

Prog2HF

Generated by Doxygen 1.8.15



<b>1 Hierarchical Index</b>	<b>1</b>
1.1 Class Hierarchy	1
<b>2 Class Index</b>	<b>3</b>
2.1 Class List	3
<b>3 File Index</b>	<b>5</b>
3.1 File List	5
<b>4 Class Documentation</b>	<b>7</b>
4.1 Case Class Reference	7
4.1.1 Constructor & Destructor Documentation	7
4.1.1.1 Case()	7
4.2 CPU Class Reference	8
4.2.1 Constructor & Destructor Documentation	8
4.2.1.1 CPU()	8
4.3 GPU Class Reference	8
4.3.1 Constructor & Destructor Documentation	9
4.3.1.1 GPU()	9
4.4 HDD Class Reference	9
4.4.1 Constructor & Destructor Documentation	10
4.4.1.1 HDD()	10
4.5 MOBO Class Reference	10
4.5.1 Constructor & Destructor Documentation	10
4.5.1.1 MOBO()	11
4.6 Part Class Reference	11
4.6.1 Constructor & Destructor Documentation	11
4.6.1.1 Part()	12
4.6.1.2 ~Part()	12
4.6.2 Member Function Documentation	12
4.6.2.1 get_gyarto()	12
4.6.2.2 get_nev()	12
4.6.3 Member Data Documentation	12
4.6.3.1 brand	12
4.6.3.2 price	12
4.6.3.3 type	13
4.7 PSU Class Reference	13
4.7.1 Constructor & Destructor Documentation	13
4.7.1.1 PSU()	13
4.8 RAM Class Reference	14
4.8.1 Constructor & Destructor Documentation	14
4.8.1.1 RAM()	14
4.9 SSD Class Reference	14

4.9.1 Constructor & Destructor Documentation	15
4.9.1.1 SSD()	15
4.10 Storage Class Reference	15
4.10.1 Constructor & Destructor Documentation	16
4.10.1.1 Storage()	16
4.10.2 Member Data Documentation	16
4.10.2.1 readspeed	16
4.10.2.2 size	16
4.10.2.3 writespeed	16
4.11 String Class Reference	17
4.11.1 Constructor & Destructor Documentation	17
4.11.1.1 String() [1/4]	18
4.11.1.2 String() [2/4]	18
4.11.1.3 String() [3/4]	18
4.11.1.4 String() [4/4]	18
4.11.1.5 ~String()	18
4.11.2 Member Function Documentation	18
4.11.2.1 c_str()	19
4.11.2.2 erase()	19
4.11.2.3 length()	19
4.11.2.4 operator+() [1/2]	19
4.11.2.5 operator+() [2/2]	19
4.11.2.6 operator+=()	19
4.11.2.7 operator=()	20
4.11.2.8 operator==(1/2)	20
4.11.2.9 operator==(2/2)	20
4.11.2.10 operator[]() [1/2]	20
4.11.2.11 operator[]() [2/2]	20
4.11.2.12 size()	20
<b>5 File Documentation</b>	<b>21</b>
5.1 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/main.cpp File Reference	21
5.1.1 Function Documentation	21
5.1.1.1 main()	21
5.2 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/main.h File Reference	21
5.3 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Parts.cpp File Reference	21
5.4 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Parts.h File Reference	22
5.5 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/schtring.cpp File Reference	22
5.5.1 Function Documentation	22
5.5.1.1 operator<<()	22
5.5.1.2 operator>>()	23
5.6 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/schtring.h File Reference	23

---

5.6.1 Function Documentation . . . . .	23
5.6.1.1 operator+() . . . . .	23
5.6.1.2 operator<<() . . . . .	24
5.6.1.3 operator>>() . . . . .	24
5.7 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/SFML_test.cpp File Reference . .	24
<b>Index</b>	<b>25</b>



# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

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

Part . . . . .	11
Case . . . . .	7
CPU . . . . .	8
GPU . . . . .	8
MOBO . . . . .	10
PSU . . . . .	13
RAM . . . . .	14
Storage . . . . .	15
HDD . . . . .	9
SSD . . . . .	14
String . . . . .	17





## Chapter 2

# Class Index

### 2.1 Class List

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

<a href="#">Case</a>	7
<a href="#">CPU</a>	8
<a href="#">GPU</a>	8
<a href="#">HDD</a>	9
<a href="#">MOBO</a>	10
<a href="#">Part</a>	11
<a href="#">PSU</a>	13
<a href="#">RAM</a>	14
<a href="#">SSD</a>	14
<a href="#">Storage</a>	15
<a href="#">String</a>	17



## Chapter 3

# File Index

### 3.1 File List

Here is a list of all files with brief descriptions:

C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/main.cpp . . . . .	21
C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/main.h . . . . .	21
C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Parts.cpp . . . . .	21
C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Parts.h . . . . .	22
C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/schtring.cpp . . . . .	22
C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/schtring.h . . . . .	23
C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/SFML_test.cpp . . . . .	24



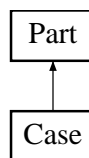
## Chapter 4

# Class Documentation

### 4.1 Case Class Reference

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

Inheritance diagram for Case:



#### Public Member Functions

- `Case (String brand, String type, int price, String formfactor)`  
*Méret szabvány.*

#### Additional Inherited Members

#### 4.1.1 Constructor & Destructor Documentation

##### 4.1.1.1 Case()

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

*Méret szabvány.*

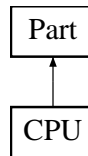
The documentation for this class was generated from the following file:

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

## 4.2 CPU Class Reference

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

Inheritance diagram for CPU:



### Public Member Functions

- **CPU** ([String brand](#), [String type](#), int [price](#), int clk, int cores, [String socket](#))  
*Magok száma.*

### Additional Inherited Members

#### 4.2.1 Constructor & Destructor Documentation

##### 4.2.1.1 CPU()

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

*Magok száma.*

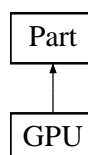
The documentation for this class was generated from the following file:

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

## 4.3 GPU Class Reference

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

Inheritance diagram for GPU:



## Public Member Functions

- [GPU](#) ([String brand](#), [String type](#), int [price](#), int [clk](#), int [vram](#))

*Videómemória.*

## Additional Inherited Members

### 4.3.1 Constructor & Destructor Documentation

#### 4.3.1.1 GPU()

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

*Videómemória.*

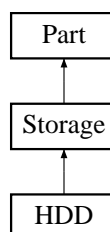
The documentation for this class was generated from the following file:

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

## 4.4 HDD Class Reference

```
#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](#))

*Fordulatszám.*

## Additional Inherited Members

### 4.4.1 Constructor & Destructor Documentation

#### 4.4.1.1 HDD()

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

Fordulatszám.

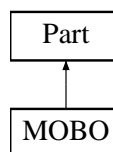
The documentation for this class was generated from the following file:

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

## 4.5 MOBO Class Reference

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

Inheritance diagram for MOBO:



### Public Member Functions

- [MOBO](#) ([String brand](#), [String type](#), int [price](#), [String socket](#), [String chipset](#), [String formfactor](#))  
*Méret szabvány.*

## Additional Inherited Members

### 4.5.1 Constructor & Destructor Documentation



## 4.5.1.1 MOBO()

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

Méret szabvány.

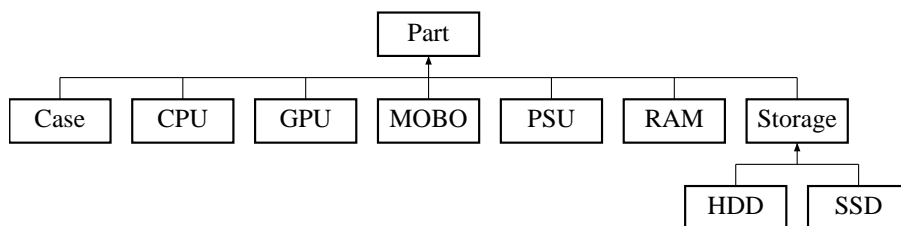
The documentation for this class was generated from the following file:

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

## 4.6 Part Class Reference

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

Inheritance diagram for Part:



## Public Member Functions

- [Part \(String brand, String type, int price\)](#)  
*Ár.*
- [virtual ~Part \(\)](#)
- [String get\\_gyarto \(Part a\)](#)
- [String get\\_nev \(Part a\)](#)

## Protected Attributes

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

## 4.6.1 Constructor &amp; Destructor Documentation

#### 4.6.1.1 Part()

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

Ár.

#### 4.6.1.2 ~Part()

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

### 4.6.2 Member Function Documentation

#### 4.6.2.1 get\_gyarto()

```
String Part::get_gyarto (
    Part a ) [inline]
```

#### 4.6.2.2 get\_nev()

```
String Part::get_nev (
    Part a ) [inline]
```

### 4.6.3 Member Data Documentation

#### 4.6.3.1 brand

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

#### 4.6.3.2 price

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

Típus.

#### 4.6.3.3 type

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

Gyártó

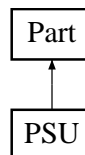
The documentation for this class was generated from the following file:

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

## 4.7 PSU Class Reference

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

Inheritance diagram for PSU:



### Public Member Functions

- [PSU](#) ([String brand](#), [String type](#), int *price*, [String wattage](#))  
*Teljesítmény.*

### Additional Inherited Members

#### 4.7.1 Constructor & Destructor Documentation

##### 4.7.1.1 PSU()

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

*Teljesítmény.*

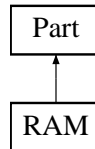
The documentation for this class was generated from the following file:

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

## 4.8 RAM Class Reference

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

Inheritance diagram for RAM:



### Public Member Functions

- [RAM](#) ([String brand](#), [String type](#), int [price](#), int [clk](#), int [size](#))  
*Memória.*

### Additional Inherited Members

#### 4.8.1 Constructor & Destructor Documentation

##### 4.8.1.1 RAM()

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

*Memória.*

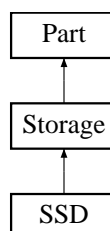
The documentation for this class was generated from the following file:

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

## 4.9 SSD Class Reference

```
#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)

*Flash csip típusa.*

## Additional Inherited Members

### 4.9.1 Constructor & Destructor Documentation

#### 4.9.1.1 SSD()

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

Flash csip típusa.

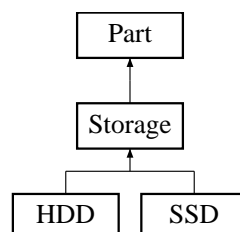
The documentation for this class was generated from the following file:

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

## 4.10 Storage Class Reference

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

Inheritance diagram for Storage:



## Public Member Functions

- **Storage** ([String brand](#), [String type](#), int [price](#), int [size](#), int [readspeed](#), int [writespeed](#))

*Írási sebesség.*

## Protected Attributes

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

### 4.10.1 Constructor & Destructor Documentation

#### 4.10.1.1 Storage()

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

Írási sebesség.

### 4.10.2 Member Data Documentation

#### 4.10.2.1 readspeed

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

Méret.

#### 4.10.2.2 size

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

#### 4.10.2.3 writespeed

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

Olvasási sebesség.

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

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

## 4.11 String Class Reference

```
#include <string.h>
```

### 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) const`  
*string + karakter*
- `bool operator== (String &rhs_s)`  
*hasonlító operator stringgel*
- `bool operator== (const char *rhs_s)`  
*hasonlító operator char tömbbel*
- `char & operator[] (unsigned int idx)`  
*index operator*
- `const char & operator[] (unsigned int idx) const`  
*index operator*
- `void erase ()`  
*törli a stringben lévő karaktereket*

#### 4.11.1 Constructor & Destructor Documentation

#### 4.11.1.1 String() [1/4]

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

Default konstruktor.

#### 4.11.1.2 String() [2/4]

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

Konstruktor: egy char karakterre.

#### 4.11.1.3 String() [3/4]

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

Konstruktor: egy karakter tömbre.

#### 4.11.1.4 String() [4/4]

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

Konstruktor: egy másik Stringre.

#### 4.11.1.5 ~String()

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

Destruktor.

### 4.11.2 Member Function Documentation



#### 4.11.2.1 c\_str()

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

C-stringet ad vissza.

#### 4.11.2.2 erase()

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

törli a stringben lévő karaktereket

#### 4.11.2.3 length()

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

Visszaadja a string hosszát.

#### 4.11.2.4 operator+() [1/2]

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

string + string

#### 4.11.2.5 operator+() [2/2]

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

string + karakter

#### 4.11.2.6 operator+=()

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

Pluszegyenlő operator.

#### 4.11.2.7 operator=()

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

Egyenlőség operator.

#### 4.11.2.8 operator==( [1/2]

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

hasonlító operator stringgel

#### 4.11.2.9 operator==( [2/2]

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

hasonlító operator char tömbbel

#### 4.11.2.10 operator[]( [1/2]

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

index operator

#### 4.11.2.11 operator[]( [2/2]

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

index operator

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

## Chapter 5

# File Documentation

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

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

#### Functions

- int [main](#) ()

#### 5.1.1 Function Documentation

##### 5.1.1.1 main()

```
int main ( )
```

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

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

```
#include "Parts.h"
```

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

```
#include "schtring.h"
```

### Classes

- class [Part](#)
- class [CPU](#)
- class [GPU](#)
- class [MOBO](#)
- class [RAM](#)
- class [Case](#)
- class [PSU](#)
- class [Storage](#)
- class [SSD](#)
- class [HDD](#)

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

```
#include <iostream>
#include <cstring>
#include "memtrace.h"
#include "schtring.h"
```

### Functions

- `std::ostream & operator<< (std::ostream &os, const String &s0)`  
*inserter operator*
- `std::istream & operator>> (std::istream &is, String &s0)`  
*extractor operator*

### 5.5.1 Function Documentation

#### 5.5.1.1 `operator<<()`

```
std::ostream& operator<< (
    std::ostream & os,
    const String & s0 )
```

inserter operator

### 5.5.1.2 operator>>()

```
std::istream& operator>> (
    std::istream & is,
    String & s0 )
```

extractor operator

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

```
#include <iostream>
#include <cstring>
```

### Classes

- class [String](#)

### Functions

- std::ostream & [operator<<](#) (std::ostream &os, const [String](#) &s0)  
*inserter operator*
- std::istream & [operator>>](#) (std::istream &is, [String](#) &s0)  
*extractor operator*
- [String operator+](#) (char ch, const [String](#) &str)  
*karakter + string*

### 5.6.1 Function Documentation

#### 5.6.1.1 operator+()

```
String operator+ (
    char ch,
    const String & str ) [inline]
```

karakter + string

### 5.6.1.2 operator<<()

```
std::ostream& operator<< (
    std::ostream & os,
    const String & s0 )
```

inserter operator

### 5.6.1.3 operator>>()

```
std::istream& operator>> (
    std::istream & is,
    String & s0 )
```

extractor operator

## 5.7 C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/SFML\_test.cpp File Reference

# Index

- ~Part
  - Part, [12](#)
- ~String
  - String, [18](#)
- brand
  - Part, [12](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/main.cpp, [21](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/main.h, [21](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Parts.cpp, [21](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/Parts.h, [22](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/schtring.cpp, [22](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/schtring.h, [23](#)
- C:/Users/cxl20/Documents/Visual Studio 2017/Prog2HF/Prog2HF/SFML\_test.cpp, [24](#)
- c\_str
  - String, [18](#)
- Case, [7](#)
  - Case, [7](#)
- CPU, [8](#)
  - CPU, [8](#)
- erase
  - String, [19](#)
- get\_gyarto
  - Part, [12](#)
- get\_nev
  - Part, [12](#)
- GPU, [8](#)
  - GPU, [9](#)
- HDD, [9](#)
  - HDD, [10](#)
- length
  - String, [19](#)
- main
  - main.cpp, [21](#)
- main.cpp
  - main, [21](#)
- MOBO, [10](#)
  - MOBO, [10](#)
- operator<<
  - schtring.cpp, [22](#)
  - schtring.h, [23](#)
- operator>>
  - schtring.cpp, [22](#)
  - schtring.h, [24](#)
- operator+
  - schtring.h, [23](#)
  - String, [19](#)
- operator+=
  - String, [19](#)
- operator=
  - String, [19](#)
- operator==
  - String, [20](#)
- operator[]
  - String, [20](#)
- Part, [11](#)
  - ~Part, [12](#)
  - brand, [12](#)
  - get\_gyarto, [12](#)
  - get\_nev, [12](#)
  - Part, [11](#)
  - price, [12](#)
  - type, [12](#)
- price
  - Part, [12](#)
- PSU, [13](#)
  - PSU, [13](#)
- RAM, [14](#)
  - RAM, [14](#)
- readspeed
  - Storage, [16](#)
- schtring.cpp
  - operator<<, [22](#)
  - operator>>, [22](#)
- schtring.h
  - operator<<, [23](#)
  - operator>>, [24](#)
  - operator+, [23](#)
- size
  - Storage, [16](#)
  - String, [20](#)
- SSD, [14](#)
  - SSD, [15](#)
- Storage, [15](#)
  - readspeed, [16](#)

- size, [16](#)
- Storage, [16](#)
- writespeed, [16](#)
- String, [17](#)
  - ~String, [18](#)
  - c\_str, [18](#)
  - erase, [19](#)
  - length, [19](#)
  - operator+, [19](#)
  - operator+=, [19](#)
  - operator=, [19](#)
  - operator==, [20](#)
  - operator[], [20](#)
  - size, [20](#)
  - String, [17](#), [18](#)
- type
  - Part, [12](#)
- writespeed
  - Storage, [16](#)