

Prog2HF

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1 Hierarchical Index

1.1 Class Hierarchy

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2 Class Index

2.1 Class List

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3 File Index

3.1 File List

Here is a list of all files with brief descriptions:

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C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/schtring.hpp	??
C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/SFML_test.cpp	??

4 Class Documentation

4.1 Build Class Reference

Egy gépkonfigot tárol.

```
#include <Builds.h>
```

Public Member Functions

- [Build](#) (size_t capacity=7)
- [~Build](#) ()
- template<typename T >
void [push_back](#) (T *part)
- int [get_price](#) ()
- void [print](#) (std::ostream &os) const
- void [load](#) (std::fstream &is, [Inventory](#) &inventory, [TempInput](#) &tmp)
- void [save](#) (std::ostream &os) const
- const [Part](#) * [operator\[\]](#) (int idx) const
- [Part](#) * [operator\[\]](#) (int idx)

4.1.1 Detailed Description

Egy gépkonfigot tárol.

4.1.2 Constructor & Destructor Documentation

4.1.2.1 Build()

```
Build::Build (  
    size_t capacity = 7 )    [inline]
```

4.1.2.2 ~Build()

```
Build::~~Build ( )    [inline]
```

4.1.3 Member Function Documentation

4.1.3.1 get_price()

```
int Build::get_price ( )    [inline]
```

4.1.3.2 load()

```
void Build::load (  
    std::fstream & is,  
    Inventory & inventory,  
    TempInput & tmp )
```

4.1.3.3 operator[]() [1/2]

```
const Part* Build::operator[] (
    int idx ) const [inline]
```

4.1.3.4 operator[]() [2/2]

```
Part* Build::operator[] (
    int idx ) [inline]
```

4.1.3.5 print()

```
void Build::print (
    std::ostream & os ) const
```

class neve

class szó levétele a class neve elől

4.1.3.6 push_back()

```
template<typename T >
void Build::push_back (
    T * part ) [inline]
```

4.1.3.7 save()

```
void Build::save (
    std::ostream & os ) const
```

class neve

class szó levétele a class neve elől

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

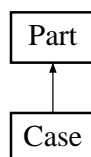
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Builds.h](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Builds.cpp](#)

4.2 Case Class Reference

Ház.

```
#include <Parts.h>
```

Inheritance diagram for Case:



Public Member Functions

- [Case](#) ([String](#) brand, [String](#) type, int price, [String](#) formfactor)
- [Case](#) ([TempInput](#) &tmp)
- void [print](#) (std::ostream &os) const
- void [print](#) ([utos_ostream](#) &tos) const
- void [print](#) ([simple_ostream](#) &tos) const
- void [print](#) ([typ_ostream](#) &tos) const

Additional Inherited Members

4.2.1 Detailed Description

Ház.

4.2.2 Constructor & Destructor Documentation

4.2.2.1 [Case\(\)](#) [1/2]

```
Case::Case (
    String brand,
    String type,
    int price,
    String formfactor ) [inline], [explicit]
```

4.2.2.2 [Case\(\)](#) [2/2]

```
Case::Case (
    TempInput & tmp ) [inline], [explicit]
```

4.2.3 Member Function Documentation

4.2.3.1 [print\(\)](#) [1/4]

```
void Case::print (
    std::ostream & os ) const [virtual]
```

Reimplemented from [Part](#).

4.2.3.2 print() [2/4]

```
void Case::print (
    utos_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

4.2.3.3 print() [3/4]

```
void Case::print (
    simple_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

4.2.3.4 print() [4/4]

```
void Case::print (
    typ_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

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

- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.h](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.cpp](#)

4.3 CompatibilityList Class Reference

```
#include <Compatibility.h>
```

Public Member Functions

- [CompatibilityList](#) ()
- [CompatibilityList](#) (String &)
- [~CompatibilityList](#) ()
- int [get_length](#) () const
- String * [get_listp](#) () const
- void [addItems](#) (String &)
- bool [operator==](#) (String &rhs)
- bool [operator==](#) (const char *rhs)

4.3.1 Constructor & Destructor Documentation

4.3.1.1 CompatibilityList() [1/2]

```
CompatibilityList::CompatibilityList ( ) [inline], [explicit]
```

4.3.1.2 CompatibilityList() [2/2]

```
CompatibilityList::CompatibilityList (
    String & slist ) [explicit]
```

4.3.1.3 ~CompatibilityList()

```
CompatibilityList::~~CompatibilityList ( ) [inline]
```

4.3.2 Member Function Documentation

4.3.2.1 addItems()

```
void CompatibilityList::addItems (
    String & slist )
```

4.3.2.2 get_length()

```
int CompatibilityList::get_length ( ) const [inline]
```

4.3.2.3 get_listp()

```
String* CompatibilityList::get_listp ( ) const [inline]
```

4.3.2.4 operator==() [1/2]

```
bool CompatibilityList::operator== (
    String & rhs ) [inline]
```

4.3.2.5 operator==() [2/2]

```
bool CompatibilityList::operator== (
    const char * rhs ) [inline]
```

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

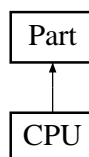
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Compatibility.h
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Compatibility.cpp

4.4 CPU Class Reference

Processzor.

```
#include <Parts.h>
```

Inheritance diagram for CPU:



Public Member Functions

- CPU (String brand, String type, int price, int clk, int cores, String socket, bool multithreading)
- CPU (TemplInput &tmp)
- void print (std::ostream &os) const
- void print (utos_ostream &tos) const
- void print (simple_ostream &tos) const
- void print (typ_ostream &tos) const

Additional Inherited Members

4.4.1 Detailed Description

Processzor.

4.4.2 Constructor & Destructor Documentation

4.4.2.1 CPU() [1/2]

```
CPU::CPU (
    String brand,
    String type,
    int price,
    int clk,
    int cores,
    String socket,
    bool multithreading ) [inline], [explicit]
```

4.4.2.2 CPU() [2/2]

```
CPU::CPU (
    TempInput & tmp ) [inline], [explicit]
```

4.4.3 Member Function Documentation

4.4.3.1 print() [1/4]

```
void CPU::print (
    std::ostream & os ) const [virtual]
```

Reimplemented from [Part](#).

4.4.3.2 print() [2/4]

```
void CPU::print (
    utos_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

4.4.3.3 print() [3/4]

```
void CPU::print (
    simple_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

4.4.3.4 print() [4/4]

```
void CPU::print (
    typ_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

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

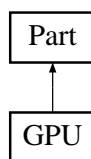
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.h](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.cpp](#)

4.5 GPU Class Reference

Videókártya.

```
#include <Parts.h>
```

Inheritance diagram for GPU:



Public Member Functions

- [GPU](#) ([String brand](#), [String type](#), int [price](#), int clk, int vram)
- [GPU](#) ([TemplInput](#) &tmp)
- void [print](#) (std::ostream &os) const
- void [print](#) ([utos_ostream](#) &tos) const
- void [print](#) ([simple_ostream](#) &tos) const
- void [print](#) ([typ_ostream](#) &tos) const

Additional Inherited Members

4.5.1 Detailed Description

Videókártya.

4.5.2 Constructor & Destructor Documentation

4.5.2.1 GPU() [1/2]

```
GPU::GPU (
    String brand,
    String type,
    int price,
    int clk,
    int vram ) [inline], [explicit]
```

4.5.2.2 GPU() [2/2]

```
GPU::GPU (
    TempInput & tmp ) [inline], [explicit]
```

4.5.3 Member Function Documentation

4.5.3.1 print() [1/4]

```
void GPU::print (
    std::ostream & os ) const [virtual]
```

Reimplemented from [Part](#).

4.5.3.2 print() [2/4]

```
void GPU::print (
    utos_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

4.5.3.3 print() [3/4]

```
void GPU::print (
    simple_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

4.5.3.4 `print()` [4/4]

```
void GPU::print (
    typ_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

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

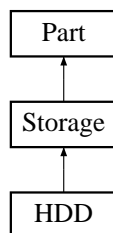
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.h](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.cpp](#)

4.6 HDD Class Reference

Merevlemez.

```
#include <Parts.h>
```

Inheritance diagram for HDD:



Public Member Functions

- [HDD](#) ([String brand](#), [String type](#), int [price](#), int [size](#), int [readspeed](#), int [writespeed](#), int rpm)
- [HDD](#) ([TemplInput](#) &tmp)
- void [print](#) (std::ostream &os) const
- void [print](#) ([utos_ostream](#) &tos) const
- void [print](#) ([simple_ostream](#) &tos) const
- void [print](#) ([typ_ostream](#) &tos) const

Additional Inherited Members

4.6.1 Detailed Description

Merevlemez.

4.6.2 Constructor & Destructor Documentation

4.6.2.1 HDD() [1/2]

```
HDD::HDD (
    String brand,
    String type,
    int price,
    int size,
    int readspeed,
    int writespeed,
    int rpm ) [inline], [explicit]
```

4.6.2.2 HDD() [2/2]

```
HDD::HDD (
    TempInput & tmp ) [inline], [explicit]
```

4.6.3 Member Function Documentation

4.6.3.1 print() [1/4]

```
void HDD::print (
    std::ostream & os ) const [virtual]
```

Reimplemented from [Storage](#).

4.6.3.2 print() [2/4]

```
void HDD::print (
    utos_ostream & tos ) const [virtual]
```

Reimplemented from [Storage](#).

4.6.3.3 print() [3/4]

```
void HDD::print (
    simple_ostream & tos ) const [virtual]
```

Reimplemented from [Storage](#).

4.6.3.4 print() [4/4]

```
void HDD::print (
    typ_ostream & tos ) const [virtual]
```

Reimplemented from [Storage](#).

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

- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.h](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.cpp](#)

4.7 Inventory Class Reference

Alkatrész tároló

```
#include <Inventory.h>
```

Public Member Functions

- [Inventory](#) (size_t capacity=1)
- [~Inventory](#) ()
- int [get_size](#) ()
- [String](#) [get_type](#) (int i)
- void [loadPart](#) (std::fstream &is, [TemplInput](#) &tmp, [enumPart](#))
Betölt egy alkatrészt fájlból.
- void [loadPart](#) (std::istream &is, [TemplInput](#) &tmp, [enumPart](#))
Betölt egy alkatrészt terminalból.
- void [save](#) (std::ostream &os)
Raktár mentése egy streamre.
- void [print](#) (std::ostream &os, const [String](#) &test="-1")
Raktár kiírása egy streamre.
- void [remove](#) (int idx)
Egy alkatrész kitörése a raktárból.
- int [findbyType](#) (const [String](#) &s0) const
Megkeres egy alkatrészt a típusa alapján és visszaadja az indexét.
- template<typename T >
void [push_back](#) (T *part, [String](#) type)
Egy alkatrész hozzáadása a raktárhoz.
- const [Part](#) * [operator\[\]](#) (int idx) const
- [Part](#) * [operator\[\]](#) (int idx)

4.7.1 Detailed Description

Alkatrész tároló

4.7.2 Constructor & Destructor Documentation

4.7.2.1 Inventory()

```
Inventory::Inventory (
    size_t capacity = 1 ) [inline]
```

4.7.2.2 ~Inventory()

```
Inventory::~~Inventory ( ) [inline]
```

4.7.3 Member Function Documentation

4.7.3.1 findbyType()

```
int Inventory::findbyType (
    const String & s0 ) const
```

Megkeres egy alkatrészt a típusa alapján és visszaadja az indexét.

4.7.3.2 get_size()

```
int Inventory::get_size ( ) [inline]
```

4.7.3.3 get_type()

```
String Inventory::get_type (
    int i ) [inline]
```

4.7.3.4 loadPart() [1/2]

```
void Inventory::loadPart (
    std::fstream & is,
    TempInput & tmp,
    enumPart e )
```

Betölt egy alkatrészt fájlból.

4.7.3.5 loadPart() [2/2]

```
void Inventory::loadPart (
    std::istream & is,
    TempInput & tmp,
    enumPart e )
```

Betölt egy alkatrészt terminalból.

4.7.3.6 operator[]() [1/2]

```
const Part* Inventory::operator[] (
    int idx ) const [inline]
```

4.7.3.7 operator[]() [2/2]

```
Part* Inventory::operator[] (
    int idx ) [inline]
```

4.7.3.8 print()

```
void Inventory::print (
    std::ostream & os,
    const String & test = "-1" )
```

Raktár kiírása egy streamre.

4.7.3.9 push_back()

```
template<typename T >
void Inventory::push_back (
    T * part,
    String type )
```

Egy alkatrész hozzáadása a raktárhoz.

4.7.3.10 remove()

```
void Inventory::remove (
    int idx )
```

Egy alkatrész kitörlése a raktárból.

4.7.3.11 save()

```
void Inventory::save (
    std::ostream & os )
```

Raktár mentése egy streamre.

class neve

class szó levétele a class neve elől

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

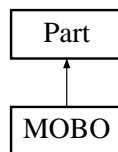
- [C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Inventory.h](#)
- [C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Inventory.cpp](#)

4.8 MOBO Class Reference

Alaplap.

```
#include <Parts.h>
```

Inheritance diagram for MOBO:



Public Member Functions

- [MOBO](#) ([String brand](#), [String type](#), int [price](#), [String socket](#), [String chipset](#), [String formfactor](#))
- [MOBO](#) ([TemplInput &tmp](#))
- void [print](#) (std::ostream &os) const
- void [print](#) ([utos_ostream](#) &tos) const
- void [print](#) ([simple_ostream](#) &tos) const
- void [print](#) ([typ_ostream](#) &tos) const

Additional Inherited Members

4.8.1 Detailed Description

Alaplap.

4.8.2 Constructor & Destructor Documentation

4.8.2.1 MOBO() [1/2]

```
MOBO::MOBO (
    String brand,
    String type,
    int price,
    String socket,
    String chipset,
    String formfactor ) [inline], [explicit]
```

4.8.2.2 MOBO() [2/2]

```
MOBO::MOBO (
    TempInput & tmp ) [inline], [explicit]
```

4.8.3 Member Function Documentation

4.8.3.1 print() [1/4]

```
void MOBO::print (
    std::ostream & os ) const [virtual]
```

Reimplemented from [Part](#).

4.8.3.2 print() [2/4]

```
void MOBO::print (
    utos_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

4.8.3.3 print() [3/4]

```
void MOBO::print (
    simple_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

4.8.3.4 print() [4/4]

```
void MOBO::print (
    typ_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

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

- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.h](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.cpp](#)

4.9 Orders Class Reference

A megrendelt konfigurát tárolja.

```
#include <Builds.h>
```

Public Member Functions

- [Orders](#) (size_t capacity=1)
- [~Orders](#) ()
- int [get_size](#) ()
- void [push_back](#) (Build *build)
- void [load](#) (std::fstream &is, [Inventory](#) &inventory, [TemplInput](#) &tmp)
- void [save](#) (std::ostream &os) const
- void [complete](#) (int idx)
- void [remove](#) (int idx)
- void [print](#) (std::ostream &os) const
- void [print](#) ([simple_ostream](#) &tos) const
- const Build * [operator\[\]](#) (int idx) const
- Build * [operator\[\]](#) (int idx)

4.9.1 Detailed Description

A megrendelt konfigurát tárolja.

4.9.2 Constructor & Destructor Documentation

4.9.2.1 Orders()

```
Orders::Orders (
    size_t capacity = 1 ) [inline]
```

4.9.2.2 ~Orders()

```
Orders::~~Orders ( ) [inline]
```

4.9.3 Member Function Documentation

4.9.3.1 complete()

```
void Orders::complete (
    int idx )
```

4.9.3.2 get_size()

```
int Orders::get_size ( ) [inline]
```

4.9.3.3 load()

```
void Orders::load (
    std::fstream & is,
    Inventory & inventory,
    TempInput & tmp )
```

4.9.3.4 operator[]() [1/2]

```
const Build* Orders::operator[] (
    int idx ) const [inline]
```

4.9.3.5 operator[]() [2/2]

```
Build* Orders::operator[] (
    int idx ) [inline]
```

4.9.3.6 print() [1/2]

```
void Orders::print (
    std::ostream & os ) const
```

4.9.3.7 print() [2/2]

```
void Orders::print (
    simple_ostream & tos ) const
```

4.9.3.8 push_back()

```
void Orders::push_back (
    Build * build ) [inline]
```

4.9.3.9 remove()

```
void Orders::remove (
    int idx )
```

4.9.3.10 save()

```
void Orders::save (
    std::ostream & os ) const
```

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

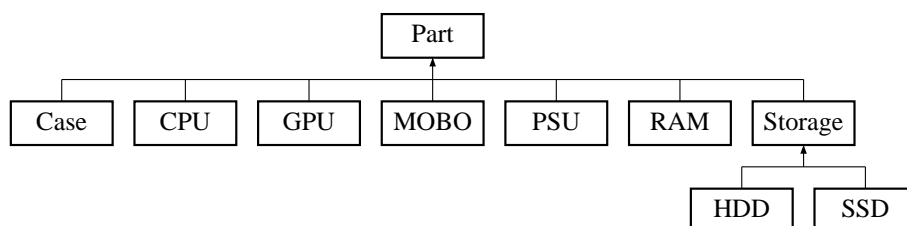
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Builds.h](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Builds.cpp](#)

4.10 Part Class Reference

Alap alkatrész típus.

```
#include <Parts.h>
```

Inheritance diagram for Part:



Public Member Functions

- [Part](#) ([String brand](#)="", [String type](#)="", [int price](#)=0)
- virtual [~Part](#) ()
- virtual [int get_price](#) ()
- virtual [String get_type](#) ()
- virtual void [print](#) (std::ostream &os) const
- virtual void [print](#) (utos_ostream &tos) const
- virtual void [print](#) (simple_ostream &tos) const
- virtual void [print](#) (typ_ostream &tos) const

Protected Attributes

- [String brand](#)
Gyártó
- [String type](#)
Típus.
- [int price](#)
Ár.

4.10.1 Detailed Description

Alap alkatrész típus.

4.10.2 Constructor & Destructor Documentation

4.10.2.1 Part()

```
Part::Part (
    String brand = "",
    String type = "",
    int price = 0 ) [inline]
```

4.10.2.2 ~Part()

```
virtual Part::~~Part ( ) [inline], [virtual]
```

4.10.3 Member Function Documentation

4.10.3.1 get_price()

```
virtual int Part::get_price ( ) [inline], [virtual]
```


4.10.3.2 `get_type()`

```
virtual String Part::get_type ( ) [inline], [virtual]
```

4.10.3.3 `print()` [1/4]

```
void Part::print (
    std::ostream & os ) const [virtual]
```

Reimplemented in [HDD](#), [SSD](#), [Storage](#), [PSU](#), [Case](#), [RAM](#), [MOBO](#), [GPU](#), and [CPU](#).

4.10.3.4 `print()` [2/4]

```
void Part::print (
    utos\_ostream & tos ) const [virtual]
```

Reimplemented in [HDD](#), [SSD](#), [Storage](#), [PSU](#), [Case](#), [RAM](#), [MOBO](#), [GPU](#), and [CPU](#).

4.10.3.5 `print()` [3/4]

```
void Part::print (
    simple\_ostream & tos ) const [virtual]
```

Reimplemented in [HDD](#), [SSD](#), [Storage](#), [PSU](#), [Case](#), [RAM](#), [MOBO](#), [GPU](#), and [CPU](#).

4.10.3.6 `print()` [4/4]

```
void Part::print (
    typ\_ostream & tos ) const [virtual]
```

Reimplemented in [HDD](#), [SSD](#), [Storage](#), [PSU](#), [Case](#), [RAM](#), [MOBO](#), [GPU](#), and [CPU](#).

4.10.4 Member Data Documentation

4.10.4.1 `brand`

```
String Part::brand [protected]
```

Gyártó

4.10.4.2 price

```
int Part::price [protected]
```

Ár.

4.10.4.3 type

```
String Part::type [protected]
```

Típus.

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

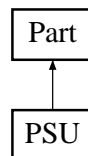
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.h](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.cpp](#)

4.11 PSU Class Reference

Táp.

```
#include <Parts.h>
```

Inheritance diagram for PSU:



Public Member Functions

- [PSU](#) ([String brand](#), [String type](#), int [price](#), int wattage)
- [PSU](#) ([TemplInput](#) &tmp)
- void [print](#) (std::ostream &os) const
- void [print](#) ([utos_ostream](#) &tos) const
- void [print](#) ([simple_ostream](#) &tos) const
- void [print](#) ([typ_ostream](#) &tos) const

Additional Inherited Members

4.11.1 Detailed Description

Táp.

4.11.2 Constructor & Destructor Documentation

4.11.2.1 PSU() [1/2]

```
PSU::PSU (
    String brand,
    String type,
    int price,
    int wattage ) [inline], [explicit]
```

4.11.2.2 PSU() [2/2]

```
PSU::PSU (
    TempInput & tmp ) [inline], [explicit]
```

4.11.3 Member Function Documentation

4.11.3.1 print() [1/4]

```
void PSU::print (
    std::ostream & os ) const [virtual]
```

Reimplemented from [Part](#).

4.11.3.2 print() [2/4]

```
void PSU::print (
    utos_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

4.11.3.3 print() [3/4]

```
void PSU::print (
    simple_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

4.11.3.4 `print()` [4 / 4]

```
void PSU::print (
    typ\_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

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

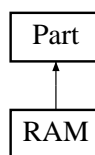
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.h](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.cpp](#)

4.12 RAM Class Reference

Memória.

```
#include <Parts.h>
```

Inheritance diagram for RAM:



Public Member Functions

- [RAM](#) ([String brand](#), [String type](#), int [price](#), int clk, int size)
- [RAM](#) ([TemplInput](#) &tmp)
- void [print](#) (std::ostream &os) const
- void [print](#) ([utos_ostream](#) &tos) const
- void [print](#) ([simple_ostream](#) &tos) const
- void [print](#) ([typ_ostream](#) &tos) const

Additional Inherited Members

4.12.1 Detailed Description

Memória.

4.12.2 Constructor & Destructor Documentation

4.12.2.1 RAM() [1/2]

```
RAM::RAM (
    String brand,
    String type,
    int price,
    int clk,
    int size ) [inline], [explicit]
```

4.12.2.2 RAM() [2/2]

```
RAM::RAM (
    TempInput & tmp ) [inline], [explicit]
```

4.12.3 Member Function Documentation

4.12.3.1 print() [1/4]

```
void RAM::print (
    std::ostream & os ) const [virtual]
```

Reimplemented from [Part](#).

4.12.3.2 print() [2/4]

```
void RAM::print (
    utos_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

4.12.3.3 print() [3/4]

```
void RAM::print (
    simple_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

4.12.3.4 print() [4 / 4]

```
void RAM::print (
    typ_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

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

- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.h](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.cpp](#)

4.13 simple_ostream Struct Reference

csak paraméter stream manipulator

```
#include <schtring.hpp>
```

Public Attributes

- std::ostream & [os](#)

4.13.1 Detailed Description

csak paraméter stream manipulator

4.13.2 Member Data Documentation

4.13.2.1 os

```
std::ostream& simple_ostream::os
```

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

- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[schtring.hpp](#)

4.14 simple_t Struct Reference

csak paraméter toggle

```
#include <schtring.hpp>
```

4.14.1 Detailed Description

csak paraméter toggle

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

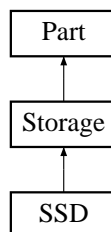
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[schtring.hpp](#)

4.15 SSD Class Reference

[SSD](#).

```
#include <Parts.h>
```

Inheritance diagram for SSD:



Public Member Functions

- [SSD](#) ([String](#) brand, [String](#) type, int [price](#), int [size](#), int [readspeed](#), int [writespeed](#), [String](#) formfactor, [String](#) flashtype)
- [SSD](#) ([TemplInput](#) &tmp)
- void [print](#) (std::ostream &os) const
- void [print](#) ([utos_ostream](#) &tos) const
- void [print](#) ([simple_ostream](#) &tos) const
- void [print](#) ([typ_ostream](#) &tos) const

Additional Inherited Members

4.15.1 Detailed Description

[SSD](#).

4.15.2 Constructor & Destructor Documentation

4.15.2.1 SSD() [1/2]

```
SSD::SSD (
    String brand,
    String type,
    int price,
    int size,
    int readspeed,
    int writespeed,
    String formfactor,
    String flashtype ) [inline], [explicit]
```

4.15.2.2 SSD() [2/2]

```
SSD::SSD (
    TempInput & tmp ) [inline], [explicit]
```

4.15.3 Member Function Documentation

4.15.3.1 print() [1/4]

```
void SSD::print (
    std::ostream & os ) const [virtual]
```

Reimplemented from [Storage](#).

4.15.3.2 print() [2/4]

```
void SSD::print (
    utos_ostream & tos ) const [virtual]
```

Reimplemented from [Storage](#).

4.15.3.3 print() [3/4]

```
void SSD::print (
    simple_ostream & tos ) const [virtual]
```

Reimplemented from [Storage](#).

4.15.3.4 print() [4 / 4]

```
void SSD::print (
    typ_ostream & tos ) const [virtual]
```

Reimplemented from [Storage](#).

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

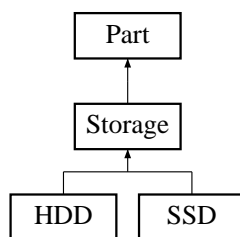
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.h](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.cpp](#)

4.16 Storage Class Reference

Tárhely alap.

```
#include <Parts.h>
```

Inheritance diagram for Storage:



Public Member Functions

- [Storage](#) ([String brand](#), [String type](#), int [price](#), int [size](#), int [readspeed](#), int [writespeed](#))
- virtual void [print](#) (std::ostream &os) const
- virtual void [print](#) (utos_ostream &tos) const
- virtual void [print](#) (simple_ostream &tos) const
- virtual void [print](#) (typ_ostream &tos) const

Protected Attributes

- int [size](#)
Méret.
- int [readspeed](#)
Olvasási sebesség.
- int [writespeed](#)
Írási sebesség.

4.16.1 Detailed Description

Tárhely alap.

4.16.2 Constructor & Destructor Documentation

4.16.2.1 Storage()

```
Storage::Storage (
    String brand,
    String type,
    int price,
    int size,
    int readspeed,
    int writespeed ) [inline], [explicit]
```

4.16.3 Member Function Documentation

4.16.3.1 print() [1/4]

```
void Storage::print (
    std::ostream & os ) const [virtual]
```

Reimplemented from [Part](#).

Reimplemented in [HDD](#), and [SSD](#).

4.16.3.2 print() [2/4]

```
void Storage::print (
    utos_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

Reimplemented in [HDD](#), and [SSD](#).

4.16.3.3 print() [3/4]

```
void Storage::print (
    simple_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

Reimplemented in [HDD](#), and [SSD](#).

4.16.3.4 `print()` [4/4]

```
void Storage::print (
    typ_ostream & tos ) const [virtual]
```

Reimplemented from [Part](#).

Reimplemented in [HDD](#), and [SSD](#).

4.16.4 Member Data Documentation

4.16.4.1 `readspeed`

```
int Storage::readspeed [protected]
```

Olvasási sebesség.

4.16.4.2 `size`

```
int Storage::size [protected]
```

Méret.

4.16.4.3 `writespeed`

```
int Storage::writespeed [protected]
```

Írási sebesség.

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

- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.h](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.cpp](#)

4.17 String Class Reference

```
#include <schtring.hpp>
```

Public Member Functions

- `size_t size () const`
hossz lezáró nulla nélkül
- `size_t length () const`
Visszaadja a string hosszát.
- `String ()`
Default konstruktor.
- `String (char ch)`
Konstruktor: egy char karakterre.
- `String (const char *p)`
Konstruktor: egy karakter tömbre.
- `String (const String &s1)`
Konstruktor: egy másik Stringre.
- `const char * c_str () const`
C-stringet ad vissza.
- `~String ()`
Destruktor.
- `String & operator= (const String &rhs_s)`
Egyenlőség operator.
- `String & operator+= (const String &rhs_s)`
Pluszegyenlő operator.
- `String operator+ (const String &rhs_s) const`
string + string
- `String operator+ (char rhs_c)`
string + karakter
- `bool operator== (String &rhs_s) const`
hasonlító operator stringgel
- `bool operator== (const String &rhs_s) const`
- `bool operator== (const char *rhs_s)`
hasonlító operator char tömbbel
- `bool operator== (const char *rhs_s) const`
- `String operator-- (int a)`
kitörli az utolsó karaktert a stringből
- `char & operator[] (unsigned int idx)`
index operator
- `const char & operator[] (unsigned int idx) const`
index operator
- `void erase ()`
törli a stringben lévő karaktereket
- `void removeFirstX (int x)`
törli az első x karaktert a stringből

4.17.1 Constructor & Destructor Documentation

4.17.1.1 `String()` [1/4]

```
String::String ( ) [inline]
```

Default konstruktor.

4.17.1.2 `String()` [2/4]

```
String::String (
    char ch )
```

Konstruktor: egy char karakterre.

4.17.1.3 `String()` [3/4]

```
String::String (
    const char * p )
```

Konstruktor: egy karakter tömbre.

4.17.1.4 `String()` [4/4]

```
String::String (
    const String & s1 )
```

Konstruktor: egy másik Stringre.

4.17.1.5 `~String()`

```
String::~~String ( ) [inline]
```

Destruktor.

4.17.2 Member Function Documentation

4.17.2.1 `c_str()`

```
const char* String::c_str ( ) const [inline]
```

C-stringet ad vissza.

4.17.2.2 erase()

```
void String::erase ( ) [inline]
```

törli a stringben lévő karaktereket

4.17.2.3 length()

```
size_t String::length ( ) const [inline]
```

Visszaadja a string hosszát.

4.17.2.4 operator+() [1/2]

```
String String::operator+ (
    const String & rhs_s ) const
```

string + string

4.17.2.5 operator+() [2/2]

```
String String::operator+ (
    char rhs_c ) [inline]
```

string + karakter

4.17.2.6 operator+=()

```
String& String::operator+= (
    const String & rhs_s ) [inline]
```

Pluszegyenlő operator.

4.17.2.7 operator--()

```
String String::operator-- (
    int a )
```

kitörli az utolsó karaktert a stringből

4.17.2.8 operator=()

```
String & String::operator= (
    const String & rhs_s )
```

Egyenlőség operator.

4.17.2.9 operator==([1/4]

```
bool String::operator== (
    String & rhs_s ) const
```

hasonlító operator stringgel

4.17.2.10 operator==([2/4]

```
bool String::operator== (
    const String & rhs_s ) const
```

4.17.2.11 operator==([3/4]

```
bool String::operator== (
    const char * rhs_s )
```

hasonlító operator char tömbbel

4.17.2.12 operator==([4/4]

```
bool String::operator== (
    const char * rhs_s ) const
```

4.17.2.13 operator[]([1/2]

```
char & String::operator[] (
    unsigned int idx )
```

index operator

4.17.2.14 operator[]() [2/2]

```
const char & String::operator[] (
    unsigned int idx ) const
```

index operator

4.17.2.15 removeFirstX()

```
void String::removeFirstX (
    int x )
```

törli az első x karaktert a stringből

4.17.2.16 size()

```
size_t String::size ( ) const [inline]
```

hossz lezáró nulla nélkül

Visszaadja a string hosszát

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

- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[schtring.hpp](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[schtring.cpp](#)

4.18 TemplInput Struct Reference

Lehetséges inputokat tárolja adatokkal való konstruáláshoz.

```
#include <Parts.h>
```

Public Attributes

- [String instruction](#)
Mihez tartozik a változó
- [String cname](#)
Kompatibilitás lista neve.
- [String brand](#)
Gyártó
- [String type](#)
Típus.
- [int price](#)
Ár.
- [String socket](#)
Foglalat.

- int `clk`
Órajel.
- int `cores`
Magok száma.
- bool `multithreading`
Multithreading support.
- String `chipset`
Chipset.
- String `formfactor`
Méret szabvány.
- int `size`
Memória méret.
- int `wattage`
Teljesítmény.
- int `readspeed`
Olvasási sebesség.
- int `writespeed`
Írási sebesség.
- String `flashtype`
Flash csip típusa.
- int `rpm`
Fordulatszám.

4.18.1 Detailed Description

Lehetséges inputokat tárolja adatokkal való konstruáláshoz.

4.18.2 Member Data Documentation

4.18.2.1 brand

```
String TempInput::brand
```

Gyártó

4.18.2.2 chipset

```
String TempInput::chipset
```

Chipset.

4.18.2.3 clk

```
int TempInput::clk
```

Órajel.

4.18.2.4 cname

```
String TempInput::cname
```

Kompatibilitás lista neve.

4.18.2.5 cores

```
int TempInput::cores
```

Magok száma.

4.18.2.6 flashtype

```
String TempInput::flashtype
```

Flash csip típusa.

4.18.2.7 formfactor

```
String TempInput::formfactor
```

Méret szabvány.

4.18.2.8 instruction

```
String TempInput::instruction
```

Mihez tartozik a változó

4.18.2.9 multithreading

```
bool TempInput::multithreading
```

Multithreading support.

4.18.2.10 price

```
int TempInput::price
```

Ár.

4.18.2.11 readspeed

```
int TempInput::readspeed
```

Olvasási sebesség.

4.18.2.12 rpm

```
int TempInput::rpm
```

Fordulatszám.

4.18.2.13 size

```
int TempInput::size
```

Memória méret.

4.18.2.14 socket

```
String TempInput::socket
```

Foglalat.

4.18.2.15 type

```
String TempInput::type
```

Típus.

4.18.2.16 wattage

```
int TempInput::wattage
```

Teljesítmény.

4.18.2.17 writespeed

```
int TempInput::writespeed
```

Írási sebesség.

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

- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[Parts.h](#)

4.19 typ_ostream Struct Reference

csak típus stream manipulator

```
#include <schtring.hpp>
```

Public Attributes

- std::ostream & [os](#)

4.19.1 Detailed Description

csak típus stream manipulator

4.19.2 Member Data Documentation

4.19.2.1 os

```
std::ostream& typ_ostream::os
```

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

- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[schtring.hpp](#)

4.20 typ_t Struct Reference

csak típus toggle

```
#include <schtring.hpp>
```

4.20.1 Detailed Description

csak típus toggle

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

- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[schtring.hpp](#)

4.21 utos_ostream Struct Reference

szóközösítő stream manipulator

```
#include <schtring.hpp>
```

Public Attributes

- std::ostream & [os](#)

4.21.1 Detailed Description

szóközösítő stream manipulator

4.21.2 Member Data Documentation

4.21.2.1 os

```
std::ostream& utos_ostream::os
```

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

- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[schtring.hpp](#)

4.22 utos_t Struct Reference

szóközösítő toggle

```
#include <schtring.hpp>
```

4.22.1 Detailed Description

szóközösítő toggle

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

- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/[schtring.hpp](#)

5 File Documentation

5.1 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/atest.cpp File Reference

```
#include "atest.h"
```

Functions

- void [test1](#) (std::fstream &partsFile, const char filename[52])
Test the if the parts file could be opened.
- bool [test3](#) (String test1, String test2)
Test the non case sensitive String compare.
- bool [test4](#) (String asd, const char *test)
Test the string shortener.
- bool [test5](#) (String asd, const char *test)
Test the string first x character removal.

5.1.1 Function Documentation

5.1.1.1 test1()

```
void test1 (
    std::fstream & partsFile,
    const char filename[52] )
```

Test the if the parts file could be opened.

5.1.1.2 test3()

```
bool test3 (
    String test1,
    String test2 )
```

Test the non case sensitive String compare.

5.1.1.3 test4()

```
bool test4 (
    String asd,
    const char * test )
```

Test the string shortener.

5.1.1.4 test5()

```
bool test5 (
    String asd,
    const char * test )
```

Test the string first x character removal.

5.2 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/atest.h File Reference

```
#include "main.h"
```

Functions

- void [test1](#) (std::fstream &partsFile, const char partsfilename[52])
Test the if the parts file could be opened.
- bool [test3](#) (String test1, String test2)
Test the non case sensitive String compare.
- bool [test4](#) (String asd, const char *test)
Test the string shortener.
- bool [test5](#) (String asd, const char *test)
Test the string first x character removal.

5.2.1 Function Documentation

5.2.1.1 test1()

```
void test1 (
    std::fstream & partsFile,
    const char partsfilename[52] )
```

Test the if the parts file could be opened.

5.2.1.2 test3()

```
bool test3 (
    String test1,
    String test2 )
```

Test the non case sensitive String compare.

5.2.1.3 test4()

```
bool test4 (
    String asd,
    const char * test )
```

Test the string shortener.

5.2.1.4 test5()

```
bool test5 (
    String asd,
    const char * test )
```

Test the string first x character removal.

5.3 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Builds.cpp File Reference

```
#include "Builds.h"
```

Functions

- std::ostream & operator<< (std::ostream &os, const Build &b)
- std::ostream & operator<< (std::ostream &os, const Orders &o)
- std::ostream & operator<< (simple_ostream tos, const Orders &o)

5.3.1 Function Documentation

5.3.1.1 operator<<() [1/3]

```
std::ostream& operator<< (
    std::ostream & os,
    const Build & b )
```

5.3.1.2 operator<<() [2/3]

```
std::ostream& operator<< (
    std::ostream & os,
    const Orders & o )
```


5.3.1.3 operator<<() [3/3]

```
std::ostream& operator<< (
    simple_ostream tos,
    const Orders & o )
```

5.4 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Builds.h File Reference

```
#include "Inventory.h"
```

Classes

- class [Build](#)
Egy gépkonfigot tárol.
- class [Orders](#)
A megrendelt konfigokat tárolja.

Functions

- std::ostream & [operator<<](#) (std::ostream &os, const [Build](#) &b)
- std::ostream & [operator<<](#) (std::ostream &os, const [Orders](#) &o)
- std::ostream & [operator<<](#) ([simple_ostream](#) tos, const [Orders](#) &o)

5.4.1 Function Documentation

5.4.1.1 operator<<() [1/3]

```
std::ostream& operator<< (
    std::ostream & os,
    const Build & b )
```

5.4.1.2 operator<<() [2/3]

```
std::ostream& operator<< (
    std::ostream & os,
    const Orders & o )
```

5.4.1.3 operator<<() [3/3]

```
std::ostream& operator<< (
    simple_ostream tos,
    const Orders & o )
```

5.5 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Compatibility.cpp File Reference

```
#include "Compatibility.h"
```

Functions

- `std::ostream & operator<< (std::ostream &os, const CompatibilityList &cl)`

5.5.1 Function Documentation

5.5.1.1 operator<<()

```
std::ostream& operator<< (
    std::ostream & os,
    const CompatibilityList & cl )
```

5.6 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Compatibility.h File Reference

```
#include <iostream>
#include "schtring.hpp"
```

Classes

- class `CompatibilityList`

Functions

- `std::ostream & operator<< (std::ostream &os, const CompatibilityList &cl)`
- `template<typename T1 = String, typename T2 = String>`
`bool compatible (T1 is, T2 with, CompatibilityList cl)`

5.6.1 Function Documentation

5.6.1.1 compatible()

```
template<typename T1 = String, typename T2 = String>
bool compatible (
    T1 is,
    T2 with,
    CompatibilityList cl )
```

5.6.1.2 operator<<()

```
std::ostream& operator<< (
    std::ostream & os,
    const CompatibilityList & cl )
```

5.7 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Inventory.cpp File Reference

```
#include "Inventory.h"
```

Functions

- void [loadParams](#) (std::fstream &is, [TemplInput](#) &tmp, int const params)
Jelölök alapján betölti az alkatrész paramétereit.
- void [loadBaseParams](#) (std::istream &is, [TemplInput](#) &tmp)
- void [loadCPUParams](#) (std::istream &is, [TemplInput](#) &tmp)
- void [loadGPUParams](#) (std::istream &is, [TemplInput](#) &tmp)
- void [loadMOBOParams](#) (std::istream &is, [TemplInput](#) &tmp)
- void [loadRAMParams](#) (std::istream &is, [TemplInput](#) &tmp)
- void [loadCaseParams](#) (std::istream &is, [TemplInput](#) &tmp)
- void [loadPSUParams](#) (std::istream &is, [TemplInput](#) &tmp)
- void [loadSSDParams](#) (std::istream &is, [TemplInput](#) &tmp)
- void [loadHDDParams](#) (std::istream &is, [TemplInput](#) &tmp)

5.7.1 Function Documentation

5.7.1.1 loadBaseParams()

```
void loadBaseParams (
    std::istream & is,
    TemplInput & tmp )
```

5.7.1.2 loadCaseParams()

```
void loadCaseParams (
    std::istream & is,
    TemplInput & tmp )
```

5.7.1.3 loadCPUParams()

```
void loadCPUParams (
    std::istream & is,
    TemplInput & tmp )
```

5.7.1.4 loadGPUParams()

```
void loadGPUParams (
    std::istream & is,
    TempInput & tmp )
```

5.7.1.5 loadHDDParams()

```
void loadHDDParams (
    std::istream & is,
    TempInput & tmp )
```

5.7.1.6 loadMOBOParams()

```
void loadMOBOParams (
    std::istream & is,
    TempInput & tmp )
```

5.7.1.7 loadParams()

```
void loadParams (
    std::fstream & is,
    TempInput & tmp,
    int const params )
```

Jelölők alapján betölti az alkatrész paramétereit.

5.7.1.8 loadPSUParams()

```
void loadPSUParams (
    std::istream & is,
    TempInput & tmp )
```

5.7.1.9 loadRAMParams()

```
void loadRAMParams (
    std::istream & is,
    TempInput & tmp )
```

5.7.1.10 loadSSDParams()

```
void loadSSDParams (
    std::istream & is,
    TempInput & tmp )
```

5.8 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Inventory.h File Reference

```
#include "Parts.h"
#include <fstream>
```

Classes

- class [Inventory](#)
Alkatrész tároló

Functions

- void [loadParams](#) (std::fstream &is, [TempInput](#) &tmp, int const params)
Jelölők alapján betölti az alkatrész paramétereit.
- void [loadBaseParams](#) (std::istream &is, [TempInput](#) &tmp)
- void [loadCPUParams](#) (std::istream &is, [TempInput](#) &tmp)
- void [loadGPUParams](#) (std::istream &is, [TempInput](#) &tmp)
- void [loadMOBOParams](#) (std::istream &is, [TempInput](#) &tmp)
- void [loadRAMParams](#) (std::istream &is, [TempInput](#) &tmp)
- void [loadCaseParams](#) (std::istream &is, [TempInput](#) &tmp)
- void [loadPSUParams](#) (std::istream &is, [TempInput](#) &tmp)
- void [loadSSDParams](#) (std::istream &is, [TempInput](#) &tmp)
- void [loadHDDParams](#) (std::istream &is, [TempInput](#) &tmp)

5.8.1 Function Documentation

5.8.1.1 loadBaseParams()

```
void loadBaseParams (
    std::istream & is,
    TempInput & tmp )
```

5.8.1.2 loadCaseParams()

```
void loadCaseParams (
    std::istream & is,
    TempInput & tmp )
```

5.8.1.3 loadCPUParams()

```
void loadCPUParams (
    std::istream & is,
    TempInput & tmp )
```

5.8.1.4 loadGPUParams()

```
void loadGPUParams (
    std::istream & is,
    TempInput & tmp )
```

5.8.1.5 loadHDDParams()

```
void loadHDDParams (
    std::istream & is,
    TempInput & tmp )
```

5.8.1.6 loadMOBOParams()

```
void loadMOBOParams (
    std::istream & is,
    TempInput & tmp )
```

5.8.1.7 loadParams()

```
void loadParams (
    std::fstream & is,
    TempInput & tmp,
    int const params )
```

Jelölők alapján betölti az alkatrész paramétereit.

5.8.1.8 loadPSUParams()

```
void loadPSUParams (
    std::istream & is,
    TempInput & tmp )
```

5.8.1.9 loadRAMParams()

```
void loadRAMParams (
    std::istream & is,
    TempInput & tmp )
```

5.8.1.10 loadSSDParams()

```
void loadSSDParams (
    std::istream & is,
    TempInput & tmp )
```

5.9 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/main.cpp File Reference

```
#include "main.h"
```

Functions

- int [main](#) (int argc, char **argv)
- template<typename T >
void [save](#) (std::fstream &tempFile, std::fstream &origFile, T &classwithsavefunc, std::streampos &pos, const char *filename, const char *tempfilename)
elmenti a program módosításait

5.9.1 Function Documentation

5.9.1.1 main()

```
int main (
    int argc,
    char ** argv )
```

Alapértelmezett fájl nevek

fájl nevek beállítása indítási parancsból

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main menu loop

mentés

5.9.1.2 save()

```
template<typename T >
void save (
    std::fstream & tempFile,
    std::fstream & origFile,
    T & classwithsavefunc,
    std::streampos & pos,
    const char * filename,
    const char * tempfilename )
```

elmenti a program módosításait

5.10 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/main.h File Reference

```
#include <chrono>
#include <thread>
#include "schtring.hpp"
#include <cstdio>
#include <iostream>
#include <fstream>
#include <limits>
#include "Parts.h"
#include "Inventory.h"
#include "Builds.h"
#include "Menu.h"
#include "atest.h"
```

Functions

- int [main](#) (int argc, char **argv)
- template<typename T >
void [save](#) (std::fstream &, std::fstream &, T &, std::streampos &, const char *, const char *)
elmenti a program módosításait

5.10.1 Function Documentation

5.10.1.1 main()

```
int main (
    int argc,
    char ** argv )
```

Alapértelmezett fájl nevek

fájl nevek beállítása indítási parancsból

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alkatrészek betöltése fájlból

megrendelések betöltése fájlból

main menu loop

mentés

5.10.1.2 save()

```
template<typename T >
void save (
    std::fstream & ,
    std::fstream & ,
    T & ,
    std::streampos & ,
    const char * ,
    const char * )
```

elmenti a program módosításait

5.11 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Menu.cpp File Reference

```
#include "Menu.h"
```

Functions

- void [printMain](#) ()
kiírja a főmenüt
- void [printPartsList](#) ([Inventory](#) &inventory)
kiírja az összes betöltött alkatrészt
- void [printOrdersList](#) ([Orders](#) &orders)
kiírja a megrendeléseket
- int [addPartHelper](#) ([Inventory](#) &inventory, [TemplInput](#) &tmp, enum [enumPart](#) &eP)
új alkatrészt tölt be console inputról.
- void [removePartHelper](#) ([Inventory](#) &inventory)
törli a kiválasztott alkatrészt
- void [addBuildHelper](#) ([Orders](#) &orders, [Inventory](#) &inventory)
egy configot lehet csinálni vele
- int [partSelector](#) ([Inventory](#) &inventory, const char *type)
konfighoz választ alkatrészt
- void [completeOrderHelper](#) ([Orders](#) &orders)

- void `removeOrderHelper` (`Orders` &orders)
- void `animate` (char c)
csinál egy sor animációt
- template<typename T >
int `evaluateInput` (T &classwithsize)
átalakítja a beírt számot indexelővé
- void `evaluateCommand` (enum `enumMenu` &eM)
bemenet alapján vált a menük között
- void `setEnumfromInt` (int a, `enumPart` &eP)
beállítja a part loadert

5.11.1 Function Documentation

5.11.1.1 addBuildHelper()

```
void addBuildHelper (  
    Orders & orders,  
    Inventory & inventory )
```

egy configot lehet csinálni vele

5.11.1.2 addPartHelper()

```
int addPartHelper (  
    Inventory & inventory,  
    TempInput & tmp,  
    enum enumPart & eP )
```

új alkatrészt tölt be console inputról.

5.11.1.3 animate()

```
void animate (  
    char c )
```

csinál egy sor animációt

5.11.1.4 completeOrderHelper()

```
void completeOrderHelper (  
    Orders & orders )
```

5.11.1.5 evaluateCommand()

```
void evaluateCommand (
    enum enumMenu & eM )
```

bemenet alapján vált a menük között

5.11.1.6 evaluateInput()

```
template<typename T >
int evaluateInput (
    T & classwithsize )
```

átalakítja a beírt számot indexelővé

5.11.1.7 partSelector()

```
int partSelector (
    Inventory & inventory,
    const char * type )
```

konfighoz választ alkatrészt

5.11.1.8 printMain()

```
void printMain ( )
```

kírja a főmenüt

5.11.1.9 printOrdersList()

```
void printOrdersList (
    Orders & orders )
```

kírja a megrendeléseket

5.11.1.10 printPartsList()

```
void printPartsList (
    Inventory & inventory )
```

kírja az összes betöltött alkatrészt

5.11.1.11 removeOrderHelper()

```
void removeOrderHelper (
    Orders & orders )
```

5.11.1.12 removePartHelper()

```
void removePartHelper (
    Inventory & inventory )
```

törli a kiválasztott alkatrészt

5.11.1.13 setEnumfromInt()

```
void setEnumfromInt (
    int a,
    enumPart & eP )
```

beállítja a part loadert

5.12 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Menu.h File Reference

```
#include <chrono>
#include <thread>
#include "schtring.hpp"
#include <cstdio>
#include <iostream>
#include <fstream>
#include <limits>
#include "Parts.h"
#include "Inventory.h"
#include "Builds.h"
```

Enumerations

- enum `enumMenu` {
 `eMain` = 1, `ePartsList` = 11, `ePartsAdd` = 12, `ePartsRemove` = 13,
 `eBuildsList` = 21, `eBuildsAdd` = 22, `eBuildsComplete` = 23, `eBuildsRemove` = 24,
 `eExit` = 9 }

menü almenüi