## My Project

Generated by Doxygen 1.8.8

Sun Nov 13 2016 23:13:57

# **Contents**

1	Class Index					
	1.1	Class List	1			
2 Class Documentation						
	2.1	Edge < type > Class Template Reference	3			
	2.2	Grafo Class Reference	4			
	2.3	Lista < T > Class Template Reference	5			
	2.4	ListaConArreglo < T > Class Template Reference	6			
	2.5	Matrix Class Reference	7			
	2.6	Vertex Class Reference	8			
Inc	dex		g			

# **Chapter 1**

# **Class Index**

## 1.1 Class List

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

Edge < type >	
Grafo	
$Lista < T >  \dots  \dots  \dots  \dots  \dots  \dots  \dots  \dots  \dots $	!
$Lista Con Arreglo < T >  \dots  \dots  \dots  \dots  \dots  \dots  \dots  \dots  \dots $	(
Matrix	
Vertex	

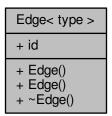
2 Class Index

# Chapter 2

## **Class Documentation**

## 2.1 Edge < type > Class Template Reference

Collaboration diagram for Edge< type >:



#### **Public Member Functions**

• Edge (type \*name)

#### **Public Attributes**

• type \* **id** 

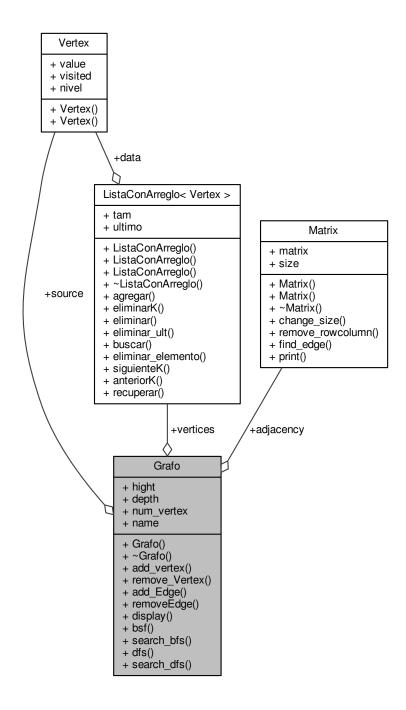
The documentation for this class was generated from the following file:

• Edge.h

4 Class Documentation

#### 2.2 Grafo Class Reference

Collaboration diagram for Grafo:



#### **Public Member Functions**

- void add\_vertex (char \*v)
- void remove\_Vertex (Vertex v)
- void add\_Edge (Vertex v1, Vertex v2)

- void **removeEdge** (int e)
- void display ()
- void bsf ()
- void search\_bfs (int row, int column)
- void dfs ()
- void search\_dfs (int row, int column)

#### **Public Attributes**

- int hight
- int depth
- Vertex \* source
- int num vertex
- ListaConArreglo< Vertex > \* vertices
- Matrix \* adjacency
- int name

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

- · Grafo.h
- · Grafo.cpp

#### 2.3 Lista < T > Class Template Reference

Collaboration diagram for Lista< T >:

## + Lista() + Lista() + Clista() + agregar() + eliminar() + imprimir()

#### **Public Member Functions**

- Lista (const Lista &orig)
- virtual void agregar (T e)=0
- virtual void eliminar ()=0
- virtual void imprimir ()=0

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

· Lista.h

6 Class Documentation

### 2.4 ListaConArreglo < T > Class Template Reference

Collaboration diagram for ListaConArreglo < T >:

#### ListaConArreglo< T >

- + tam
- + ultimo
- + data
- + ListaConArreglo()
- + ListaConArreglo()
- + ~ListaConArreglo()
- + ListaConArreglo()
- + agregar()
- + eliminarK()
- + eliminar()
- + eliminar\_ult()
- + buscar()
- + eliminar\_elemento()
- + siguienteK()
- + anteriorK()
- + recuperar()

#### **Public Member Functions**

- ListaConArreglo (const ListaConArreglo &orig)
- ListaConArreglo (int N)
- void agregar (T e)
- void eliminarK (int k)
- virtual void eliminar ()
- virtual void eliminar\_ult ()
- int buscar (T e)
- void eliminar\_elemento (T e)
- char siguienteK (int k)
- char anteriorK (int k)
- T recuperar (int k)

#### **Public Attributes**

- · int tam
- int ultimo
- T \* data

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

ListaConArreglo.h

2.5 Matrix Class Reference 7

#### 2.5 Matrix Class Reference

Collaboration diagram for Matrix:

# Matrix + matrix + size + Matrix() + Matrix() + ~Matrix() + change\_size() + remove\_rowcolumn() + find\_edge() + print()

#### **Public Member Functions**

- Matrix (int tam)
- Matrix (int \*\*values, int tam)
- void change\_size (int new\_size)
- void remove\_rowcolumn (int row)
- int \* find\_edge (int e)
- void print ()

#### **Public Attributes**

- int \*\* matrix
- int size

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

- · Matrix.h
- Matrix.cpp

8 Class Documentation

#### 2.6 Vertex Class Reference

Collaboration diagram for Vertex:

## + value + visited + nivel + Vertex() + Vertex()

#### **Public Member Functions**

• Vertex (bool visit, char \*val)

#### **Public Attributes**

- char \* value
- bool visited
- int **nivel**

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

- · Vertex.h
- Vertex.cpp

# Index

```
Edge< type >, 3
Grafo, 4
Lista < T >, 5
Matrix, 7
Vertex, 8
```