NdArray< dtype >::end ( ) [inline]
```

iterator to 1 past the end of the flattened array

**Parameters**

<i>None</i>	
-------------	--

**Returns**

iterator

**6.17.4.31 end()** [2/2]

```
template<typename dtype>
iterator NumC::NdArray< dtype >::end (
    uint32 inRow ) [inline]
```

iterator to the 1 past end of the row

**Parameters**

<i>row</i>	
------------	--

**Returns**

iterator

**6.17.4.32 endianness()**

```
template<typename dtype>
Endian::Type NumC::NdArray< dtype >::endianness ( ) const [inline]
```



Return the NdArrays endianness

#### Parameters

<i>None</i>	
-------------	--

#### Returns

[Endian::Type](#)

#### 6.17.4.33 fill()

```
template<typename dtype>
void NumC::NdArray< dtype >::fill (
    dtype inFillValue ) [inline]
```

Fill the array with a scalar value.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.fill.html>

#### Parameters

<i>fill</i>	value
-------------	-------

#### Returns

None

#### 6.17.4.34 flatten()

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::flatten ( ) const [inline]
```

Return a copy of the array collapsed into one dimension.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.flatten.html>

#### Parameters

<i>None</i>	
-------------	--

**Returns**`NdArray`**6.17.4.35 isempty()**

```
template<typename dtype>
bool NumC::NdArray< dtype >::isempty ( ) const [inline]
```

Return if the `NdArray` is empty. ie the default constructor was used.

**Parameters**

None	
------	--

**Returns**

boolean

**6.17.4.36 item()**

```
template<typename dtype>
dtype NumC::NdArray< dtype >::item ( ) const [inline]
```

Copy an element of an array to a standard C++ scalar and return it.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.item.html>

**Parameters**

None	
------	--

**Returns**

array element

**6.17.4.37 max()**

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::max (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Return the maximum along a given axis.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.max.html>↔

## Parameters

<i>(Optional)</i>	<a href="#">Axis</a>
-------------------	----------------------

## Returns

[NdArray](#)

## 6.17.4.38 mean()

```
template<typename dtype>
NdArray<double> NumC::NdArray< dtype >::mean (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Return the mean along a given axis.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.mean.html>

## Parameters

<i>(Optional)</i>	<a href="#">Axis</a>
-------------------	----------------------

## Returns

[NdArray](#)

## 6.17.4.39 median()

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::median (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Return the median along a given axis. Does NOT average if array has even number of elements!

## Parameters

<i>(Optional)</i>	<a href="#">Axis</a>
-------------------	----------------------

## Returns

[NdArray](#)

## 6.17.4.40 min()

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::min (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Return the minimum along a given axis.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.min.html>

## Parameters

(Optional)	Axis
------------	------

## Returns

NdArray

## 6.17.4.41 nans()

```
template<typename dtype>
void NumC::NdArray< dtype >::nans ( ) [inline]
```

Fills the array with nans; only really works with. Only really works for dtype = float/double

## Parameters

None	
------	--

## Returns

None

## 6.17.4.42 nbytes()

```
template<typename dtype>
uint64 NumC::NdArray< dtype >::nbytes ( ) const [inline]
```

Returns the number of bytes held by the array

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.nbytes.html>

## Parameters

None	
------	--

## Returns

number of bytes

## 6.17.4.43 newbyteorder()

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::newbyteorder (
    Endian::Type inEndianness ) const [inline]
```

Return the array with the same data viewed with a different byte order. only works for integer types, floating point types will not compile and you will be confused as to why...

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.newbyteorder.html>

## Parameters

<a href="#">Endian::Type</a>	
------------------------------	--

## Returns

[NdArray](#)

## 6.17.4.44 nonzero()

```
template<typename dtype>
NdArray<uint32> NumC::NdArray< dtype >::nonzero ( ) const [inline]
```

Return the indices of the flattened array of the elements that are non-zero.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.nonzero.html>

## Parameters

None	
------	--

## Returns

[NdArray](#)

## 6.17.4.45 norm()

```
template<typename dtype>
template<typename dtypeOut = double>
NdArray<dtypeOut> NumC::NdArray< dtype >::norm (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Returns the norm of the array

Numpy Reference: <http://www.numpy.org/devdocs/reference/generated/numpy.linalg.norm.html?highlight=norm#numpy.linalg.norm>

## Parameters

(Optional)	<a href="#">Axis</a>
------------	----------------------

## Returns

norm

## 6.17.4.46 ones()

```
template<typename dtype>
void NumC::NdArray< dtype >::ones ( ) [inline]
```

Fills the array with ones

## Parameters

None	
------	--

## Returns

None

## 6.17.4.47 operator &amp;() [1/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator& (
    const NdArray< dtype > & inOtherArray ) const [inline]
```

Takes the bitwise and of the elements of two arrays

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.17.4.48 `operator &()` [2/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator& (
    dtype inScalar ) const [inline]
```

Takes the bitwise and of the array and the scalar

## Parameters

<i>scalar</i>	
---------------	--

## Returns

[NdArray](#)

6.17.4.49 `operator &=()` [1/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator&= (
    const NdArray< dtype > & inOtherArray ) [inline]
```

Takes the bitwise and of the elements of two arrays

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)



## 6.17.4.50 operator &amp;=() [2/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator&= (
    dtype inScalar ) [inline]
```

Takes the bitwise and of the array and the scalar

## Parameters

<i>scalar</i>	
---------------	--

## Returns

NdArray

## 6.17.4.51 operator"!=()" [1/2]

```
template<typename dtype>
NdArray<bool> NumC::NdArray< dtype >::operator!= (
    dtype inValue ) const [inline]
```

Returns an array of booleans of element wise comparison of two arrays

## Parameters

<i>NdArray</i>	
----------------	--

## Returns

NdArray

## 6.17.4.52 operator"!="( [2/2]

```
template<typename dtype>
NdArray<bool> NumC::NdArray< dtype >::operator"!="(
    const NdArray< dtype > & inOtherArray ) const [inline]
```

Returns an array of booleans of element wise comparison of two arrays

## Parameters

<i>NdArray</i>	
----------------	--

## Returns

[NdArray](#)

6.17.4.53 `operator%()` [1/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator% (
    const NdArray< dtype > & inOtherArray ) const [inline]
```

Takes the modulus of the elements of two arrays

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.17.4.54 `operator%()` [2/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator% (
    dtype inScalar ) const [inline]
```

Modulus of the array and the scalar

## Parameters

<i>scalar</i>	
---------------	--

## Returns

[NdArray](#)

6.17.4.55 `operator%=( )` [1/2]

```
template<typename dtype>
NdArray<dtype> & NumC::NdArray< dtype >::operator%=(
    const NdArray< dtype > & inOtherArray ) [inline]
```

Takes the modulus of the elements of two arrays

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.17.4.56 operator%=( ) [2/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator%= (
    dtype inScalar ) [inline]
```

Modulus of the array and the scalar

## Parameters

<i>scalar</i>	
---------------	--

## Returns

[NdArray](#)

## 6.17.4.57 operator()( ) [1/5]

```
template<typename dtype>
dtype& NumC::NdArray< dtype >::operator() (
    int32 inRowIndex,
    int32 inColIndex ) [inline]
```

2D access operator with no bounds checking

## Parameters

<i>row</i>	index
<i>col</i>	index

## Returns

value

**6.17.4.58** `operator()` [2/5]

```
template<typename dtype>
const dtype& NumC::NdArray< dtype >::operator() (
    int32 inRowIndex,
    int32 inColIndex ) const [inline]
```

const 2D access operator with no bounds checking

**Parameters**

<i>row</i>	index
<i>col</i>	index

**Returns**

value

**6.17.4.59** `operator()` [3/5]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator() (
    const Slice & inRowSlice,
    const Slice & inColSlice ) const [inline]
```

2D Slicing access operator with no bounds checking. returned array is of the range [start, stop).

**Parameters**

<i>Row</i>	<a href="#">Slice</a>
<i>Col</i>	<a href="#">Slice</a>

**Returns**

[NdArray](#)

**6.17.4.60** `operator()` [4/5]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator() (
    const Slice & inRowSlice,
    int32 inColIndex ) const [inline]
```

2D Slicing access operator with no bounds checking. returned array is of the range [start, stop).

## Parameters

<i>Row</i>	<a href="#">Slice</a>
<i>Col</i>	index

## Returns

[NdArray](#)

## 6.17.4.61 operator() [5/5]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator() (
    int32 inRowIndex,
    const Slice & inColSlice ) const [inline]
```

2D Slicing access operator with no bounds checking. returned array is of the range [start, stop).

## Parameters

<i>Row</i>	index
<i>Col</i>	<a href="#">Slice</a>

## Returns

[NdArray](#)

## 6.17.4.62 operator\*() [1/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator* (
    const NdArray< dtype > & inOtherArray ) const [inline]
```

Multiplies the elements of two arrays

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

**6.17.4.63** `operator*()` [2/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator* (
    dtype inScalar ) const [inline]
```

Multiplies the scalar to the array

**Parameters**

<i>scalar</i>	
---------------	--

**Returns**

[NdArray](#)

**6.17.4.64** `operator*=( )` [1/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator*= (
    const NdArray< dtype > & inOtherArray ) [inline]
```

Multiplies the elements of two arrays

**Parameters**

<a href="#">NdArray</a>	
-------------------------	--

**Returns**

[NdArray](#)

**6.17.4.65** `operator*=( )` [2/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator*= (
    dtype inScalar ) [inline]
```

Multiplies the scalar to the array

**Parameters**

<i>scalar</i>	
---------------	--

## Returns

[NdArray](#)

## 6.17.4.66 operator+() [1/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator+ (
    const NdArray< dtype > & inOtherArray ) const [inline]
```

Adds the elements of two arrays

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.17.4.67 operator+() [2/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator+ (
    dtype inScalar ) const [inline]
```

Adds the scalar to the array

## Parameters

<i>scalar</i>	
---------------	--

## Returns

[NdArray](#)

## 6.17.4.68 operator++() [1/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator++ ( ) [inline]
```

prefix increments the elements of an array

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)**6.17.4.69 operator++()** [2/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator++ (
    int ) const [inline]
```

postfix increments the elements of an array

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)**6.17.4.70 operator+=()** [1/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator+= (
    const NdArray< dtype > & inOtherArray ) [inline]
```

Adds the elements of two arrays

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)



**6.17.4.71 operator+=( )** [2/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator+= (
    dtype inScalar ) [inline]
```

Adds the scalar to the array

**Parameters**

<i>scalar</i>	
---------------	--

**Returns**

[NdArray](#)

**6.17.4.72 operator-( )** [1/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator- (
    const NdArray< dtype > & inOtherArray ) const [inline]
```

Subtracts the elements of two arrays

**Parameters**

<a href="#">NdArray</a>	
-------------------------	--

**Returns**

[NdArray](#)

**6.17.4.73 operator-( )** [2/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator- (
    dtype inScalar ) const [inline]
```

Subtracts the scalar from the array

**Parameters**

<i>scalar</i>	
---------------	--

## Returns

[NdArray](#)

6.17.4.74 `operator--()` [1/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator-- ( ) [inline]
```

prefix decrements the elements of an array

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.17.4.75 `operator--()` [2/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator-- (
    int ) const [inline]
```

postfix decrements the elements of an array

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.17.4.76 `operator-=()` [1/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator-= (
    const NdArray< dtype > & inOtherArray ) [inline]
```

Subtracts the elements of two arrays

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.17.4.77 operator-=() [2/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator-= (
    dtype inScalar ) [inline]
```

Subtracts the scalar from the array

## Parameters

<i>scalar</i>	
---------------	--

## Returns

[NdArray](#)

## 6.17.4.78 operator/() [1/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator/ (
    const NdArray< dtype > & inOtherArray ) const [inline]
```

Divides the elements of two arrays

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

**6.17.4.79 operator/()** [2/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator/ (
    dtype inScalar ) const [inline]
```

Divides the array by the scalar

**Parameters**

<i>scalar</i>	
---------------	--

**Returns**

NdArray

**6.17.4.80 operator/=( )** [1/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator/= (
    const NdArray< dtype > & inOtherArray ) [inline]
```

Divides the elements of two arrays

**Parameters**

<i>NdArray</i>	
----------------	--

**Returns**

NdArray

**6.17.4.81 operator/=( )** [2/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator/= (
    dtype inScalar ) [inline]
```

Divides the array by the scalar

**Parameters**

<i>scalar</i>	
---------------	--

## Returns

[NdArray](#)

## 6.17.4.82 operator&lt;&gt;() [1/2]

```
template<typename dtype>
NdArray<bool> NumC::NdArray< dtype >::operator< (
    dtype inScalar ) const [inline]
```

Returns an array of booleans of element wise comparison the array and a scalar

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.17.4.83 operator&lt;&gt;() [2/2]

```
template<typename dtype>
NdArray<bool> NumC::NdArray< dtype >::operator< (
    const NdArray< dtype > & inOtherArray ) const [inline]
```

Returns an array of booleans of element wise comparison of two arrays

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.17.4.84 operator&lt;=&gt;() [1/2]

```
template<typename dtype>
NdArray<bool> NumC::NdArray< dtype >::operator<= (
    dtype inScalar ) const [inline]
```

Returns an array of booleans of element wise comparison the array and a scalar

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)**6.17.4.85 operator<=()** [2/2]

```
template<typename dtype>
NdArray<bool> NumC::NdArray< dtype >::operator<= (
    const NdArray< dtype > & inOtherArray ) const [inline]
```

Returns an array of booleans of element wise comparison of two arrays

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)**6.17.4.86 operator=()** [1/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator= (
    const NdArray< dtype > & inOtherArray ) [inline]
```

Assignment operator, performs a deep copy

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

None

**6.17.4.87 operator=()** [2/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator= (
    NdArray< dtype > && inOtherArray ) [inline]
```

Move operator, performs a deep move

**Parameters**

<a href="#">NdArray</a>	
-------------------------	--

**Returns**

None

**6.17.4.88 operator==()** [1/2]

```
template<typename dtype>
NdArray<bool> NumC::NdArray< dtype >::operator== (
    dtype inValue ) const [inline]
```

Returns an array of booleans of element wise comparison of two arrays

**Parameters**

<a href="#">NdArray</a>	
-------------------------	--

**Returns**

[NdArray](#)

**6.17.4.89 operator==( )** [2/2]

```
template<typename dtype>
NdArray<bool> NumC::NdArray< dtype >::operator==(
    const NdArray< dtype > & inOtherArray ) const [inline]
```

Returns an array of booleans of element wise comparison of two arrays

**Parameters**

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.17.4.90 `operator>()` [1/2]

```
template<typename dtype>
NdArray<bool> NumC::NdArray< dtype >::operator> (
    dtype inScalar ) const [inline]
```

Returns an array of booleans of element wise comparison the array and a scalar

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.17.4.91 `operator>()` [2/2]

```
template<typename dtype>
NdArray<bool> NumC::NdArray< dtype >::operator> (
    const NdArray< dtype > & inOtherArray ) const [inline]
```

Returns an array of booleans of element wise comparison of two arrays

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.17.4.92 `operator>=()` [1/2]

```
template<typename dtype>
NdArray<bool> NumC::NdArray< dtype >::operator>= (
    dtype inScalar ) const [inline]
```

Returns an array of booleans of element wise comparison the array and a scalar



## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.17.4.93 operator&gt;=() [2/2]

```
template<typename dtype>
NdArray<bool> NumC::NdArray< dtype >::operator>= (
    const NdArray< dtype > & inOtherArray ) const [inline]
```

Returns an array of booleans of element wise comparison of two arrays

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.17.4.94 operator[]() [1/3]

```
template<typename dtype>
dtype& NumC::NdArray< dtype >::operator[] (
    int32 inIndex ) [inline]
```

1D access operator with no bounds checking

## Parameters

<i>array</i>	<i>index</i>
--------------	--------------

## Returns

value

**6.17.4.95** `operator[]()` [2/3]

```
template<typename dtype>
const dtype& NumC::NdArray< dtype >::operator[] (
    int32 inIndex ) const [inline]
```

const 1D access operator with no bounds checking

**Parameters**

<code>array</code>	<code>index</code>
--------------------	--------------------

**Returns**

value

**6.17.4.96** `operator[]()` [3/3]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator[] (
    const Slice & inSlice ) const [inline]
```

1D Slicing access operator with no bounds checking. returned array is of the range [start, stop).

**Parameters**

<code>Slice</code>	
--------------------	--

**Returns**

`NdArray`

**6.17.4.97** `operator^()` [1/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator^ (
    const NdArray< dtype > & inOtherArray ) const [inline]
```

Takes the bitwise xor of the elements of two arrays

**Parameters**

<code>None</code>	
-------------------	--

## Returns

None

## 6.17.4.98 operator^() [2/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator^ (
    dtype inScalar ) const [inline]
```

Takes the bitwise xor of the array and the scalar

## Parameters

<i>scalar</i>	
---------------	--

## Returns

NdArray

## 6.17.4.99 operator^=() [1/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator^= (
    const NdArray< dtype > & inOtherArray ) [inline]
```

Takes the bitwise xor of the elements of two arrays

## Parameters

<i>None</i>	
-------------	--

## Returns

None

## 6.17.4.100 operator^=() [2/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator^= (
    dtype inScalar ) [inline]
```

Takes the bitwise xor of the array and the scalar

## Parameters

<i>scalar</i>	
---------------	--

## Returns

[NdArray](#)

6.17.4.101 `operator" | ()` [1/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator| (
    const NdArray< dtype > & inOtherArray ) const [inline]
```

Takes the bitwise or of the elements of two arrays

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

6.17.4.102 `operator" | ()` [2/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator| (
    dtype inScalar ) const [inline]
```

Takes the bitwise or of the array and the scalar

## Parameters

<i>scalar</i>	
---------------	--

## Returns

[NdArray](#)

**6.17.4.103** `operator" |=()` [1/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator|= (
    const NdArray< dtype > & inOtherArray ) [inline]
```

Takes the bitwise or of the elements of two arrays

**Parameters**

<code>NdArray</code>	
----------------------	--

**Returns**

`NdArray`

**6.17.4.104** `operator" |=()` [2/2]

```
template<typename dtype>
NdArray<dtype>& NumC::NdArray< dtype >::operator|= (
    dtype inScalar ) [inline]
```

Takes the bitwise or of the array and the scalar

**Parameters**

<code>scalar</code>	
---------------------	--

**Returns**

`NdArray`

**6.17.4.105** `operator~()`

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::operator~ ( ) const [inline]
```

Takes the bitwise not of the array

**Parameters**

<code>None</code>	
-------------------	--

## Returns

`NdArray`

6.17.4.106 `partition()`

```
template<typename dtype>
void NumC::NdArray< dtype >::partition (
    uint32 inKth,
    Axis::Type inAxis = Axis::NONE ) [inline]
```

Rearranges the elements in the array in such a way that value of the element in kth position is in the position it would be in a sorted array. All elements smaller than the kth element are moved before this element and all equal or greater are moved behind it. The ordering of the elements in the two partitions is undefined.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.partition.html>

## Parameters

<i>kth</i>	element
(Optional)	<code>Axis</code>

## Returns

None

6.17.4.107 `print()`

```
template<typename dtype>
void NumC::NdArray< dtype >::print ( ) const [inline]
```

Prints the array to the console.

## Parameters

None	
------	--

## Returns

None

## 6.17.4.108 prod()

```
template<typename dtype>
template<typename dtypeOut = double>
NdArray<dtypeOut> NumC::NdArray< dtype >::prod (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Return the product of the array elements over the given axis

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.prod.html>

## Parameters

(Optional)	Axis
------------	------

## Returns

NdArray

## 6.17.4.109 ptp()

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::ptp (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Peak to peak (maximum - minimum) value along a given axis.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.ptp.html>

## Parameters

(Optional)	Axis
------------	------

## Returns

NdArray

## 6.17.4.110 put() [1/12]

```
template<typename dtype>
void NumC::NdArray< dtype >::put (
    int32 inIndex,
    dtype inValue ) [inline]
```

set the flat index element to the value

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.put.html>↔



## Parameters

<i>index</i>	
<i>value</i>	

## Returns

None

## 6.17.4.111 put() [2/12]

```
template<typename dtype>
void NumC::NdArray< dtype >::put (
    int32 inRow,
    int32 inCol,
    dtype inValue ) [inline]
```

set the 2D row/col index element to the value

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.put.html>

## Parameters

<i>row</i>	index
<i>col</i>	index
<i>value</i>	

## Returns

None

## 6.17.4.112 put() [3/12]

```
template<typename dtype>
void NumC::NdArray< dtype >::put (
    const NdArray< uint32 > & inIndices,
    dtype inValue ) [inline]
```

Set a.flat[n] = values for all n in indices.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.put.html>

## Parameters

<a href="#">NdArray</a>	of indices
<i>value</i>	

## Returns

None

6.17.4.113 `put()` [4/12]

```
template<typename dtype>
void NumC::NdArray< dtype >::put (
    const NdArray< uint32 > & inIndices,
    const NdArray< dtype > & inValues ) [inline]
```

Set `a.flat[n] = values[n]` for all `n` in indices.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.put.html>

## Parameters

<a href="#">NdArray</a>	of indices
<a href="#">NdArray</a>	of values

## Returns

None

6.17.4.114 `put()` [5/12]

```
template<typename dtype>
void NumC::NdArray< dtype >::put (
    const Slice & inSlice,
    dtype inValue ) [inline]
```

Set the slice indices to the input value.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.put.html>

## Parameters

<a href="#">Slice</a>	1D
<i>value</i>	

## Returns

None

## 6.17.4.115 put() [6/12]

```
template<typename dtype>
void NumC::NdArray< dtype >::put (
    const Slice & inSlice,
    const NdArray< dtype > & inValues ) [inline]
```

Set the slice indices to the input values.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.put.html>

## Parameters

<i>Slice</i>	1D
<i>NdArray</i>	of values

## Returns

None

## 6.17.4.116 put() [7/12]

```
template<typename dtype>
void NumC::NdArray< dtype >::put (
    const Slice & inRowSlice,
    const Slice & inColSlice,
    dtype inValue ) [inline]
```

Set the slice indices to the input values.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.put.html>

## Parameters

<i>Slice</i>	rows
<i>Slice</i>	cols
<i>value</i>	

**Returns**

None

**6.17.4.117 put()** [8/12]

```
template<typename dtype>
void NumC::NdArray< dtype >::put (
    const Slice & inRowSlice,
    int32 inColIndex,
    dtype inValue ) [inline]
```

Set the slice indices to the input values.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.put.html>

**Parameters**

<i>Slice</i>	rows
<i>col</i>	index
<i>value</i>	

**Returns**

None

**6.17.4.118 put()** [9/12]

```
template<typename dtype>
void NumC::NdArray< dtype >::put (
    int32 inRowIndex,
    const Slice & inColSlice,
    dtype inValue ) [inline]
```

Set the slice indices to the input values.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.put.html>

**Parameters**

<i>row</i>	index
<i>Slice</i>	cols
<i>value</i>	

## Returns

None

## 6.17.4.119 put() [10/12]

```
template<typename dtype>
void NumC::NdArray< dtype >::put (
    const Slice & inRowSlice,
    const Slice & inColSlice,
    const NdArray< dtype > & inValues ) [inline]
```

Set the slice indices to the input values.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.put.html>

## Parameters

<a href="#">Slice</a>	rows
<a href="#">Slice</a>	cols
<a href="#">NdArray</a>	of values

## Returns

None

## 6.17.4.120 put() [11/12]

```
template<typename dtype>
void NumC::NdArray< dtype >::put (
    const Slice & inRowSlice,
    int32 inColIndex,
    const NdArray< dtype > & inValues ) [inline]
```

Set the slice indices to the input values.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.put.html>

## Parameters

<a href="#">Slice</a>	rows
<i>col</i>	index
<a href="#">NdArray</a>	of values

**Returns**

None

**6.17.4.121 put()** [12/12]

```
template<typename dtype>
void NumC::NdArray< dtype >::put (
    int32 inRowIndex,
    const Slice & inColSlice,
    const NdArray< dtype > & inValues ) [inline]
```

Set the slice indices to the input values.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.put.html>

**Parameters**

<i>row</i>	index
<i>Slice</i>	cols
<i>NdArray</i>	of values

**Returns**

None

**6.17.4.122 repeat()** [1/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::repeat (
    uint32 inNumRows,
    uint32 inNumCols ) const [inline]
```

Repeat elements of an array.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.repeat.html>

**Parameters**

<i>numRows</i>	
<i>numCols</i>	

## Returns

[NdArray](#)6.17.4.123 `repeat()` [2/2]

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::repeat (
    const Shape & inRepeatShape ) const [inline]
```

Repeat elements of an array.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.repeat.html>

## Parameters

<a href="#">Shape</a>	
-----------------------	--

## Returns

[NdArray](#)6.17.4.124 `reshape()` [1/2]

```
template<typename dtype>
void NumC::NdArray< dtype >::reshape (
    uint32 inNumRows,
    uint32 inNumCols ) [inline]
```

Returns an array containing the same data with a new shape.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.reshape.html>

## Parameters

<a href="#">Shape</a>	
-----------------------	--

## Returns

None

**6.17.4.125 reshape()** [2/2]

```
template<typename dtype>
void NumC::NdArray< dtype >::reshape (
    const Shape & inShape ) [inline]
```

Returns an array containing the same data with a new shape.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.reshape.html>

**Parameters**

<i>Shape</i>	
--------------	--

**Returns**

None

**6.17.4.126 resizeFast()** [1/2]

```
template<typename dtype>
void NumC::NdArray< dtype >::resizeFast (
    uint32 inNumRows,
    uint32 inNumCols ) [inline]
```

Change shape and size of array in-place. All previous data of the array is lost.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.resize.html>

**Parameters**

<i>Shape</i>	
--------------	--

**Returns**

None

**6.17.4.127 resizeFast()** [2/2]

```
template<typename dtype>
void NumC::NdArray< dtype >::resizeFast (
    const Shape & inShape ) [inline]
```

Change shape and size of array in-place. All previous data of the array is lost.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.resize.html>



## Parameters

<i>Shape</i>	
--------------	--

## Returns

None

6.17.4.128 `resizeSlow()` [1/2]

```
template<typename dtype>
void NumC::NdArray< dtype >::resizeSlow (
    uint32 inNumRows,
    uint32 inNumCols ) [inline]
```

Return a new array with the specified shape. If new shape is larger than old shape then array will be padded with zeros. If new shape is smaller than the old shape then the data will be discarded.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.resize.html>

## Parameters

<i>num</i>	Rows
<i>num</i>	Cols

## Returns

None

6.17.4.129 `resizeSlow()` [2/2]

```
template<typename dtype>
void NumC::NdArray< dtype >::resizeSlow (
    const Shape & inShape ) [inline]
```

Return a new array with the specified shape. If new shape is larger than old shape then array will be padded with zeros. If new shape is smaller than the old shape then the data will be discarded.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.resize.html>

## Parameters

<i>Shape</i>	
--------------	--

**Returns**

None

**6.17.4.130 round()**

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::round (
    uint8 inNumDecimals = 0 ) const [inline]
```

Return a with each element rounded to the given number of decimals.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.round.html>

**Parameters**

<i>number</i>	of decimals to round to
---------------	-------------------------

**Returns**

NdArray

**6.17.4.131 shape()**

```
template<typename dtype>
Shape NumC::NdArray< dtype >::shape ( ) const [inline]
```

Return the shape of the array

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.shape.html>

**Parameters**

<i>None</i>	
-------------	--

**Returns**

Shape

**6.17.4.132 size()**

```
template<typename dtype>
uint32 NumC::NdArray< dtype >::size ( ) const [inline]
```

Return the size of the array

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.size.html>

#### Parameters

None	
------	--

#### Returns

size

#### 6.17.4.133 sort()

```
template<typename dtype>
void NumC::NdArray< dtype >::sort (
    Axis::Type inAxis = Axis::NONE ) [inline]
```

Sort an array, in-place.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.sort.html>

#### Parameters

(Optional)	Axis
------------	------

#### Returns

size

#### 6.17.4.134 std()

```
template<typename dtype>
NdArray<double> NumC::NdArray< dtype >::std (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Return the std along a given axis.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.std.html>

#### Parameters

(Optional)	Axis
------------	------

**Returns**`NdArray`**6.17.4.135 str()**

```
template<typename dtype>
std::string NumC::NdArray< dtype >::str ( ) const [inline]
```

returns the `NdArray` as a string representation

**Parameters**

<i>None</i>	
-------------	--

**Returns**`string`**6.17.4.136 sum()**

```
template<typename dtype>
template<typename dtypeOut = double>
NdArray<dtypeOut> NumC::NdArray< dtype >::sum (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Return the sum of the array elements over the given axis.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.sum.html>

**Parameters**

<i>(Optional)</i>	<code>Axis</code>
-------------------	-------------------

**Returns**`NdArray`**6.17.4.137 swapaxes()**

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::swapaxes ( ) const [inline]
```

Interchange two axes of an array. Equivalent to transpose...

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.swapaxes.html>

#### Parameters

None	
------	--

#### Returns

NdArray

#### 6.17.4.138 tofile()

```
template<typename dtype>
void NumC::NdArray< dtype >::tofile (
    const std::string & inFilename,
    const std::string & inSep = "" ) const [inline]
```

Write array to a file as text or binary (default).. The data produced by this method can be recovered using the function fromfile().

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.tofile.html>

#### Parameters

<i>filename</i>	
<i>Separator</i>	between array items for text output. If "" (empty), a binary file is written

#### Returns

None

#### 6.17.4.139 toStlVector()

```
template<typename dtype>
std::vector<dtype> NumC::NdArray< dtype >::toStlVector ( ) const [inline]
```

Write flattened array to an STL vector

#### Parameters

None	
------	--

## Returns

None

## 6.17.4.140 trace()

```
template<typename dtype>
template<typename dtypeOut = double>
dtypeOut NumC::NdArray< dtype >::trace (
    uint16 inOffset = 0,
    Axis::Type inAxis = Axis::ROW ) const [inline]
```

Return the sum along diagonals of the array.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.trace.html>

## Parameters

<i>Offset</i>	of the diagonal from the main diagonal. Can be both positive and negative. Defaults to 0.
<i>(Optional)</i>	<a href="#">Axis</a> to offset from

## Returns

None

## 6.17.4.141 transpose()

```
template<typename dtype>
NdArray<dtype> NumC::NdArray< dtype >::transpose ( ) const [inline]
```

Tranpose the rows and columns of an array

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.transpose.html>

## Parameters

<i>None</i>	
-------------	--

## Returns

NdArray

## 6.17.4.142 var()

```
template<typename dtype>
NdArray<double> NumC::NdArray< dtype >::var (
    Axis::Type inAxis = Axis::NONE ) const [inline]
```

Returns the variance of the array elements, along given axis.

Numpy Reference: <https://www.numpy.org/devdocs/reference/generated/numpy.ndarray.var.html>

## Parameters

(Optional)	Axes
------------	------

## Returns

NdArray

## 6.17.4.143 zeros()

```
template<typename dtype>
void NumC::NdArray< dtype >::zeros ( ) [inline]
```

Fills the array with zeros

## Parameters

None	
------	--

## Returns

None

## 6.17.5 Friends And Related Function Documentation

## 6.17.5.1 operator&lt;&lt; [1/2]

```
template<typename dtype>
NdArray<dtype> operator<< (
    const NdArray< dtype > & lhs,
    uint8 inNumBits ) [friend]
```

Bitshifts left the elements of the array

**Parameters**

<i>None</i>	
-------------	--

**Returns**

None

**6.17.5.2 operator<< [2/2]**

```
template<typename dtype>
std::ostream& operator<< (
    std::ostream & inOStream,
    const NdArray< dtype > & inArray ) [friend]
```

io operator for the [NdArray](#) class

**Parameters**

<i>None</i>	
-------------	--

**Returns**

None

**6.17.5.3 operator<<=**

```
template<typename dtype>
NdArray<dtype>& operator<<= (
    NdArray< dtype > & lhs,
    uint8 inNumBits ) [friend]
```

Bitshifts left the elements of the array

**Parameters**

<i>None</i>	
-------------	--

**Returns**

None



6.17.5.4 `operator>>`

```
template<typename dtype>
NdArray<dtype> operator>> (
    const NdArray< dtype > & lhs,
    uint8 inNumBits ) [friend]
```

Bitshifts right the elements of the array

## Parameters

None	
------	--

## Returns

None

6.17.5.5 `operator>=`

```
template<typename dtype>
NdArray<dtype>& operator>= (
    NdArray< dtype > & lhs,
    uint8 inNumBits ) [friend]
```

Bitshifts right the elements of the array

## Parameters

None	
------	--

## Returns

None

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

- [NdArray.hpp](#)

## 6.18 NumC::Order Struct Reference

C or Fortran ordering from python.

```
#include <BoostNumpyNdarrayHelper.hpp>
```

## Public Types

- enum `Type` { `F`, `C` }

### 6.18.1 Detailed Description

C or Fortran ordering from python.

### 6.18.2 Member Enumeration Documentation

#### 6.18.2.1 Type

```
enum NumC::Order::Type
```

##### Enumerator

F	
C	

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

- [BoostNumpyNddarrayHelper.hpp](#)

## 6.19 NumC::ImageProcessing< dtype >::Pixel Class Reference

Holds the information for a single pixel.

```
#include <ImageProcessing.hpp>
```

### Public Member Functions

- [Pixel](#) ()
- [Pixel](#) (uint32 inRow, uint32 inCol, dtype inIntensity)
- [int32 clusterId](#) () const
- [uint32 col](#) () const
- [dtype intensity](#) () const
- bool [operator!=](#) (const [Pixel](#) &rhs) const
- bool [operator<](#) (const [Pixel](#) &rhs) const
- bool [operator==](#) (const [Pixel](#) &rhs) const
- void [print](#) () const
- [uint32 row](#) () const
- void [setClusterId](#) (int32 inClusterId)
- std::string [str](#) () const

### Friends

- std::ostream & [operator<<](#) (std::ostream &inStream, const [Pixel](#) &inPixel)

### 6.19.1 Detailed Description

```
template<typename dtype>
class NumC::ImageProcessing< dtype >::Pixel
```

Holds the information for a single pixel.

### 6.19.2 Constructor & Destructor Documentation

#### 6.19.2.1 Pixel() [1/2]

```
template<typename dtype >
NumC::ImageProcessing< dtype >::Pixel::Pixel ( ) [inline]
```

default constructor needed by containers

##### Parameters

<i>None</i>	
-------------	--

##### Returns

None

#### 6.19.2.2 Pixel() [2/2]

```
template<typename dtype >
NumC::ImageProcessing< dtype >::Pixel::Pixel (
    uint32 inRow,
    uint32 inCol,
    dtype inIntensity ) [inline]
```

constructor

##### Parameters

<i>pixel</i>	row,
<i>pixel</i>	column,
<i>pixel</i>	intensity

##### Returns

None

## 6.19.3 Member Function Documentation

### 6.19.3.1 clusterId()

```
template<typename dtype >  
int32 NumC::ImageProcessing< dtype >::Pixel::clusterId ( ) const [inline]
```

returns the cluster id that this pixel belongs to

#### Parameters

None	
------	--

#### Returns

cluster id

### 6.19.3.2 col()

```
template<typename dtype >  
uint32 NumC::ImageProcessing< dtype >::Pixel::col ( ) const [inline]
```

returns the pixel column

#### Parameters

None	
------	--

#### Returns

column

### 6.19.3.3 intensity()

```
template<typename dtype >  
dtype NumC::ImageProcessing< dtype >::Pixel::intensity ( ) const [inline]
```

returns the pixel intensity

#### Parameters

None	
------	--

**Returns**

intensity

**6.19.3.4 operator!=()**

```
template<typename dtype >
bool NumC::ImageProcessing< dtype >::Pixel::operator!= (
    const Pixel & rhs ) const [inline]
```

not equality operator

**Parameters**

None	
------	--

**Returns**

bool

**6.19.3.5 operator<()**

```
template<typename dtype >
bool NumC::ImageProcessing< dtype >::Pixel::operator< (
    const Pixel & rhs ) const [inline]
```

less than operator for std::sort algorithm and std::set<>; NOTE: std::sort sorts in ascending order. Since I want to sort the centroids in descensing order, I am purposefully defining this operator backwards!

**Parameters**

None	
------	--

**Returns**

None

**6.19.3.6 operator==(())**

```
template<typename dtype >
bool NumC::ImageProcessing< dtype >::Pixel::operator==(
    const Pixel & rhs ) const [inline]
```

equality operator

**Parameters**

<i>None</i>	
-------------	--

**Returns**

bool

**6.19.3.7 print()**

```
template<typename dtype >
void NumC::ImageProcessing< dtype >::Pixel::print ( ) const [inline]
```

Method Description: prints the [Pixel](#) object to the console

**Parameters**

<i>None</i>	
-------------	--

**Returns**

None

**6.19.3.8 row()**

```
template<typename dtype >
uint32 NumC::ImageProcessing< dtype >::Pixel::row ( ) const [inline]
```

returns the pixel row

**Parameters**

<i>None</i>	
-------------	--

**Returns**

row

**6.19.3.9 setClusterId()**

```
template<typename dtype >
void NumC::ImageProcessing< dtype >::Pixel::setClusterId (
    int32 inClusterId ) [inline]
```

sets the cluster id that this pixel belongs to

#### Parameters

<i>cluster</i>	id
----------------	----

#### Returns

None

#### 6.19.3.10 str()

```
template<typename dtype >
std::string NumC::ImageProcessing< dtype >::Pixel::str ( ) const [inline]
```

returns the pixel information as a string

#### Parameters

<i>None</i>	
-------------	--

#### Returns

std::string

## 6.19.4 Friends And Related Function Documentation

#### 6.19.4.1 operator<<

```
template<typename dtype >
std::ostream& operator<< (
    std::ostream & inStream,
    const Pixel & inPixel ) [friend]
```

ostream operator

#### Parameters

<i>std::ostream</i>	
<i>Pixel</i>	

**Returns**

std::ostream

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

- [ImageProcessing.hpp](#)

## 6.20 NumC::Polynomial< dtype > Class Template Reference

Class for dealing with common polynomials.

```
#include <Polynomial.hpp>
```

### 6.20.1 Detailed Description

```
template<typename dtype>
class NumC::Polynomial< dtype >
```

Class for dealing with common polynomials.

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

- [Polynomial.hpp](#)

## 6.21 NumC::Rotations::Quaternion Class Reference

Holds a unit quaternion.

```
#include <Rotations.hpp>
```

### Public Member Functions

- [Quaternion](#) ()
- [Quaternion](#) (double inI, double inJ, double inK, double inS)
- [Quaternion](#) (const [NdArray](#)< double > &inArray)
- [NdArray](#)< double > [angularVelocity](#) (const [Quaternion](#) &inQuat2, double inTime) const
- [Quaternion conjugate](#) () const
- double [i](#) () const
- [Quaternion inverse](#) () const
- double [j](#) () const
- double [k](#) () const
- [Quaternion nlerp](#) (const [Quaternion](#) &inQuat2, double inPercent) const
- bool [operator!=](#) (const [Quaternion](#) &inRhs) const
- [Quaternion operator\\*](#) (const [Quaternion](#) &inRhs) const
- [Quaternion operator\\*](#) (double inScalar) const



- `template<typename dtype >`  
`NdArray< double > operator*` (const `NdArray< dtype >` &inVec) const
- `Quaternion & operator*=` (const `Quaternion` &inRhs)
- `Quaternion & operator*=` (double inScalar)
- `Quaternion operator+` (const `Quaternion` &inRhs) const
- `Quaternion & operator+=` (const `Quaternion` &inRhs)
- `Quaternion operator-` (const `Quaternion` &inRhs) const
- `Quaternion & operator-=` (const `Quaternion` &inRhs)
- `Quaternion operator/` (const `Quaternion` &inRhs) const
- `Quaternion & operator/=` (const `Quaternion` &inRhs)
- `bool operator==` (const `Quaternion` &inRhs) const
- `void print` () const
- `template<typename dtype >`  
`NdArray< double > rotate` (const `NdArray< dtype >` &inVector) const
- `double s` () const
- `Quaternion slerp` (const `Quaternion` &inQuat2, double inPercent) const
- `std::string str` () const
- `NdArray< double > toDCM` () const
- `NdArray< double > toNdArray` () const

## Static Public Member Functions

- `template<typename dtype >`  
`static Quaternion angleAxisRotation` (const `NdArray< dtype >` &inAxis, double inAngle)
- `static NdArray< double > angularVelocity` (const `Quaternion` &inQuat1, const `Quaternion` &inQuat2, double inTime)
- `template<typename dtype >`  
`static Quaternion fromDCM` (const `NdArray< dtype >` &inDcm)
- `static Quaternion identity` ()
- `static Quaternion nlerp` (const `Quaternion` &inQuat1, const `Quaternion` &inQuat2, double inPercent)
- `static Quaternion slerp` (const `Quaternion` &inQuat1, const `Quaternion` &inQuat2, double inPercent)
- `static Quaternion xRotation` (double inAngle)
- `static Quaternion yRotation` (double inAngle)
- `static Quaternion zRotation` (double inAngle)

## Friends

- `std::ostream & operator<<` (std::ostream &inOStream, const `Quaternion` &inQuat)

### 6.21.1 Detailed Description

Holds a unit quaternion.

### 6.21.2 Constructor & Destructor Documentation

#### 6.21.2.1 Quaternion() [1/3]

```
NumC::Rotations::Quaternion::Quaternion ( ) [inline]
```

Default Constructor, not super usefull on its own

**Parameters**

<i>None</i>	
-------------	--

**Returns**

None

**6.21.2.2 Quaternion()** [2/3]

```
NumC::Rotations::Quaternion::Quaternion (
    double inI,
    double inJ,
    double inK,
    double inS ) [inline]
```

**Constructor****Parameters**

<i>i</i>	
<i>j</i>	
<i>k</i>	
<i>s</i>	

**Returns**

None

**6.21.2.3 Quaternion()** [3/3]

```
NumC::Rotations::Quaternion::Quaternion (
    const NdArray< double > & inArray ) [inline]
```

**Constructor****Parameters**

<a href="#">NdArray</a> ,size	= 4
-------------------------------	-----

**Returns**

None

### 6.21.3 Member Function Documentation

#### 6.21.3.1 angleAxisRotation()

```
template<typename dtype >
static Quaternion NumC::Rotations::Quaternion::angleAxisRotation (
    const NdArray< dtype > & inAxis,
    double inAngle ) [inline], [static]
```

returns a quaternion to rotate about the input axis by the input angle

##### Parameters

<i>NdArray</i> , <i>x,y,z</i>	vector components
<i>angle</i>	in radians

##### Returns

Quaternion

#### 6.21.3.2 angularVelocity() [1/2]

```
static NdArray<double> NumC::Rotations::Quaternion::angularVelocity (
    const Quaternion & inQuat1,
    const Quaternion & inQuat2,
    double inTime ) [inline], [static]
```

angular velocity between the two quaternions. The norm of the array is the magnitude

##### Parameters

<i>Quaternion</i>	1
<i>Quaternion</i>	2
<i>seperation</i>	time

##### Returns

Quaternion

#### 6.21.3.3 angularVelocity() [2/2]

```
NdArray<double> NumC::Rotations::Quaternion::angularVelocity (
    const Quaternion & inQuat2,
    double inTime ) const [inline]
```

angular velocity between the two quaternions. The norm of the array is the magnitude

#### Parameters

<a href="#">Quaternion</a>	2
<i>seperation</i>	time

#### Returns

[Quaternion](#)

#### 6.21.3.4 conjugate()

```
Quaternion NumC::Rotations::Quaternion::conjugate ( ) const [inline]
```

quaternion conjugate

#### Parameters

<i>None</i>	
-------------	--

#### Returns

s

#### 6.21.3.5 fromDCM()

```
template<typename dtype >
static Quaternion NumC::Rotations::Quaternion::fromDCM (
    const NdArray< dtype > & inDcm ) [inline], [static]
```

converts from a direction cosine matrix to a quaternion

#### Parameters

<a href="#">NdArray</a>	
-------------------------	--

#### Returns

[Quaternion](#)

### 6.21.3.6 i()

```
double NumC::Rotations::Quaternion::i ( ) const [inline]
```

returns the i component

#### Parameters

None	
------	--

#### Returns

i

### 6.21.3.7 identity()

```
static Quaternion NumC::Rotations::Quaternion::identity ( ) [inline], [static]
```

quaternion identity (0,0,0,1)

#### Parameters

None	
------	--

#### Returns

[Quaternion](#)

### 6.21.3.8 inverse()

```
Quaternion NumC::Rotations::Quaternion::inverse ( ) const [inline]
```

quaternion inverse

#### Parameters

None	
------	--

#### Returns

Quaterion

#### 6.21.3.9 j()

```
double NumC::Rotations::Quaternion::j ( ) const [inline]
```

returns the j component

##### Parameters

<i>None</i>	
-------------	--

##### Returns

j

#### 6.21.3.10 k()

```
double NumC::Rotations::Quaternion::k ( ) const [inline]
```

returns the k component

##### Parameters

<i>None</i>	
-------------	--

##### Returns

k

#### 6.21.3.11 nlerp() [1/2]

```
static Quaternion NumC::Rotations::Quaternion::nlerp (  
    const Quaternion & inQuat1,  
    const Quaternion & inQuat2,  
    double inPercent ) [inline], [static]
```

linearly interpolates between the two quaternions

##### Parameters

<i>Quaternion</i>	1
<i>Quaternion</i>	2
<i>percent</i>	[0, 1]

## Returns

[Quaternion](#)6.21.3.12 `nlerp()` [2/2]

```
Quaternion NumC::Rotations::Quaternion::nlerp (
    const Quaternion & inQuat2,
    double inPercent ) const [inline]
```

linearly interpolates between the two quaternions

## Parameters

<a href="#">Quaternion</a>	2
<i>percent</i>	(0, 1)

## Returns

[Quaternion](#)6.21.3.13 `operator!==( )`

```
bool NumC::Rotations::Quaternion::operator!= (
    const Quaternion & inRhs ) const [inline]
```

equality operator

## Parameters

<i>None</i>	
-------------	--

## Returns

None

6.21.3.14 `operator*( )` [1/3]

```
Quaternion NumC::Rotations::Quaternion::operator* (
    const Quaternion & inRhs ) const [inline]
```

multiplication operator

## Parameters

<a href="#">Quaternion</a>	
----------------------------	--

## Returns

[Quaternion](#)6.21.3.15 `operator*()` [2/3]

```
Quaternion NumC::Rotations::Quaternion::operator* (
    double inScalar ) const [inline]
```

multiplication operator, only useful for multiplying by negative 1, all others will be renormalized back out

## Parameters

<i>scalar</i>	value
---------------	-------

## Returns

[Quaternion](#)6.21.3.16 `operator*()` [3/3]

```
template<typename dtype >
NdArray<double> NumC::Rotations::Quaternion::operator* (
    const NdArray< dtype > & inVec ) const [inline]
```

multiplication operator

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)6.21.3.17 `operator*=( )` [1/2]

```
Quaternion& NumC::Rotations::Quaternion::operator*= (
    const Quaternion & inRhs ) [inline]
```



multiplication assignment operator

Parameters

<a href="#">Quaternion</a>	
----------------------------	--

Returns

[Quaternion](#)

#### 6.21.3.18 operator\*=( ) [2/2]

```
Quaternion& NumC::Rotations::Quaternion::operator*= (
    double inScalar ) [inline]
```

multiplication operator, only useful for multiplying by negative 1, all others will be renormalized back out

Parameters

<i>scalar</i>	value
---------------	-------

Returns

[Quaternion](#)

#### 6.21.3.19 operator+( )

```
Quaternion NumC::Rotations::Quaternion::operator+ (
    const Quaternion & inRhs ) const [inline]
```

addition operator

Parameters

<a href="#">Quaternion</a>	
----------------------------	--

Returns

[Quaternion](#)

#### 6.21.3.20 operator+=()

```
Quaternion& NumC::Rotations::Quaternion::operator+= (
    const Quaternion & inRhs ) [inline]
```

addition assignment operator

##### Parameters

Quaternion	
------------	--

##### Returns

Quaternion

#### 6.21.3.21 operator-()

```
Quaternion NumC::Rotations::Quaternion::operator- (
    const Quaternion & inRhs ) const [inline]
```

subtraction operator

##### Parameters

Quaternion	
------------	--

##### Returns

Quaternion

#### 6.21.3.22 operator-=()

```
Quaternion& NumC::Rotations::Quaternion::operator-= (
    const Quaternion & inRhs ) [inline]
```

subtraction assignment operator

##### Parameters

Quaternion	
------------	--

##### Returns

Quaternion

### 6.21.3.23 operator/()

```
Quaternion NumC::Rotations::Quaternion::operator/ (
    const Quaternion & inRhs ) const [inline]
```

division operator

#### Parameters

Quaternion	
------------	--

#### Returns

Quaternion

### 6.21.3.24 operator/=()

```
Quaternion& NumC::Rotations::Quaternion::operator/= (
    const Quaternion & inRhs ) [inline]
```

division assignment operator

#### Parameters

Quaternion	
------------	--

#### Returns

Quaternion

### 6.21.3.25 operator==()

```
bool NumC::Rotations::Quaternion::operator== (
    const Quaternion & inRhs ) const [inline]
```

equality operator

#### Parameters

Quaternion	
------------	--

**Returns**

bool

**6.21.3.26 print()**

```
void NumC::Rotations::Quaternion::print ( ) const [inline]
```

prints the [Quaternion](#) to the console

**Parameters**

<i>None</i>	
-------------	--

**Returns**

None

**6.21.3.27 rotate()**

```
template<typename dtype >
NdArray<double> NumC::Rotations::Quaternion::rotate (
    const NdArray< dtype > & inVector ) const [inline]
```

rotate a vector using the quaternion

**Parameters**

<i>cartesian</i>	vector with x,y,z components
------------------	------------------------------

**Returns**

cartesian vector with x,y,z components

**6.21.3.28 s()**

```
double NumC::Rotations::Quaternion::s ( ) const [inline]
```

returns the s component

## Parameters

<i>None</i>	
-------------	--

## Returns

*s*

6.21.3.29 `slerp()` [1/2]

```
static Quaternion NumC::Rotations::Quaternion::slerp (  
    const Quaternion & inQuat1,  
    const Quaternion & inQuat2,  
    double inPercent ) [inline], [static]
```

spherical linear interpolates between the two quaternions

## Parameters

<i>Quaternion</i>	1
<i>Quaternion</i>	2
<i>percent</i>	(0, 1)

## Returns

*Quaternion*

6.21.3.30 `slerp()` [2/2]

```
Quaternion NumC::Rotations::Quaternion::slerp (  
    const Quaternion & inQuat2,  
    double inPercent ) const [inline]
```

spherical linear interpolates between the two quaternions

## Parameters

<i>Quaternion</i>	2
<i>percent</i>	(0, 1)

## Returns

*Quaternion*

#### 6.21.3.31 str()

```
std::string NumC::Rotations::Quaternion::str ( ) const [inline]
```

returns the quaternion as a string representation

##### Parameters

None	
------	--

##### Returns

string

#### 6.21.3.32 toDCM()

```
NdArray<double> NumC::Rotations::Quaternion::toDCM ( ) const [inline]
```

returns the direction cosine matrix

##### Parameters

None	
------	--

##### Returns

NdArray

#### 6.21.3.33 toNdArray()

```
NdArray<double> NumC::Rotations::Quaternion::toNdArray ( ) const [inline]
```

returns the quaternion as an NdArray

##### Parameters

None	
------	--

##### Returns

NdArray

#### 6.21.3.34 xRotation()

```
static Quaternion NumC::Rotations::Quaternion::xRotation (
    double inAngle ) [inline], [static]
```

returns a quaternion to rotate about the x-axis by the input angle

##### Parameters

<i>angle</i>	in radians
--------------	------------

##### Returns

[Quaternion](#)

#### 6.21.3.35 yRotation()

```
static Quaternion NumC::Rotations::Quaternion::yRotation (
    double inAngle ) [inline], [static]
```

returns a quaternion to rotate about the y-axis by the input angle

##### Parameters

<i>angle</i>	in radians
--------------	------------

##### Returns

[Quaternion](#)

#### 6.21.3.36 zRotation()

```
static Quaternion NumC::Rotations::Quaternion::zRotation (
    double inAngle ) [inline], [static]
```

returns a quaternion to rotate about the y-axis by the input angle

##### Parameters

<i>angle</i>	in radians
--------------	------------

##### Returns

[Quaternion](#)

## 6.21.4 Friends And Related Function Documentation

### 6.21.4.1 operator<<

```
std::ostream& operator<< (
    std::ostream & inOStream,
    const Quaternion & inQuat ) [friend]
```

IO operator for the [Quaternion](#) class

#### Parameters

<i>ostream</i>	
<a href="#">Quaternion</a>	

#### Returns

ostream&

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

- [Rotations.hpp](#)

## 6.22 NumC::Coordinates::RA< dtype > Class Template Reference

Holds a right ascension object.

```
#include <Coordinates.hpp>
```

### Public Member Functions

- [RA](#) ()
- [RA](#) (dtype inDegrees)
- [RA](#) (uint8 inHours, uint8 inMinutes, dtype inSeconds)
- template<typename dtypeOut >  
  [RA](#)< dtypeOut > [astype](#) ()
- dtype [degrees](#) () const
- uint8 [hours](#) () const
- uint8 [minutes](#) () const
- bool [operator!=](#) (const [RA](#)< dtype > &inRhs) const
- bool [operator==](#) (const [RA](#)< dtype > &inRhs) const
- void [print](#) () const
- dtype [radians](#) () const
- dtype [seconds](#) () const
- std::string [str](#) () const



## Friends

- `std::ostream & operator<< (std::ostream &inStream, const RA< dtype > &inRa)`

### 6.22.1 Detailed Description

```
template<typename dtype>
class NumC::Coordinates::RA< dtype >
```

Holds a right ascension object.

### 6.22.2 Constructor & Destructor Documentation

#### 6.22.2.1 RA() [1/3]

```
template<typename dtype>
NumC::Coordinates::RA< dtype >::RA ( ) [inline]
```

Default Constructor, not super usefull on its own

#### Parameters

None	
------	--

#### Returns

None

#### 6.22.2.2 RA() [2/3]

```
template<typename dtype>
NumC::Coordinates::RA< dtype >::RA (
    dtype inDegrees ) [inline]
```

#### Constructor

#### Parameters

degrees	
---------	--

**Returns**

None

**6.22.2.3 RA()** [3/3]

```
template<typename dtype>
NumC::Coordinates::RA< dtype >::RA (
    uint8 inHours,
    uint8 inMinutes,
    dtype inSeconds ) [inline]
```

**Constructor****Parameters**

<i>hours</i>	
<i>minutes</i>	
<i>seconds</i>	

**Returns**

None

**6.22.3 Member Function Documentation****6.22.3.1 astype()**

```
template<typename dtype>
template<typename dtypeOut >
RA<dtypeOut> NumC::Coordinates::RA< dtype >::astype ( ) [inline]
```

Returns a copy of the [RA](#) object as a different type

**Parameters**

<i>None</i>	
-------------	--

**Returns**[RA](#)

### 6.22.3.2 degrees()

```
template<typename dtype>
dtype NumC::Coordinates::RA< dtype >::degrees ( ) const [inline]
```

Get the degrees value

#### Parameters

<i>None</i>	
-------------	--

#### Returns

degrees

### 6.22.3.3 hours()

```
template<typename dtype>
uint8 NumC::Coordinates::RA< dtype >::hours ( ) const [inline]
```

Get the hour value

#### Parameters

<i>None</i>	
-------------	--

#### Returns

hours

### 6.22.3.4 minutes()

```
template<typename dtype>
uint8 NumC::Coordinates::RA< dtype >::minutes ( ) const [inline]
```

Get the minute value

#### Parameters

<i>None</i>	
-------------	--

**Returns**

minutes

**6.22.3.5 operator!=()**

```
template<typename dtype>
bool NumC::Coordinates::RA< dtype >::operator!= (
    const RA< dtype > & inRhs ) const [inline]
```

Not equality operator

**Parameters**

None	
------	--

**Returns**

bool

**6.22.3.6 operator==()**

```
template<typename dtype>
bool NumC::Coordinates::RA< dtype >::operator== (
    const RA< dtype > & inRhs ) const [inline]
```

Equality operator

**Parameters**

None	
------	--

**Returns**

bool

**6.22.3.7 print()**

```
template<typename dtype>
void NumC::Coordinates::RA< dtype >::print ( ) const [inline]
```

Prints the RA object to the console

## Parameters

None	
------	--

## Returns

None

## 6.22.3.8 radians()

```
template<typename dtype>
dtype NumC::Coordinates::RA< dtype >::radians ( ) const [inline]
```

Get the radians value

## Parameters

None	
------	--

## Returns

radians

## 6.22.3.9 seconds()

```
template<typename dtype>
dtype NumC::Coordinates::RA< dtype >::seconds ( ) const [inline]
```

Get the seconds value

## Parameters

None	
------	--

## Returns

seconds

## 6.22.3.10 str()

```
template<typename dtype>
std::string NumC::Coordinates::RA< dtype >::str ( ) const [inline]
```

Return the [RA](#) object as a string representation

## Parameters

None	
------	--

## Returns

string

## 6.22.4 Friends And Related Function Documentation

## 6.22.4.1 operator&lt;&lt;

```
template<typename dtype>
std::ostream& operator<< (
    std::ostream & inStream,
    const RA< dtype > & inRa ) [friend]
```

Ostream operator

## Parameters

None	
------	--

## Returns

None

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

- [Coordinates.hpp](#)

## 6.23 NumC::Random&lt; dtype &gt; Class Template Reference

A class for generating random numbers.

```
#include <Random.hpp>
```

## Static Public Member Functions

- static [NdArray](#)< dtype > [bernoulli](#) (const [Shape](#) &inShape, dtype inP)
- static [NdArray](#)< dtype > [beta](#) (const [Shape](#) &inShape, dtype inAlpha, dtype inBeta)
- static [NdArray](#)< dtype > [binomial](#) (const [Shape](#) &inShape, dtype inN, double inP=0.5)
- static [NdArray](#)< dtype > [cauchy](#) (const [Shape](#) &inShape, dtype inMean=0, dtype inSigma=1)
- static [NdArray](#)< dtype > [chiSquare](#) (const [Shape](#) &inShape, dtype inDof)

- static dtype [choice](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< dtype > [discrete](#) (const [Shape](#) &inShape, const [NdArray](#)< double > &inWeights)
- static [NdArray](#)< dtype > [exponential](#) (const [Shape](#) &inShape, dtype inScaleValue=1)
- static [NdArray](#)< dtype > [extremeValue](#) (const [Shape](#) &inShape, dtype inA=1, dtype inB=1)
- static [NdArray](#)< dtype > [f](#) (const [Shape](#) &inShape, dtype inDofN, dtype inDofD)
- static [NdArray](#)< dtype > [gamma](#) (const [Shape](#) &inShape, dtype inGammaShape, dtype inScaleValue=1)
- static [NdArray](#)< dtype > [geometric](#) (const [Shape](#) &inShape, double inP=0.5)
- static [NdArray](#)< dtype > [laplace](#) (const [Shape](#) &inShape, dtype inLoc=0, dtype inScale=1)
- static [NdArray](#)< dtype > [lognormal](#) (const [Shape](#) &inShape, dtype inMean=0, dtype inSigma=1)
- static [NdArray](#)< dtype > [negativeBinomial](#) (const [Shape](#) &inShape, dtype inN, double inP=0.5)
- static [NdArray](#)< dtype > [nonCentralChiSquared](#) (const [Shape](#) &inShape, dtype inK=1, dtype inLambda=1)
- static [NdArray](#)< dtype > [normal](#) (const [Shape](#) &inShape, dtype inMean=0, dtype inSigma=1)
- static [NdArray](#)< dtype > [permutation](#) (dtype inValue)
- static [NdArray](#)< dtype > [permutation](#) (const [NdArray](#)< dtype > &inArray)
- static [NdArray](#)< dtype > [poisson](#) (const [Shape](#) &inShape, double inMean=1)
- static [NdArray](#)< dtype > [rand](#) (const [Shape](#) &inShape)
- static [NdArray](#)< dtype > [randFloat](#) (const [Shape](#) &inShape, dtype inLow, dtype inHigh)
- static [NdArray](#)< dtype > [randInt](#) (const [Shape](#) &inShape, dtype inLow, dtype inHigh)
- static [NdArray](#)< dtype > [randN](#) (const [Shape](#) &inShape)
- static void [seed](#) (uint32 inSeed)
- static void [shuffle](#) ([NdArray](#)< dtype > &inArray)
- static [NdArray](#)< dtype > [standardNormal](#) (const [Shape](#) &inShape)
- static [NdArray](#)< dtype > [studentT](#) (const [Shape](#) &inShape, dtype inDof)
- static [NdArray](#)< dtype > [triangle](#) (const [Shape](#) &inShape, dtype inA=0, dtype inB=0.5, dtype inC=1)
- static [NdArray](#)< dtype > [uniform](#) (const [Shape](#) &inShape, dtype inLow, dtype inHigh)
- static [NdArray](#)< dtype > [uniformOnSphere](#) (uint32 inNumPoints, uint32 inDims=2)
- static [NdArray](#)< dtype > [weibull](#) (const [Shape](#) &inShape, dtype inA=1, dtype inB=1)

### 6.23.1 Detailed Description

```
template<typename dtype>
class NumC::Random< dtype >
```

A class for generating random numbers.

### 6.23.2 Member Function Documentation

#### 6.23.2.1 bernoulli()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::bernoulli (
    const Shape & inShape,
    dtype inP ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from the ŞbernoulliŦ distribution.

## Parameters

<i>Shape</i>	
<i>probability</i>	of success [0, 1]

## Returns

[NdArray](#)

6.23.2.2 `beta()`

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::beta (
    const Shape & inShape,
    dtype inAlpha,
    dtype inBeta ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from the  $\text{\$beta}$  distribution.

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.beta.html#numpy.random.beta>

## Parameters

<i>Shape</i>	
<i>alpha</i>	
<i>beta</i>	

## Returns

[NdArray](#)

6.23.2.3 `binomial()`

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::binomial (
    const Shape & inShape,
    dtype inN,
    double inP = 0.5 ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from the  $\text{\$binomial}$  distribution.

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.binomial.html#numpy.random.binomial>



## Parameters

<i>Shape</i>	
<i>number</i>	of trials
<i>probability</i>	of success [0, 1]

## Returns

[NdArray](#)

## 6.23.2.4 cauchy()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::cauchy (
    const Shape & inShape,
    dtype inMean = 0,
    dtype inSigma = 1 ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from a "cauchy" distrubution.

## Parameters

<i>mean</i>	Mean value of the underlying normal distribution. Default is 0.
<i>sigma,Standard</i>	deviation of the underlying normal distribution. Should be greater than zero. Default is 1.

## Returns

[NdArray](#)

## 6.23.2.5 chiSquare()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::chiSquare (
    const Shape & inShape,
    dtype inDof ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from the Şchi squareŦ distribution.

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.chisquare.html#numpy.random.chisquare>

## Parameters

<i>Shape</i>	
<i>df</i>	independent random variables

## Returns

[NdArray](#)

## 6.23.2.6 choice()

```
template<typename dtype >
static dtype NumC::Random< dtype >::choice (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Generates a random sample from an input array

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.23.2.7 discrete()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::discrete (
    const Shape & inShape,
    const NdArray< double > & inWeights ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from a "discrete" distribution. It produces integers in the range [0, n) with the probability of producing each value is specified by the parameters of the distribution.

## Parameters

<a href="#">NdArray</a>	of weights,
-------------------------	-------------

## Returns

[NdArray](#)

## 6.23.2.8 exponential()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::exponential (
```

```
const Shape & inShape,
dtype inScaleValue = 1 ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from a "exponential" distrubution.

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.exponential.html#numpy.random.exponential>

#### Parameters

<i>Shape</i>	
<i>scale</i>	value, default 1

#### Returns

[NdArray](#)

##### 6.23.2.9 extremeValue()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::extremeValue (
    const Shape & inShape,
    dtype inA = 1,
    dtype inB = 1 ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from a "extreme value" distrubution.

#### Parameters

<i>Shape</i>	
<i>a,default</i>	1
<i>b,default</i>	1

#### Returns

[NdArray](#)

##### 6.23.2.10 f()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::f (
    const Shape & inShape,
    dtype inDofN,
    dtype inDofD ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from a "F" distrubution.

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.f.html#numpy.random.f>

## Parameters

<i>Shape</i>	
<i>Degrees</i>	of freedom in numerator. Should be greater than zero.
<i>Degrees</i>	of freedom in denominator. Should be greater than zero.

## Returns

[NdArray](#)

## 6.23.2.11 gamma()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::gamma (
    const Shape & inShape,
    dtype inGammaShape,
    dtype inScaleValue = 1 ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from a "gamma" distrubution.

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.gamma.html#numpy.random.gamma>

## Parameters

<i>Shape</i>	
<i>Scale,default</i>	1
<i>Gamma</i>	shape

## Returns

[NdArray](#)

## 6.23.2.12 geometric()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::geometric (
    const Shape & inShape,
    double inP = 0.5 ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from a "geometric" distrubution.

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.geometric.html#numpy.random.geometric>

## Parameters

<i>Shape</i>	
<i>probability</i>	of success [0, 1]

## Returns

NdArray

## 6.23.2.13 laplace()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::laplace (
    const Shape & inShape,
    dtype inLoc = 0,
    dtype inScale = 1 ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from a "laplace" distrubution.

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.laplace.html#numpy.random.laplace>

## Parameters

<i>inLoc</i>	The position, mu, of the distribution peak. Default is 0.
<i>inScale</i>	float optional, the exponential decay. Default is 1.

## Returns

NdArray

## 6.23.2.14 lognormal()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::lognormal (
    const Shape & inShape,
    dtype inMean = 0,
    dtype inSigma = 1 ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from a "lognormal" distrubution.

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.lognormal.html#numpy.random.lognormal>

## Parameters

<i>mean</i>	Mean value of the underlying normal distribution. Default is 0.
<i>sigma, Standard</i>	deviation of the underlying normal distribution. Should be greater than zero. Default is 1.

## Returns

[NdArray](#)

6.23.2.15 `negativeBinomial()`

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::negativeBinomial (
    const Shape & inShape,
    dtype inN,
    double inP = 0.5 ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from the  $\text{Negative Binomial}$  distribution.

NumPy Reference: [https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.negative\\_binomial.html#numpy.random.negative\\_binomial](https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.negative_binomial.html#numpy.random.negative_binomial)

## Parameters

<i>Shape</i>	
<i>number</i>	of trials
<i>probability</i>	of success [0, 1]

## Returns

[NdArray](#)

6.23.2.16 `nonCentralChiSquared()`

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::nonCentralChiSquared (
    const Shape & inShape,
    dtype inK = 1,
    dtype inLambda = 1 ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from a "non central chi squared" distribution.

NumPy Reference: [https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.noncentral\\_chisquare.html#numpy.random.noncentral\\_chisquare](https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.noncentral_chisquare.html#numpy.random.noncentral_chisquare)

## Parameters

<i>Shape</i>	
<i>k,default</i>	1
<i>lambda,default</i>	1

## Returns

[NdArray](#)

## 6.23.2.17 normal()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::normal (
    const Shape & inShape,
    dtype inMean = 0,
    dtype inSigma = 1 ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from a "normal" distrubution.

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.normal.html#numpy.random.normal>

## Parameters

<i>mean</i>	Mean value of the underlying normal distribution. Default is 0.
<i>sigma,Standard</i>	deviation of the underlying normal distribution. Should be greater than zero. Default is 1.

## Returns

[NdArray](#)

## 6.23.2.18 permutation() [1/2]

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::permutation (
    dtype inValue ) [inline], [static]
```

Randomly permute a sequence, or return a permuted range. If x is an integer, randomly permute np.arange(x). If x is an array, make a copy and shuffle the elements randomly.

## Parameters

<i>value</i>	
--------------	--

## Returns

[NdArray](#)

## 6.23.2.19 permutation() [2/2]

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::permutation (
    const NdArray< dtype > & inArray ) [inline], [static]
```

Randomly permute a sequence, or return a permuted range. If x is an integer, randomly permute np.arange(x). If x is an array, make a copy and shuffle the elements randomly.

## Parameters

<a href="#">NdArray</a>	
-------------------------	--

## Returns

[NdArray](#)

## 6.23.2.20 poisson()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::poisson (
    const Shape & inShape,
    double inMean = 1 ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from the  $\text{Poisson}$  distribution.

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.poisson.html#numpy.random.poisson>

## Parameters

<a href="#">Shape</a>	
<i>mean, default</i>	1

## Returns

[NdArray](#)



## 6.23.2.21 rand()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::rand (
    const Shape & inShape ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from a uniform distribution over [0, 1).

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.rand.html#numpy.random.rand>

## Parameters

<i>Shape</i>	
--------------	--

## Returns

NdArray

## 6.23.2.22 randFloat()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::randFloat (
    const Shape & inShape,
    dtype inLow,
    dtype inHigh ) [inline], [static]
```

Return random floats from low (inclusive) to high (exclusive), with the given shape

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.randf.html#numpy.random.randf>

## Parameters

<i>Shape</i>	
<i>low</i>	value
<i>high</i>	value

## Returns

NdArray

## 6.23.2.23 randInt()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::randInt (
```

```
const Shape & inShape,
dtype inLow,
dtype inHigh ) [inline], [static]
```

Return random integers from low (inclusive) to high (exclusive), with the given shape

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.randint.html#numpy.random.randint>

#### Parameters

<i>Shape</i>	
<i>low</i>	value
<i>high</i>	value

#### Returns

[NdArray](#)

#### 6.23.2.24 randN()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::randN (
    const Shape & inShape ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from the Standard normal distribution.

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.randn.html#numpy.random.randn>

#### Parameters

<i>Shape</i>	
--------------	--

#### Returns

[NdArray](#)

#### 6.23.2.25 seed()

```
template<typename dtype >
static void NumC::Random< dtype >::seed (
    uint32 inSeed ) [inline], [static]
```

Seeds the random number generator\_

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.seed.html#numpy.random.seed>

## Parameters

<code>seed</code>	
-------------------	--

## Returns

None

## 6.23.2.26 shuffle()

```
template<typename dtype >
static void NumC::Random< dtype >::shuffle (
    NdArray< dtype > & inArray ) [inline], [static]
```

Modify a sequence in-place by shuffling its contents.

## Parameters

<code>NdArray</code>	
----------------------	--

## Returns

None

## 6.23.2.27 standardNormal()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::standardNormal (
    const Shape & inShape ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from a "standard normal" distribution with mean = 0 and std = 1

NumPy Reference: [https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.standard\\_normal.html#numpy.random.standard\\_normal](https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.standard_normal.html#numpy.random.standard_normal)

## Parameters

<code>Shape</code>	
--------------------	--

## Returns

`NdArray`

## 6.23.2.28 studentT()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::studentT (
    const Shape & inShape,
    dtype inDof ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from the  $\text{\textit{Student-T}}$  distribution.

NumPy Reference: [https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.standard\\_t.html#numpy.random.standard\\_t](https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.standard_t.html#numpy.random.standard_t)

## Parameters

<a href="#">Shape</a>	
<i>df</i>	independent random variables

## Returns

[NdArray](#)

## 6.23.2.29 triangle()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::triangle (
    const Shape & inShape,
    dtype inA = 0,
    dtype inB = 0.5,
    dtype inC = 1 ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from the  $\text{\textit{Triangle}}$  distribution.

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.triangular.html#numpy.random.triangular>

## Parameters

<a href="#">Shape</a>	
<i>a</i>	
<i>b</i>	
<i>c</i>	

## Returns

[NdArray](#)

## 6.23.2.30 uniform()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::uniform (
    const Shape & inShape,
    dtype inLow,
    dtype inHigh ) [inline], [static]
```

Draw samples from a uniform distribution.

Samples are uniformly distributed over the half - open interval[low, high) (includes low, but excludes high)

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.uniform.html#numpy.random.uniform>

## Parameters

<i>Shape</i>	
<i>low</i>	value
<i>high</i>	value

## Returns

NdArray

## 6.23.2.31 uniformOnSphere()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::uniformOnSphere (
    uint32 inNumPoints,
    uint32 inDims = 2 ) [inline], [static]
```

Such a distribution produces random numbers uniformly distributed on the unit sphere of arbitrary dimension dim.

## Parameters

<i>number</i>	of points
<i>dimension</i>	of the sphere, default 2

## Returns

NdArray

## 6.23.2.32 weibull()

```
template<typename dtype >
static NdArray<dtype> NumC::Random< dtype >::weibull (
```

```
const Shape & inShape,
dtype inA = 1,
dtype inB = 1 ) [inline], [static]
```

Create an array of the given shape and populate it with random samples from the "weibull" distribution.

NumPy Reference: <https://docs.scipy.org/doc/numpy/reference/generated/numpy.random.weibull.html#numpy.random.weibull>

#### Parameters

<i>Shape</i>	
<i>a,default</i>	1
<i>b,default</i>	1

#### Returns

[NdArray](#)

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

- [Random.hpp](#)

## 6.24 NumC::Shape Class Reference

A [Shape](#) Class for NdArrays.

```
#include <Shape.hpp>
```

#### Public Member Functions

- [Shape](#) ()
- [Shape](#) (uint32 inSquareSize)
- [Shape](#) (uint32 inRows, uint32 inCols)
- bool [isnull](#) ()
- bool [operator!=](#) (const [Shape](#) &inOtherShape) const
- bool [operator==](#) (const [Shape](#) &inOtherShape) const
- void [print](#) () const
- uint32 [size](#) () const
- std::string [str](#) () const

#### Data Fields

- uint32 [cols](#)
- uint32 [rows](#)

#### Friends

- std::ostream & [operator<<](#) (std::ostream &inOStream, const [Shape](#) &inShape)

### 6.24.1 Detailed Description

A [Shape](#) Class for NdArrays.

### 6.24.2 Constructor & Destructor Documentation

#### 6.24.2.1 Shape() [1/3]

```
NumC::Shape::Shape ( ) [inline]
```

Constructor

Parameters

<i>number</i>	of rows
<i>number</i>	of cols

Returns

None

#### 6.24.2.2 Shape() [2/3]

```
NumC::Shape::Shape (
    uint32 inSquareSize ) [inline], [explicit]
```

Constructor

Parameters

<i>number</i>	of rows and cols
---------------	------------------

Returns

None

#### 6.24.2.3 Shape() [3/3]

```
NumC::Shape::Shape (
    uint32 inRows,
    uint32 inCols ) [inline]
```

Constructor

**Parameters**

<i>number</i>	of rows
<i>number</i>	of cols

**Returns**

None

**6.24.3 Member Function Documentation****6.24.3.1 isnull()**

```
bool NumC::Shape::isnull ( ) [inline]
```

Returns whether the shape is null (constructed with the default constructor).

**Parameters**

<i>None</i>	
-------------	--

**Returns**

bool

**6.24.3.2 operator"!=()**

```
bool NumC::Shape::operator!= (
    const Shape & inOtherShape ) const [inline]
```

Not equality operator

**Parameters**

<i>None</i>	
-------------	--

**Returns**

None



### 6.24.3.3 operator==( )

```
bool NumC::Shape::operator== (
    const Shape & inOtherShape ) const [inline]
```

Equality operator

#### Parameters

None	
------	--

#### Returns

None

### 6.24.3.4 print()

```
void NumC::Shape::print ( ) const [inline]
```

Prints the shape to the console

#### Parameters

None	
------	--

#### Returns

None

### 6.24.3.5 size()

```
uint32 NumC::Shape::size ( ) const [inline]
```

Returns the size of the shape

#### Parameters

None	
------	--

#### Returns

size

#### 6.24.3.6 str()

```
std::string NumC::Shape::str ( ) const [inline]
```

Returns the shape as a string representation

##### Parameters

None	
------	--

##### Returns

string

### 6.24.4 Friends And Related Function Documentation

#### 6.24.4.1 operator<<

```
std::ostream& operator<< (
    std::ostream & inOStream,
    const Shape & inShape ) [friend]
```

IO operator for the [Shape](#) class

##### Parameters

None	
------	--

##### Returns

None

### 6.24.5 Field Documentation

#### 6.24.5.1 cols

```
uint32 NumC::Shape::cols
```

## 6.24.5.2 rows

```
uint32 NumC::Shape::rows
```

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

- [Shape.hpp](#)

## 6.25 NumC::Coordinates::Sign Struct Reference

Struct Enum for positive or negative [Dec](#) angle.

```
#include <Coordinates.hpp>
```

## Public Types

- enum [Type](#) { [NEGATIVE](#) = 0, [POSITIVE](#) }

## 6.25.1 Detailed Description

Struct Enum for positive or negative [Dec](#) angle.

## 6.25.2 Member Enumeration Documentation

## 6.25.2.1 Type

```
enum NumC::Coordinates::Sign::Type
```

## Enumerator

NEGATIVE	
POSITIVE	

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

- [Coordinates.hpp](#)

## 6.26 NumC::Slice Class Reference

A Class for slicing into NdArrays.

```
#include <Slice.hpp>
```

## Public Member Functions

- [Slice](#) ()
- [Slice](#) ([int32](#) inStop)
- [Slice](#) ([int32](#) inStart, [int32](#) inStop)
- [Slice](#) ([int32](#) inStart, [int32](#) inStop, [int32](#) inStep)
- void [makePositiveAndValidate](#) ([uint32](#) inArraySize)
- [uint32](#) [numElements](#) ([uint32](#) inArraySize)
- void [print](#) ()
- std::string [str](#) () const

## Data Fields

- [int32](#) [start](#)
- [int32](#) [step](#)
- [int32](#) [stop](#)

## Friends

- std::ostream & [operator<<](#) (std::ostream &inOStream, const [Slice](#) &inSlice)

### 6.26.1 Detailed Description

A Class for slicing into NdArrays.

### 6.26.2 Constructor & Destructor Documentation

#### 6.26.2.1 [Slice\(\)](#) [1/4]

```
NumC::Slice::Slice ( ) [inline]
```

#### Constructor

##### Parameters

<i>None</i>	
-------------	--

#### Returns

None

### 6.26.2.2 Slice() [2/4]

```
NumC::Slice::Slice (  
    int32 inStop )    [inline], [explicit]
```

#### Constructor

##### Parameters

<i>stop</i>	index (not included)
-------------	----------------------

#### Returns

None

### 6.26.2.3 Slice() [3/4]

```
NumC::Slice::Slice (  
    int32 inStart,  
    int32 inStop )    [inline]
```

#### Constructor

##### Parameters

<i>start</i>	index,
<i>stop</i>	index (not included)

#### Returns

None

### 6.26.2.4 Slice() [4/4]

```
NumC::Slice::Slice (  
    int32 inStart,  
    int32 inStop,  
    int32 inStep )    [inline]
```

#### Constructor

##### Parameters

<i>start</i>	index,
<i>stop</i>	index (not included)
<i>step</i>	value

**Returns**

None

**6.26.3 Member Function Documentation****6.26.3.1 makePositiveAndValidate()**

```
void NumC::Slice::makePositiveAndValidate (
    uint32 inArraySize ) [inline]
```

Make the slice all positive and does some error checking

**Parameters**

<i>The</i>	calling array size
------------	--------------------

**Returns**

None

**6.26.3.2 numElements()**

```
uint32 NumC::Slice::numElements (
    uint32 inArraySize ) [inline]
```

Returns the number of elements that the slice contains. be aware that this method will also make the slice all positive!

**Parameters**

<i>The</i>	calling array size
------------	--------------------

**Returns**

None

**6.26.3.3 print()**

```
void NumC::Slice::print ( ) [inline]
```

Prints the shape to the console

## Parameters

<i>None</i>	
-------------	--

## Returns

None

## 6.26.3.4 str()

```
std::string NumC::Slice::str ( ) const [inline]
```

Prints the shape to the console

## Parameters

<i>None</i>	
-------------	--

## Returns

None

## 6.26.4 Friends And Related Function Documentation

## 6.26.4.1 operator&lt;&lt;

```
std::ostream& operator<< (
    std::ostream & inOStream,
    const Slice & inSlice ) [friend]
```

IO operator for the [Slice](#) class

## Parameters

<i>None</i>	
-------------	--

## Returns

None

## 6.26.5 Field Documentation

#### 6.26.5.1 start

```
int32 NumC::Slice::start
```

#### 6.26.5.2 step

```
int32 NumC::Slice::step
```

#### 6.26.5.3 stop

```
int32 NumC::Slice::stop
```

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

- [Slice.hpp](#)

## 6.27 NumC::Timer< TimeUnit > Class Template Reference

A timer class for timing code execution.

```
#include <Timer.hpp>
```

### Public Types

- typedef std::chrono::high\_resolution\_clock [ChronoClock](#)
- typedef std::chrono::time\_point< [ChronoClock](#) > [TimePoint](#)

### Public Member Functions

- [Timer](#) ()
- [Timer](#) (const std::string &inName)
- void [tic](#) ()
- int64 [toc](#) ()

#### 6.27.1 Detailed Description

```
template<typename TimeUnit = std::chrono::milliseconds>  
class NumC::Timer< TimeUnit >
```

A timer class for timing code execution.



## 6.27.2 Member Typedef Documentation

### 6.27.2.1 ChronoClock

```
template<typename TimeUnit = std::chrono::milliseconds>
typedef std::chrono::high_resolution_clock NumC::Timer< TimeUnit >::ChronoClock
```

### 6.27.2.2 TimePoint

```
template<typename TimeUnit = std::chrono::milliseconds>
typedef std::chrono::time_point<ChronoClock> NumC::Timer< TimeUnit >::TimePoint
```

## 6.27.3 Constructor & Destructor Documentation

### 6.27.3.1 Timer() [1/2]

```
template<typename TimeUnit = std::chrono::milliseconds>
NumC::Timer< TimeUnit >::Timer ( ) [inline]
```

#### Constructor

##### Parameters

<i>None</i>	
-------------	--

##### Returns

None

### 6.27.3.2 Timer() [2/2]

```
template<typename TimeUnit = std::chrono::milliseconds>
NumC::Timer< TimeUnit >::Timer (
    const std::string & inName ) [inline]
```

#### Constructor

**Parameters**

<i>Timer</i>	name
--------------	------

**Returns**

None

**6.27.4 Member Function Documentation****6.27.4.1 tic()**

```
template<typename TimeUnit = std::chrono::milliseconds>
void NumC::Timer<TimeUnit>::tic ( ) [inline]
```

Starts the timer

**Parameters**

<i>None</i>	
-------------	--

**Returns**

None

**6.27.4.2 toc()**

```
template<typename TimeUnit = std::chrono::milliseconds>
int64 NumC::Timer<TimeUnit>::toc ( ) [inline]
```

Method Description: Stops the timer

**Parameters**

<i>None</i>	
-------------	--

**Returns**

ellapsed time in specified time units

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

- [Timer.hpp](#)

## 6.28 NumC::Utils< dtype > Class Template Reference

Usefull utility type functions.

```
#include <Utils.hpp>
```

### Static Public Member Functions

- static dtype [cube](#) (dtype inValue)
- static std::string [num2str](#) (dtype inNumber)
- static dtype [power](#) (dtype inValue, [uint8](#) inPower)
- static dtype [sqr](#) (dtype inValue)

### 6.28.1 Detailed Description

```
template<typename dtype>
class NumC::Utils< dtype >
```

Usefull utility type functions.

### 6.28.2 Member Function Documentation

#### 6.28.2.1 [cube\(\)](#)

```
template<typename dtype >
static dtype NumC::Utils< dtype >::cube (
    dtype inValue ) [inline], [static]
```

Cubes in input value

#### Parameters

<i>dtype</i>	
--------------	--

#### Returns

dtype

#### 6.28.2.2 [num2str\(\)](#)

```
template<typename dtype >
static std::string NumC::Utils< dtype >::num2str (
    dtype inNumber ) [inline], [static]
```

Converts the number into a string

## Parameters

<i>number</i>	
---------------	--

## Returns

string

## 6.28.2.3 power()

```
template<typename dtype >
static dtype NumC::Utils< dtype >::power (
    dtype inValue,
    uint8 inPower ) [inline], [static]
```

Raises the input value to a power

## Parameters

<i>dtype</i>	
--------------	--

## Returns

dtype

## 6.28.2.4 sqr()

```
template<typename dtype >
static dtype NumC::Utils< dtype >::sqr (
    dtype inValue ) [inline], [static]
```

Squares in input value

## Parameters

<i>dtype</i>	
--------------	--

## Returns

dtype

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

- [Utils.hpp](#)



## Chapter 7

# File Documentation

### 7.1 BoostNumpyNdarrayHelper.hpp File Reference

```
#include <NumC/NdArray.hpp>
#include <NumC/Types.hpp>
#include <cmath>
#include <vector>
#include <iostream>
#include <string>
#include <stdexcept>
#include <utility>
#include "boost/python.hpp"
#include "boost/python/numpy.hpp"
```

#### Data Structures

- class [NumC::BoostNdarrayHelper](#)  
*Helper class for ndarray.*
- struct [NumC::Order](#)  
*C or Fortran ordering from python.*

#### Namespaces

- [NumC](#)

#### Functions

- template<typename dtype >  
NdArray< dtype > [NumC::boostToNumC](#) (boost::python::numpy::ndarray &inArray)
- template<typename dtype >  
boost::python::numpy::ndarray [NumC::numCToBoost](#) (const NdArray< dtype > &inArray)

### 7.1.1 Detailed Description

#### Author

David Pilger [dpilger26@gmail.com](mailto:dpilger26@gmail.com)

#### Version

1.0

### 7.1.2 LICENSE

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### 7.1.3 DESCRIPTION

A module for interacting with the boost numpy arrays

## 7.2 Constants.hpp File Reference

```
#include "NumC/Types.hpp"
#include <cmath>
#include <string>
```

#### Namespaces

- [NumC](#)
- [NumC::Constants](#)

*Holds usefull constants.*



## Variables

- const double `NumC::Constants::c` = 3.0e8  
*speed of light*
- const double `NumC::Constants::DAYS_PER_WEEK` = 7  
*Number of days in a week.*
- const double `NumC::Constants::e` = 2.718281828459045  
*eulers number*
- const double `NumC::Constants::HOURS_PER_DAY` = 24  
*Number of hours in a day.*
- const double `NumC::Constants::MILLISECONDS_PER_DAY` = SECONDS\_PER\_DAY \* MILLISECONDS\_↵  
\_PER\_SECOND  
*Number of milliseconds in a day.*
- const double `NumC::Constants::MILLISECONDS_PER_SECOND` = 1000  
*Number of milliseconds in a second.*
- const double `NumC::Constants::MINUTES_PER_DAY` = HOURS\_PER\_DAY \* MINUTES\_PER\_HOUR  
*Number of minutes in a day.*
- const double `NumC::Constants::MINUTES_PER_HOUR` = 60  
*Number of minutes in an hour.*
- const double `NumC::Constants::nan` = std::nan("1")  
*NaN.*
- const double `NumC::Constants::pi` = 3.14159265358979323846  
*Pi.*
- const double `NumC::Constants::SECONDS_PER_DAY` = MINUTES\_PER\_DAY \* SECONDS\_PER\_MINU↵  
TE  
*Number of seconds in a day.*
- const double `NumC::Constants::SECONDS_PER_HOUR` = MINUTES\_PER\_HOUR \* SECONDS\_PER\_↵  
MINUTE  
*Number of seconds in an hour.*
- const double `NumC::Constants::SECONDS_PER_MINUTE` = 60  
*Number of seconds in a minute.*
- const double `NumC::Constants::SECONDS_PER_WEEK` = SECONDS\_PER\_DAY \* DAYS\_PER\_WEEK  
*Number of seconds in a week.*
- const std::string `NumC::Constants::VERSION` = "1.0"  
*Current NumC version number.*

### 7.2.1 Detailed Description

#### Author

David Pilger [dpilger26@gmail.com](mailto:dpilger26@gmail.com)

#### Version

1.0

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## 7.2.3 DESCRIPTION

Holds usefull constants

## 7.3 Coordinates.hpp File Reference

```
#include "NumC/DtypeInfo.hpp"
#include "NumC/NdArray.hpp"
#include "NumC/Methods.hpp"
#include "NumC/Types.hpp"
#include "NumC/Utls.hpp"
#include <iostream>
#include <stdexcept>
#include <string>
#include <utility>
```

### Data Structures

- class [NumC::Coordinates::Coordinate< dtype >](#)  
*Holds a full coordinate object.*
- class [NumC::Coordinates::Dec< dtype >](#)  
*Holds a Declination object.*
- class [NumC::Coordinates::RA< dtype >](#)  
*Holds a right ascension object.*
- struct [NumC::Coordinates::Sign](#)  
*Struct Enum for positive or negative [Dec](#) angle.*

## Namespaces

- [NumC](#)
- [NumC::Coordinates](#)

*A module for holding and working with coordinates in either Ra/Dec or cartesian formats.*

## Functions

- `template<typename dtype >`  
`dtype NumC::Coordinates::degreeSeperation (const Coordinate< dtype > &inCoordinate1, const Coordinate< dtype > &inCoordinate2)`
- `template<typename dtype >`  
`dtype NumC::Coordinates::degreeSeperation (const NdArray< dtype > &inVector1, const NdArray< dtype > &inVector2)`
- `template<typename dtype >`  
`dtype NumC::Coordinates::radianSeperation (const Coordinate< dtype > &inCoordinate1, const Coordinate< dtype > &inCoordinate2)`
- `template<typename dtype >`  
`dtype NumC::Coordinates::radianSeperation (const NdArray< dtype > &inVector1, const NdArray< dtype > &inVector2)`

### 7.3.1 Detailed Description

#### Author

David Pilger [dpilger26@gmail.com](mailto:dpilger26@gmail.com)

#### Version

1.0

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### 7.3.3 DESCRIPTION

A module for holding and working with coordinates in either Ra/Dec or cartesian formats

## 7.4 DataCube.hpp File Reference

```
#include "NumC/NdArray.hpp"
#include "NumC/Types.hpp"
#include "boost/filesystem.hpp"
#include <deque>
#include <limits>
#include <stdexcept>
```

### Data Structures

- class [NumC::DataCube< dtype >](#)  
*Convenience container for holding a uniform array of NdArrays.*

### Namespaces

- [NumC](#)

#### 7.4.1 Detailed Description

##### Author

David Pilger [dpilger26@gmail.com](mailto:dpilger26@gmail.com)

##### Version

1.0

#### 7.4.2 LICENSE

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### 7.4.3 DESCRIPTION

Convenience container for holding a uniform array of NdArrays

## 7.5 DtypeInfo.hpp File Reference

```
#include <limits>
```

### Data Structures

- class [NumC::DtypeInfo< dtype >](#)  
*Holds info about the dtype.*

### Namespaces

- [NumC](#)

### 7.5.1 Detailed Description

#### Author

David Pilger [dpilger26@gmail.com](mailto:dpilger26@gmail.com)

#### Version

1.0

### 7.5.2 LICENSE

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### 7.5.3 DESCRIPTION

Holds info about the dtype

## 7.6 FFT.hpp File Reference

```
#include "NumC/NdArray.hpp"  
#include "NumC/Types.hpp"
```

### Data Structures

- class [NumC::FFT< dtype >](#)  
*Class for performing fast forrier tranforms.*

### Namespaces

- [NumC](#)

### 7.6.1 Detailed Description

#### Author

David Pilger [dpilger26@gmail.com](mailto:dpilger26@gmail.com)

#### Version

1.0

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### 7.6.3 DESCRIPTION

Class for performing fast forrier tranforms

## 7.7 Filter.hpp File Reference

```
#include <NumC/NdArray.hpp>
#include <NumC/Methods.hpp>
#include <NumC/Types.hpp>
#include <NumC/Utils.hpp>
#include <cmath>
#include <utility>
```

### Data Structures

- struct [NumC::Filter::Boundary](#)  
*Boundary condition to apply to the image filter.*
- class [NumC::Filters< dtype >](#)  
*Class for performing many types of image filtering.*

### Namespaces

- [NumC](#)
- [NumC::Filter](#)  
*Image and signal filtering.*

### 7.7.1 Detailed Description

#### Author

David Pilger [dpilger26@gmail.com](mailto:dpilger26@gmail.com)

#### Version

1.0

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### 7.7.3 DESCRIPTION

Image and signal filtering

## 7.8 ImageProcessing.hpp File Reference

```
#include <NumC/NdArray.hpp>
#include <NumC/Methods.hpp>
#include <NumC/Types.hpp>
#include <NumC/Utils.hpp>
#include <cmath>
#include <iostream>
#include <limits>
#include <set>
#include <string>
#include <utility>
#include <vector>
```

### Data Structures

- class [NumC::ImageProcessing< dtype >::Centroid](#)  
*holds the information for a centroid*
- class [NumC::ImageProcessing< dtype >::Cluster](#)  
*Holds the information for a cluster of pixels.*
- class [NumC::ImageProcessing< dtype >](#)  
*Class for basic image processing.*
- class [NumC::ImageProcessing< dtype >::Pixel](#)  
*Holds the information for a single pixel.*

### Namespaces

- [NumC](#)

#### 7.8.1 Detailed Description

##### Author

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##### Version

1.0



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## 7.8.3 DESCRIPTION

A module for basic image processing

## 7.9 Linalg.hpp File Reference

```
#include "NumC/Methods.hpp"
#include "NumC/NdArray.hpp"
#include "NumC/Shape.hpp"
#include "NumC/Types.hpp"
#include <cmath>
#include <initializer_list>
#include <limits>
#include <stdexcept>
#include <utility>
```

### Data Structures

- class [NumC::Linalg< dtype >](#)  
*Class for doing linear algebra operations.*

### Namespaces

- [NumC](#)

### 7.9.1 Detailed Description

#### Author

David Pilger [dpilger26@gmail.com](mailto:dpilger26@gmail.com)

#### Version

1.0

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### 7.9.3 DESCRIPTION

Class for doing linear algebra operations

## 7.10 Methods.hpp File Reference

```
#include "NumC/Constants.hpp"
#include "NumC/NdArray.hpp"
#include "NumC/Types.hpp"
#include "boost/filesystem.hpp"
#include <algorithm>
#include <cmath>
#include <fstream>
#include <initializer_list>
#include <iostream>
#include <set>
#include <sstream>
#include <stdexcept>
#include <string>
#include <utility>
#include <vector>
```

## Data Structures

- class [NumC::Methods< dtype >](#)  
*Methods for working with NdArrays.*

## Namespaces

- [NumC](#)

### 7.10.1 Detailed Description

#### Author

David Pilger [dpilger26@gmail.com](mailto:dpilger26@gmail.com)

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1.0

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### 7.10.3 DESCRIPTION

Methods for working with NdArrays

## 7.11 NdArray.hpp File Reference

```
#include "NumC/DtypeInfo.hpp"
#include "NumC/Shape.hpp"
#include "NumC/Slice.hpp"
#include "NumC/Types.hpp"
#include "NumC/Utils.hpp"
#include "NumC/Constants.hpp"
#include <boost/filesystem.hpp>
#include <boost/endian/conversion.hpp>
#include <algorithm>
#include <cmath>
#include <fstream>
#include <initializer_list>
#include <iostream>
#include <numeric>
#include <set>
#include <stdexcept>
#include <string>
#include <utility>
#include <vector>
```

### Data Structures

- class [NumC::NdArray< dtype >](#)

*Holds 1D and 2D arrays, the main work horse of the [NumC](#) library.*

### Namespaces

- [NumC](#)

#### 7.11.1 Detailed Description

##### Author

David Pilger [dpilger26@gmail.com](mailto:dpilger26@gmail.com)

##### Version

1.0

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### 7.11.3 DESCRIPTION

Holds 1D and 2D arrays, the main work horse of the [NumC](#) library

## 7.12 NumC.hpp File Reference

```
#include "NumC/BoostNumpyNdarrayHelper.hpp"
#include "NumC/Constants.hpp"
#include "NumC/Coordinates.hpp"
#include "NumC/DataCube.hpp"
#include "NumC/DtypeInfo.hpp"
#include "NumC/FFT.hpp"
#include "NumC/Filter.hpp"
#include "NumC/ImageProcessing.hpp"
#include "NumC/Linalg.hpp"
#include "NumC/Methods.hpp"
#include "NumC/NdArray.hpp"
#include "NumC/Polynomial.hpp"
#include "NumC/Random.hpp"
#include "NumC/Rotations.hpp"
#include "NumC/Shape.hpp"
#include "NumC/Slice.hpp"
#include "NumC/Timer.hpp"
#include "NumC/Types.hpp"
#include "NumC/Utils.hpp"
```

### Macros

- `#define \_CRT\_SECURE\_NO\_WARNINGS`

## 7.12.1 Macro Definition Documentation

### 7.12.1.1 `_CRT_SECURE_NO_WARNINGS`

```
#define _CRT_SECURE_NO_WARNINGS
```

## 7.13 Polynomial.hpp File Reference

```
#include "NumC/Types.hpp"  
#include "NumC/NdArray.hpp"
```

### Data Structures

- class [NumC::Polynomial< dtype >](#)  
*Class for dealing with common polynomials.*

### Namespaces

- [NumC](#)

### 7.13.1 Detailed Description

#### Author

David Pilger [dpilger26@gmail.com](mailto:dpilger26@gmail.com)

#### Version

1.0

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### 7.13.3 DESCRIPTION

Class for dealing with common polynomials

## 7.14 Random.hpp File Reference

```
#include "NumC/Methods.hpp"
#include "NumC/NdArray.hpp"
#include "NumC/Shape.hpp"
#include "NumC/Types.hpp"
#include "boost/random.hpp"
#include <algorithm>
#include <vector>
```

### Data Structures

- class [NumC::Random< dtype >](#)  
*A class for generating random numbers.*

### Namespaces

- [NumC](#)

### Variables

- [boost::random::mt19937](#) [NumC::generator\\_](#)  
*generator function*

### 7.14.1 Detailed Description

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#### Version

1.0

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### 7.14.3 DESCRIPTION

A module for generating random numbers

## 7.15 Rotations.hpp File Reference

```
#include "NumC/Methods.hpp"
#include "NumC/Linalg.hpp"
#include "NumC/NdArray.hpp"
#include "NumC/Types.hpp"
#include "NumC/Utils.hpp"
#include <cmath>
#include <iostream>
#include <stdexcept>
#include <string>
```

### Data Structures

- class [NumC::Rotations::DCM< dtype >](#)  
*Factory methods for generating direction cosine matrices and vectors.*
- class [NumC::Rotations::Quaternion](#)  
*Holds a unit quaternion.*

### Namespaces

- [NumC](#)
- [NumC::Rotations](#)  
*Module for dealing with rotations.*



### 7.15.1 Detailed Description

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#### Version

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### 7.15.3 DESCRIPTION

Module for dealing with rotations

## 7.16 Shape.hpp File Reference

```
#include "NumC/Types.hpp"
#include "NumC/Utils.hpp"
#include <iostream>
#include <stdexcept>
#include <string>
```

### Data Structures

- class [NumC::Shape](#)  
A *Shape* Class for NdArrays.

## Namespaces

- [NumC](#)

### 7.16.1 Detailed Description

#### Author

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#### Version

1.0

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### 7.16.3 DESCRIPTION

A Shape Class for NdArrays

## 7.17 Slice.hpp File Reference

```
#include "NumC/Types.hpp"
#include "NumC/Utils.hpp"
#include <iostream>
#include <stdexcept>
#include <string>
```

## Data Structures

- class [NumC::Slice](#)

*A Class for slicing into NdArrays.*

## Namespaces

- [NumC](#)

### 7.17.1 Detailed Description

#### Author

David Pilger [dpilger26@gmail.com](mailto:dpilger26@gmail.com)

#### Version

1.0

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### 7.17.3 DESCRIPTION

A Class for slicing into NdArrays

## 7.18 Timer.hpp File Reference

```
#include <chrono>
#include <string>
```

## Data Structures

- class [NumC::Timer< TimeUnit >](#)  
*A timer class for timing code execution.*

## Namespaces

- [NumC](#)

### 7.18.1 Detailed Description

#### Author

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#### Version

1.0

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### 7.18.3 DESCRIPTION

A timer class for timing code execution

## 7.19 Types.hpp File Reference

```
#include <cstdint>
```

### Data Structures

- struct [NumC::Axis](#)  
*Enum To describe an axis.*
- struct [NumC::Endian](#)  
*Enum for endianness.*

## Namespaces

- [NumC](#)

## Typedefs

- typedef int16\_t [NumC::int16](#)
- typedef int32\_t [NumC::int32](#)
- typedef int64\_t [NumC::int64](#)
- typedef int8\_t [NumC::int8](#)
- typedef uint16\_t [NumC::uint16](#)
- typedef uint32\_t [NumC::uint32](#)
- typedef uint64\_t [NumC::uint64](#)
- typedef uint8\_t [NumC::uint8](#)

### 7.19.1 Detailed Description

#### Author

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#### Version

1.0

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### 7.19.3 DESCRIPTION

Usefull types

## 7.20 Utils.hpp File Reference

```
#include <string>
```

### Data Structures

- class [NumC::Utils< dtype >](#)  
*Usefull utility type functions.*

### Namespaces

- [NumC](#)

#### 7.20.1 Detailed Description

##### Author

David Pilger [dpilger26@gmail.com](mailto:dpilger26@gmail.com)

##### Version

1.0

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#### 7.20.3 DESCRIPTION

Usefull utility type functions

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