

University Of Leeds

Software Report

Application Programming Interface
201191089

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Hierarchical Index

Class Hierarchy

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

- Date4
- Height.....8
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Data Structure Index

Data Structures

Here are the data structures with brief descriptions:

Date	4
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Data Structure Documentation

Date Struct Reference

Data Fields

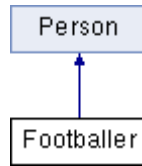
- int **day**
- Month **month**
- int **year**

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

- Person.h

Footballer Class Reference

Inheritance diagram for Footballer:



Public Member Functions

- **Footballer** (std::string forename, std::string surname, **Date** dob, **Height** height, **Weight** weight, Position position, std::string club, int apps, int goals, int price)
- void **set_club** (std::string club)
Sets the club.
- void **set_position** (Position position)
Sets the position.
- void **set_goals** (int goals)
Sets the goals.
- void **set_apps** (int apps)
Sets the apps.
- void **set_price** (int price)
Sets the price.
- std::string **get_club** ()
Gets the club.
- std::string **get_position** ()
Gets the position.
- int **get_goals** ()
Gets the goals.
- int **get_apps** ()
Gets the apps.
- int **get_price** ()
Gets the price.
- void **scored** ()
- void **played_game** ()
- void **hat_trick** ()
- void **release_on_a_free** ()

Member Function Documentation

int Footballer::get_apps ()

Gets the apps.

Returns:

the apps

std::string Footballer::get_club ()

Gets the club.

Returns:

the club

int Footballer::get_goals ()

Gets the goals.

Returns:

the goals

std::string Footballer::get_position ()

Gets the position.

Returns:

the position

int Footballer::get_price ()

Gets the price.

Returns:

the price

void Footballer::hat_trick ()

Returns:

HAT TRICKK woow

void Footballer::played_game ()

Returns:

Played a game

void Footballer::release_on_a_free ()

Returns:

released on a free

void Footballer::scored ()

Returns:

GOAL!!!

void Footballer::set_apps (int *apps*)

Sets the apps.

Parameters:

<i>apps</i>	
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void Footballer::set_club (std::string *club*)

Sets the club.

Parameters:

<i>club</i>	
-------------	--

void Footballer::set_goals (int *goals*)

Sets the goals.

Parameters:

<i>goals</i>	
--------------	--

void Footballer::set_position (Position *position*)

Sets the position.

Parameters:

<i>position</i>	
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void Footballer::set_price (int *price*)

Sets the price.

Parameters:

<i>price</i>	
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The documentation for this class was generated from the following files:

- Footballer.h
- Footballer.cpp

Height Struct Reference

Data Fields

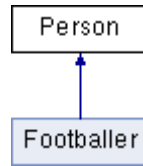
- int **feet**
- float **inch**

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

- Person.h

Person Class Reference

Inheritance diagram for Person:



Public Member Functions

- **Person** (std::string forename, std::string surname, **Date** dob, **Height** height, **Weight** weight)
- void **set_forename** (std::string forename)
- void **set_surname** (std::string surname)
- void **set_dob** (**Date** dob)
- void **set_height** (**Height** height)
- void **set_weight** (**Weight** weight)
- std::string **get_forename** ()
- std::string **get_surname** ()
- std::string **get_dob** ()
- std::string **get_height** ()
- std::string **get_weight** ()

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

- Person.h
- Person.cpp

Weight Struct Reference

Data Fields

- int **stones**
- float **pounds**

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

- Person.h

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