

Capítulo 1

UML

1.1. Clase FPGrowth

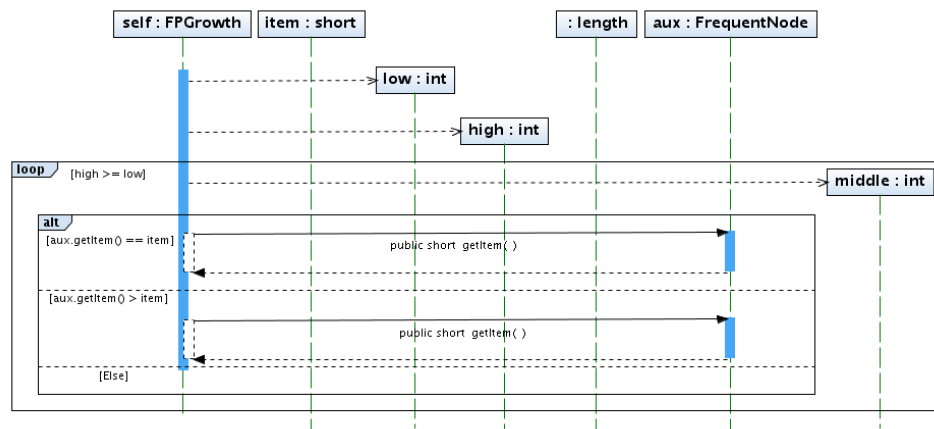


Figura 1.1: buildFrequentNodes

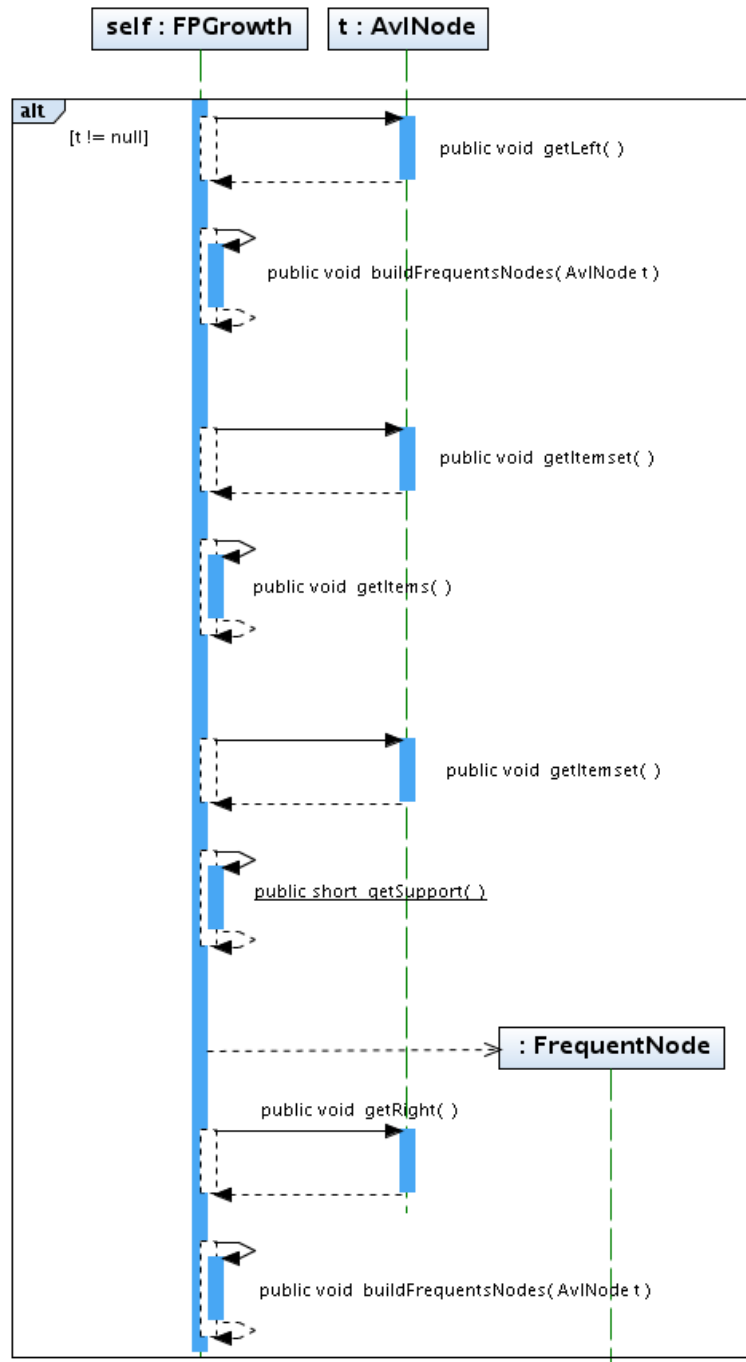


Figura 1.2: findNode

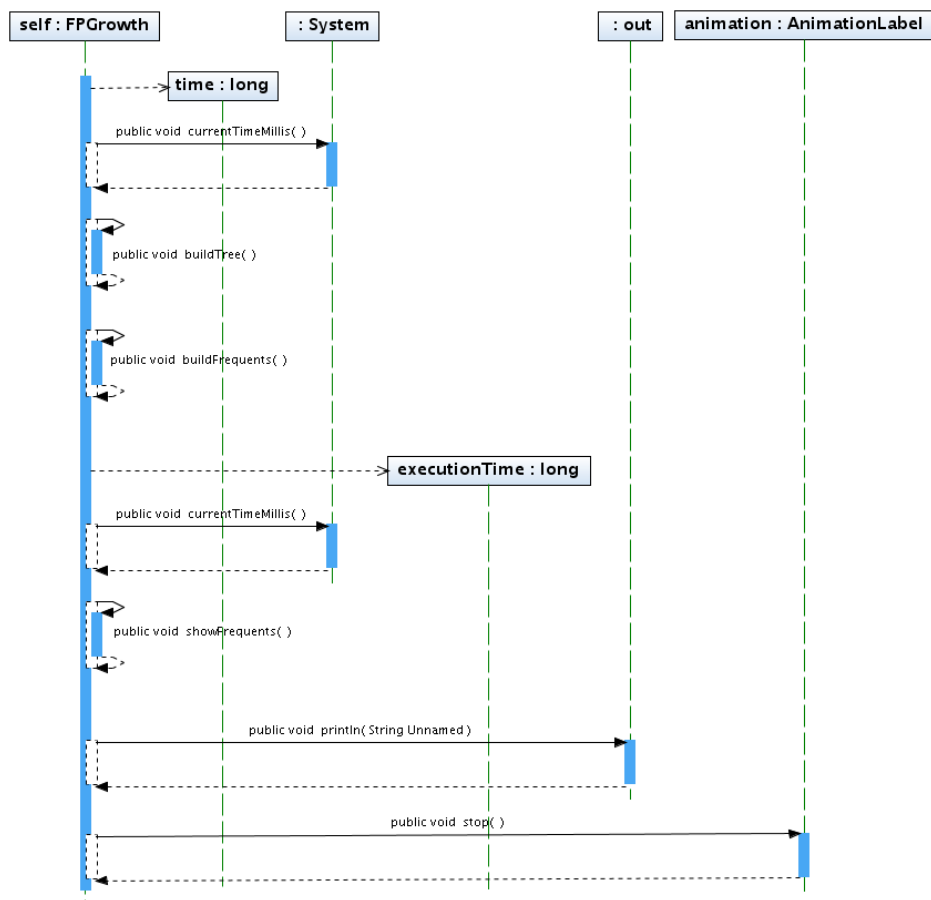


Figura 1.3: run

1.2. Classe AVLTree

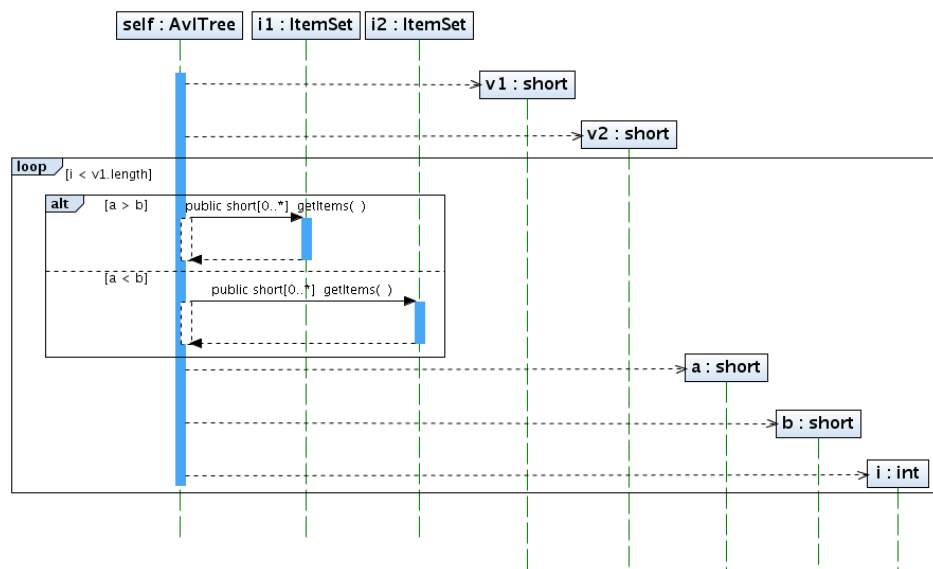


Figura 1.4: compareItemSet

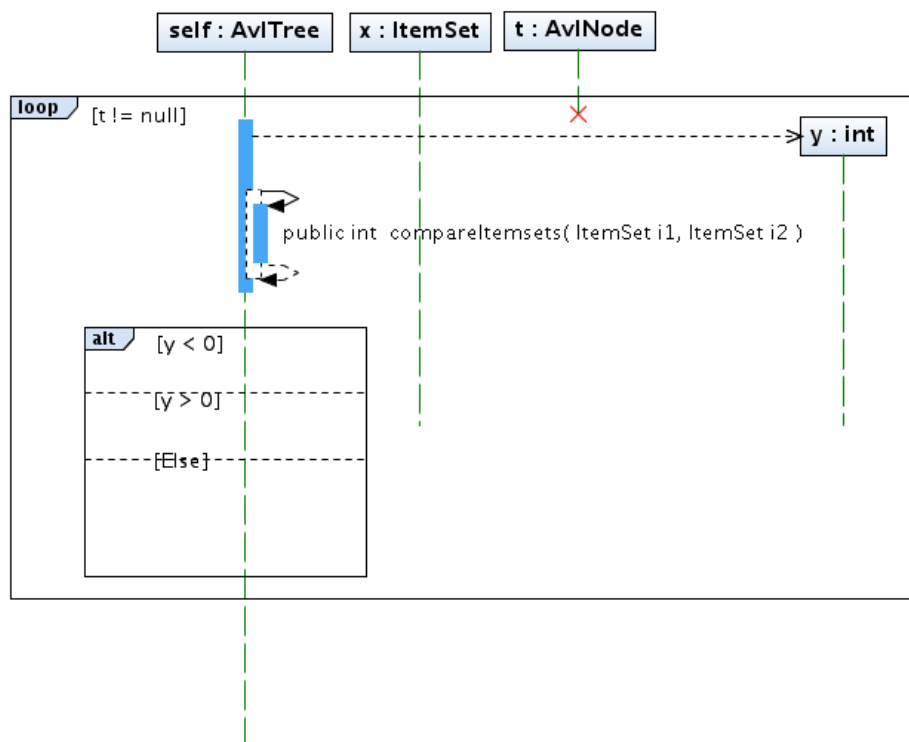


Figura 1.5: find

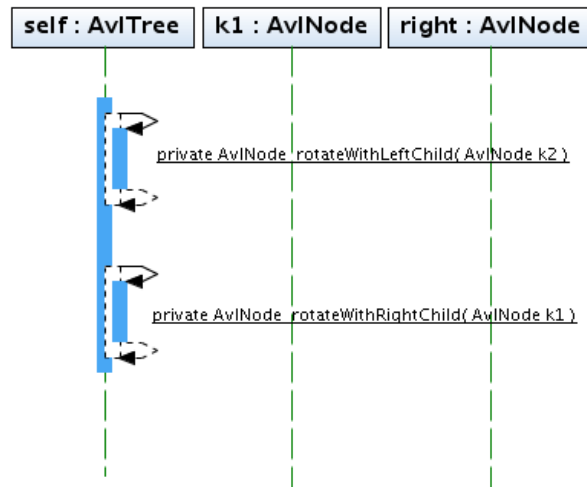


Figura 1.6: `doubleWithRightChild`

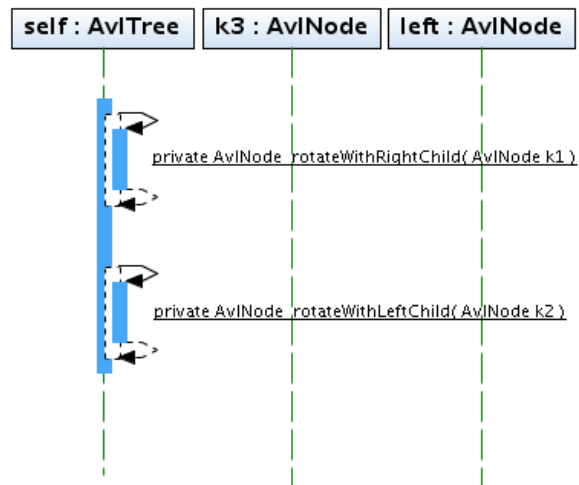


Figura 1.7: `doubleWithLeftChild`

1.3. Clase Transaction

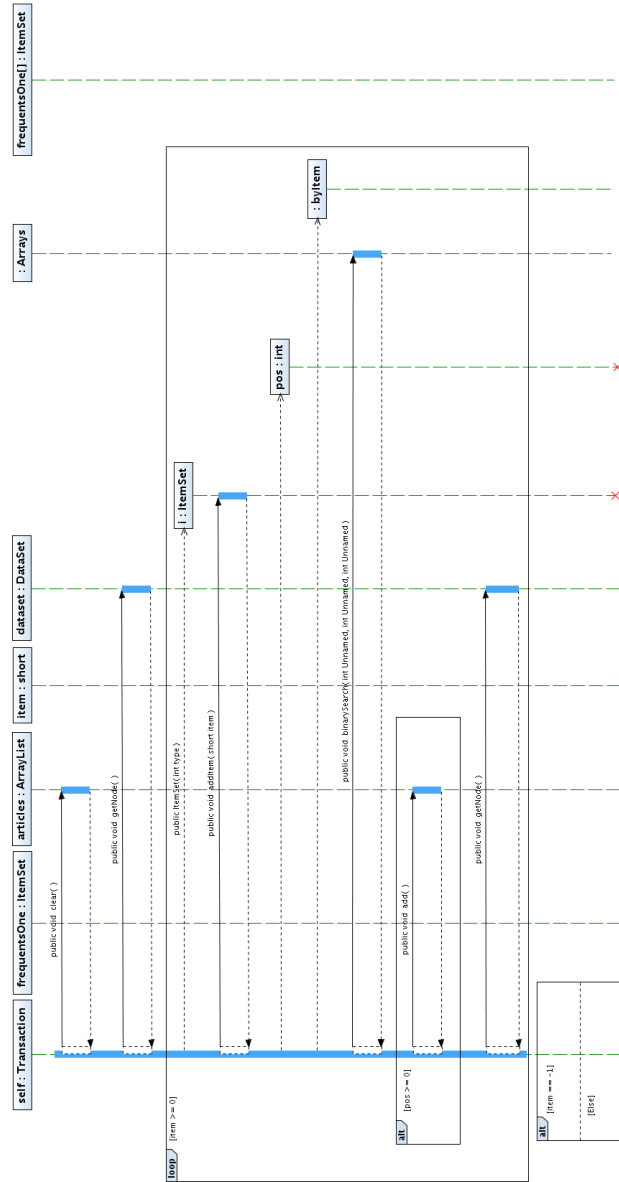


Figura 1.8: loadItemset

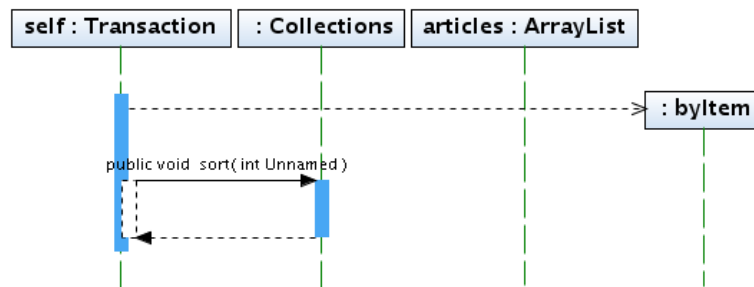


Figura 1.10: sortByItem

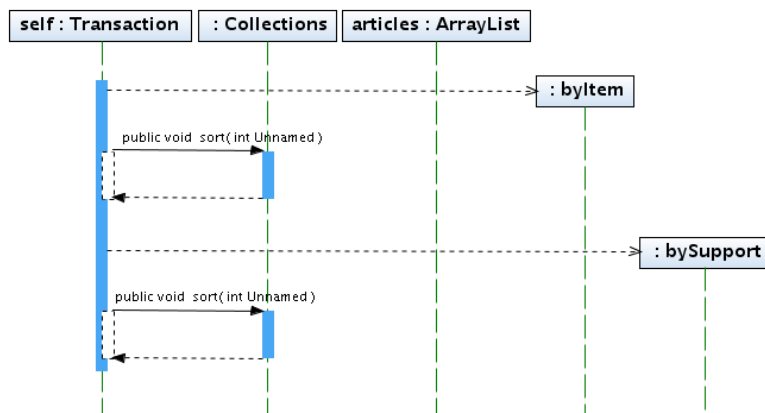


Figura 1.11: sortBySupport

1.4. Clase NodeF

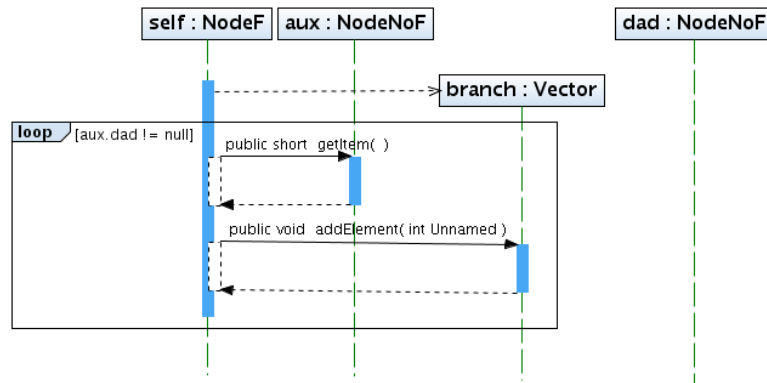


Figura 1.12: getBranch

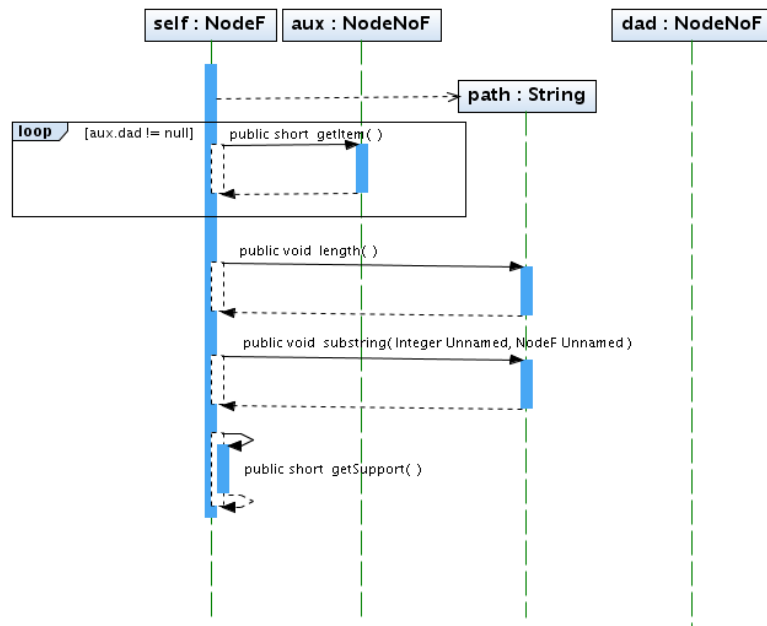


Figura 1.13: getPath

1.5. Clase NodeNoF

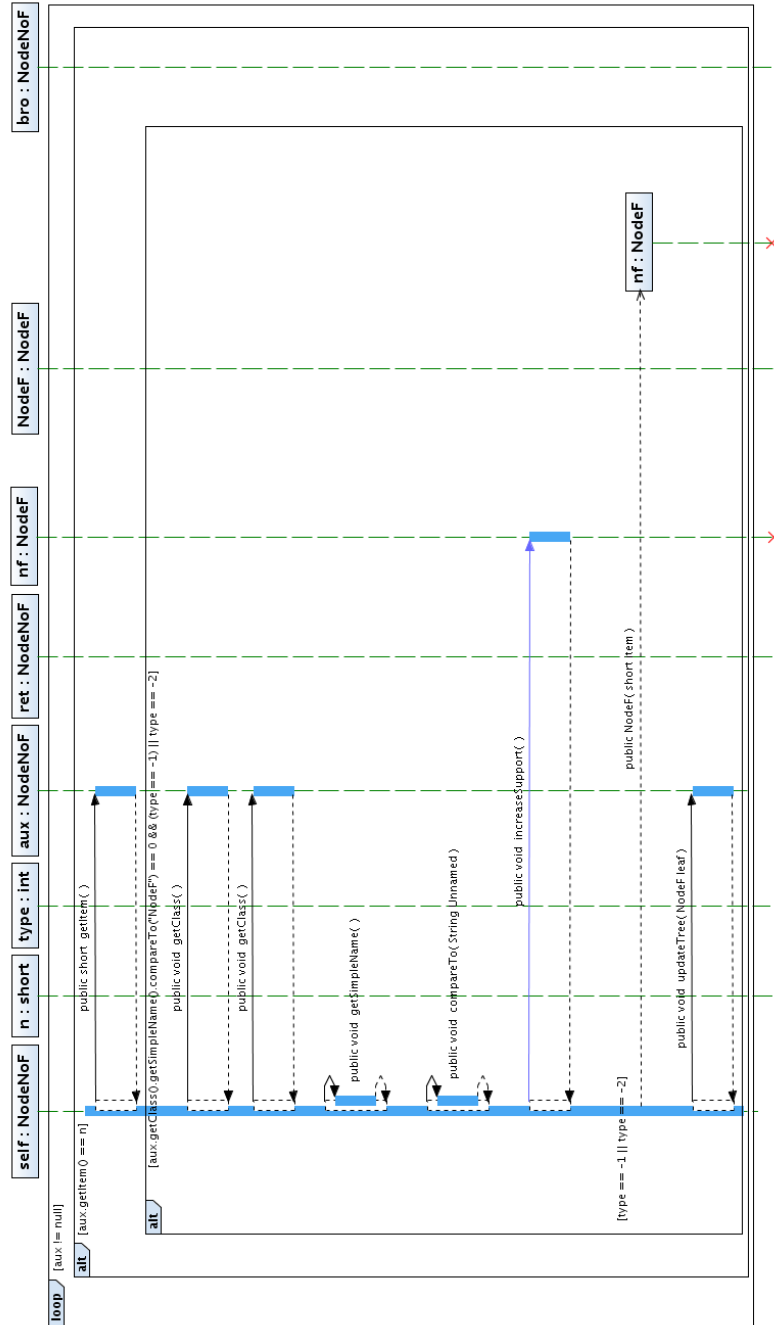


Figura 1.14: findBro

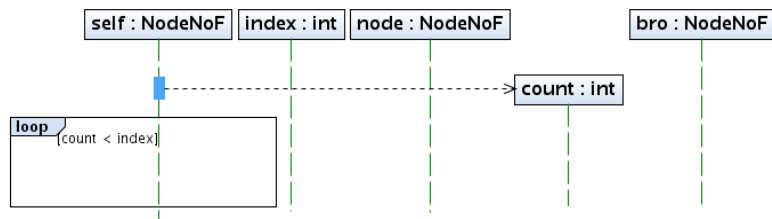


Figura 1.15: getChild

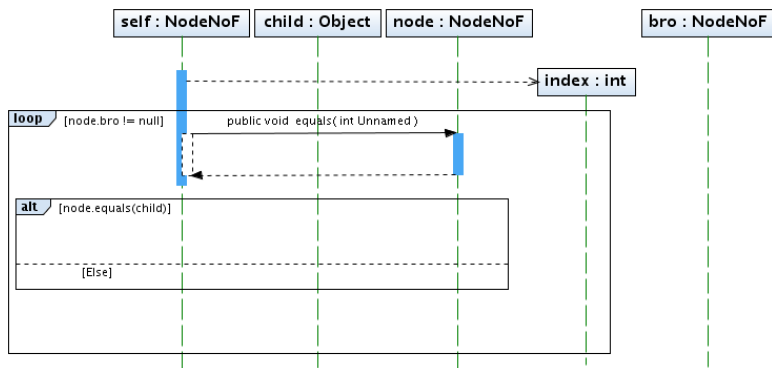


Figura 1.16: getIndexOfChild