Prog2HF

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

Chapter 2

Class Index

2.1 Class List

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

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

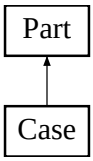
Chapter 4

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.

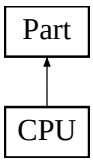
The documentation for this class was generated from the following file:

- 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.

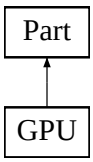
The documentation for this class was generated from the following file:

- 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.

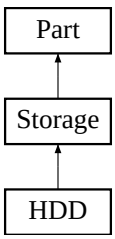
The documentation for this class was generated from the following file:

- 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.

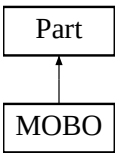
The documentation for this class was generated from the following file:

- 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.

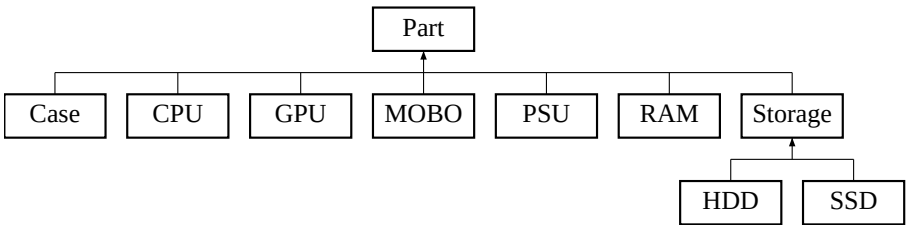
The documentation for this class was generated from the following file:

- 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 & 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

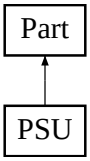
The documentation for this class was generated from the following file:

- 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.

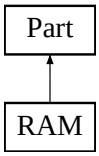
The documentation for this class was generated from the following file:

- 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.

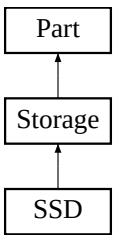
The documentation for this class was generated from the following file:

- 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.

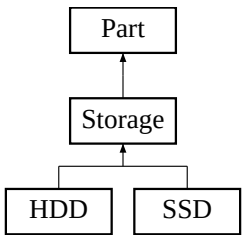
The documentation for this class was generated from the following file:

- 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 <schtring.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

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