

Palo Reference Manual  
2.1.1

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# Chapter 1

## Palo Hierarchical Index

### 1.1 Palo Class Hierarchy

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# Chapter 2

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# Chapter 3

## Palo File Index

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<b>WorkerTask.cpp</b> (Worker task ) . . . . .	1176
<b>WorkerTask.h</b> (Worker task ) . . . . .	1178
<b>WriteTask.cpp</b> (Abstract base class for output tasks ) . . . . .	1180
<b>WriteTask.h</b> (Abstract base class for output tasks ) . . . . .	1182

## Chapter 4

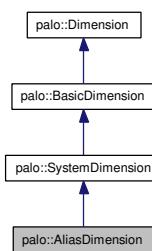
# Palo Class Documentation

### 4.1 palo::AliasDimension Class Reference

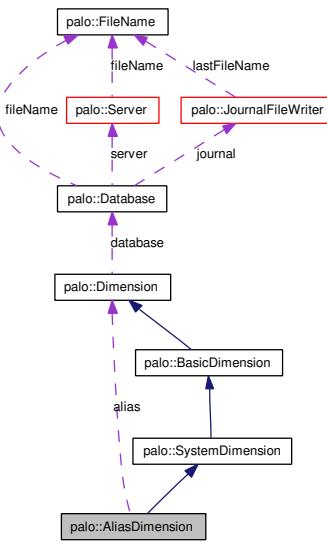
alias OLAP dimension

```
#include <AliasDimension.h>
```

Inheritance diagram for palo::AliasDimension:



Collaboration diagram for palo::AliasDimension:



## Public Member Functions

- **AliasDimension** (IdentifierType identifier, const string &name, Database \*database, Dimension \*alias)  
*creates new dimension with given identifier*
- void **loadDimension** (FileReader \*file)  
*reads data from file*
- void **saveDimensionType** (FileWriter \*file)  
*saves dimension name and type to file*
- void **saveDimension** (FileWriter \*file)  
*saves data to file*
- ItemType **getType** ()  
*returns dimension type*
- SystemDimensionType **getSubType** () const  
*returns the sub type of a system dimension*
- LevelType **getLevel** ()  
*gets highest consolidation level*
- IndentType **getIndent** ()  
*gets highest indentation*
- DepthType **getDepth** ()  
*gets highest consolidation depth*
- size\_t **getMemoryUsageIndex** ()  
*calculate memory usage of the hash maps*

- **size\_t getMemoryUsageStorage ()**  
*calculate memory usage of the elements vector*
- **void updateLevelIndentDepth ()**  
*updates level, indent, and depth information*
- **vector< Element \* > getElements (User \*user)**  
*gets list of elements (sorted by position)*
- **void clearElements (User \*user)**  
*deletes all elements*
- **Element \* addElement (const string &name, Element::ElementType elementType, User \*user, bool useJournal=true)**  
*adds (new) element (returns identifier of new element)*
- **void deleteElement (Element \*element, User \*user, bool useJournal=true)**  
*deletes element*
- **void changeElementName (Element \*element, const string &name, User \*user)**  
*changes name of element*
- **void changeElementType (Element \*element, Element::ElementType elementType, User \*user, bool setConsolidated)**  
*changes type of element*
- **void moveElement (Element \*element, PositionType newPosition, User \*user)**  
*moves element (change position of element)*
- **void addChildren (Element \*parent, const ElementsWeightType \*children, User \*user)**  
*adds child to (consolidated) element*
- **void removeChildren (User \*user, Element \*parent)**  
*removes child from (consolidated) element*
- **size\_t sizeElements ()**  
*gets number of elements*
- **const ParentsType \* getParents (Element \*child)**  
*get parent elements (ordered by position)*
- **const ElementsWeightType \* getChildren (Element \*parent)**  
*gets child elements*
- **set< Element \* > getBaseElements (Element \*parent, bool \*multiple)**  
*gets the base elements*
- **bool isStringConsolidation (Element \*element)**  
*returns true if element is a string consolidation*

- **Element \* lookupElement** (IdentifierType elementIdentifier)  
*gets element by identifier*
- **Element \* lookupElementByName** (const string &name)  
*gets element by name*
- **Element \* lookupElementByPosition** (PositionType position)  
*gets element by position*
- **Element \* findElement** (IdentifierType elementIdentifier, User \*user)  
*gets element by identifier*
- **Element \* findElementByName** (const string &name, User \*user)  
*gets element by name*
- **Element \* findElementByPosition** (PositionType position, User \*user)  
*gets element by position*

#### 4.1.1 Detailed Description

An OLAP dimension is an ordered list of elements

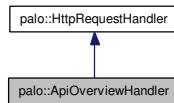
The documentation for this class was generated from the following files:

- AliasDimension.h
- AliasDimension.cpp

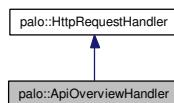
## 4.2 `palo::ApiOverviewHandler` Class Reference

api overview

Inheritance diagram for `palo::ApiOverviewHandler`:



Collaboration diagram for `palo::ApiOverviewHandler`:



### Public Member Functions

- `HttpResponse * handleHttpRequest (const HttpRequest *request)`  
*generates a http response given a http request*

#### 4.2.1 Member Function Documentation

##### 4.2.1.1 `HttpResponse* palo::ApiOverviewHandler::handleHttpRequest (const HttpRequest * request) [inline, virtual]`

This function is called to generate a response to the client. It is pure virtual, therefore each handler must provide an implementation.

Implements `palo::HttpRequestHandler` (p. 285).

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

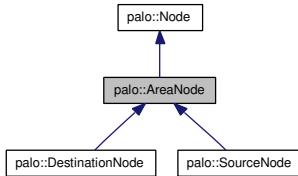
- `PaloHttpHandler.cpp`

## 4.3 palo::AreaNode Class Reference

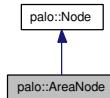
base class for parser source or destination node

```
#include <AreaNode.h>
```

Inheritance diagram for palo::AreaNode:



Collaboration diagram for palo::AreaNode:



### Public Member Functions

- void **appendRepresentation** (**StringBuffer** \*, **Cube** \*) const  
*appends representation to string buffer*
- bool **validate** (**Server** \*, **Database** \*, **Cube** \*, **Node** \*, **string** &)  
*validates the expression*

### Protected Member Functions

- bool **isSimple** () const  
*returns true if rule is simple expression (constant or area)*

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

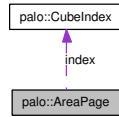
- **AreaNode.h**
- **AreaNode.cpp**

## 4.4 palo::AreaPage Class Reference

palo cube page

```
#include <AreaPage.h>
```

Collaboration diagram for palo::AreaPage:



### Public Member Functions

- **AreaPage (CubeIndex \*index, size\_t keySize, size\_t valueSize, size\_t numElements)**  
*creates an empty area page*
- **~AreaPage ()**  
*delete area page*
- **element\_t addElement (element\_t)**  
*adds an entry to cube*
- **buffer\_t begin ()**  
*returns a pointer to the beginning*
- **buffer\_t end ()**  
*returns a pointer to the end (first non-used entry)*
- **size\_t getRowSize ()**  
*returns the used row size*
- **buffer\_t next (buffer\_t ptr)**  
*returns the row after ptr*
- **buffer\_t getCell (size\_t pos)**  
*returns the a row by position*

#### 4.4.1 Detailed Description

A cube page stores the cell data into a fixed memory size. Each cube page is divided into rows of a given size.

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

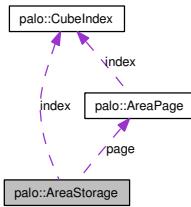
- **AreaPage.h**
- **AreaPage.cpp**

## 4.5 palo::AreaStorage Class Reference

palo area storage

```
#include <AreaStorage.h>
```

Collaboration diagram for palo::AreaStorage:



### Public Member Functions

- **AreaStorage** (const vector< Dimension \* > \*dimensions, vector< IdentifiersType > \*area, size\_t numElements, bool isPathList)
   
*Creates a filled cache storage.*
- **~AreaStorage ()**
  
*Remove a cache storage.*
- template<typename PATH> AreaPage::element\_t **getCellValue** (const PATH path)
   
*returns a pointer to a cell value*
- const vector< size\_t > \* **getSizeDimensions** () const
   
*returns the maximum number of each dimension*
- size\_t **size ()** const
   
*number of used rows*
- size\_t **getValueSize ()** const
   
*memory size of a value in byte*

#### 4.5.1 Detailed Description

A cache storage uses a cache page with a fixed memory size to store the values.

#### 4.5.2 Member Function Documentation

##### 4.5.2.1 template<typename PATH> AreaPage::element\_t palo::AreaStorage::getCellValue (const PATH path) [inline]

The method returns "0" for an undefined value

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

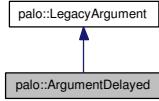
- `AreaStorage.h`
- `AreaStorage.cpp`

## 4.6 palo::ArgumentDelayed Class Reference

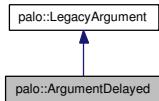
legacy argument delayed

```
#include <ArgumentDelayed.h>
```

Inheritance diagram for palo::ArgumentDelayed:



Collaboration diagram for palo::ArgumentDelayed:



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

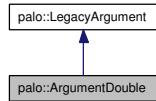
- **ArgumentDelayed.h**

## 4.7 **palo::ArgumentDouble Class Reference**

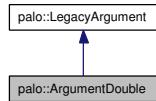
legacy argument double

```
#include <ArgumentDouble.h>
```

Inheritance diagram for palo::ArgumentDouble:



Collaboration diagram for palo::ArgumentDouble:



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

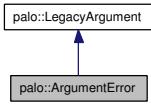
- **ArgumentDouble.h**
- **ArgumentDouble.cpp**

## 4.8 `palo::ArgumentError` Class Reference

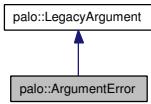
legacy argument error

```
#include <ArgumentError.h>
```

Inheritance diagram for `palo::ArgumentError`:



Collaboration diagram for `palo::ArgumentError`:



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

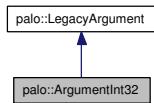
- `ArgumentError.h`
- `ArgumentError.cpp`

## 4.9 **palo::ArgumentInt32 Class Reference**

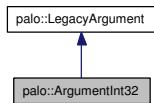
legacy argument integer

```
#include <ArgumentInt32.h>
```

Inheritance diagram for **palo::ArgumentInt32**:



Collaboration diagram for **palo::ArgumentInt32**:



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

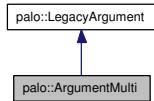
- **ArgumentInt32.h**
- **ArgumentInt32.cpp**

## 4.10 `palo::ArgumentMulti` Class Reference

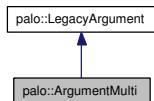
legacy argument vector

```
#include <ArgumentMulti.h>
```

Inheritance diagram for `palo::ArgumentMulti`:



Collaboration diagram for `palo::ArgumentMulti`:



### Public Member Functions

- `void append (LegacyArgument *value)`  
*appends the argument, takes ownership of the value*

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

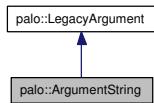
- `ArgumentMulti.h`
- `ArgumentMulti.cpp`

## 4.11 `palo::ArgumentString` Class Reference

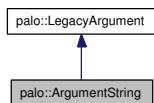
legacy argument string

```
#include <ArgumentString.h>
```

Inheritance diagram for `palo::ArgumentString`:



Collaboration diagram for `palo::ArgumentString`:



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

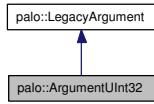
- `ArgumentString.h`
- `ArgumentString.cpp`

## 4.12 `palo::ArgumentUInt32` Class Reference

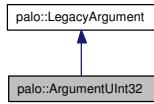
legacy argument unsigned integer

```
#include <ArgumentUInt32.h>
```

Inheritance diagram for `palo::ArgumentUInt32`:



Collaboration diagram for `palo::ArgumentUInt32`:



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

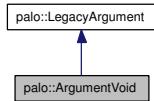
- `ArgumentUInt32.h`
- `ArgumentUInt32.cpp`

## 4.13 `palo::ArgumentVoid` Class Reference

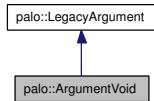
legacy argument void

```
#include <ArgumentVoid.h>
```

Inheritance diagram for `palo::ArgumentVoid`:



Collaboration diagram for `palo::ArgumentVoid`:



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

- `ArgumentVoid.h`
- `ArgumentVoid.cpp`

## 4.14 `palo::AssociativeArray< KEY, ELEMENT, DESC >`

### Class Template Reference

associative array for POD data

```
#include <AssociativeArray.h>
```

#### Public Member Functions

- **AssociativeArray** (size\_t size)  
*constructs a new associative array for POD data*
- **AssociativeArray** (size\_t size, const DESC &desc)  
*constructs a new associative array for POD data*
- **~AssociativeArray** ()  
*deletes a associative array for POD data*
- size\_t **size** () const  
*returns number of elements*
- size\_t **capacity** () const  
*returns the capacity*
- const ELEMENT \* **getTable** () const  
*returns element table*
- void **clear** ()  
*clears the array*
- void **clearAndDelete** ()  
*clears the array and deletes the elements*
- const ELEMENT & **findKey** (const KEY &key)  
*finds an element with a given key*
- const ELEMENT & **findElement** (const ELEMENT &element)  
*finds a given element*
- bool **addElement** (const ELEMENT &element, bool overwrite=true)  
*adds a new element*
- bool **addElement** (const KEY &key, const ELEMENT &element, bool overwrite=true)  
*adds a new element with key*
- ELEMENT **removeKey** (const KEY &key)  
*removes a key*
- bool **removeElement** (const ELEMENT &element)  
*removes an element*

#### 4.14.1 Detailed Description

```
template<typename KEY, typename ELEMENT, typename DESC> class
palo::AssociativeArray< KEY, ELEMENT, DESC >
```

An associative array for POD data. You must use map or hash\_map if you want to store real objects. The associative array stores elements of a given type. An element must contain its key. There is no separate buffer for keys. The description describes how to generate the hash value for keys and elements, how to compare keys and elements, and how to check for empty elements.

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

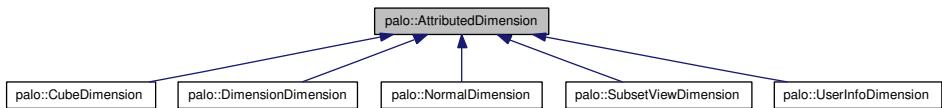
- **AssociativeArray.h**

## 4.15 palo::AttributedDimension Class Reference

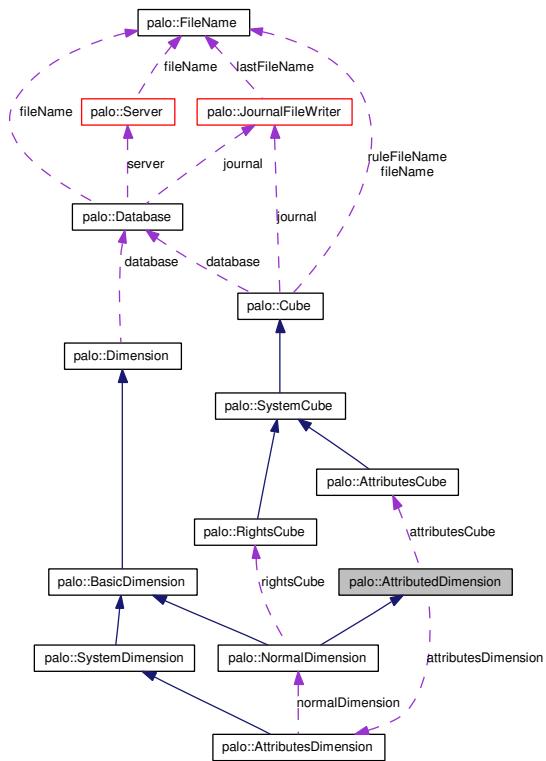
normal OLAP dimension

```
#include <AttributedDimension.h>
```

Inheritance diagram for palo::AttributedDimension:



Collaboration diagram for palo::AttributedDimension:



## Public Member Functions

- **AttributedDimension ()**

*creates new attributed dimension with given identifier*

### 4.15.1 Detailed Description

An OLAP dimension is an ordered list of elements

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

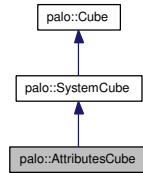
- AttributedDimension.h
- AttributedDimension.cpp

## 4.16 palo::AttributesCube Class Reference

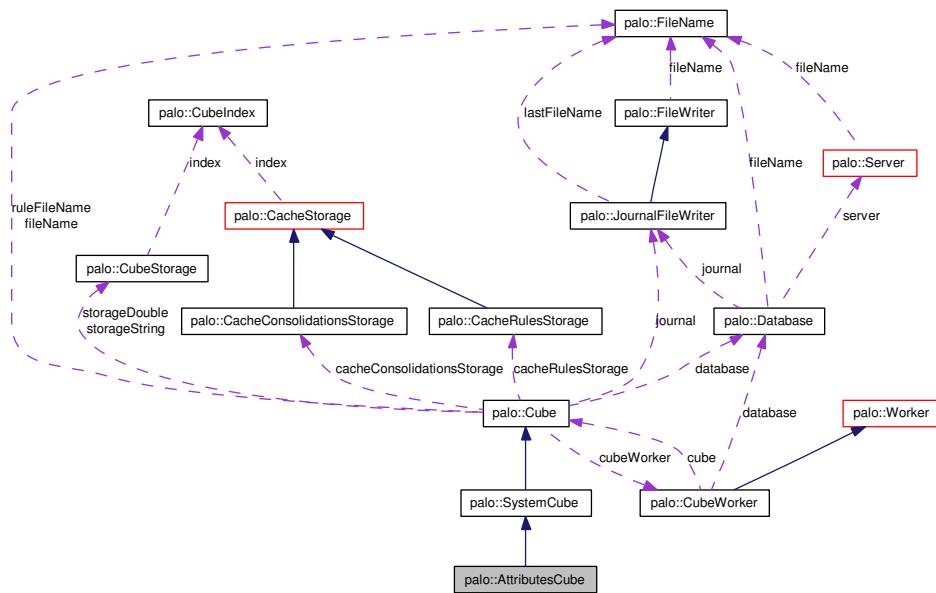
attributes OLAP cube

```
#include <AttributesCube.h>
```

Inheritance diagram for palo::AttributesCube:



Collaboration diagram for palo::AttributesCube:



## Public Member Functions

- **AttributesCube** (IdentifierType identifier, const string &name, Database \*database, vector< Dimension \* > \*dimensions)
- creates empty cube*
- void **saveCubeType** (FileWriter \*file)
- saves cube name and type to file*
- ItemType **getType** () const
- returns cube type*
- SystemCubeType **getSubType** () const
- returns the sub type of a system cube*

### 4.16.1 Detailed Description

An OLAP cube is an ordered list of elements

### 4.16.2 Constructor & Destructor Documentation

**4.16.2.1 palo::AttributesCube::AttributesCube (IdentifierType *identifier*, const string & *name*, Database \* *database*, vector< Dimension \* > \* *dimensions*)**

**Exceptions:**

*ParameterException* (p. 356) on double or missing dimensions

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

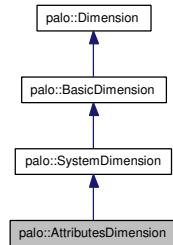
- AttributesCube.h
- AttributesCube.cpp

## 4.17 palo::AttributesDimension Class Reference

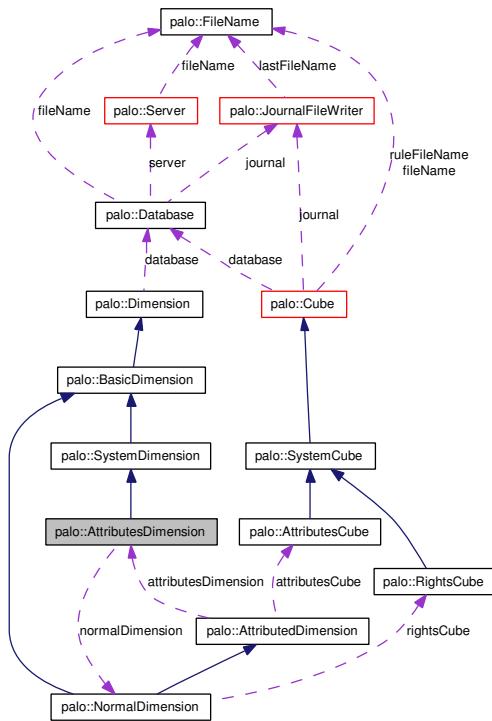
alias OLAP dimension

```
#include <AttributesDimension.h>
```

Inheritance diagram for palo::AttributesDimension:



Collaboration diagram for palo::AttributesDimension:



### Public Member Functions

- **AttributesDimension** (IdentifierType identifier, const string &name, Database \*database)
 

*creates new dimension with given identifier*
- void **saveDimensionType** (FileWriter \*file)
 

*saves dimension name and type to file*

- **SystemDimensionType getSubType () const**  
*returns the sub type of a system dimension*

#### 4.17.1 Detailed Description

An OLAP dimension is an ordered list of elements

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

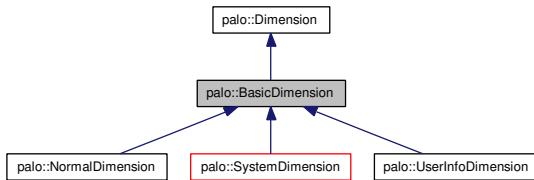
- **AttributesDimension.h**
- **AttributesDimension.cpp**

## 4.18 palo::BasicDimension Class Reference

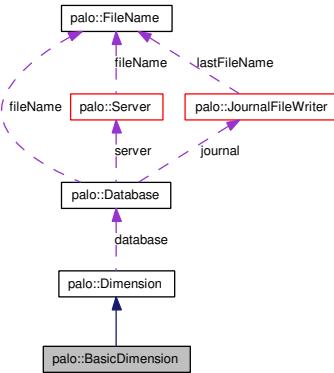
basic dimension

```
#include <BasicDimension.h>
```

Inheritance diagram for palo::BasicDimension:



Collaboration diagram for palo::BasicDimension:



## Public Member Functions

- **BasicDimension** (IdentifierType identifier, const string &name, Database \*database)  
*creates new dimension with given identifier*
- **~BasicDimension ()**  
*deletes dimension*
- void **loadDimension** (FileReader \*file)  
*reads data from file*
- void **saveDimension** (FileWriter \*file)  
*saves data to file*
- LevelType **getLevel ()**  
*gets highest consolidation level*
- IndentType **getIndent ()**  
*gets highest indentation*

- **DepthType getDepth ()**  
*gets highest consolidation depth*
- **size\_t getMemoryUsageIndex ()**  
*calculate memory usage of the hash maps*
- **size\_t getMemoryUsageStorage ()**  
*calculate memory usage of the elements vector*
- **vector< Element \* > getElements (User \*user)**  
*gets list of elements (sorted by position)*
- **IdentifierType getMaximalIdentifier ()**  
*gets maximal used identifier*
- **void updateLevelIndentDepth ()**  
*updates level, indent, and depth information*
- **void clearElements (User \*user)**  
*deletes all elements*
- **Element \* addElement (const string &name, Element::ElementType elementType, User \*user, bool useJournal=true)**  
*adds (new) element (returns identifier of new element)*
- **void deleteElement (Element \*element, User \*user, bool useJournal=true)**  
*deletes element*
- **void changeElementName (Element \*element, const string &name, User \*user)**  
*changes name of element*
- **void changeElementType (Element \*element, Element::ElementType elementType, User \*user, bool setConsolidated)**  
*changes type of element*
- **void moveElement (Element \*element, PositionType newPosition, User \*user)**  
*moves element (change position of element)*
- **void addChildren (Element \*parent, const ElementsWeightType \*children, User \*user)**  
*adds childs to (consolidated) element*
- **void removeChildren (User \*user, Element \*parent)**  
*removes childs from (consolidated) element*
- **set< Element \* > getBaseElements (Element \*parent, bool \*multiple)**  
*gets the base elements*
- **size\_t sizeElements ()**  
*gets number of elements*

- **set< Element \* > ancestors (Element \*child)**  
*compute all ancestors of an elements*
- **const ParentsType \* getParents (Element \*child)**  
*get parent elements (ordered by position)*
- **const ElementsWeightType \* getChildren (Element \*parent)**  
*gets child elements*
- **bool isStringConsolidation (Element \*element)**  
*returns true if element is a string consolidation*
- **Element \* lookupElement (IdentifierType elementIdentifier)**  
*gets element by identifier*
- **Element \* lookupElementByName (const string &name)**  
*gets element by name*
- **Element \* lookupElementByPosition (PositionType position)**  
*gets element by position*
- **Element \* findElement (IdentifierType elementIdentifier, User \*user)**  
*gets element by identifier*
- **Element \* findElementByName (const string &name, User \*user)**  
*gets element by name*
- **Element \* findElementByPosition (PositionType position, User \*user)**  
*gets element by position*

#### 4.18.1 Detailed Description

A basic dimension is an ordered list of elements

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

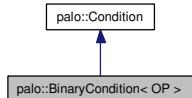
- **BasicDimension.h**
- **BasicDimension.cpp**

## 4.19 **palo::BinaryCondition< OP >** Class Template Reference

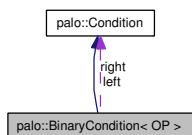
binary condition on double

```
#include <BinaryCondition.h>
```

Inheritance diagram for **palo::BinaryCondition< OP >**:



Collaboration diagram for **palo::BinaryCondition< OP >**:



```
template<typename OP> class palo::BinaryCondition< OP >
```

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

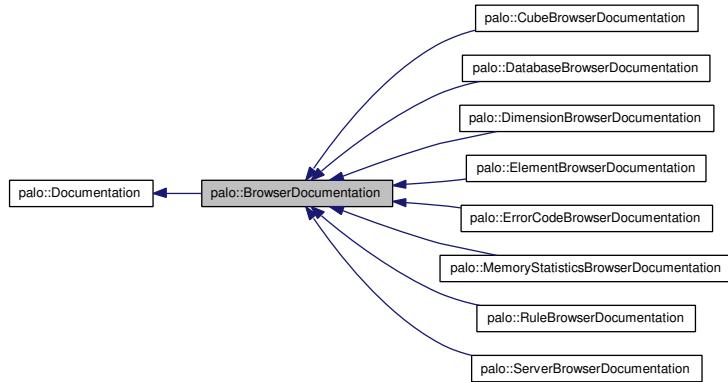
- **BinaryCondition.h**

## 4.20 palo::BrowserDocumentation Class Reference

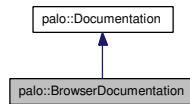
provides data documentation

```
#include <BrowserDocumentation.h>
```

Inheritance diagram for palo::BrowserDocumentation:



Collaboration diagram for palo::BrowserDocumentation:



### Public Member Functions

- **BrowserDocumentation** (const string &message)  
*constructs a data based documentation*
- bool **hasDocumentationEntry** (const string &)  
*returns true if a documentation entry was found*
- const vector< string > & **getDocumentationEntries** (const string &)  
*returns a vector of values to a key word*
- const string & **getDocumentationEntry** (const string &name, size\_t index=0)  
*returns one value to a keyword*

### Protected Member Functions

- void **defineDatabase** (Database \*database)  
*defines database values*
- void **defineDatabases** (const vector< Database \* > \*databases)  
*defines database values*

- void **defineDimension** (**Dimension** \*dimension)  
*defines dimension values*
- void **defineDimensions** (const vector< **Dimension** \* > \*dimensions)  
*defines dimension values*
- void **defineCube** (**Cube** \*cube)  
*defines cube values*
- void **defineCubes** (const vector< **Cube** \* > \*cubes)  
*defines cube values*
- void **defineElement** (**Dimension** \*, **Element** \*element, const string &prefix)  
*defines element values*
- void **defineElements** (**Dimension** \*, const vector< **Element** \* > \*elements, const string &prefix)  
*defines element values*

## Static Protected Member Functions

- static string **convertToString** (const IdentifiersType \*)  
*converts identifier list to string*
- static string **convertElementTypeToString** (**Element**::**ElementType**)  
*converts element type to string*
- static string **convertStatusToString** (**Database** \*)  
*converts status to string*
- static string **convertStatusToString** (**Cube** \*)  
*converts status to string*
- static string **convertTypeToString** (ItemType type)  
*converts item type to string*

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

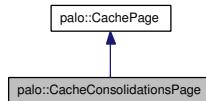
- **BrowserDocumentation.h**
- **BrowserDocumentation.cpp**

## 4.21 palo::CacheConsolidationsPage Class Reference

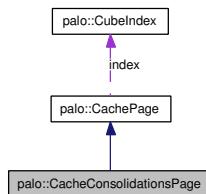
palo cache page

```
#include <CacheConsolidationsPage.h>
```

Inheritance diagram for palo::CacheConsolidationsPage:



Collaboration diagram for palo::CacheConsolidationsPage:



### Public Member Functions

- **size\_t getTotalCacheSize ()**  
*returns the cache size of all cache pages*
- **size\_t getMaximumCacheSize ()**  
*returns the maximum cache size*
- **CacheConsolidationsPage (CubeIndex \*index, size\_t keySize, size\_t valueSize, size\_t counterSize)**  
*creates an empty cache page*
- **~CacheConsolidationsPage ()**  
*delete cube storage*

### Static Public Member Functions

- **static void setMaximumCacheSize (size\_t maximum)**  
*set the maximum cache size*

#### 4.21.1 Detailed Description

A cache page stores/cachss the consolidated cell data into a fixed memory size.

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

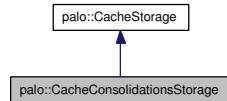
- `CacheConsolidationsPage.h`
- `CacheConsolidationsPage.cpp`

## 4.22 palo::CacheConsolidationsStorage Class Reference

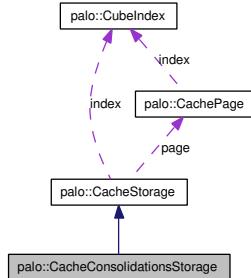
palo cache storage

```
#include <CacheConsolidationsStorage.h>
```

Inheritance diagram for palo::CacheConsolidationsStorage:



Collaboration diagram for palo::CacheConsolidationsStorage:



### Public Member Functions

- **CacheConsolidationsStorage** (const vector< size\_t > \*sizeDimensions, size\_t **valueSize**)  
*Creates an empty cache storage.*
- **~CacheConsolidationsStorage ()**  
*Remove a cache storage.*
- **void clear ()**  
*clear storage*

#### 4.22.1 Detailed Description

A cache storage uses a cache page with a fixed memory size to store the values.

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

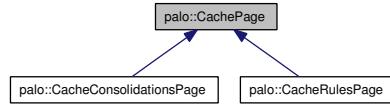
- **CacheConsolidationsStorage.h**
- **CacheConsolidationsStorage.cpp**

## 4.23 palo::CachePage Class Reference

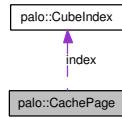
palo cache page

```
#include <CachePage.h>
```

Inheritance diagram for palo::CachePage:



Collaboration diagram for palo::CachePage:



### Public Member Functions

- **CachePage (CubeIndex \*index, size\_t keySize, size\_t valueSize, size\_t counterSize)**  
*creates an empty cache page*
- **virtual ~CachePage ()**  
*delete cube storage*
- **element\_t addElement (element\_t)**  
*adds an entry to cube*
- **element\_t removeElement (element\_t)**  
*removes an entry from the cube*
- **buffer\_t begin ()**  
*returns a pointer to the beginning*
- **buffer\_t end ()**  
*returns a pointer to the end (first non-used entry)*
- **size\_t size ()**  
*returns the used size*
- **size\_t getRowSize ()**  
*returns the used row size*
- **size\_t getNumberElements ()**  
*returns the number of used rows*
- **virtual size\_t getTotalCacheSize ()=0**

*returns the cache size of all cache pages*

- virtual size\_t **getMaximumCacheSize ()=0**  
*returns the maximum cache size*

## Static Public Attributes

- static const size\_t **PAGE\_SIZE** = 1024  
*size of a cache page*

## Protected Attributes

- **CubeIndex \* index**  
*cube index for resize*
- **bool sorted**  
*sorted flag*
- **size\_t keySize**  
*size of the key*
- **size\_t valueSize**  
*size of the value*
- **size\_t counterSize**  
*size of the counter value*
- **size\_t rowSize**  
*size of an entry*
- **size\_t totalSize**  
*total size of the page*
- **size\_t usedElements**  
*used number of rows per page*
- **size\_t numberElements**  
*number of rows per page*
- **buffer\_t buffer**  
*pointer to the page memory*
- **element\_t tmpBuffer**  
*temporary buffer for one row*

### 4.23.1 Detailed Description

A cache page stores/cachss the consolidated cell data into a fixed memory size.

### 4.23.2 Member Data Documentation

#### 4.23.2.1 `const size_t palo::CachePage::PAGE_SIZE = 1024 [static]`

Memory pages will be allocated in multiple of this values.

#### 4.23.2.2 `size_t palo::CachePage::rowSize [protected]`

Aligned element size.

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

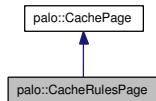
- `CachePage.h`
- `CachePage.cpp`

## 4.24 palo::CacheRulesPage Class Reference

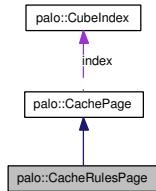
palo cache page

```
#include <CacheRulesPage.h>
```

Inheritance diagram for palo::CacheRulesPage:



Collaboration diagram for palo::CacheRulesPage:



### Public Member Functions

- **size\_t getTotalCacheSize ()**  
*returns the cache size of all cache pages*
- **size\_t getMaximumCacheSize ()**  
*returns the maximum cache size*
- **CacheRulesPage (CubeIndex \*index, size\_t keySize, size\_t valueSize, size\_t counterSize)**  
*creates an empty cache page*
- **~CacheRulesPage ()**  
*delete cube storage*

### Static Public Member Functions

- **static void setMaximumCacheSize (size\_t maximum)**  
*set the maximum cache size*

#### 4.24.1 Detailed Description

A cache page stores/caches the consolidated cell data into a fixed memory size.

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

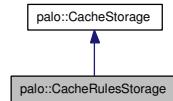
- `CacheRulesPage.h`
- `CacheRulesPage.cpp`

## 4.25 palo::CacheRulesStorage Class Reference

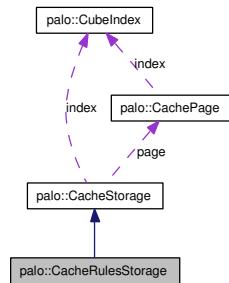
palo cache storage

```
#include <CacheRulesStorage.h>
```

Inheritance diagram for palo::CacheRulesStorage:



Collaboration diagram for palo::CacheRulesStorage:



### Public Member Functions

- **CacheRulesStorage** (const vector< size\_t > \*sizeDimensions, size\_t **valueSize**)  
*Creates an empty cache storage.*
- **~CacheRulesStorage ()**  
*Remove a cache storage.*
- **void clear ()**  
*clear storage*

#### 4.25.1 Detailed Description

A cache storage uses a cache page with a fixed memory size to store the values.

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

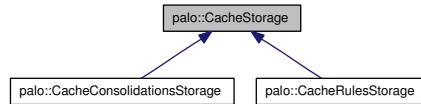
- **CacheRulesStorage.h**
- **CacheRulesStorage.cpp**

## 4.26 palo::CacheStorage Class Reference

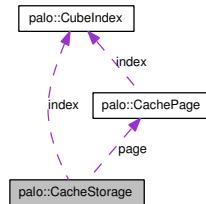
palo cache storage

```
#include <CacheStorage.h>
```

Inheritance diagram for palo::CacheStorage:



Collaboration diagram for palo::CacheStorage:



### Public Member Functions

- **CacheStorage** (const vector< size\_t > \*sizeDimensions, size\_t **valueSize**)  
*Creates an empty cache storage.*
- virtual ~**CacheStorage** ()  
*Remove a cache storage.*
- template<typename PATH> void **deleteCell** (const PATH path)  
*removes a value*
- template<typename PATH> void **setCellValue** (const PATH path, CachePage::value\_t value)  
*copies the value ("valueSize" bytes) to the cube storage*
- template<typename PATH> CachePage::element\_t **getCellValue** (const PATH path)  
*returns a pointer to a cell value*
- void **fillPath** (const CachePage::element\_t row, IdentifiersType \*path)  
*fills path*
- const vector< size\_t > \* **getSizeDimensions** () const  
*returns the maximum number of each dimension*
- size\_t **size** () const  
*number of used rows*

- **size\_t getValueSize () const**  
*memory size of a value in byte*
- **virtual void clear ()**  
*clear storage*
- **void deleteCells (vector< set< IdentifierType > > \*area)**  
*delete elements*

## Protected Member Functions

- **void shrinkCacheStorage ()**  
*shrink size of cache storage*
- **void shrinkCacheStorages ()**  
*shrink size of all cache storages*

## Protected Attributes

- **size\_t numberElements**  
*total number of elements*
- **vector< size\_t > maxima**  
*maximum possible value for dimension identifier*
- **CachePage \* page**  
*the used page*
- **size\_t keySize**  
*memory size needed to store a path*
- **size\_t valueSize**  
*memory size needed to store a value*
- **size\_t counterSize**  
*size of the counter value*
- **size\_t elementSize**  
*memory size needed to store the path and the value*
- **CubeIndex \* index**  
*Pointer to a cube index object.*
- **uint8\_t \* tmpKeyBuffer**  
*temporary buffer*
- **uint8\_t \* tmpElementBuffer**  
*temporary buffer*

### 4.26.1 Detailed Description

A cache storage uses a cache page with a fixed memory size to store the values.

### 4.26.2 Member Function Documentation

**4.26.2.1 template<typename PATH> CachePage::element\_t  
palo::CacheStorage::getCellValue (const PATH *path*) [inline]**

The method returns "0" for an undefined value

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

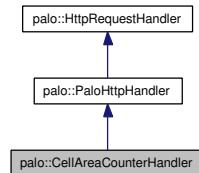
- `CacheStorage.h`
- `CacheStorage.cpp`

## 4.27 palo::CellAreaCounterHandler Class Reference

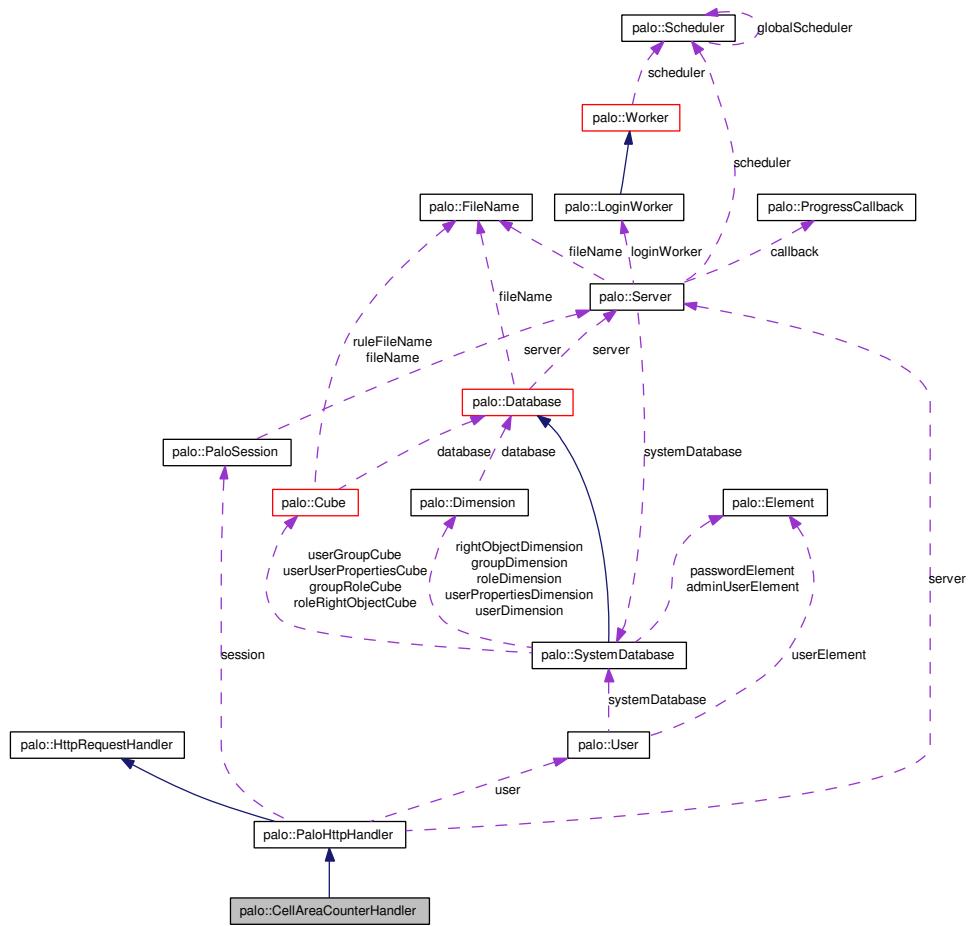
cell area

```
#include <CellAreaCounterHandler.h>
```

## Inheritance diagram for palo::CellAreaCounterHandler:



## Collaboration diagram for palo::CellAreaCounterHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

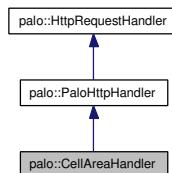
- **CellAreaCounterHandler.h**

4.28 palo::CellAreaHandler Class Reference

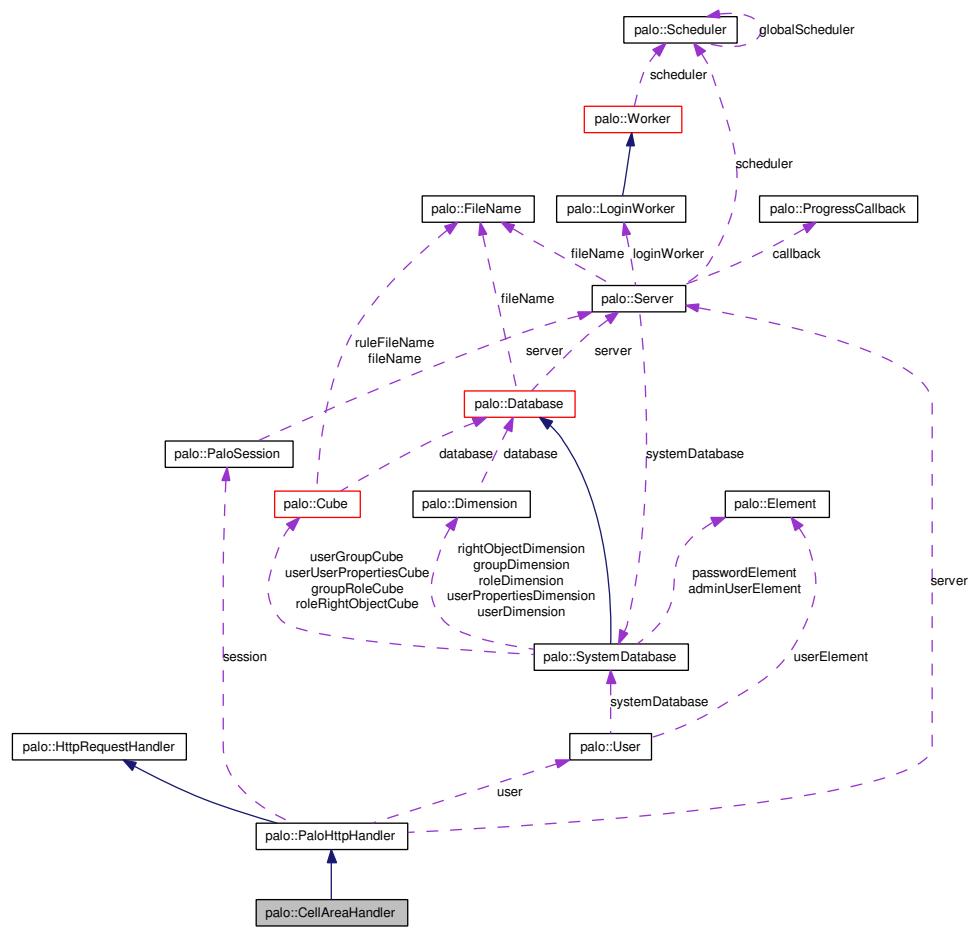
cell area

```
#include <CellAreaHandler.h>
```

## Inheritance diagram for palo::CellAreaHandler:



## Collaboration diagram for palo::CellAreaHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

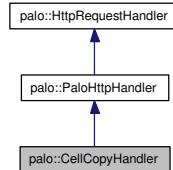
- **CellAreaHandler.h**

## 4.29 palo::CellCopyHandler Class Reference

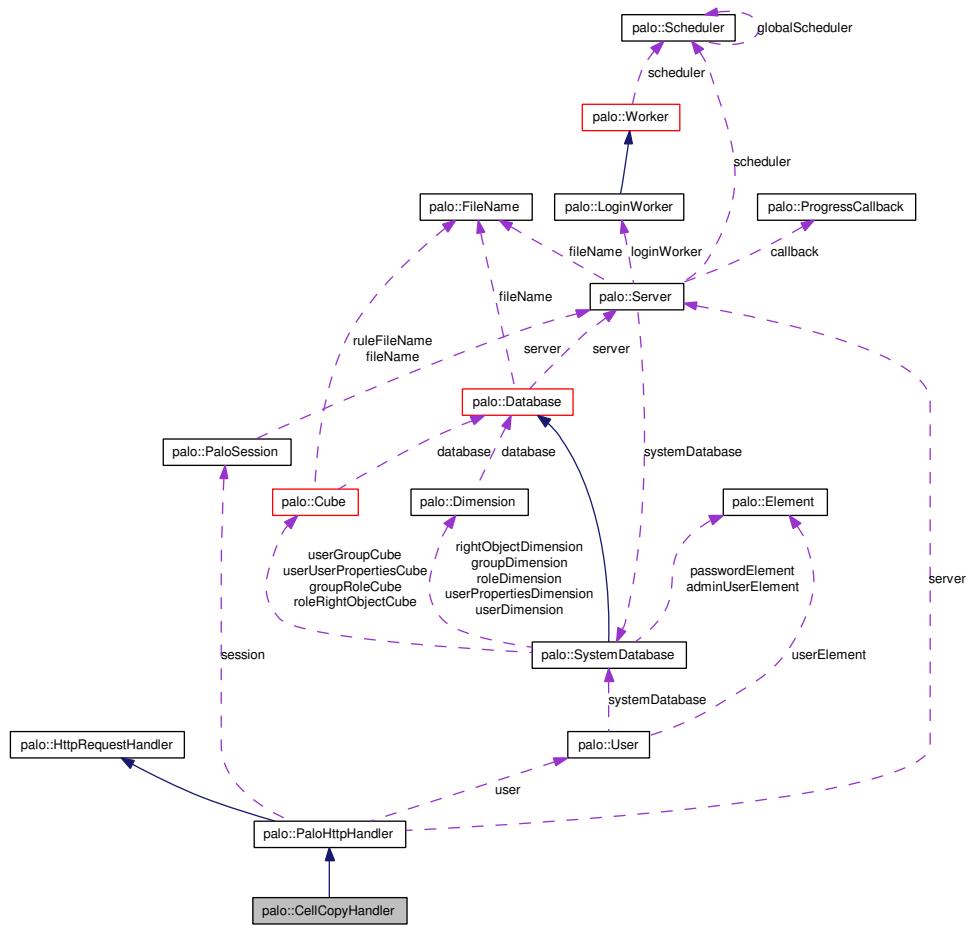
cell replace

```
#include <CellCopyHandler.h>
```

Inheritance diagram for palo::CellCopyHandler:



Collaboration diagram for palo::CellCopyHandler:



### Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

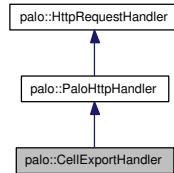
- **CellCopyHandler.h**

## 4.30 palo::CellExportHandler Class Reference

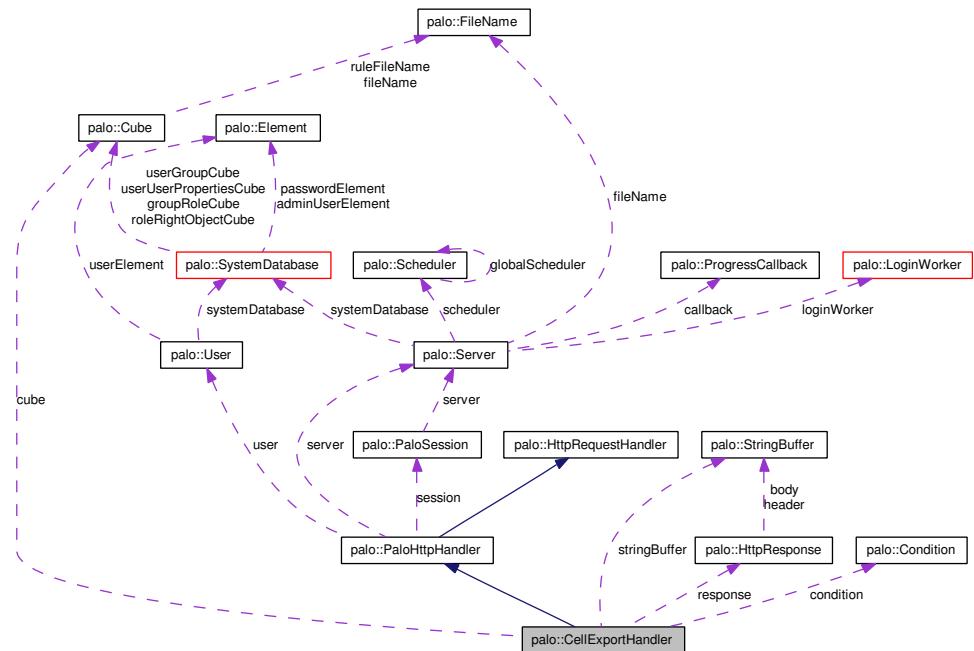
cell export

```
#include <CellExportHandler.h>
```

Inheritance diagram for palo::CellExportHandler:



Collaboration diagram for palo::CellExportHandler:



### Public Member Functions

- HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

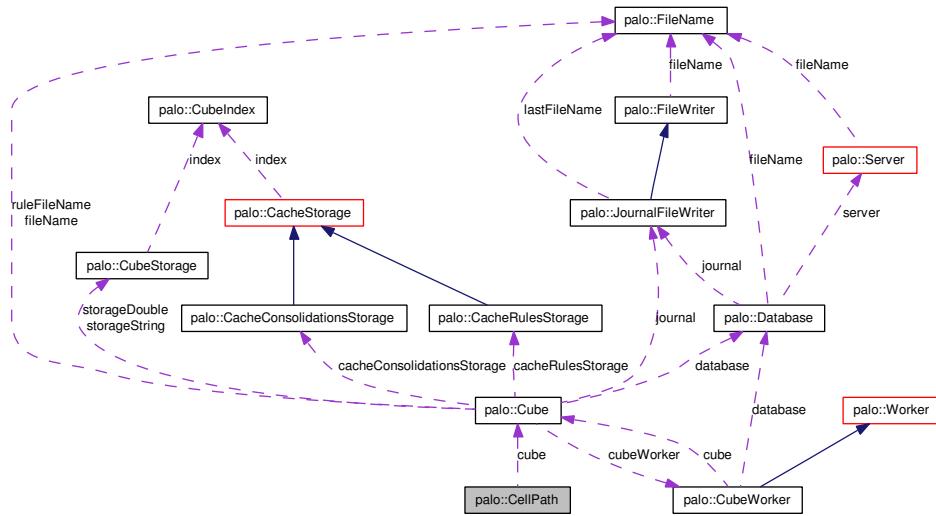
- CellExportHandler.h**

## 4.31 `palo::CellPath` Class Reference

OLAP cell path.

```
#include <CellPath.h>
```

Collaboration diagram for `palo::CellPath`:



## Public Member Functions

- **CellPath (Cube \*cube, const IdentifiersType \*identifiers)**  
*creates cell path from list of identifiers*
- **CellPath (Cube \*cube, const PathType \*elements)**  
*creates cell path from list of elements*
- **Element::ElementType getPathType () const**  
*get type of path*
- **const Cube \* getCube () const**  
*get type of path*
- **const PathType \* getPathElements () const**  
*get path Elements*
- **const IdentifiersType \* getPathIdentifier () const**  
*get identifiers of path elements*
- **bool isBase () const**  
*is base path*

### 4.31.1 Detailed Description

A cell path consists of a list of elements and a path type.

### 4.31.2 Constructor & Destructor Documentation

#### 4.31.2.1 `palo::CellPath::CellPath (Cube * cube, const IdentifiersType * identifiers)`

**Exceptions:**

*ParameterException* (p. 356) on double or missing dimensions

The object constructor verifies the elements and computes the path type. If the list of elements is not a suitable cell path for the given cube the constructor throws a **ParameterException** (p. 356).

#### 4.31.2.2 `palo::CellPath::CellPath (Cube * cube, const PathType * elements)`

**Exceptions:**

*ParameterException* (p. 356) on double or missing dimensions

The object constructor verifies the elements and computes the path type. If the list of elements is not a suitable cell path for the given cube the constructor throws a **ParameterException** (p. 356).

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

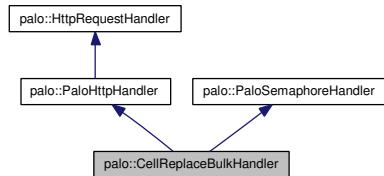
- `CellPath.h`
- `CellPath.cpp`

## 4.32 palo::CellReplaceBulkHandler Class Reference

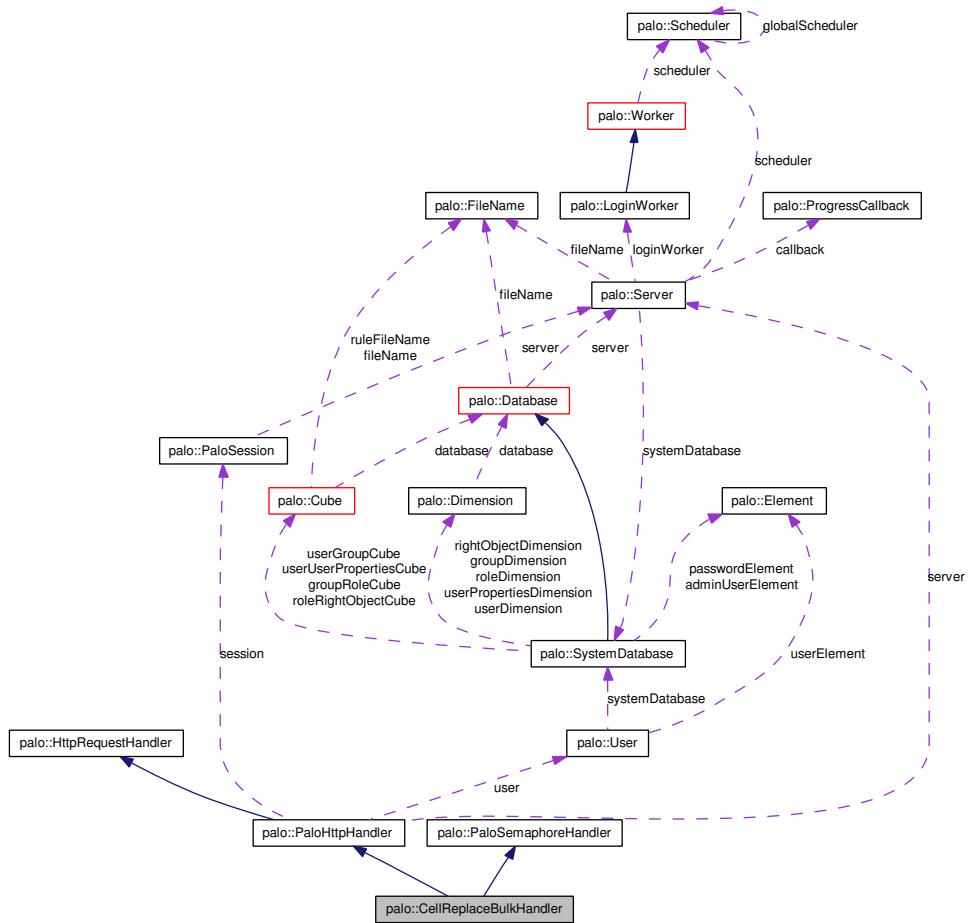
cell replace bulk

```
#include <CellReplaceBulkHandler.h>
```

## Inheritance diagram for palo::CellReplaceBulkHandler:



## Collaboration diagram for palo::CellReplaceBulkHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

- **HttpResponse \* handlePaloSemaphoreRaised** (const **HttpRequest** \*request, IdentifierType data, const string \*msg)  
*callback if semaphore is raised*
- **HttpResponse \* handlePaloSemaphoreDeleted** (const **HttpRequest** \*request, IdentifierType data)  
*callback if semaphore is destroyed*

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

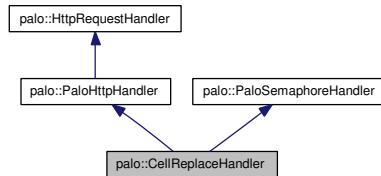
- **CellReplaceBulkHandler.h**

## 4.33 palo::CellReplaceHandler Class Reference

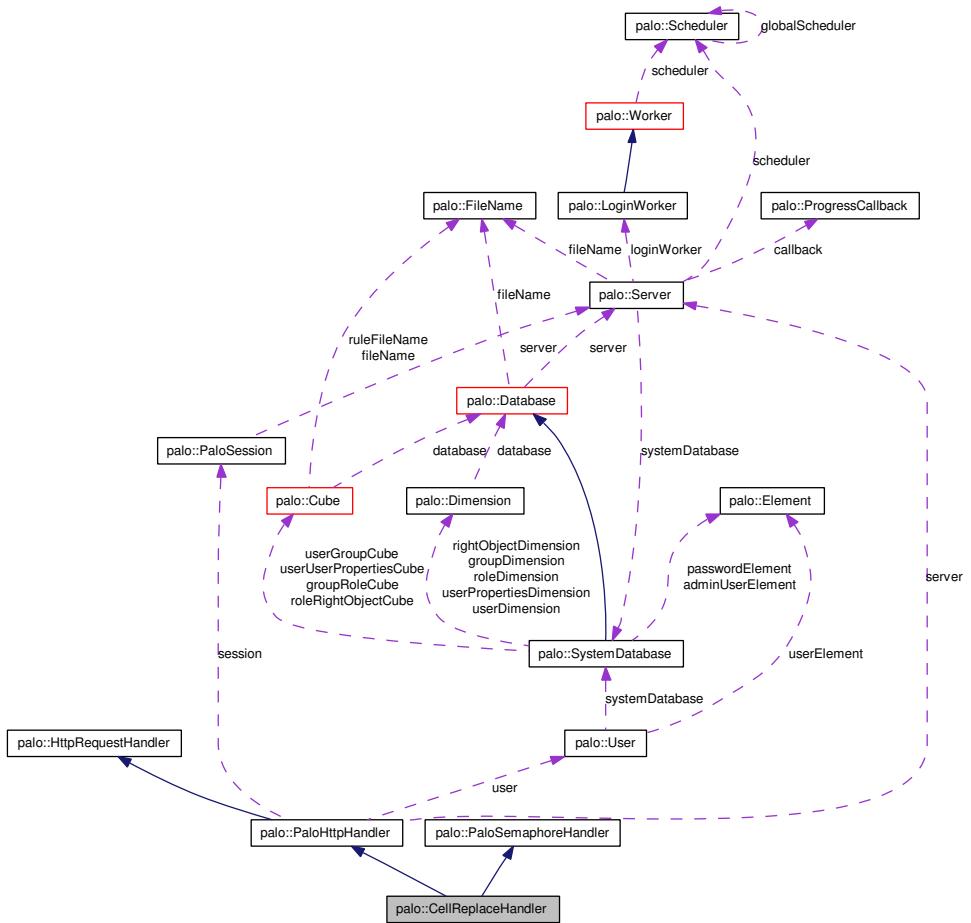
cell replace

```
#include <CellReplaceHandler.h>
```

## Inheritance diagram for palo::CellReplaceHandler:



## Collaboration diagram for palo::CellReplaceHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

- **HttpResponse \* handlePaloSemaphoreRaised** (const **HttpRequest** \*request, IdentifierType data, const string \*msg)  
*callback if semaphore is raised*
- **HttpResponse \* handlePaloSemaphoreDeleted** (const **HttpRequest** \*request, IdentifierType data)  
*callback if semaphore is destroyed*

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

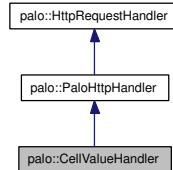
- **CellReplaceHandler.h**

## 4.34 palo::CellValueHandler Class Reference

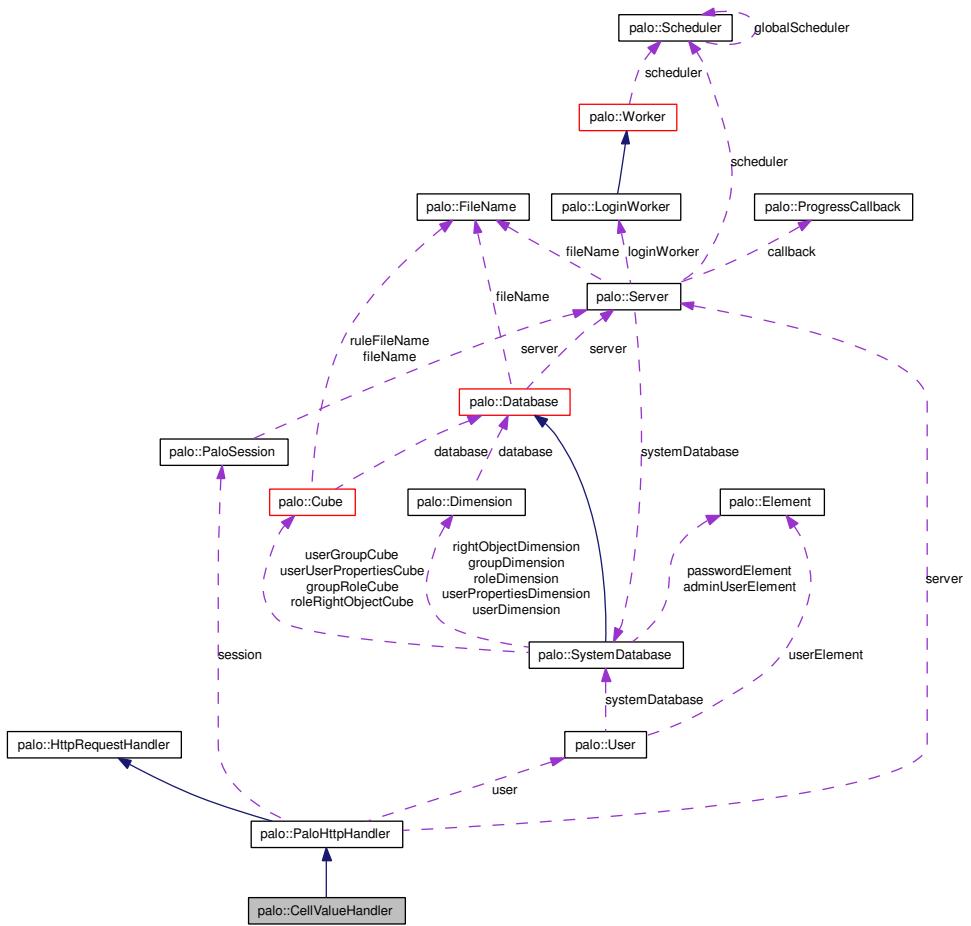
cell value

```
#include <CellValueHandler.h>
```

Inheritance diagram for palo::CellValueHandler:



Collaboration diagram for palo::CellValueHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

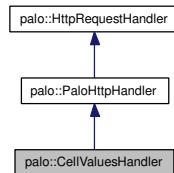
- **CellValueHandler.h**

## 4.35 palo::CellValuesHandler Class Reference

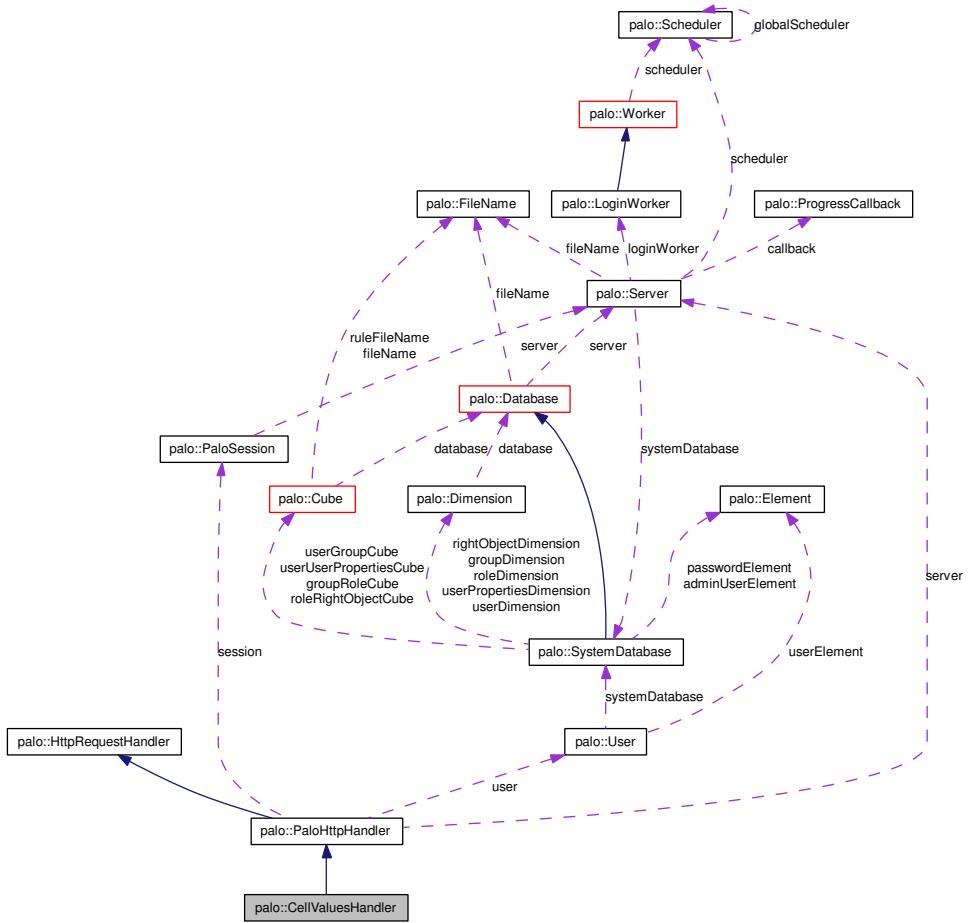
cells value

```
#include <CellValuesHandler.h>
```

## Inheritance diagram for palo::CellValuesHandler:



## Collaboration diagram for palo::CellValuesHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

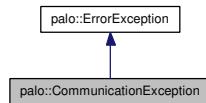
- **CellValuesHandler.h**

## 4.36 `palo::CommunicationException` Class Reference

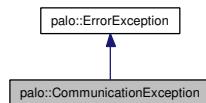
communication exception

```
#include <CommunicationException.h>
```

Inheritance diagram for `palo::CommunicationException`:



Collaboration diagram for `palo::CommunicationException`:



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

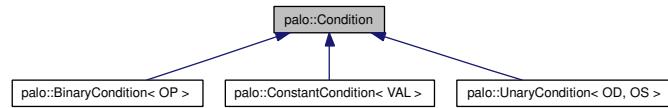
- **CommunicationException.h**

## 4.37 palo::Condition Class Reference

condition on double

```
#include <Condition.h>
```

Inheritance diagram for palo::Condition:



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

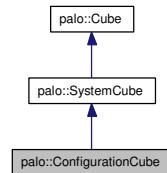
- **Condition.h**
- **Condition.cpp**

## 4.38 palo::ConfigurationCube Class Reference

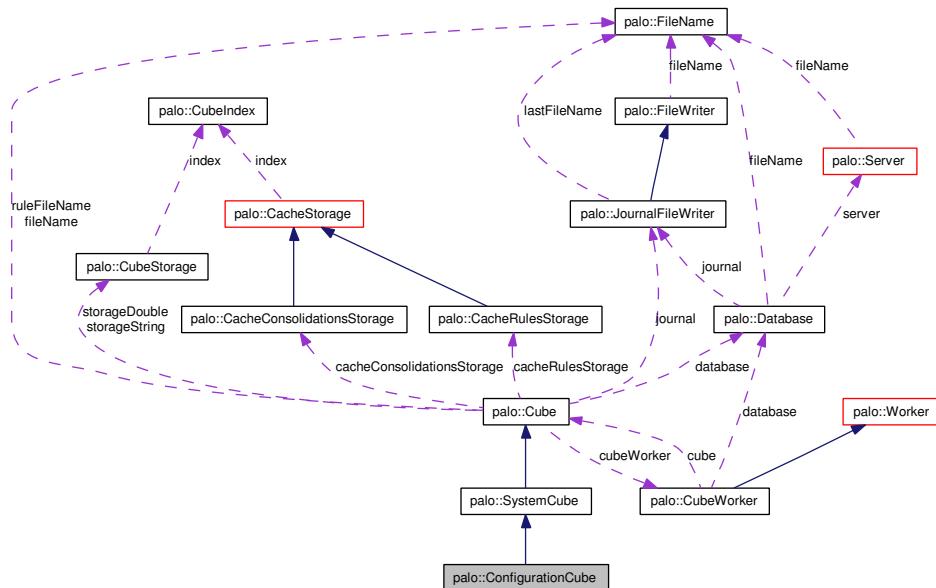
configuration OLAP cube

```
#include <ConfigurationCube.h>
```

## Inheritance diagram for palo::ConfigurationCube:



## Collaboration diagram for palo::ConfigurationCube:



## Public Member Functions

- **ConfigurationCube** (IdentifierType identifier, const string &name, **Database** \*database, vector<**Dimension** \*> \*dimensions)  
*creates empty cube*
  - void **updateDatabaseClientCacheType** ()  
*get value of client cache cell and set client cache type in parent database*
  - ItemType **getType** () const  
*get type of cube*
  - SystemCubeType **getSubType** () const  
*get sub-type of cube*

- void **saveCubeType** (**FileWriter** \*file)  
*save cube data*

#### functions dealing with cells and cell values

- void **clearCells** (**User** \*user)  
*clears all cells*
- semaphore\_t **setCellValue** (**CellPath** \*cellPath, const string &value, **User** \*user, **PaloSession** \*session, bool checkArea, bool sepRight, **Lock** \*lock)  
*sets STRING value to a cell*
- semaphore\_t **clearCellValue** (**CellPath** \*cellPath, **User** \*user, **PaloSession** \*session, bool checkArea, bool sepRight, **Lock** \*lock)  
*clear value*

### 4.38.1 Detailed Description

An OLAP cube is an ordered list of elements

### 4.38.2 Constructor & Destructor Documentation

#### 4.38.2.1 **palo::ConfigurationCube::ConfigurationCube** (**IdentifierType** *identifier*, const string & *name*, **Database** \* *database*, **vector<** **Dimension** \* **>** \* *dimensions*)

**Exceptions:**

*ParameterException* (p. 356) on double or missing dimensions

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

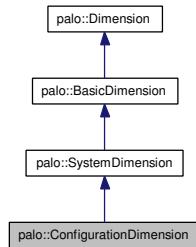
- ConfigurationCube.h
- ConfigurationCube.cpp

## 4.39 `palo::ConfigurationDimension` Class Reference

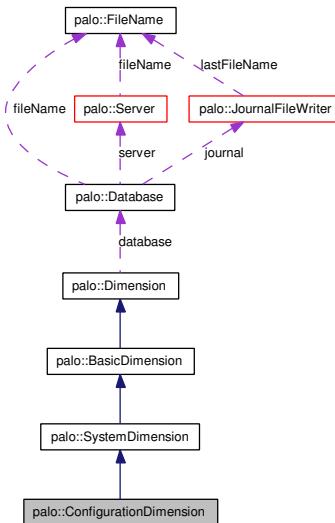
alias OLAP dimension

```
#include <ConfigurationDimension.h>
```

Inheritance diagram for `palo::ConfigurationDimension`:



Collaboration diagram for `palo::ConfigurationDimension`:



## Public Member Functions

- **ConfigurationDimension** (IdentifierType identifier, const string &name, **Database** \*database)
 

*creates new dimension with given identifier*
- **Element \* addElement** (const string &name, **Element::ElementType** elementType, **User** \*user, bool useJournal=true)
 

*adds (new) element (returns identifier of new element)*
- void **deleteElement** (**Element** \*element, **User** \*user, bool useJournal=true)
 

*deletes element*
- void **changeElementName** (**Element** \*element, const string &name, **User** \*user)

*changes name of element*

- void **changeElementType** (**Element** \*element, **Element::ElementType** elementType, **User** \*user, bool setConsolidated)  
*changes type of element*
- void **saveDimensionType** (**FileWriter** \*file)  
*saves dimension name and type to file*
- **SystemDimensionType getSubType () const**  
*returns the sub type of a system dimension*

## Protected Member Functions

- void **checkCubeAccessRight** (**User** \*user, **RightsType** minimumRight)  
*checks cube access*
- void **checkElementAccessRight** (**User** \*user, **RightsType** minimumRight)  
*checks element access*

### 4.39.1 Detailed Description

An OLAP dimension is an ordered list of elements

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

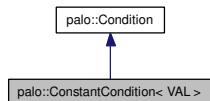
- **ConfigurationDimension.h**
- **ConfigurationDimension.cpp**

## 4.40 palo::ConstantCondition< VAL > Class Template Reference

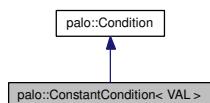
constant condition on double

```
#include <ConstantCondition.h>
```

Inheritance diagram for palo::ConstantCondition< VAL >:



Collaboration diagram for palo::ConstantCondition< VAL >:



```
template<bool VAL> class palo::ConstantCondition< VAL >
```

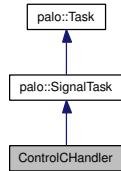
The documentation for this class was generated from the following file:

- **ConstantCondition.h**

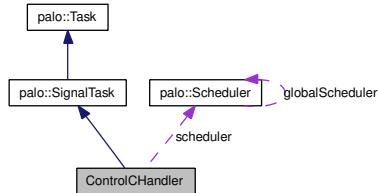
## 4.41 ControlCHandler Class Reference

control c

Inheritance diagram for ControlCHandler:



Collaboration diagram for ControlCHandler:



### Public Member Functions

- **void handleSignal (signal\_t signal)**  
*called by scheduler to indicate arrival of a signal*

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

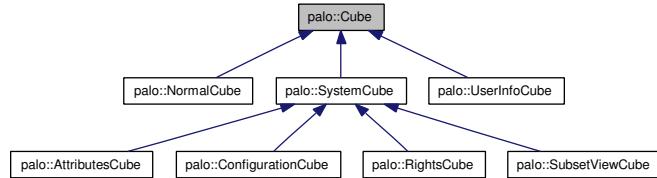
- **palo.cpp**

## 4.42 `palo::Cube` Class Reference

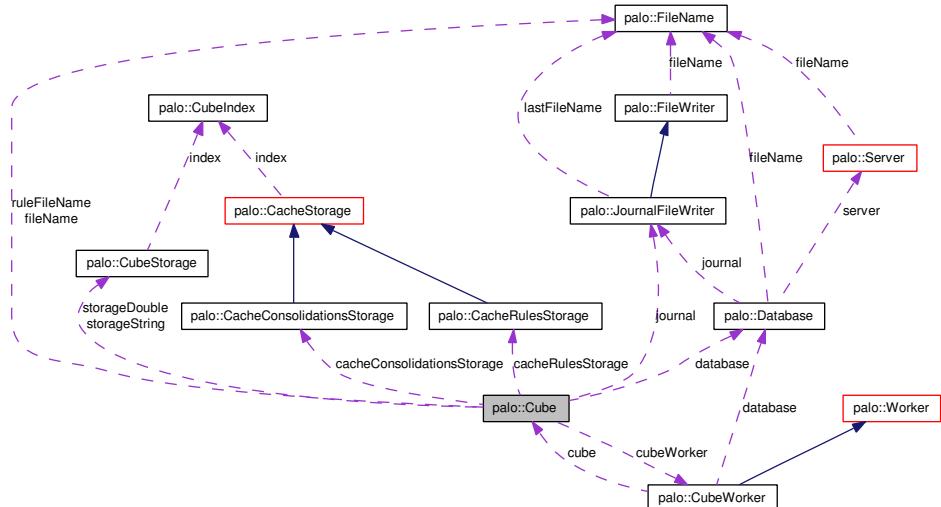
OLAP cube.

```
#include <Cube.h>
```

Inheritance diagram for `palo::Cube`:



Collaboration diagram for `palo::Cube`:



## Public Types

- enum **CubeStatus**  
*status of the cube*
- enum **SplashMode**  
*"splash mode" for setting numeric values in aggregations*

## Public Member Functions

- **Cube** (IdentifierType identifier, const string &name, Database \*database, vector< Dimension \*> \*dimensions)  
*Creates empty cube.*
- virtual ~**Cube** ()

*Destructor.*

### notification callbacks

- virtual void **notifyAddCube** ()  
*called after a cube has been added to a database*
- virtual void **notifyRemoveCube** ()  
*called after a cube has been removed from a database*
- virtual void **notifyRenameCube** (const string &oldName)  
*called after a cube has been renamed*

### functions to save and load the dimension

- bool **isLoadable** () const  
*returns true if cube is loadable*
- void **setCubeFile** (const **FileName** &)  
*changes cube path*
- virtual void **loadCube** (bool processJournal)  
*reads data from file*
- void **processCubeJournal** (**CubeStatus** cubeStatus)  
*reads journal data from file*
- virtual void **saveCubeType** (**FileWriter** \*file)=0  
*saves cube name and type to file*
- virtual void **saveCube** ()  
*saves data to file*
- void **deleteCubeFiles** ()  
*deletes cube file from disk*
- void **unloadCube** ()  
*unloads saved cubes from memory*

### getter and setter

- virtual **ItemType** **getType** () const=0  
*returns cube type*
- uint32\_t **getToken** () const  
*gets the token*
- uint32\_t **getClientCacheToken** ()  
*gets the client cache token*

- IdentifierType **getIdentifier** () const  
*gets identifier of cube*
- void **setName** (const string &name)  
*sets cube name*
- const string & **getName** () const  
*gets cube name*
- void **setDeletable** (bool deletable)  
*sets deletable attribute*
- bool **isDeletable** () const  
*gets deletable attribute*
- void **setRenamable** (bool renamable)  
*sets renamable attribute*
- bool **isRenamable** () const  
*gets renamable attribute*
- const vector< Dimension \* > \* **getDimensions** () const  
*gets cube dimension list*
- vector< Rule \* > **getRules** (User \*)  
*gets rule list*
- **CubeStatus getStatus** () const  
*gets cube status*
- **Database \* getDatabase** () const  
*gets the database*
- int32\_t **sizeFilledCells** ()  
*returns the number of filled cells*

#### functions to update internal structures

- Rule \* **createRule** (RuleNode \*, const string &external, const string &comment, bool activate, User \*)  
*creates a new rule*
- void **modifyRule** (Rule \*, RuleNode \*, const string &external, const string &comment, User \*)  
*modifies an existing rule*
- void **activateRule** (Rule \*, bool activate, User \*)  
*activate/deactivate an existing rule*
- void **deleteRule** (IdentifierType, User \*)  
*deletes a rule*

- **Rule \*** **findRule** (IdentifierType, User \*)
   
*finds a rule*
- void **updateToken** ()
   
*increments the token*
- void **updateClientCacheToken** ()
   
*increments the client cache token*
- virtual void **deleteElement** (const string &username, const string &event, Dimension \*dimension, IdentifierType element, bool processStorageDouble, bool processStorageString, bool deleteRules)
   
*deletes element*
- void **openJournal** ()
   
*opens journal*
- void **closeJournal** ()
   
*closes journal*
- void **setWorkerAreas** (vector< string > \*areaIdentifiers, vector< vector< IdentifiersType > > \*areas)
   
*set the worker area of the cube*
- void **removeWorker** ()
   
*remove unused worker*

#### functions dealing with cells and cell values

- virtual void **clearCells** (User \*user)
   
*clears all cells*
- virtual semaphore\_t **setCellValue** (CellPath \*cellPath, double value, User \*user, PaloSession \*session, bool checkArea, bool sepRight, bool addValue, SplashMode splashMode, Lock \*lock)
   
*sets NUMERIC value to a cell*
- virtual semaphore\_t **setCellValue** (CellPath \*cellPath, const string &value, User \*user, PaloSession \*session, bool checkArea, bool sepRight, Lock \*lock)
   
*sets STRING value to a cell*
- virtual semaphore\_t **clearCellValue** (CellPath \*cellPath, User \*user, PaloSession \*session, bool checkArea, bool sepRight, Lock \*lock)
   
*clears value of cell in cube*
- **CellValueType** **getCellValue** (CellPath \*cellPath, bool \*found, User \*user, PaloSession \*session, set< pair< Rule \*, IdentifiersType > > \*ruleHistory, bool useEnterpriseRules=true, bool \*isCachable=0)
   
*gets a value from the cube*
- virtual void **copyCellValues** (CellPath \*cellPathFrom, CellPath \*cellPathTo, User \*user, PaloSession \*session, double factor=1.0)

*copies a cell value (or cell values) to an other cell*

- virtual void **copyLikeCellValues** (**CellPath** \*cellPathFrom, **CellPath** \*cellPathTo, **User** \*user, **PaloSession** \*session, double value)  
*copies a cell value (or cell values) to an other cell*
- bool **getAreaCellValues** (**AreaStorage** \*storage, vector< **IdentifiersType** > \*area, vector< **IdentifiersType** > \*resultPathes, **User** \*user)  
*gets values from the cube*
- void **getListCellValues** (**AreaStorage** \*storage, vector< **IdentifiersType** > \*cellPathes, **User** \*user)  
*gets values from the cube*
- void **getExportValues** (**ExportStorage** \*storage, vector< **IdentifiersType** > \*area, vector< **IdentifiersType** > \*resultPathes, **IdentifiersType** \*startPath, bool hasStartPath, bool useRules, bool baseElementsOnly, bool skipEmpty, **Condition** \*condition, **User** \*user)  
*gets values from the cube*

## Static Public Member Functions

- static void **setIgnoreCellData** (bool ignore)  
*sets flag for ignoring cell data (for debugging only)*
- static **Cube** \* **loadCubeFromType** (**FileReader** \*, **Database** \*, **IdentifierType**, const string &name, vector< **Dimension** \* > \*dimensions, uint32\_t type)  
*creates a new cube from type line*
- static void **setMaximumCacheSize** (size\_t max)  
*set the maximum size of cache pages*
- static void **setMaximumRuleCacheSize** (size\_t max)  
*set the maximum size of rule cache pages*
- static void **setCacheBarrier** (double barrier)  
*set the number of base elements for caching consolidated values*
- static void **setCacheClearBarrier** (uint32\_t barrier)  
*set the number cache invalidations that clears a cube cache*
- static void **setCacheClearBarrierCells** (double barrier)  
*set the number cells that clears a cube cache*
- static bool **computeAreaParameters** (**Cube** \*cube, vector< **IdentifiersType** > \*area, vector< map< **Element** \*, uint32\_t > > &hashMapping, vector< **ElementsType** > &numericArea, vector< vector< vector< pair< uint32\_t, double > > > > &numericMapping, vector< map< uint32\_t, vector< pair< **IdentifierType**, double > > > > &reverseNumericMapping, vector< uint32\_t > &hashSteps, vector< uint32\_t > &lengths, bool ignoreUnknownElements)  
*computes parameter for area mapping*

## Classes

- struct **CellValueType**

*a cell value*

### 4.42.1 Detailed Description

An OLAP cube stores the data

### 4.42.2 Member Enumeration Documentation

#### 4.42.2.1 enum palo::Cube::CubeStatus

UNLOADED: the cube was not loaded

LOADED: the cube is loaded and not changed

CHANGED: the cube is new or changed

#### 4.42.2.2 enum palo::Cube::SplashMode

DISABLED: do not set the value

DEFAULT:

1. value = 0.0

clears all base path cells

2. value <> 0.0 and old\_value = 0.0

compute a "splash value" and distribute this value to all base path cells

3. value <> 0.0 and old\_value <> 0.0

compute a scale factor and recalculate all base cells

SET\_BASE: sets all base path elements to the same value

ADD\_BASE: adds value to all base path elements

### 4.42.3 Member Function Documentation

#### 4.42.3.1 Cube::CellValueType palo::Cube::getCellValue (CellPath \* *cellPath*, bool \* *found*, User \* *user*, PaloSession \* *session*, set< pair< Rule \*, IdentifiersType >> \* *ruleHistory*, bool *useEnterpriseRules* = true, bool \* *isCachable* = 0)

*elementType* contains the datatype of the returned value, *found* contains true if at least one entry exists

**4.42.3.2    bool palo::Cube::getAreaCellValues (AreaStorage \* *storage*, vector< IdentifiersType > \* *area*, vector< IdentifiersType > \* *resultPathes*, User \* *user*)**

the storage returns the values area is a cube area given by the request cellPathes returns the cell pathes computed by the getAreaCellValues method return true if the storage is filled

**4.42.3.3    void palo::Cube::getListCellValues (AreaStorage \* *storage*, vector< IdentifiersType > \* *cellPathes*, User \* *user*)**

the storage returns the values cellPathes is the list of cell pathes given by the request

**4.42.3.4    void palo::Cube::getExportValues (ExportStorage \* *storage*, vector< IdentifiersType > \* *area*, vector< IdentifiersType > \* *resultPathes*, IdentifiersType \* *startPath*, bool *hasStartPath*, bool *useRules*, bool *baseElementsOnly*, bool *skipEmpty*, Condition \* *condition*, User \* *user*)**

the storage returns the values area is a cube area given by the request cellPathes returns the cell pathes computed by the getAreaCellValues method

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

- Cube.h
- Cube.cpp

## 4.43 palo::Cube::CellValueType Struct Reference

a cell value

```
#include <Cube.h>
```

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

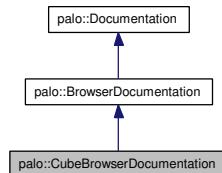
- [Cube.h](#)

## 4.44 **palo::CubeBrowserDocumentation** Class Reference

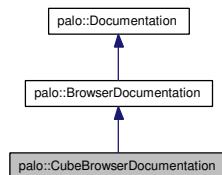
provides cube data documentation

```
#include <CubeBrowserDocumentation.h>
```

Inheritance diagram for **palo::CubeBrowserDocumentation**:



Collaboration diagram for **palo::CubeBrowserDocumentation**:



### Public Member Functions

- **CubeBrowserDocumentation** (**Database** \*database, **Cube** \*cube, **AreaStorage** \*storage, **vector< IdentifiersType >** \*cellPaths, const string &pathString, const string &message)

*constructs a new cube data based documentation*

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

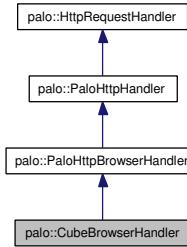
- **CubeBrowserDocumentation.h**
- **CubeBrowserDocumentation.cpp**

## 4.45 palo::CubeBrowserHandler Class Reference

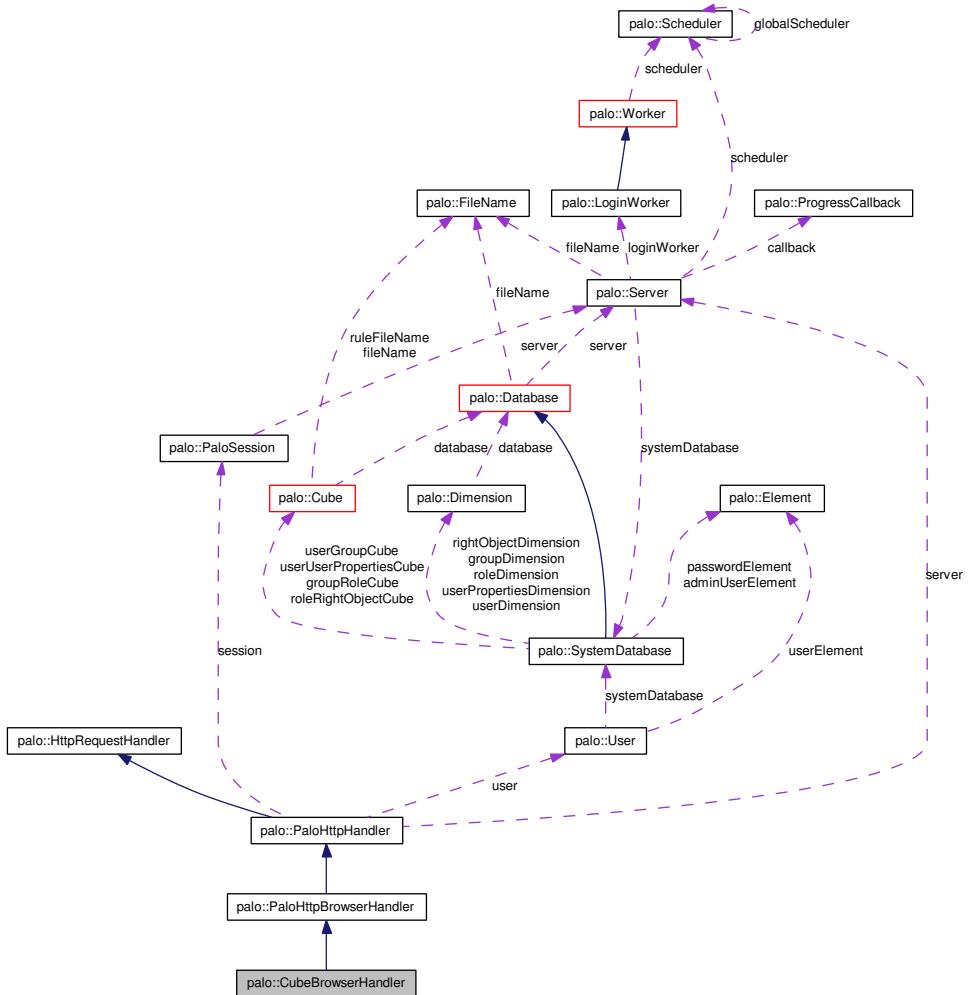
## cube browser

```
#include <CubeBrowserHandler.h>
```

## Inheritance diagram for palo::CubeBrowserHandler:



## Collaboration diagram for palo::CubeBrowserHandler:



## Public Member Functions

- **virtual `HttpResponse * handlePaloRequest (const HttpRequest *request)`**  
*virtual method to handle a request*

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

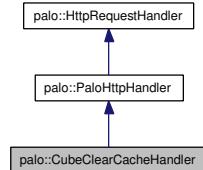
- **CubeBrowserHandler.h**
- **CubeBrowserHandler.cpp**

## 4.46 palo::CubeClearCacheHandler Class Reference

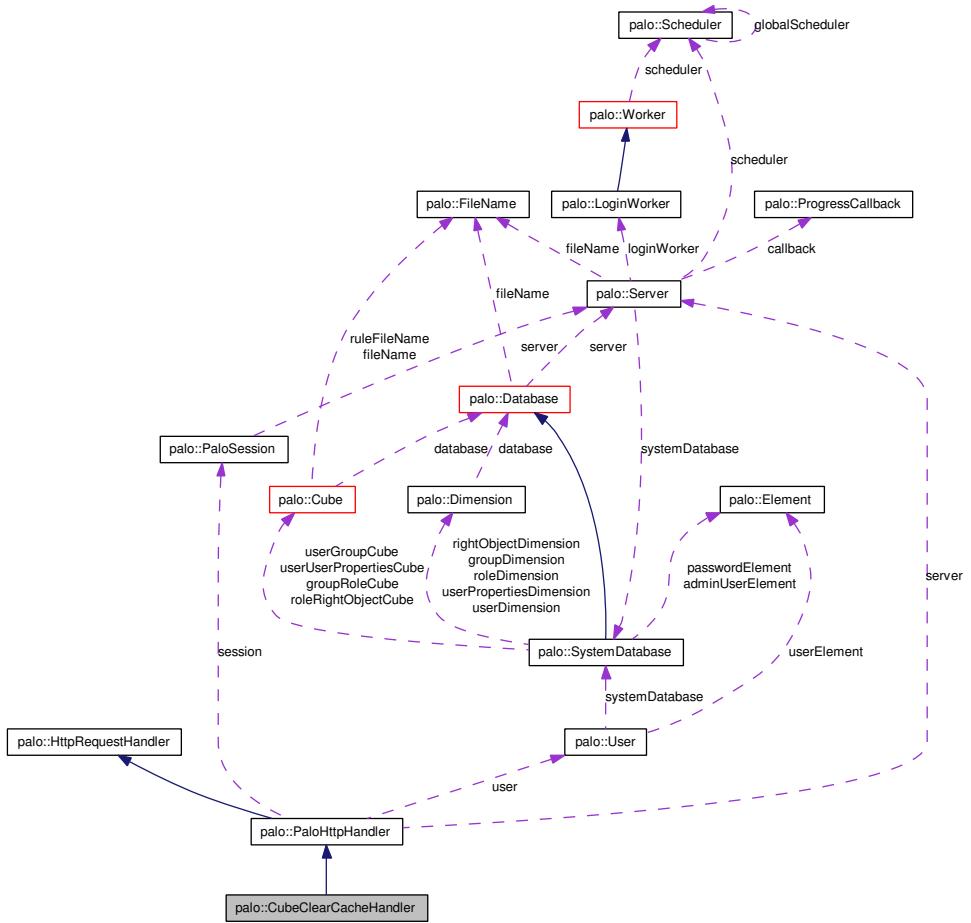
clear all caches of a cube

```
#include <CubeClearCacheHandler.h>
```

## Inheritance diagram for palo::CubeClearCacheHandler:



## Collaboration diagram for palo::CubeClearCacheHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

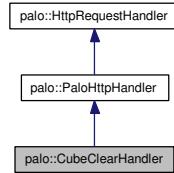
- **CubeClearCacheHandler.h**

## 4.47 `palo::CubeClearHandler` Class Reference

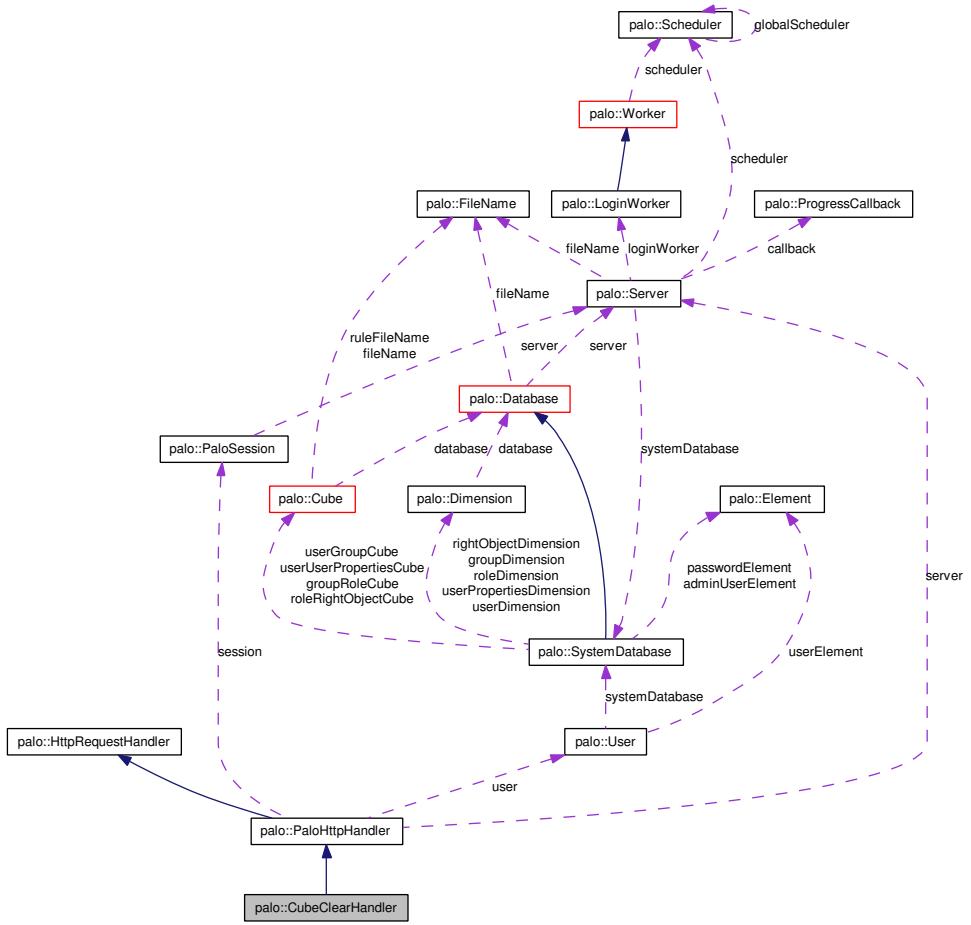
`cube clear`

```
#include <CubeClearHandler.h>
```

Inheritance diagram for `palo::CubeClearHandler`:



Collaboration diagram for `palo::CubeClearHandler`:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

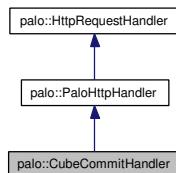
- **CubeClearHandler.h**

4.48 palo::CubeCommitHandler Class Reference

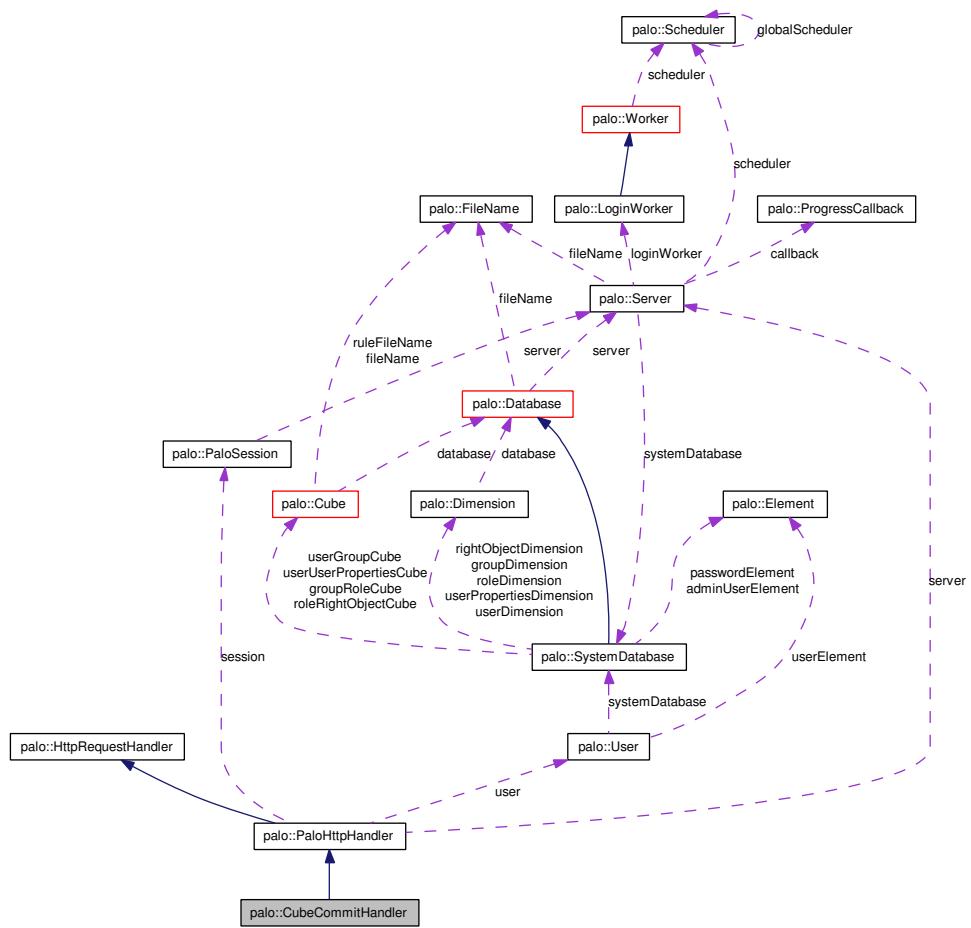
commit a cube lock

```
#include <CubeCommitHandler.h>
```

## Inheritance diagram for palo::CubeCommitHandler:



## Collaboration diagram for palo::CubeCommitHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

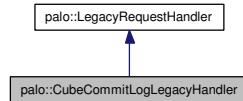
- **CubeCommitHandler.h**

## 4.49 `palo::CubeCommitLogLegacyHandler` Class Reference

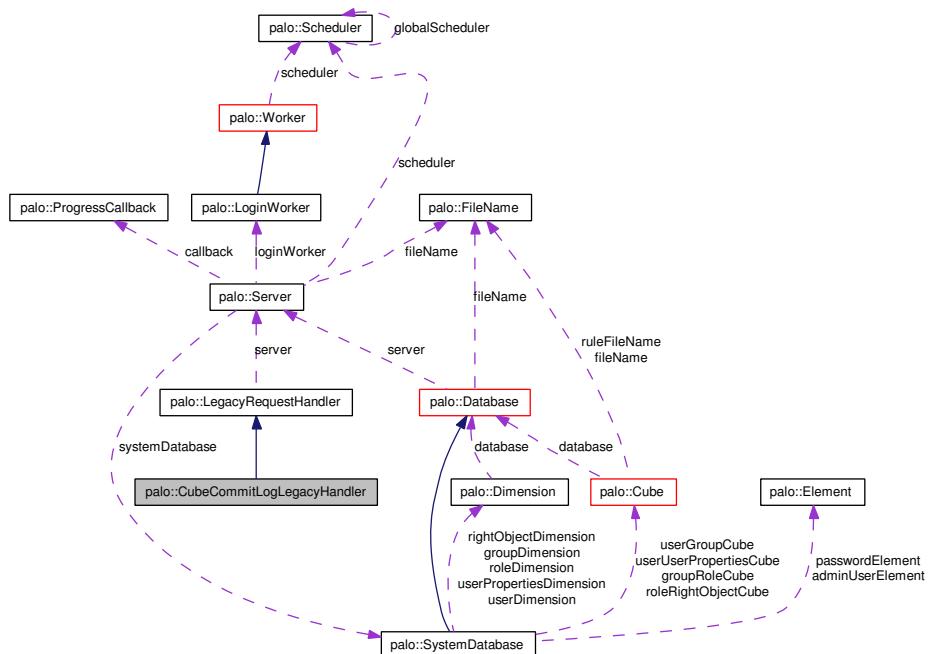
`cube_commit_log`

```
#include <CubeCommitLogLegacyHandler.h>
```

Inheritance diagram for `palo::CubeCommitLogLegacyHandler`:



Collaboration diagram for `palo::CubeCommitLogLegacyHandler`:



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

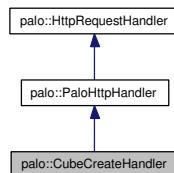
- `CubeCommitLogLegacyHandler.h`

## 4.50 palo::CubeCreateHandler Class Reference

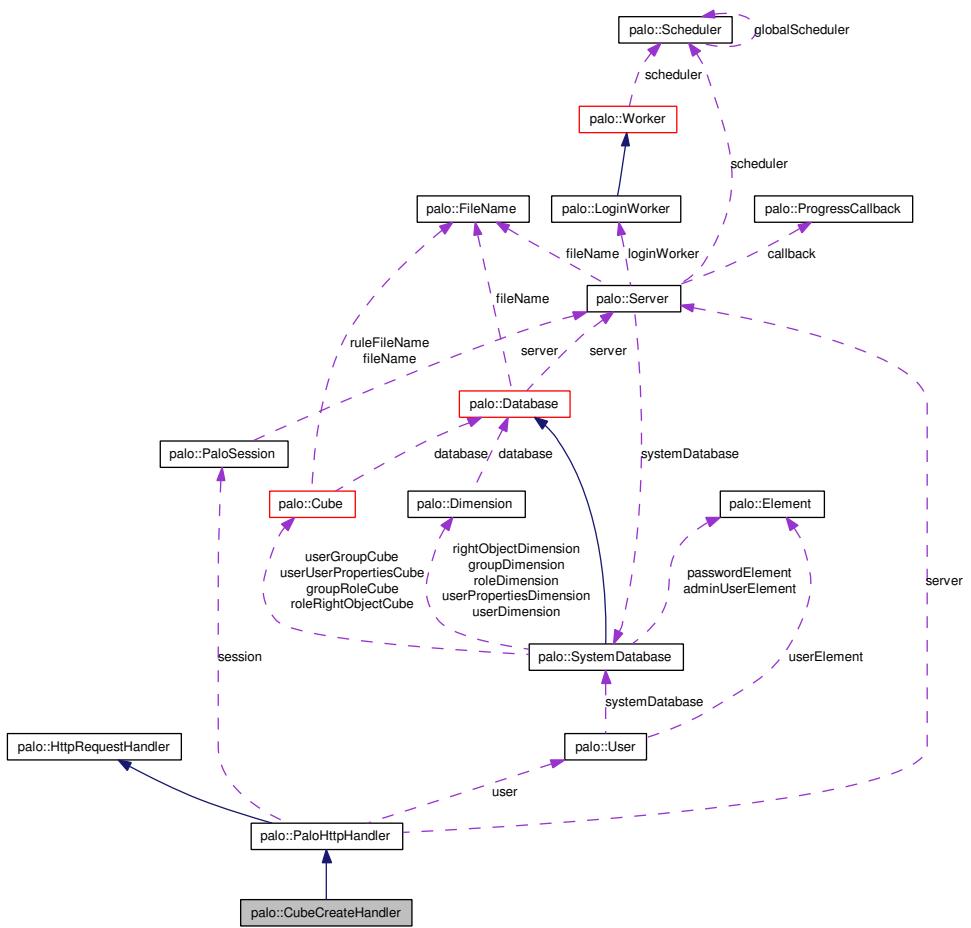
cube create

```
#include <CubeCreateHandler.h>
```

## Inheritance diagram for palo::CubeCreateHandler:



## Collaboration diagram for palo::CubeCreateHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

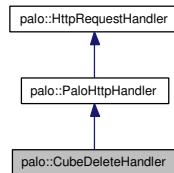
- **CubeCreateHandler.h**

## 4.51 palo::CubeDeleteHandler Class Reference

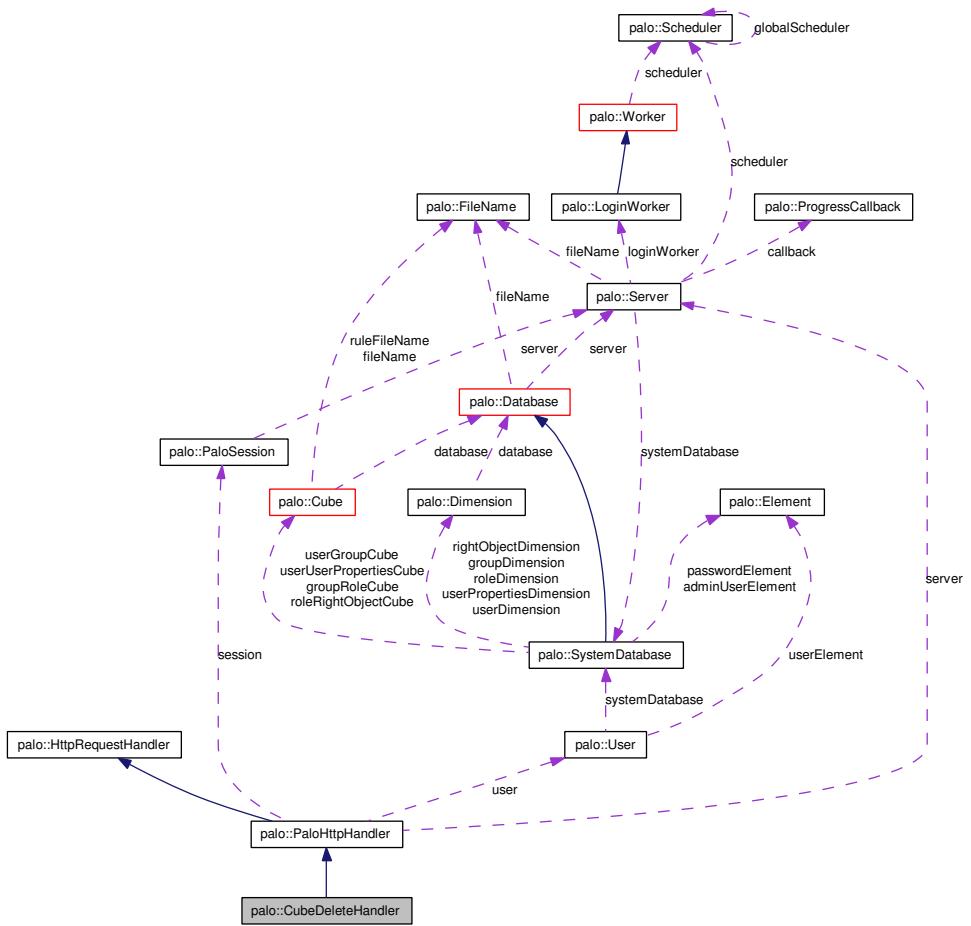
cube delete

```
#include <CubeDeleteHandler.h>
```

## Inheritance diagram for palo::CubeDeleteHandler:



## Collaboration diagram for palo::CubeDeleteHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

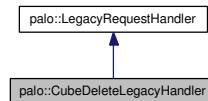
The documentation for this class was generated from the following file:

- **CubeDeleteHandler.h**

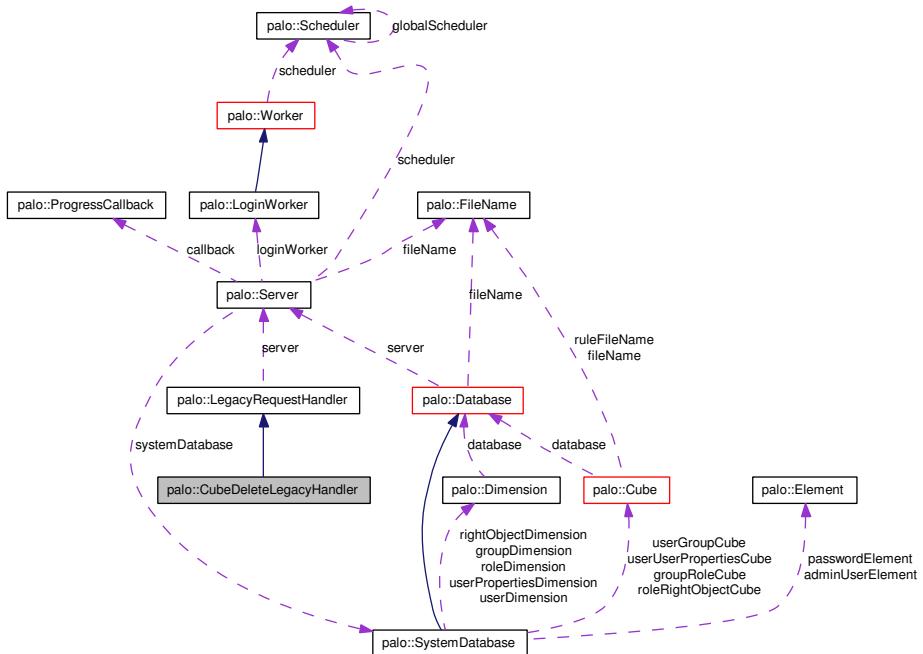
## 4.52 palo::CubeDeleteLegacyHandler Class Reference

```
cube_delete  
#include <CubeDeleteLegacyHandler.h>
```

## Inheritance diagram for palo::CubeDeleteLegacyHandler:



## Collaboration diagram for palo::CubeDeleteLegacyHandler::



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

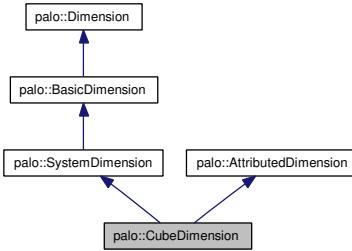
- **CubeDeleteLegacyHandler.h**

## 4.53 palo::CubeDimension Class Reference

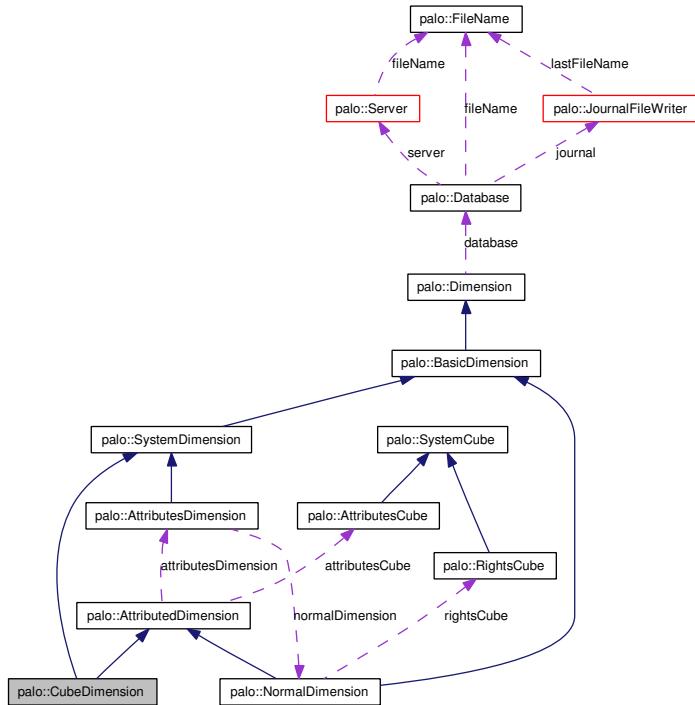
cube dimension

```
#include <CubeDimension.h>
```

Inheritance diagram for palo::CubeDimension:



Collaboration diagram for palo::CubeDimension:



## Public Member Functions

- **CubeDimension** (IdentifierType identifier, const string &name, Database \*database)  
*creates new dimension with given identifier*
- void **saveDimensionType** (FileWriter \*file)  
*saves dimension name and type to file*

- **Element \* addElement** (const string &name, Element::ElementType elementType, User \*user, bool useJournal=true)  
*adds (new) element (returns identifier of new element)*
- void **deleteElement** (Element \*element, User \*user, bool useJournal=true)  
*deletes element*
- void **changeElementName** (Element \*element, const string &name, User \*user)  
*changes name of element*
- void **changeElementType** (Element \*element, Element::ElementType elementType, User \*user, bool setConsolidated)  
*changes type of element*
- void **notifyAddDimension** ()  
*called after a dimension has been added to a database*
- void **beforeRemoveDimension** ()  
*called before a dimension has been removed from a database*
- void **notifyRenameDimension** (const string &oldName)  
*called after a dimension has been renamed*
- **SystemDimensionType getSubType** () const  
*returns the sub type of a system dimension*

## Protected Member Functions

- void **checkCubeAccessRight** (User \*user, RightsType minimumRight)  
*checks cube access*
- void **checkElementAccessRight** (User \*user, RightsType minimumRight)  
*checks element access*

### 4.53.1 Detailed Description

An OLAP dimension is an ordered list of elements

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

- CubeDimension.h
- CubeDimension.cpp

## 4.54 palo::CubeIndex Class Reference

OLAP cube index.

```
#include <CubeIndex.h>
```

### Public Member Functions

- **CubeIndex** (size\_t keySize, size\_t valueSize)  
*creates a new index*
- CubePage::element\_t **lookupKey** (CubePage::key\_t key)  
*find a key in index*
- void **addElement** (CubePage::element\_t element)  
*adds or updates an element in the index*
- CubePage::element\_t **removeKey** (CubePage::key\_t key)  
*find a key in index and remove entry in storage*
- CubePage::element\_t const \* **getArray** (size\_t &size)  
*returns a pointer to the associative array*
- void **clear** ()  
*clears the associative array*

### 4.54.1 Detailed Description

An OLAP cube stores the index of a cube storage

### 4.54.2 Member Function Documentation

#### 4.54.2.1 CubePage::element\_t palo::CubeIndex::lookupKey (CubePage::key\_t key) [inline]

Returns "0"

#### 4.54.2.2 CubePage::element\_t const\* palo::CubeIndex::getArray (size\_t & size) [inline]

##### Warning:

if you add elements to the index the pointer is invalidated.

**4.54.2.3 void palo::CubeIndex::clear () [inline]****Warning:**

if you add elements to the index the pointer is invalidated.

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

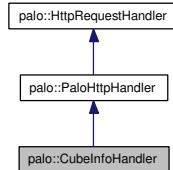
- **CubeIndex.h**

## 4.55 palo::CubeInfoHandler Class Reference

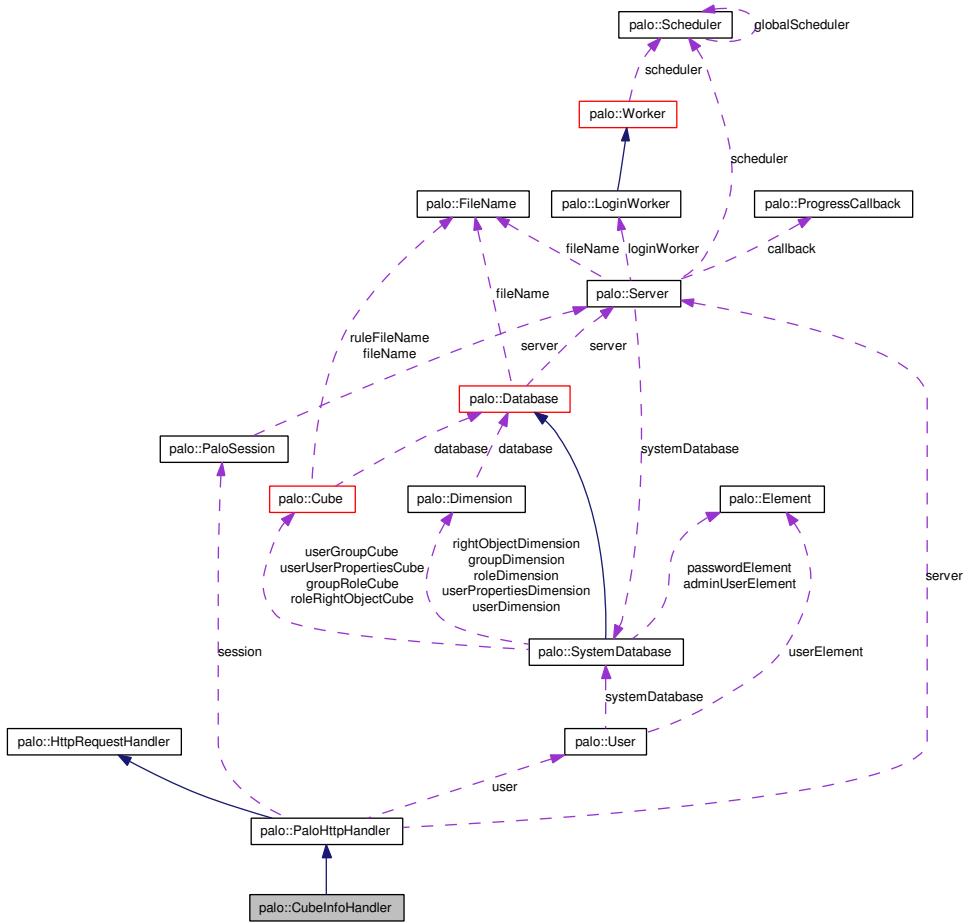
cube info

```
#include <CubeInfoHandler.h>
```

Inheritance diagram for palo::CubeInfoHandler:



Collaboration diagram for palo::CubeInfoHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

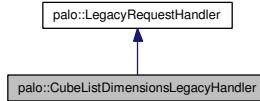
The documentation for this class was generated from the following file:

- **CubeInfoHandler.h**

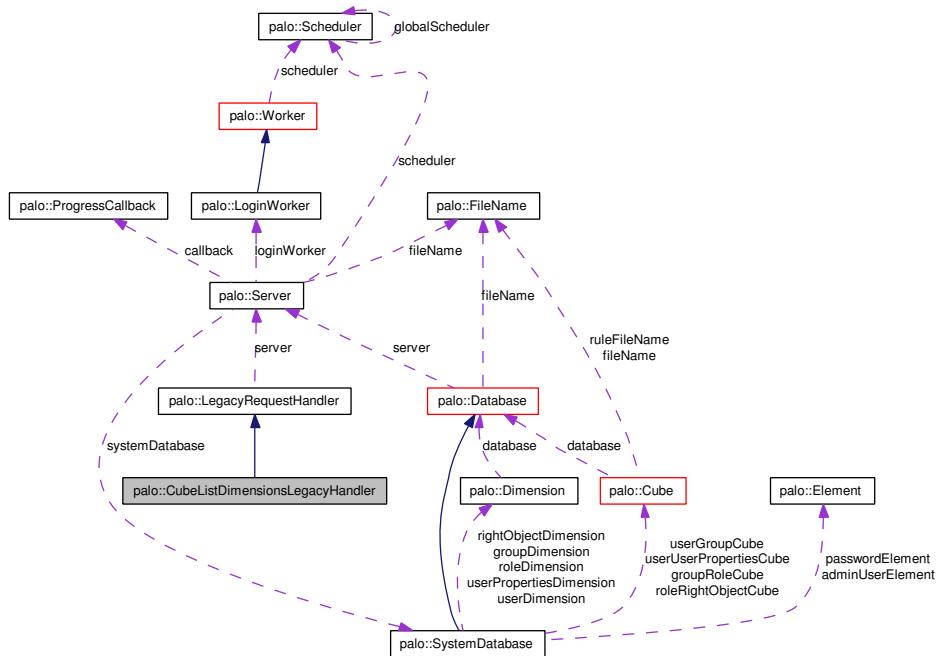
## 4.56 palo::CubeListDimensionsLegacyHandler Class Reference

```
cube_list_dimensions
#include <CubeListDimensionsLegacyHandler.h>
```

Inheritance diagram for palo::CubeListDimensionsLegacyHandler:



Collaboration diagram for palo::CubeListDimensionsLegacyHandler:



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

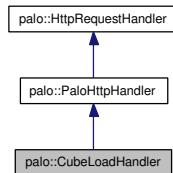
- [CubeListDimensionsLegacyHandler.h](#)

4.57 palo::CubeLoadHandler Class Reference

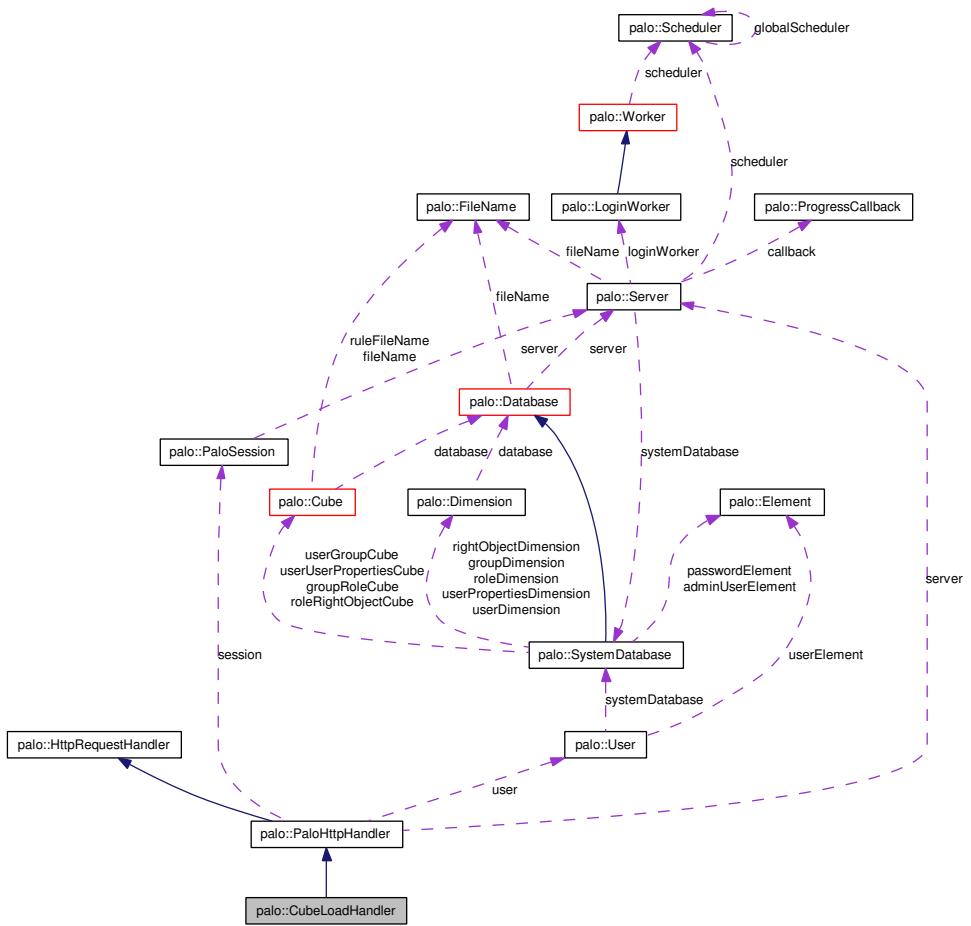
load a cube

```
#include <CubeLoadHandler.h>
```

## Inheritance diagram for palo::CubeLoadHandler:



## Collaboration diagram for palo::CubeLoadHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

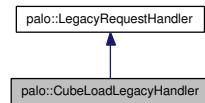
- **CubeLoadHandler.h**

## 4.58 palo::CubeLoadLegacyHandler Class Reference

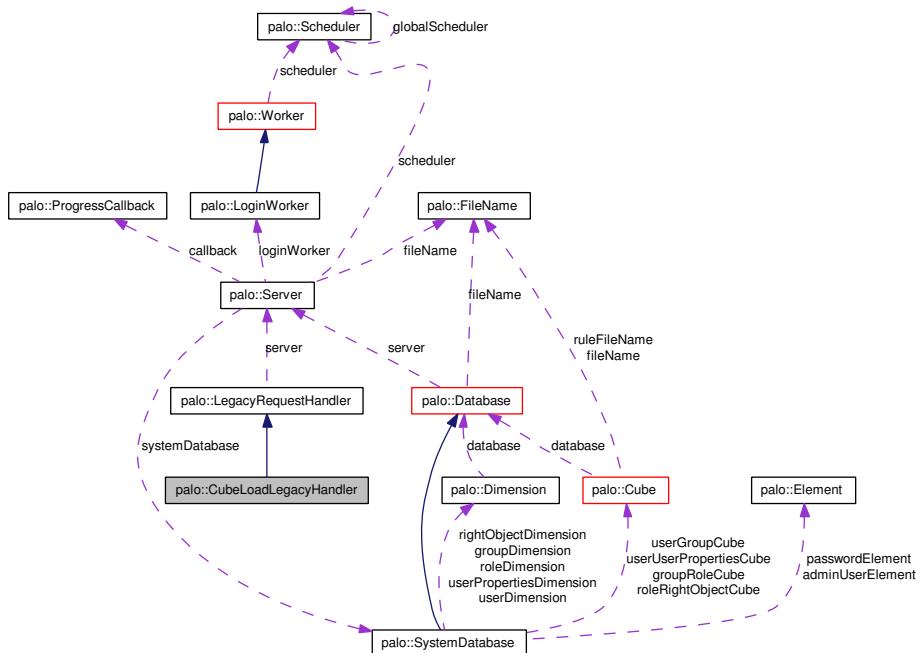
cube\_load

```
#include <CubeLoadLegacyHandler.h>
```

Inheritance diagram for palo::CubeLoadLegacyHandler:



Collaboration diagram for palo::CubeLoadLegacyHandler:



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

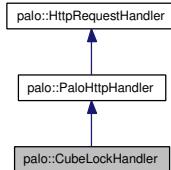
- **CubeLoadLegacyHandler.h**

## 4.59 palo::CubeLockHandler Class Reference

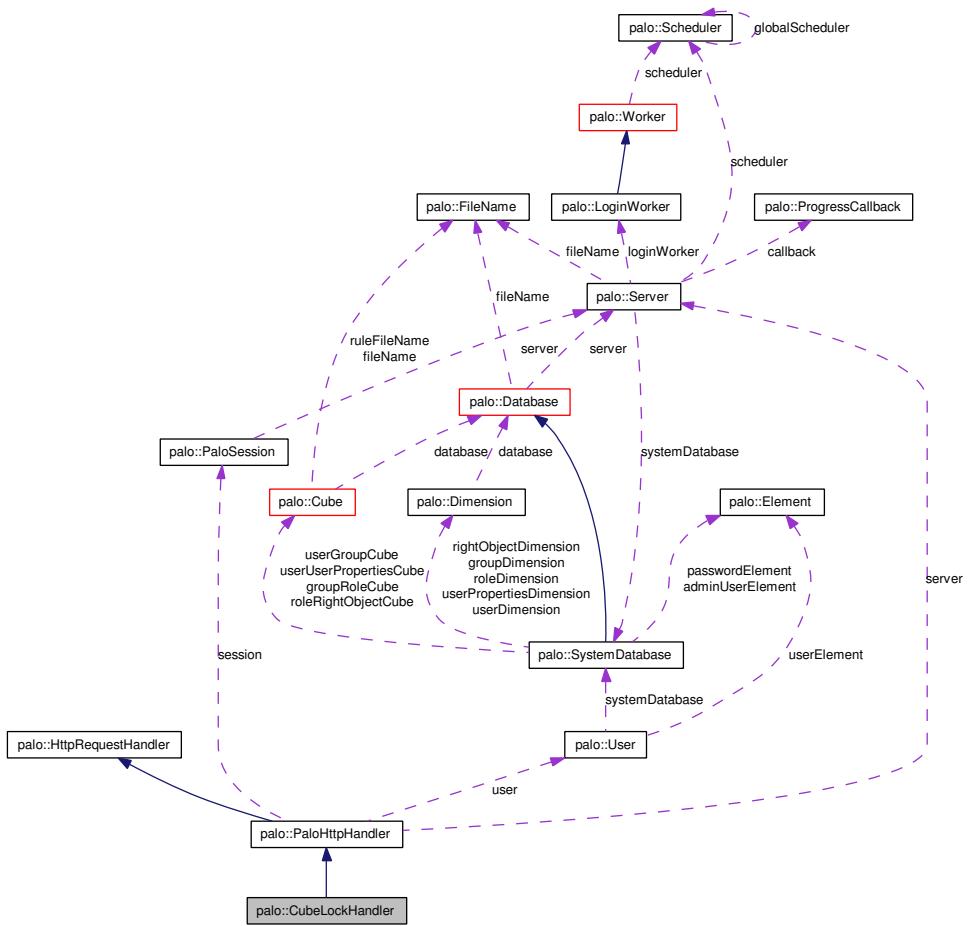
load a cube

```
#include <CubeLockHandler.h>
```

## Inheritance diagram for palo::CubeLockHandler:



## Collaboration diagram for palo::CubeLockHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

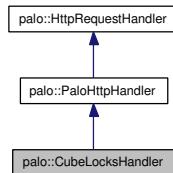
- **CubeLockHandler.h**

## 4.60 palo::CubeLocksHandler Class Reference

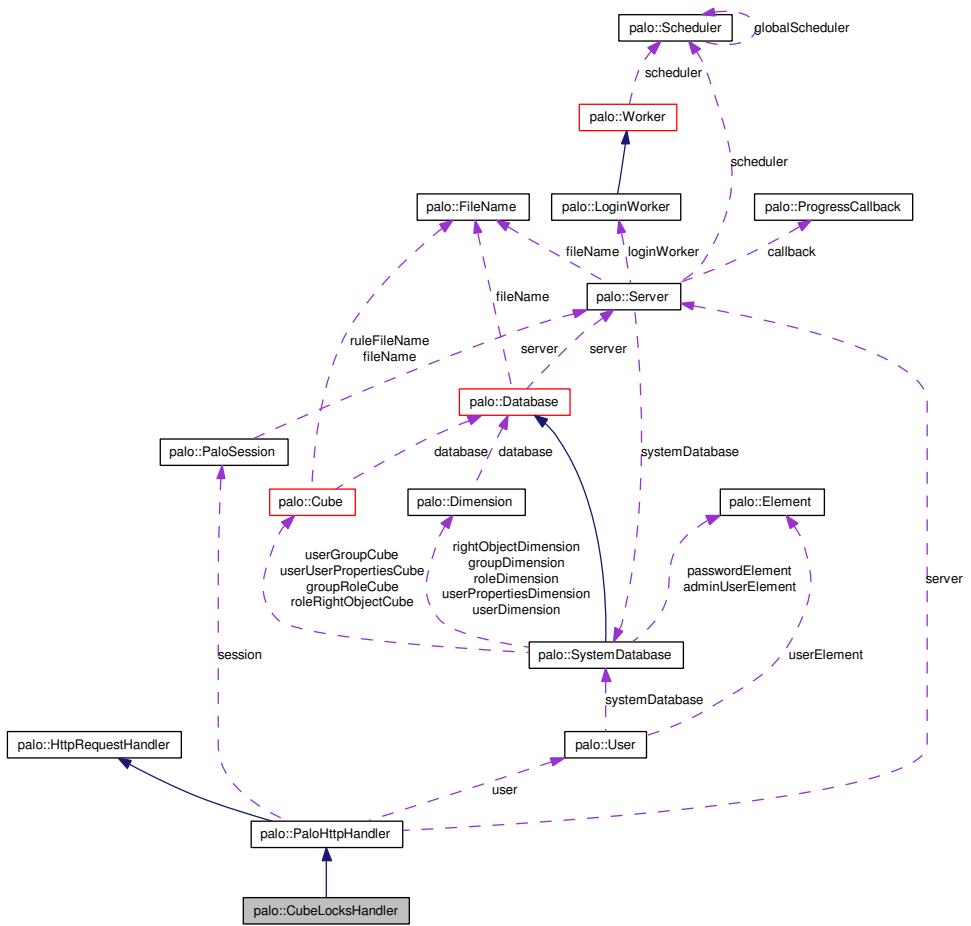
load a cube

```
#include <CubeLocksHandler.h>
```

## Inheritance diagram for palo::CubeLocksHandler:



## Collaboration diagram for palo::CubeLocksHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

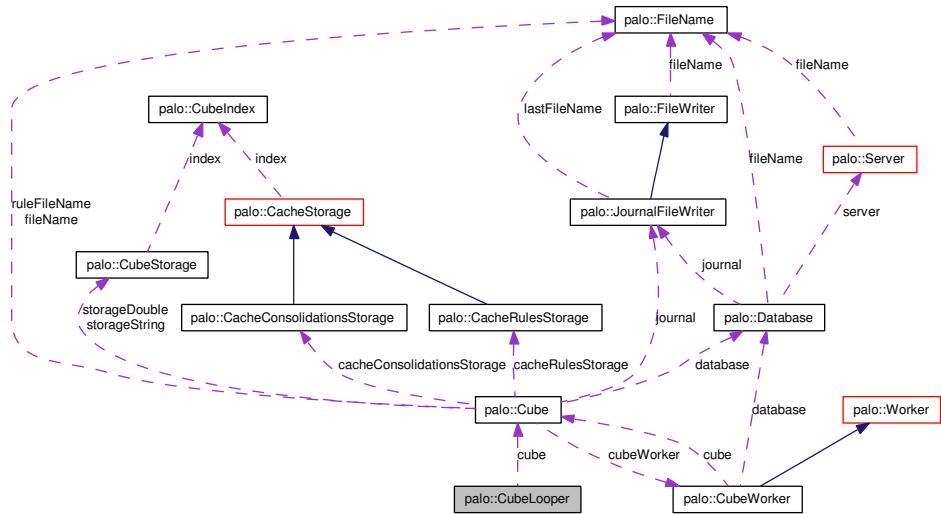
- **CubeLocksHandler.h**

## 4.61 `palo::CubeLooper` Class Reference

OLAP cube looper.

```
#include <CubeLooper.h>
```

Collaboration diagram for `palo::CubeLooper`:



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

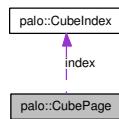
- `CubeLooper.h`

## 4.62 palo::CubePage Class Reference

palo cube page

```
#include <CubePage.h>
```

Collaboration diagram for palo::CubePage:



### Public Member Functions

- **CubePage (CubeIndex \*index, size\_t keySize, size\_t valueSize, IdentifierType first, IdentifierType second)**  
*creates an empty cube storage*
- **~CubePage ()**  
*delete cube storage*
- **element\_t addElement (element\_t)**  
*adds an entry to cube*
- **element\_t removeElement (element\_t)**  
*removes an entry from the cube*
- **buffer\_t begin ()**  
*returns a pointer to the beginning*
- **buffer\_t end ()**  
*returns a pointer to the end (first non-used entry)*
- **IdentifierType getFirst ()**  
*returns the identifier of the first dimension*
- **IdentifierType getSecond ()**  
*returns the identifier of the second dimension*
- **size\_t getRowSize ()**  
*returns the used row size*
- **size\_t size ()**  
*returns the number of used elements*

## Static Public Attributes

- static const size\_t **PAGE\_SIZE** = 1024  
*size of a cube page*

### 4.62.1 Detailed Description

A cube page stores the cell data into a fixed memory size. Each cube page is divided into rows of a given size.

### 4.62.2 Member Data Documentation

#### 4.62.2.1 const size\_t palo::CubePage::PAGE\_SIZE = 1024 [static]

Memory pages will be allocated in multiple of this values.

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

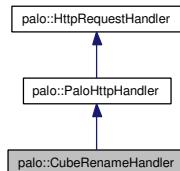
- **CubePage.h**
- **CubePage.cpp**

## 4.63 palo::CubeRenameHandler Class Reference

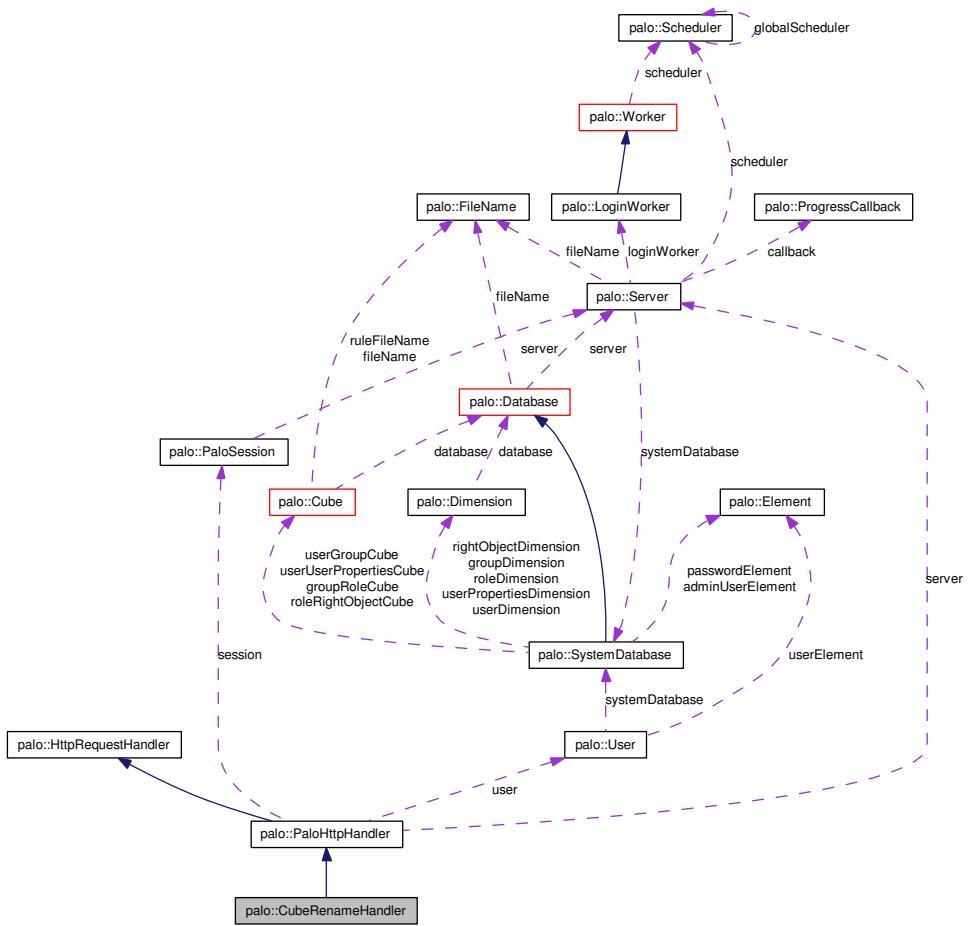
cube rename

```
#include <CubeRenameHandler.h>
```

Inheritance diagram for palo::CubeRenameHandler:



Collaboration diagram for palo::CubeRenameHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

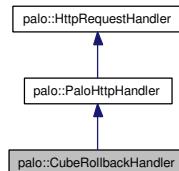
- **CubeRenameHandler.h**

4.64 palo::CubeRollbackHandler Class Reference

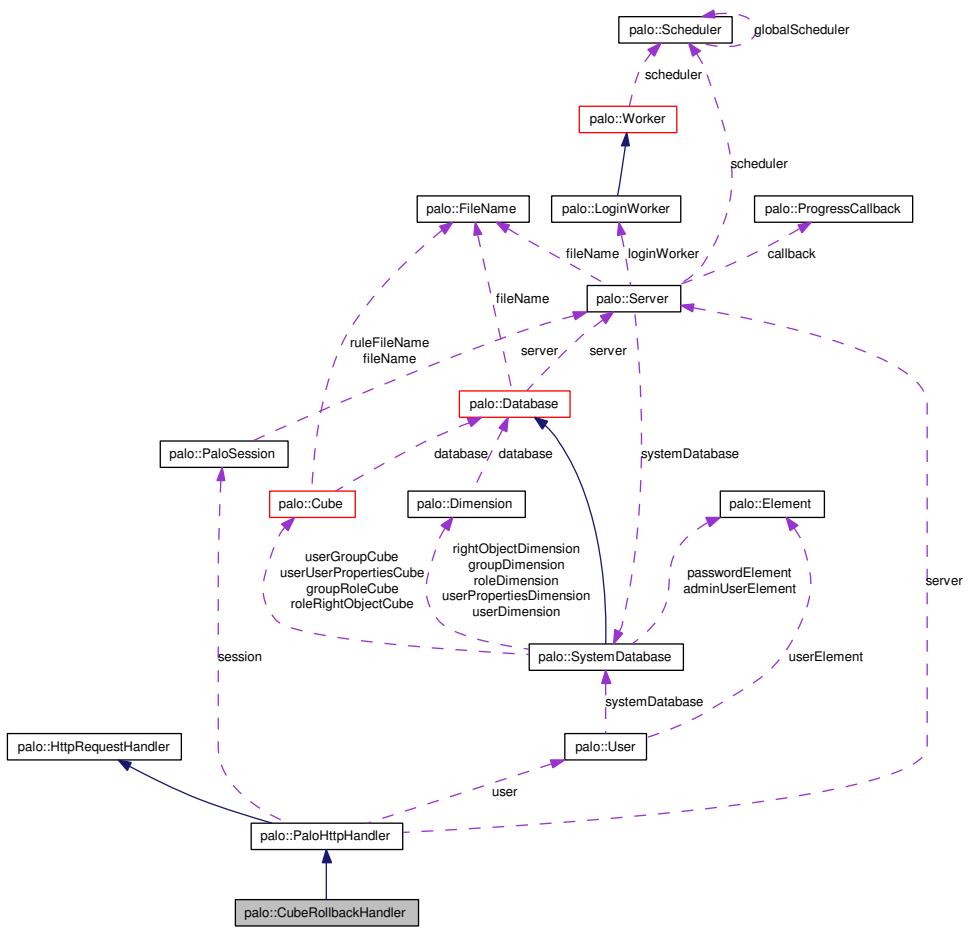
commit a cube lock

```
#include <CubeRollbackHandler.h>
```

## Inheritance diagram for palo::CubeRollbackHandler:



## Collaboration diagram for palo::CubeRollbackHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

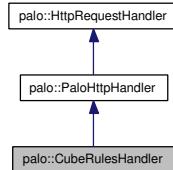
- **CubeRollbackHandler.h**

## 4.65 palo::CubeRulesHandler Class Reference

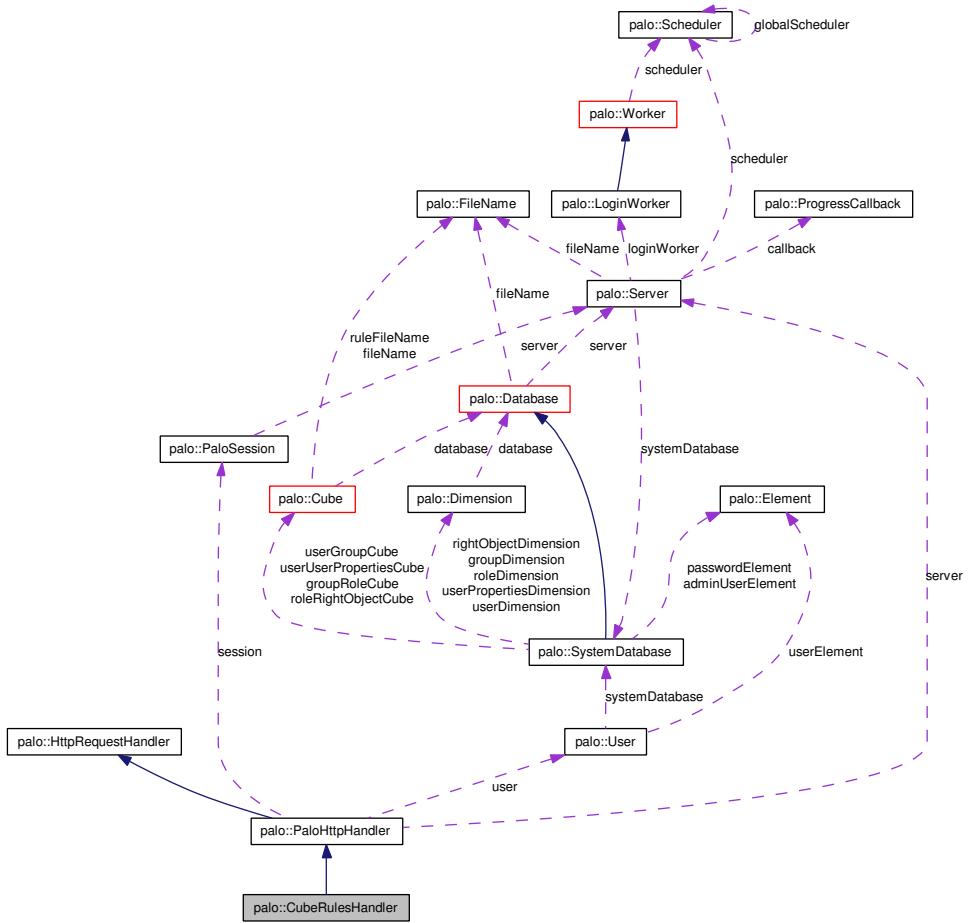
element browser

```
#include <CubeRulesHandler.h>
```

Inheritance diagram for palo::CubeRulesHandler:



Collaboration diagram for palo::CubeRulesHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

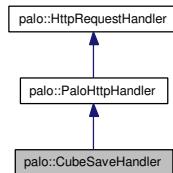
- **CubeRulesHandler.h**

## 4.66 palo::CubeSaveHandler Class Reference

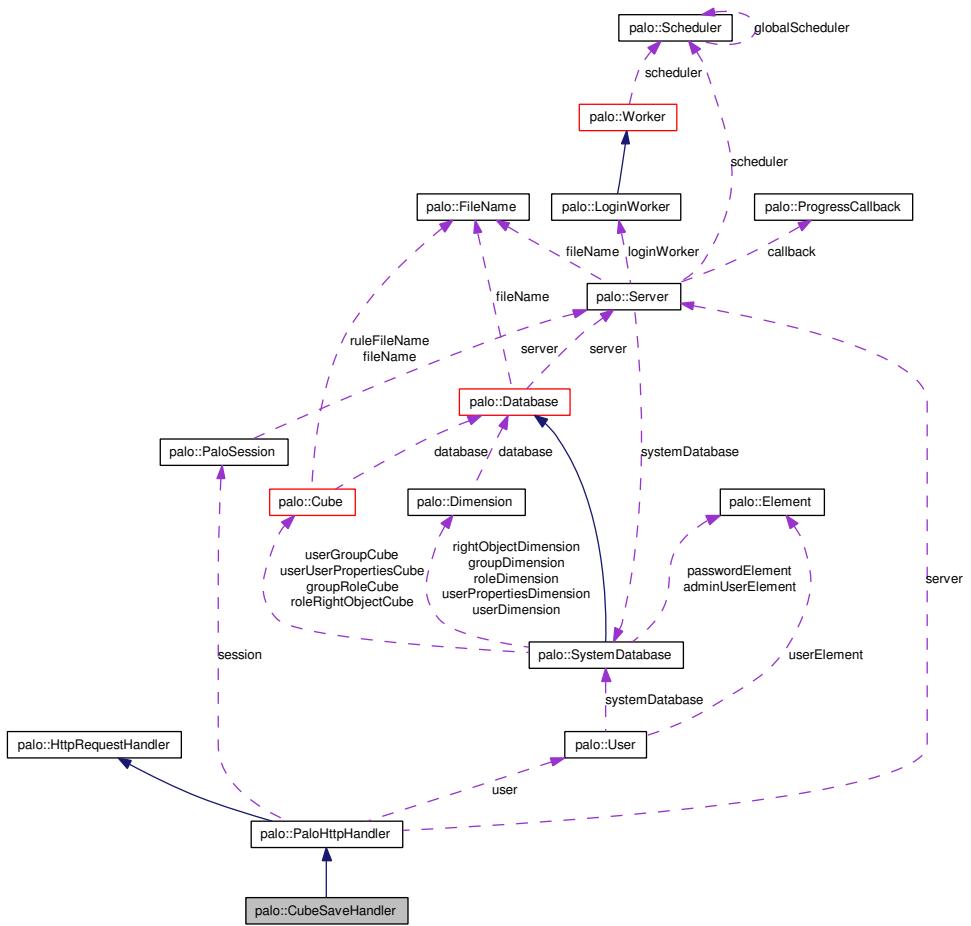
save a cube

```
#include <CubeSaveHandler.h>
```

## Inheritance diagram for palo::CubeSaveHandler:



## Collaboration diagram for palo::CubeSaveHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

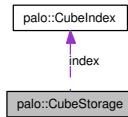
- **CubeSaveHandler.h**

## 4.67 `palo::CubeStorage` Class Reference

palo cube storage

```
#include <CubeStorage.h>
```

Collaboration diagram for `palo::CubeStorage`:



### Public Member Functions

- **`CubeStorage`** (const vector< size\_t > \*sizeDimensions, size\_t valueSize, bool isStringStorage)
 

*Creates an empty cube storage.*
- **`~CubeStorage()`**

*Remove a cube storage.*
- template<typename PATH> void **`deleteCell`** (const PATH path)
 

*removes a value*
- template<typename PATH> void **`setCellValue`** (const PATH path, CubePage::value\_t value)
 

*copies the value ("valueSize" bytes) to the cube storage*
- template<typename PATH> CubePage::element\_t **`getCellValue`** (const PATH path)
 

*returns a pointer to a cell value*
- double **`getConsolidatedCellValue`** (const vector< IdentifiersWeightType > \*baseElements, bool \*found, size\_t \*numFoundElements)
 

*returns consolidated double value*
- void **`setConsolidatedCellValue`** (const vector< IdentifiersWeightType > \*baseElements, double factor, Lock \*lock)
 

*splash consolidated double value by factor*
- void **`fillPath`** (const CubePage::element\_t row, IdentifiersType \*path)
 

*fills path*
- CubePage::element\_t const \* **`getArray`** (size\_t &size)
 

*returns a pointer to the associative array*
- void **`deleteByMask`** (const IdentifiersType \*path, const IdentifiersType \*mask)
 

*deletes rows by mask*
- const vector< size\_t > \* **`getSizeDimensions`** () const

*returns the maximum number of each dimension*

- `bool isStringStorage () const`  
*true if the storage stores pointer to strings*
- `size_t size () const`  
*number of used rows*
- `size_t getValueSize () const`  
*memory size of a value in byte*

#### 4.67.1 Detailed Description

A cube storage uses cube pages with a fixed memory size to store the values. Each cube page is divided into rows. A row consists of a value (double value or char\*) and a key. The memory size needed for the row is calculated by the constructor.

#### 4.67.2 Member Function Documentation

##### 4.67.2.1 `template<typename PATH> CubePage::element_t palo::CubeStorage::getCellValue (const PATH path) [inline]`

The method returns "0" for an undefined value

##### 4.67.2.2 `double palo::CubeStorage::getConsolidatedCellValue (const vector<IdentifiersWeightType > * baseElements, bool * found, size_t * numFoundElements)`

**Warning:**

: the element vector in baseElements must be sorted!

##### 4.67.2.3 `void palo::CubeStorage::setConsolidatedCellValue (const vector<IdentifiersWeightType > * baseElements, double factor, Lock * lock)`

**Warning:**

: the element vector in baseElements must be sorted!

##### 4.67.2.4 `CubePage::element_t const* palo::CubeStorage::getArray (size_t & size) [inline]`

**Warning:**

if you add elements to the index the pointer is invalidated.

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

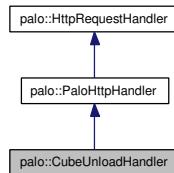
- `CubeStorage.h`
- `CubeStorage.cpp`

4.68 palo::CubeUnloadHandler Class Reference

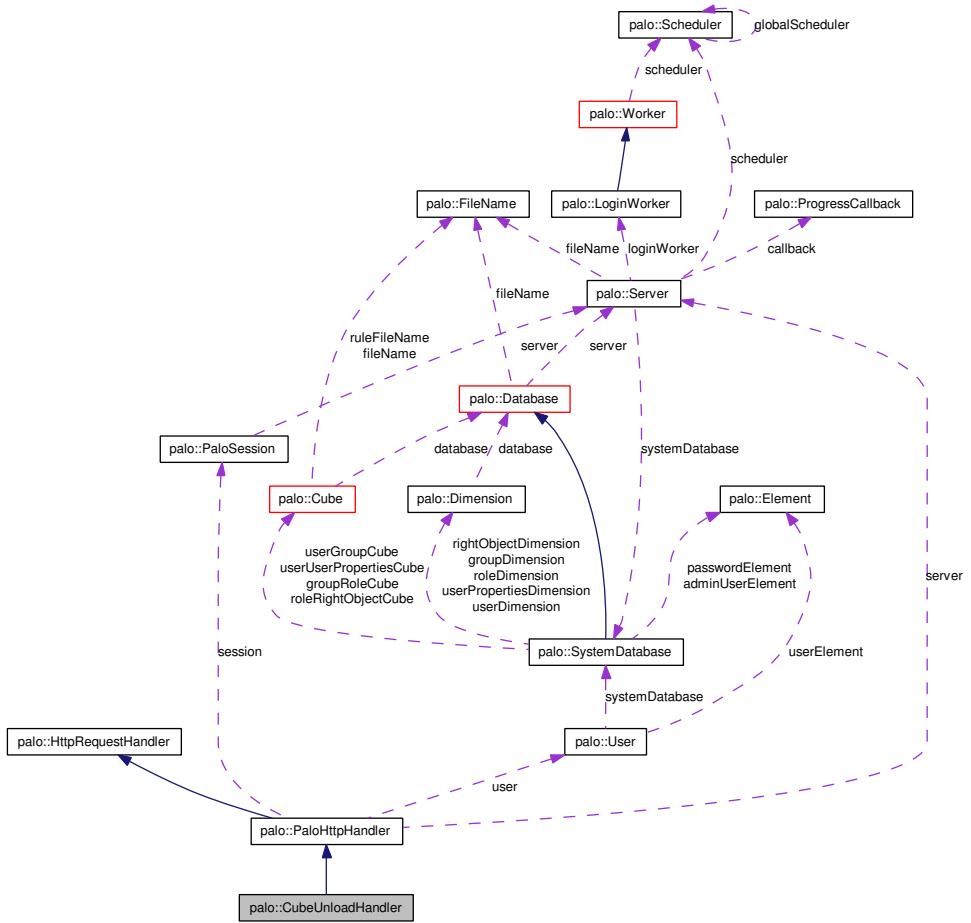
unload a cube

```
#include <CubeUnloadHandler.h>
```

## Inheritance diagram for palo::CubeUnloadHandler:



## Collaboration diagram for palo::CubeUnloadHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

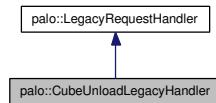
- **CubeUnloadHandler.h**

## 4.69 `palo::CubeUnloadLegacyHandler` Class Reference

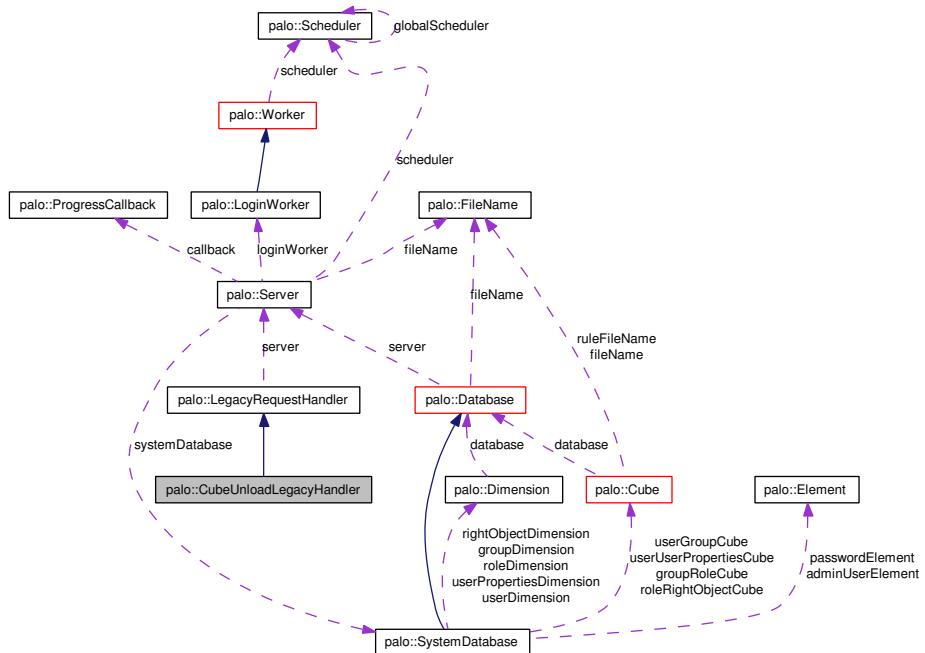
`cube_unload`

```
#include <CubeUnloadLegacyHandler.h>
```

Inheritance diagram for `palo::CubeUnloadLegacyHandler`:



Collaboration diagram for `palo::CubeUnloadLegacyHandler`:



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

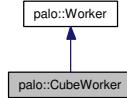
- `CubeUnloadLegacyHandler.h`

## 4.70 palo::CubeWorker Class Reference

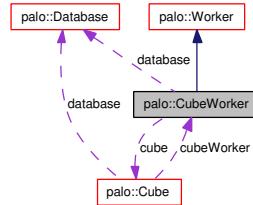
cube worker

```
#include <CubeWorker.h>
```

Inheritance diagram for palo::CubeWorker:



Collaboration diagram for palo::CubeWorker:



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

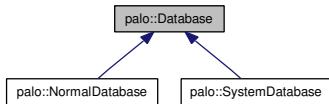
- **CubeWorker.h**
- **CubeWorker.cpp**

## 4.71 **palo::Database** Class Reference

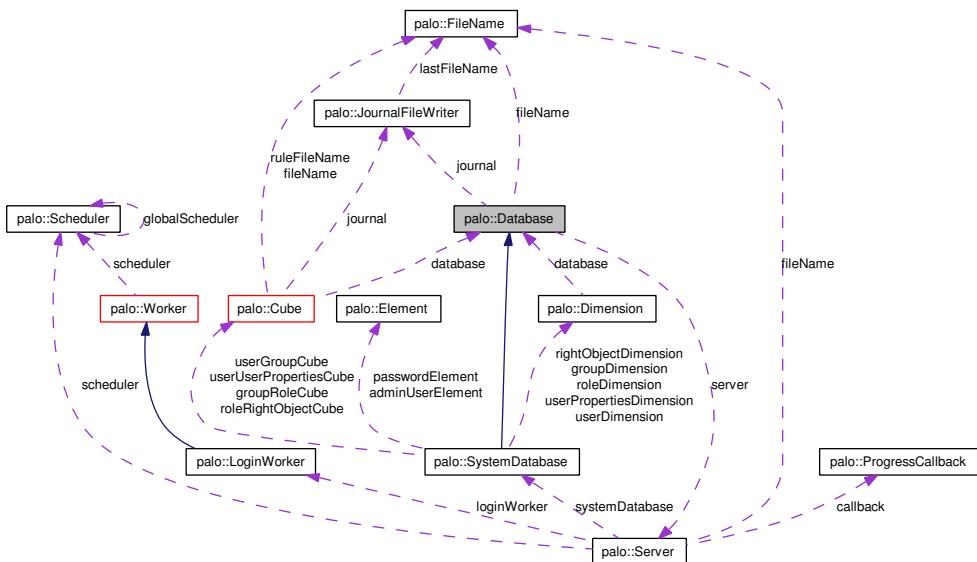
OLAP database.

```
#include <Database.h>
```

Inheritance diagram for **palo::Database**:



Collaboration diagram for **palo::Database**:



### Public Types

- enum **DatabaseStatus**

*Status of the database.*

### Public Member Functions

- **Database** (IdentifierType databaseIdentifier, **Server** \*, const string &name)  
*creates new database with given identifier*
- virtual ~**Database** ()  
*deletes database*

### notification callbacks

- virtual void **notifyAddDatabase** ()
 

*called after a database is added to a server*
- virtual void **notifyRemoveDatabase** ()
 

*called after a database is removed from a server*
- virtual void **notifyRenameDatabase** ()
 

*called after a database is renamed in a server*

#### functions to save and load the database

- virtual bool **isLoadable** ()
 

*returns true if the database is loadable*
- virtual void **loadDatabase** ()
 

*reads data from file*
- virtual void **saveDatabase** ()
 

*saves data to file*
- virtual void **saveDatabaseType** (FileWriter \*)=0
 

*saves data to file*
- virtual void **setDatabaseFile** (const FileName &)
 

*sets database files*
- virtual void **deleteDatabaseFiles** ()
 

*deletes database and cubes*
- virtual void **unloadDatabase** ()
 

*unloads saved databases from memory*

#### getter and setter

- virtual ItemType **getType** ()=0
 

*returns database type*
- void **setStatus** (DatabaseStatus status)
 

*get status of database*
- **DatabaseStatus getStatus** ()
 

*get status of database*
- const IdentifierType **getIdentifier** () const
 

*gets database identifier*
- **Server \* getServer** () const
 

*gets server*
- void **setName** (const string &name)
 

*set or rename database*

- const string & **getName** () const  
*get database name*
- void **setDeletable** (bool deletable)  
*sets deletable attribute*
- bool **isDeletable** () const  
*gets deletable attribute*
- void **setRenamable** (bool renamable)  
*sets renamable attribute*
- bool **isRenamable** () const  
*gets renamable attribute*
- void **setExtensible** (bool extensible)  
*sets extensible attribute*
- bool **isExtensible** () const  
*gets extensible attribute*
- uint32\_t **getToken** () const  
*gets the token*
- **JournalFileWriter** \* **getJournal** ()  
*gets journal*
- size\_t **sizeDimensions** () const  
*gets number of dimensions*
- vector< **Dimension** \* > **getDimensions** (**User** \*user)  
*get list of dimensions*
- size\_t **sizeCubes** ()  
*gets number of cubes*
- vector< **Cube** \* > **getCubes** (**User** \*user)  
*get list of cubes*
- ConfigurationCube::ClientCacheType **getClientCacheType** ()  
*gets client cache type*
- void **setClientCacheType** (ConfigurationCube::ClientCacheType type)  
*sets client cache type*

#### functions to update internal structures

- void **updateToken** ()  
*increments the token*
- void **openJournal** ()

*opens journal*

- void **closeJournal** ()
   
*closes journal*

#### functions to administrate the dimensions

- IdentifierType **fetchDimensionIdentifier** ()
   
*returns a new dimension identifier*
- void **addDimension** (**Dimension** \*, bool notify)
   
*adds new dimension to database*
- void **removeDimension** (**Dimension** \*, bool notify)
   
*removes a dimension from database*
- void **renameDimension** (**Dimension** \*, const string &, bool notify)
   
*renames a dimension*
- **Dimension** \* **addDimension** (const string &name, **User** \*user, bool isInfo)
   
*adds new dimension to database*
- **Dimension** \* **addAliasDimension** (const string &name, **Dimension** \*alias)
   
*adds dimension alias*
- void **deleteDimension** (**Dimension** \*dimension, **User** \*user)
   
*deletes dimension from database*
- void **renameDimension** (**Dimension** \*dimension, const string &name, **User** \*user)
   
*changes name of dimension*
- **Dimension** \* **lookupDimension** (IdentifierType identifier)
   
*looks up dimension by identifier*
- **Dimension** \* **lookupDimensionByName** (const string &name)
   
*looks up dimension by name*
- **Dimension** \* **findDimension** (IdentifierType identifier, **User** \*user)
   
*gets dimension by identifier*
- **Dimension** \* **findDimensionByName** (const string &name, **User** \*user)
   
*gets dimension by name*

#### functions to administrate the cubes

- IdentifierType **fetchCubeIdentifier** ()
   
*fetches next free cube identifier*
- void **addCube** (**Cube** \*cube, bool notify)
   
*adds new cube to database*

- void **removeCube** (**Cube** \*cube, bool notify)  
*removes a cube from database*
- void **renameCube** (**Cube** \*cube, const string &name, bool notify)  
*renames a cube*
- **Cube** \* **addCube** (const string &name, vector< **Dimension** \* > \*dimensions, **User** \*user, bool isInfo)  
*adds new **Cube** (p. 88) to database*
- void **deleteCube** (**Cube** \*cube, **User** \*user)  
*deletes **Cube** (p. 88) from database*
- void **renameCube** (**Cube** \*cube, const string &name, **User** \*user)
- void **loadCube** (**Cube** \*cube, **User** \*user)  
*loads cube by identifier*
- void **saveCube** (**Cube** \*cube, **User** \*user)  
*saves cube*
- void **unloadCube** (**Cube** \*cube, **User** \*user)  
*unloads a saved cube*
- **Cube** \* **lookupCube** (IdentifierType identifier)  
*looks up cube by identifier*
- **Cube** \* **lookupCubeByName** (const string &name)  
*looks up cube by name*
- **Cube** \* **findCube** (IdentifierType identifier, **User** \*user, bool requireLoad=true)  
*finds cube by identifier*
- **Cube** \* **findCubeByName** (const string &name, **User** \*user, bool requireLoad=true)  
*finds cube by name*

#### functions for enterprise rules caches

- void **clearRuleCaches** ()  
*clears all rule caches*

### Static Public Member Functions

- static **Database** \* **loadDatabaseFromType** (**FileReader** \*, **Server** \*, IdentifierType, const string &name, int type)  
*creates a new database from type line*

#### 4.71.1 Detailed Description

An OLAP database consists of dimensions and cubes

## 4.71.2 Member Enumeration Documentation

### 4.71.2.1 enum palo::Database::DatabaseStatus

UNLOADED: the database was not loaded

LOADED: the database is loaded and not changed

CHANGED: the database is new or changed

LOADING: the database is loading

## 4.71.3 Member Function Documentation

### 4.71.3.1 void palo::Database::deleteDatabaseFiles () [virtual]

This method deletes the database and cube files from disk.

### 4.71.3.2 Dimension\* palo::Database::findDimension (IdentifierType *identifier*, User \* *user*) [inline]

Exceptions:

*ParameterException* (p. 356) on dimension not found

### 4.71.3.3 Dimension\* palo::Database::findDimensionByName (const string & *name*, User \* *user*) [inline]

Exceptions:

*ParameterException* (p. 356) on dimension not found

### 4.71.3.4 void palo::Database::renameCube (Cube \* *cube*, const string & *name*, User \* *user*)

@ brief changes name of cube

### 4.71.3.5 Cube\* palo::Database::lookupCube (IdentifierType *identifier*) [inline]

This function is defined here to allow inlining.

### 4.71.3.6 Cube\* palo::Database::lookupCubeByName (const string & *name*) [inline]

This function is defined here to allow inlining.

### 4.71.3.7 Cube\* palo::Database::findCube (IdentifierType *identifier*, User \* *user*, bool *requireLoad* = true) [inline]

This function is defined here to allow inlining.

**4.71.3.8    `Cube* palo::Database::findCubeByName (const string & name, User * user, bool requireLoad = true) [inline]`**

This function is defined here to allow inlining.

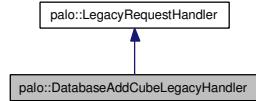
The documentation for this class was generated from the following files:

- **Database.h**
- **Database.cpp**

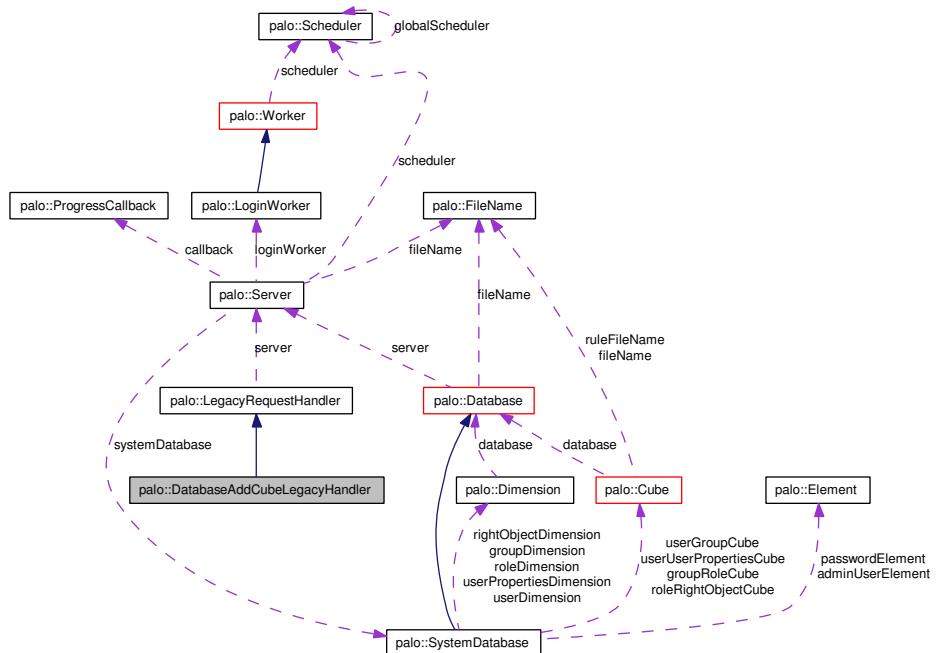
## 4.72 palo::DatabaseAddCubeLegacyHandler Class Reference

```
database_add_cube
#include <DatabaseAddCubeLegacyHandler.h>
```

Inheritance diagram for palo::DatabaseAddCubeLegacyHandler:



Collaboration diagram for palo::DatabaseAddCubeLegacyHandler:



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

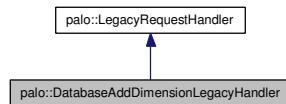
- **DatabaseAddCubeLegacyHandler.h**

## 4.73 `palo::DatabaseAddDimensionLegacyHandler` Class Reference

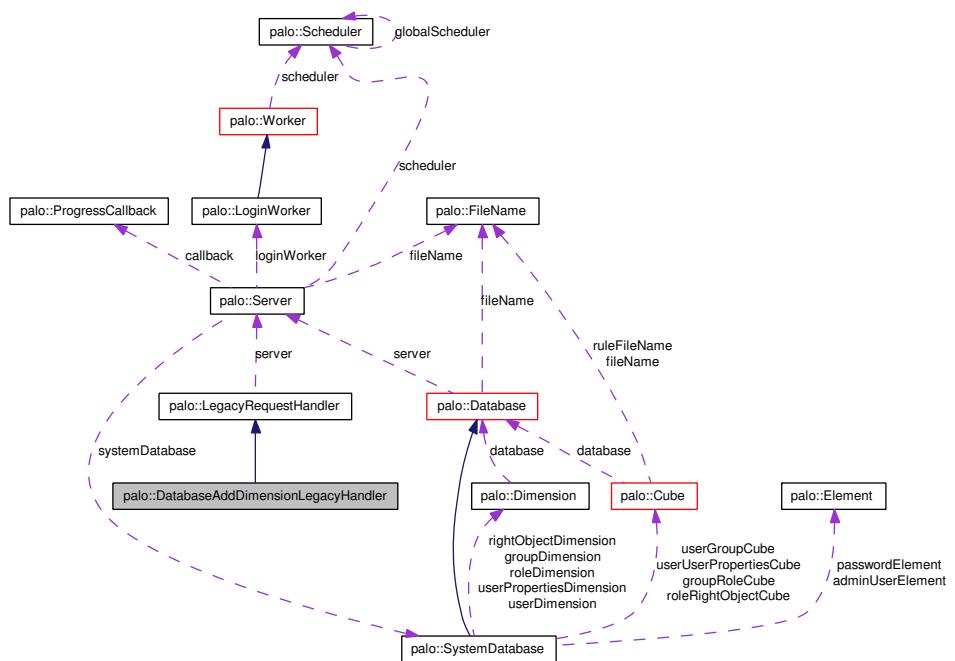
`database_add_dimension`

```
#include <DatabaseAddDimensionLegacyHandler.h>
```

Inheritance diagram for `palo::DatabaseAddDimensionLegacyHandler`:



Collaboration diagram for `palo::DatabaseAddDimensionLegacyHandler`:



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

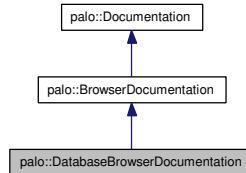
- `DatabaseAddDimensionLegacyHandler.h`

## 4.74 palo::DatabaseBrowserDocumentation Class Reference

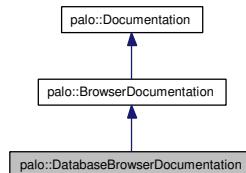
provides database data documentation

```
#include <DatabaseBrowserDocumentation.h>
```

Inheritance diagram for palo::DatabaseBrowserDocumentation:



Collaboration diagram for palo::DatabaseBrowserDocumentation:



### Public Member Functions

- **DatabaseBrowserDocumentation (Database \*database, const string &message)**  
*constructs a new database data based documentation*

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

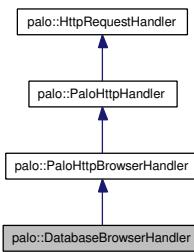
- **DatabaseBrowserDocumentation.h**
- **DatabaseBrowserDocumentation.cpp**

## 4.75 `palo::DatabaseBrowserHandler` Class Reference

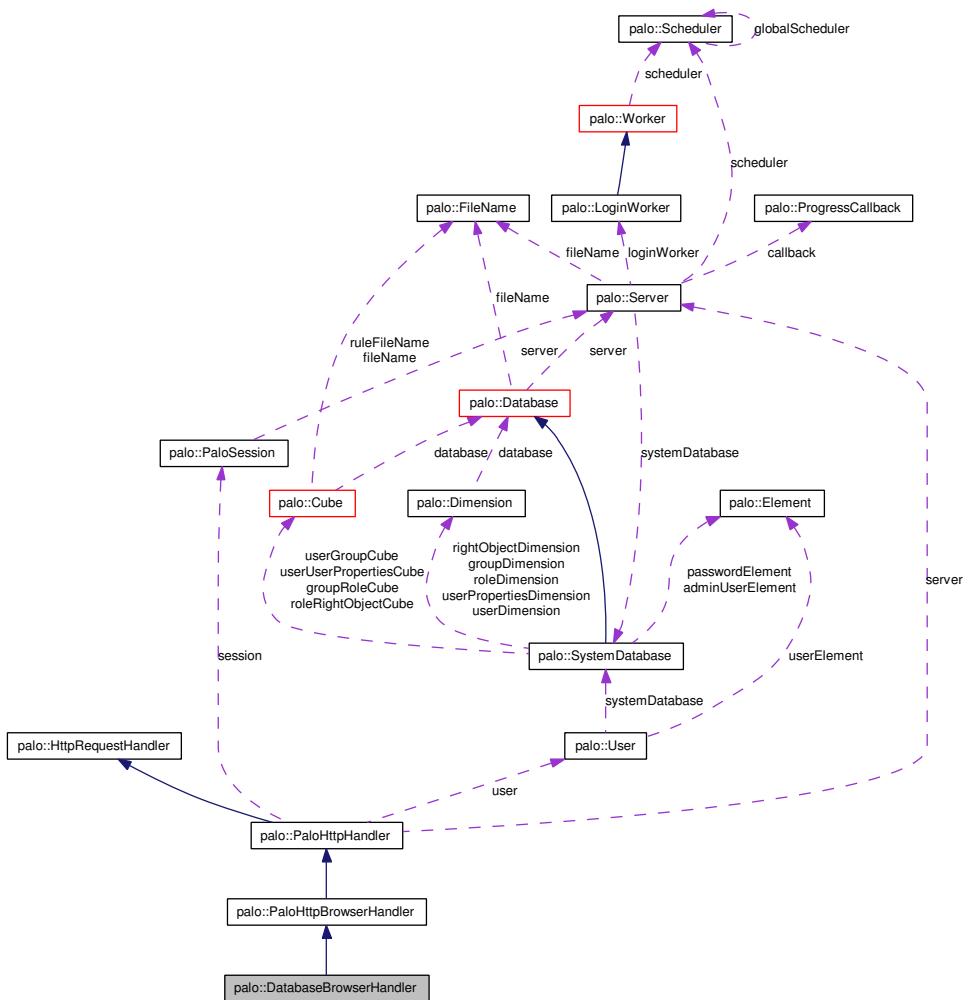
database browser

```
#include <DatabaseBrowserHandler.h>
```

Inheritance diagram for `palo::DatabaseBrowserHandler`:



Collaboration diagram for `palo::DatabaseBrowserHandler`:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**

*virtual method to handle a request*

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

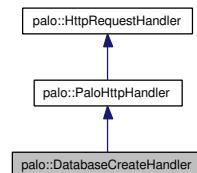
- **DatabaseBrowserHandler.h**

## 4.76 palo::DatabaseCreateHandler Class Reference

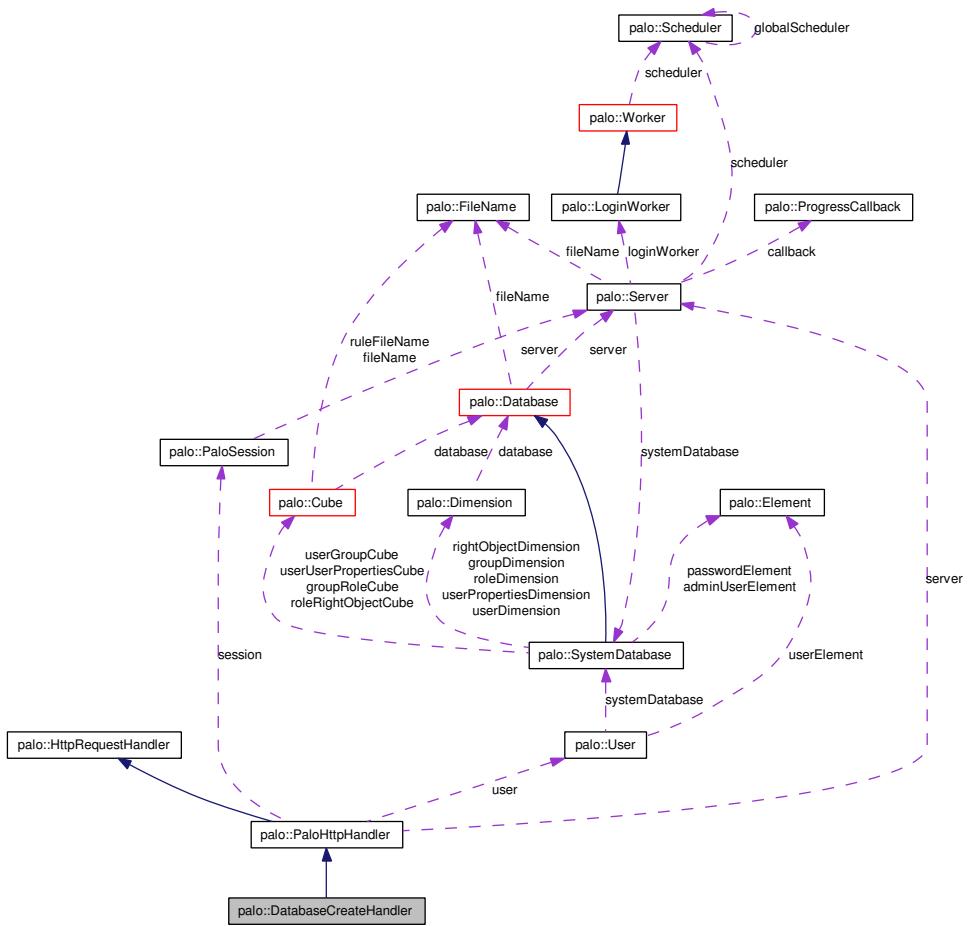
database create

```
#include <DatabaseCreateHandler.h>
```

Inheritance diagram for palo::DatabaseCreateHandler:



Collaboration diagram for palo::DatabaseCreateHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

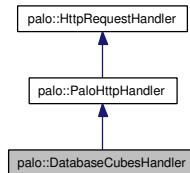
- **DatabaseCreateHandler.h**

## 4.77 palo::DatabaseCubesHandler Class Reference

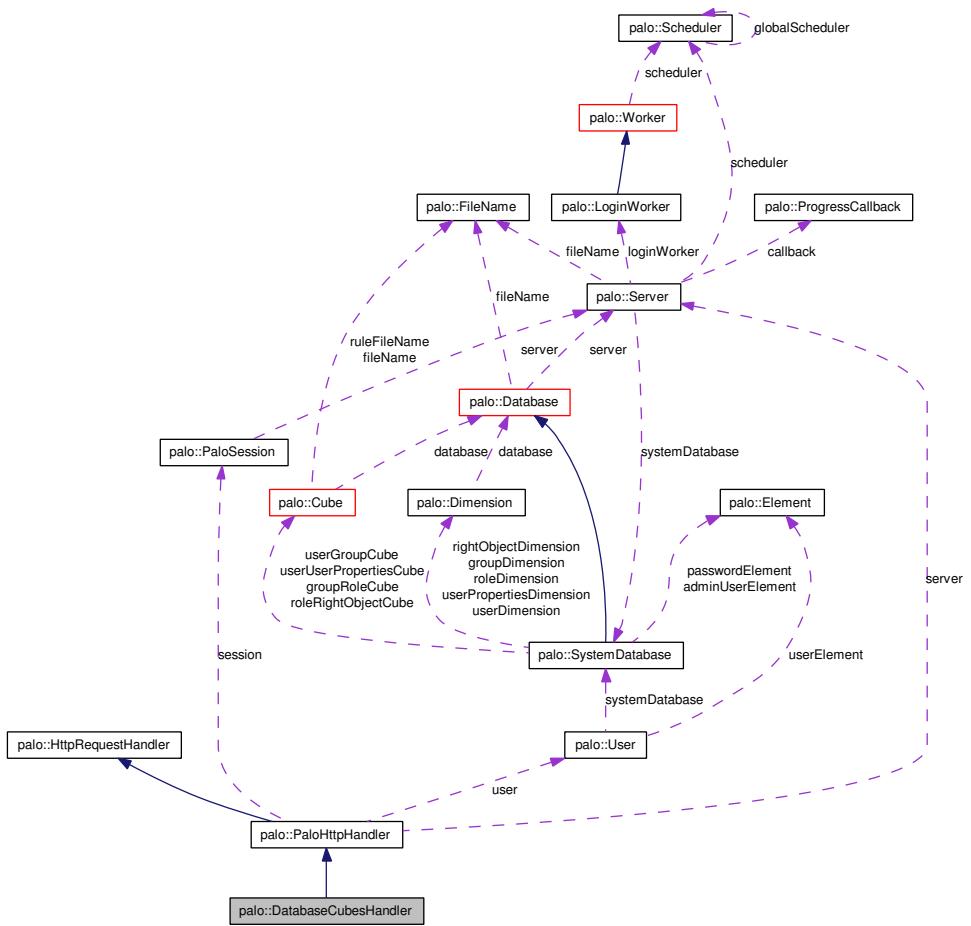
cubes list

```
#include <DatabaseCubesHandler.h>
```

Inheritance diagram for palo::DatabaseCubesHandler:



Collaboration diagram for palo::DatabaseCubesHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

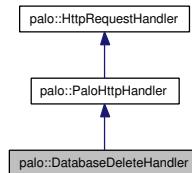
- **DatabaseCubesHandler.h**

## 4.78 palo::DatabaseDeleteHandler Class Reference

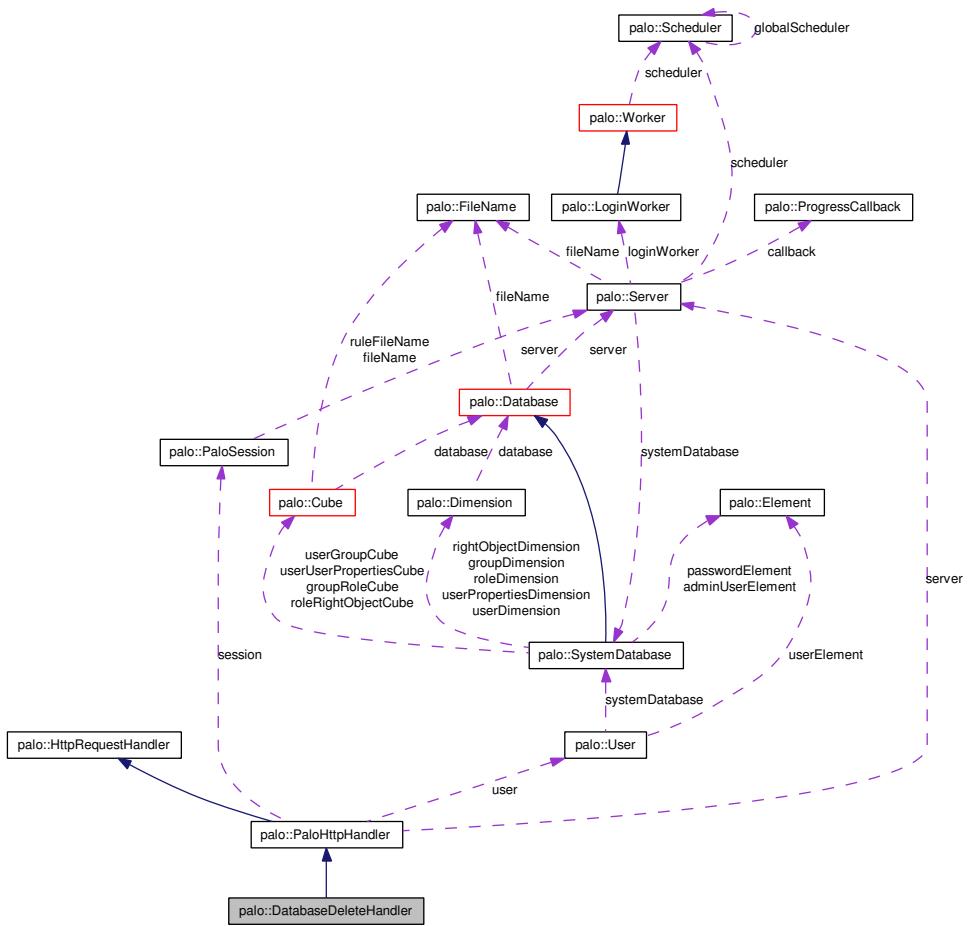
database delete

```
#include <DatabaseDeleteHandler.h>
```

Inheritance diagram for palo::DatabaseDeleteHandler:



Collaboration diagram for palo::DatabaseDeleteHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

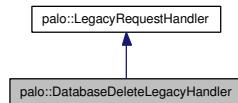
- **DatabaseDeleteHandler.h**

## 4.79 palo::DatabaseDeleteLegacyHandler Class Reference

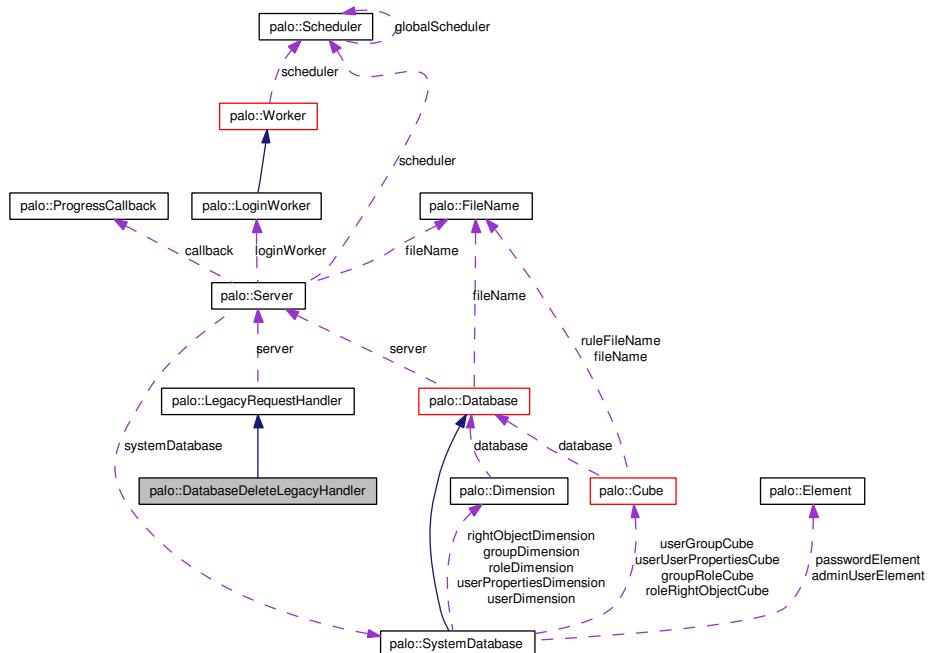
database\_delete

```
#include <DatabaseDeleteLegacyHandler.h>
```

Inheritance diagram for palo::DatabaseDeleteLegacyHandler:



Collaboration diagram for palo::DatabaseDeleteLegacyHandler:



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

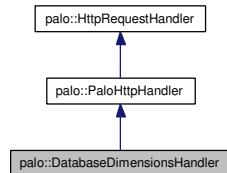
- **DatabaseDeleteLegacyHandler.h**

## 4.80 palo::DatabaseDimensionsHandler Class Reference

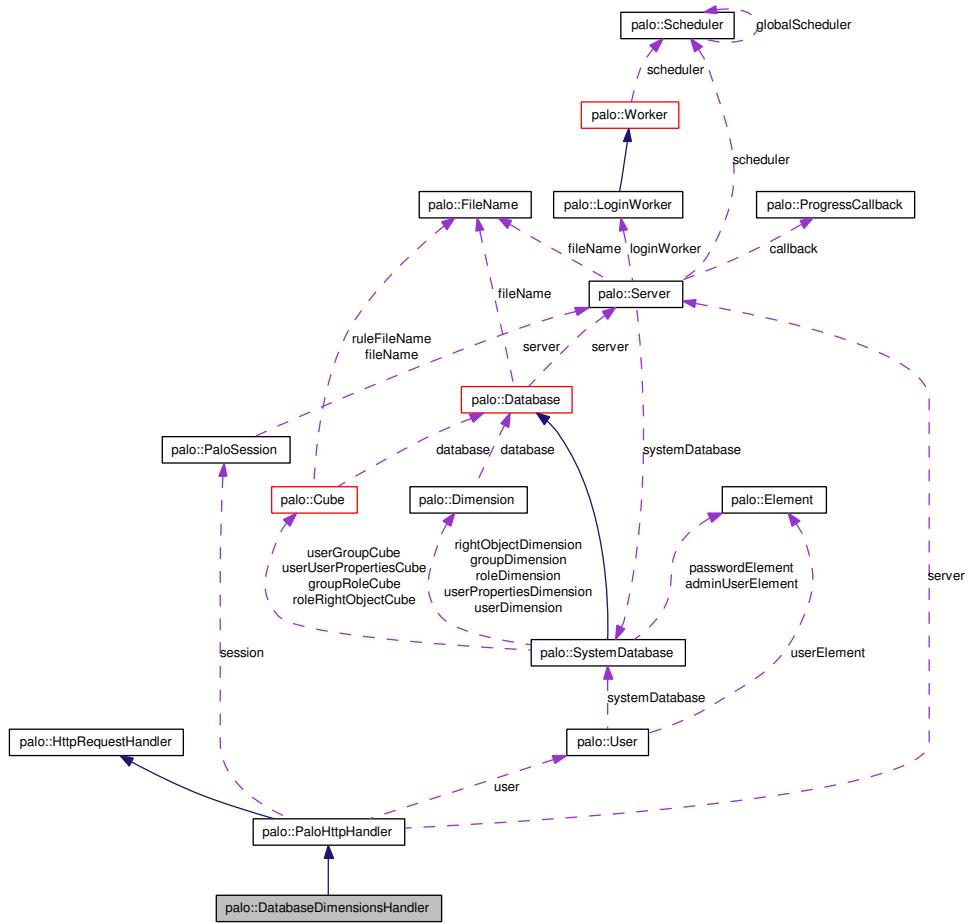
## dimensions list

```
#include <DatabaseDimensionsHandler.h>
```

## Inheritance diagram for palo::DatabaseDimensionsHandler:



## Collaboration diagram for palo::DatabaseDimensionsHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

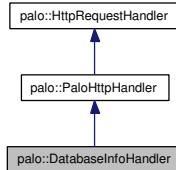
- **DatabaseDimensionsHandler.h**

## 4.81 palo::DatabaseInfoHandler Class Reference

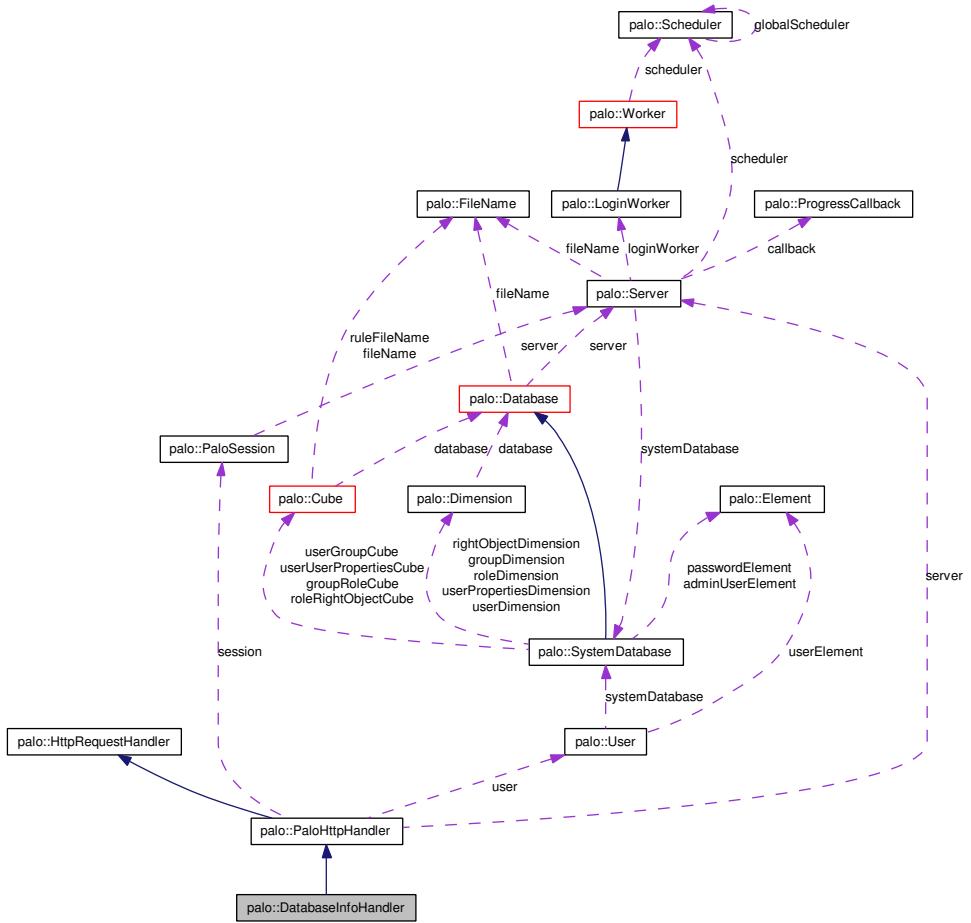
database info

```
#include <DatabaseInfoHandler.h>
```

Inheritance diagram for palo::DatabaseInfoHandler:



Collaboration diagram for palo::DatabaseInfoHandler:



### Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

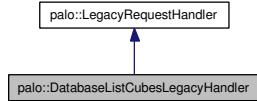
The documentation for this class was generated from the following file:

- **DatabaseInfoHandler.h**

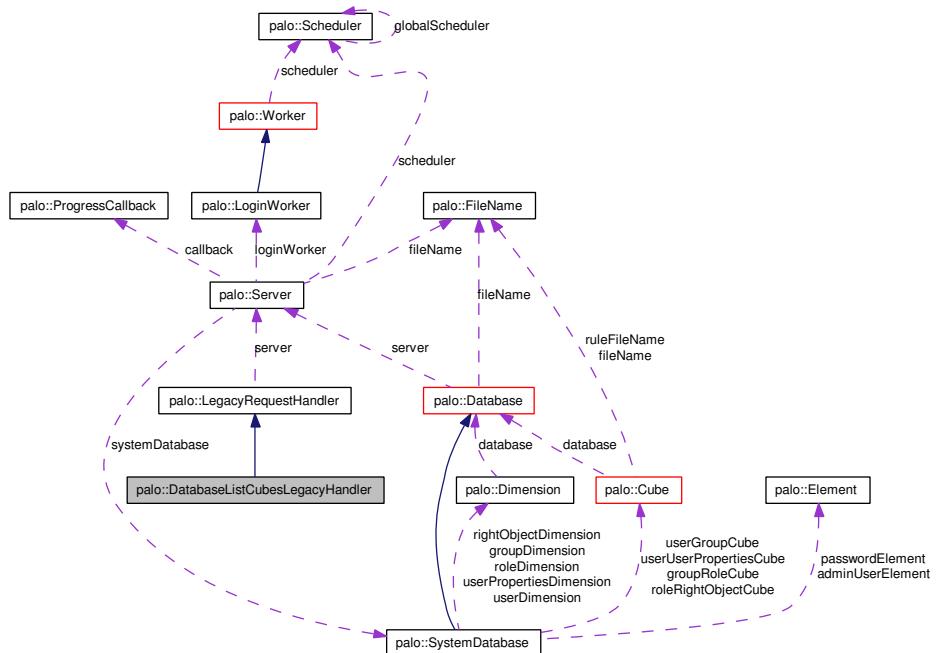
## 4.82 `palo::DatabaseListCubesLegacyHandler` Class Reference

```
database_list_cubes
#include <DatabaseListCubesLegacyHandler.h>
```

Inheritance diagram for `palo::DatabaseListCubesLegacyHandler`:



Collaboration diagram for `palo::DatabaseListCubesLegacyHandler`:



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

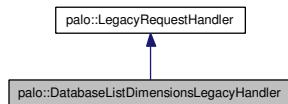
- `DatabaseListCubesLegacyHandler.h`

## 4.83 `palo::DatabaseListDimensionsLegacyHandler` Class Reference

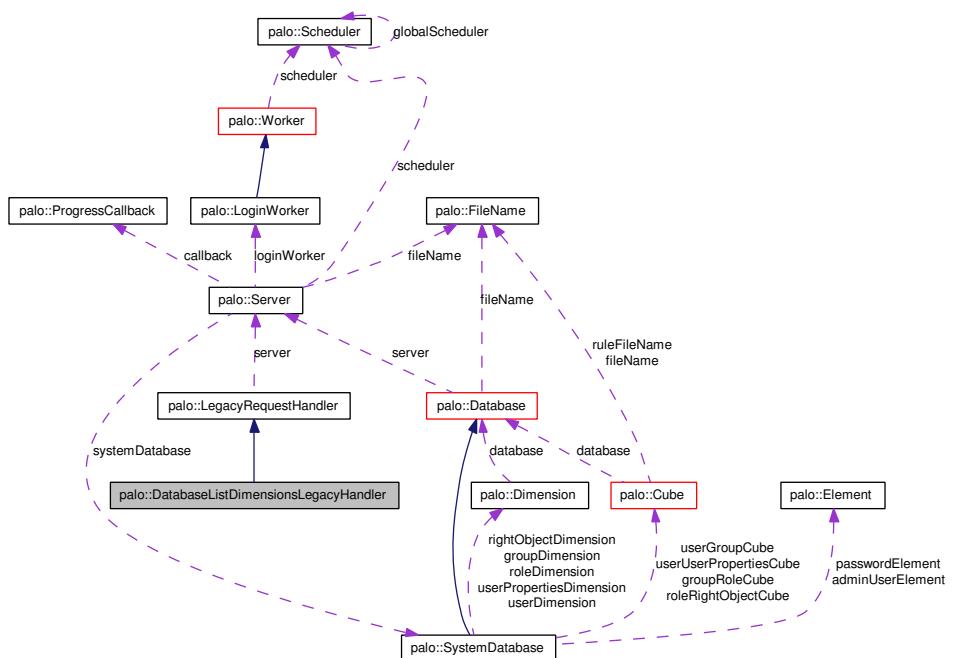
`database_list_dimensions`

```
#include <DatabaseListDimensionsLegacyHandler.h>
```

Inheritance diagram for `palo::DatabaseListDimensionsLegacyHandler`:



Collaboration diagram for `palo::DatabaseListDimensionsLegacyHandler`:



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

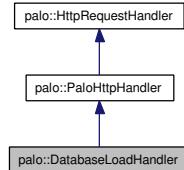
- `DatabaseListDimensionsLegacyHandler.h`

## 4.84 palo::DatabaseLoadHandler Class Reference

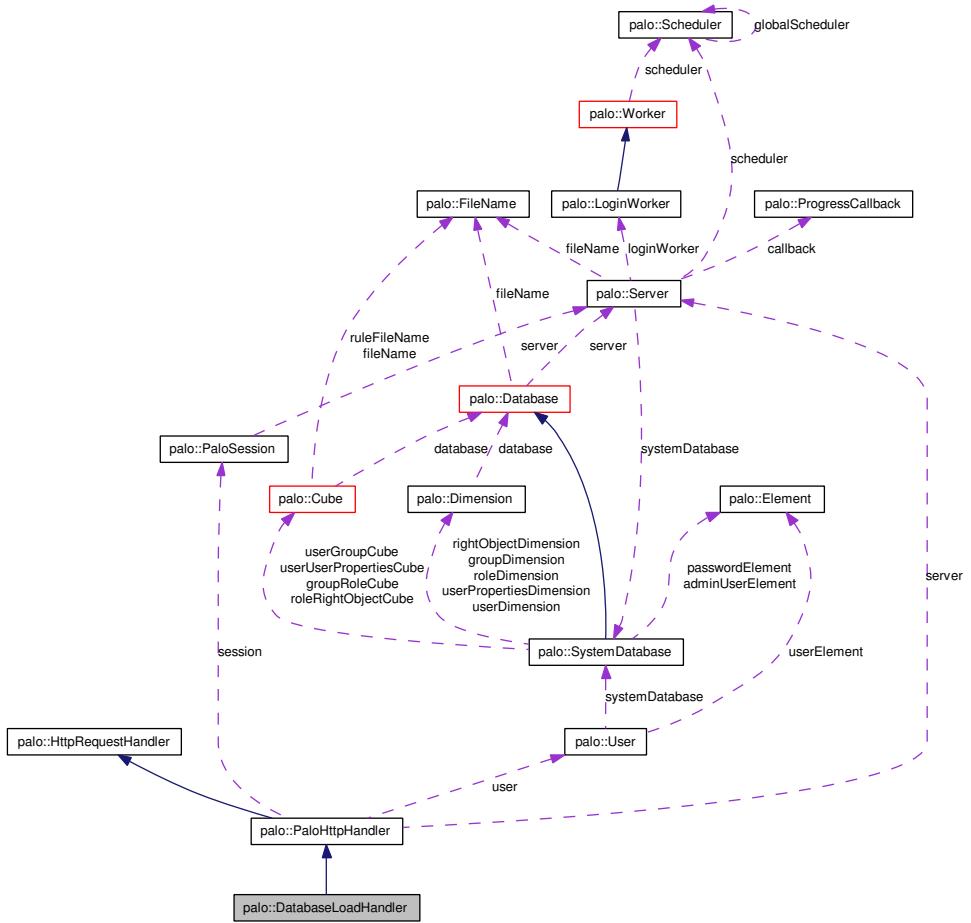
load a database

```
#include <DatabaseLoadHandler.h>
```

Inheritance diagram for palo::DatabaseLoadHandler:



Collaboration diagram for palo::DatabaseLoadHandler:



### Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

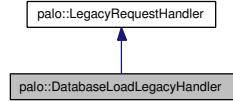
- **DatabaseLoadHandler.h**

## 4.85 palo::DatabaseLoadLegacyHandler Class Reference

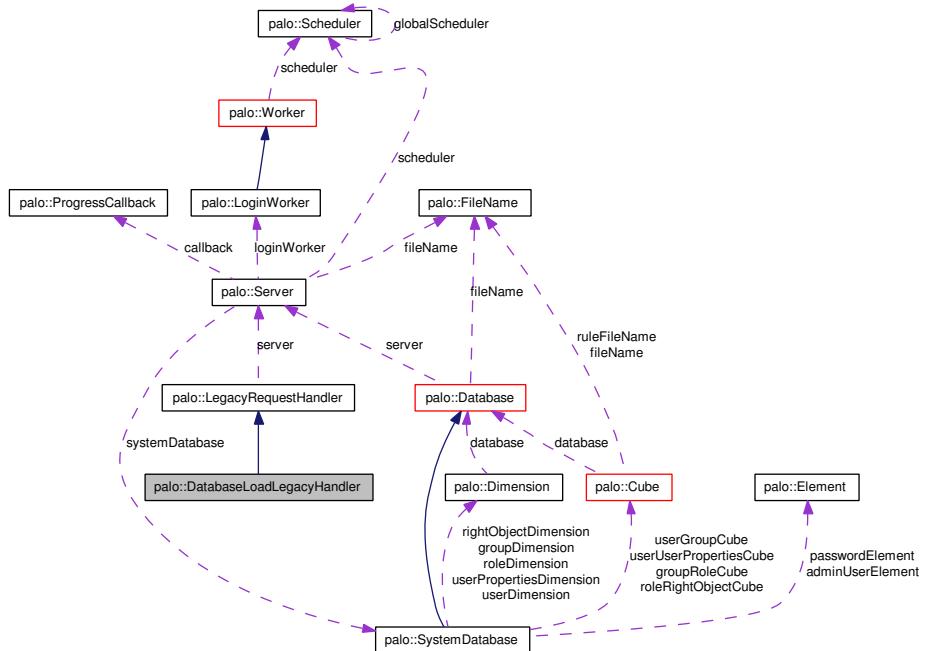
database\_load

```
#include <DatabaseLoadLegacyHandler.h>
```

Inheritance diagram for palo::DatabaseLoadLegacyHandler:



Collaboration diagram for palo::DatabaseLoadLegacyHandler:



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

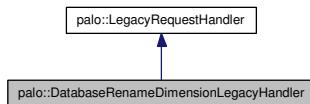
- **DatabaseLoadLegacyHandler.h**

## 4.86 `palo::DatabaseRenameDimensionLegacyHandler` Class Reference

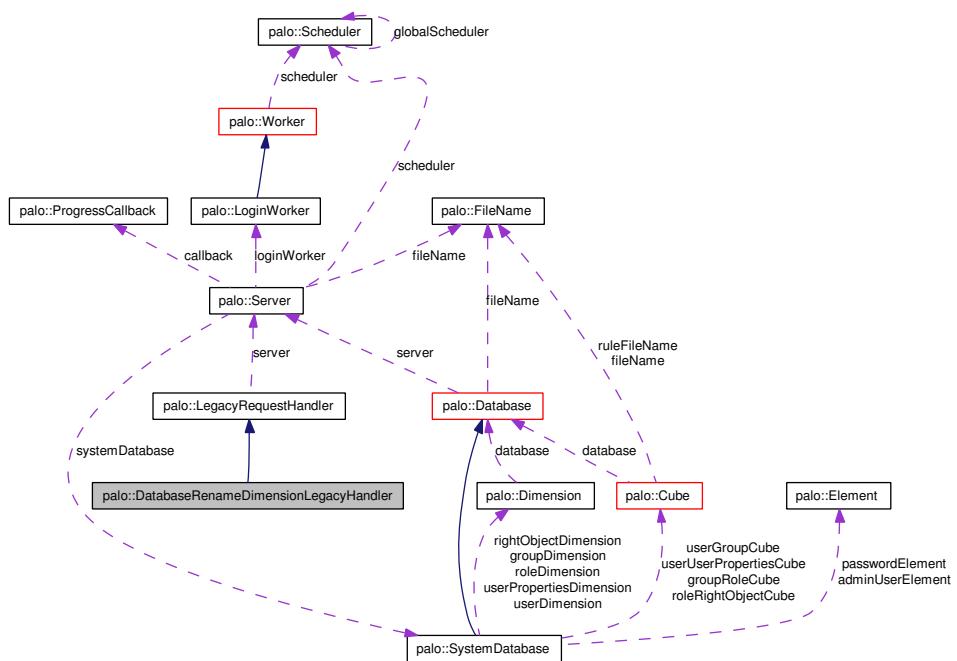
`database_rename_dimension`

```
#include <DatabaseRenameDimensionLegacyHandler.h>
```

Inheritance diagram for `palo::DatabaseRenameDimensionLegacyHandler`:



Collaboration diagram for `palo::DatabaseRenameDimensionLegacyHandler`:



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

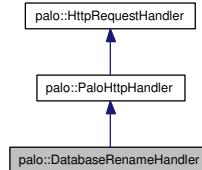
- `DatabaseRenameDimensionLegacyHandler.h`

## 4.87 `palo::DatabaseRenameHandler` Class Reference

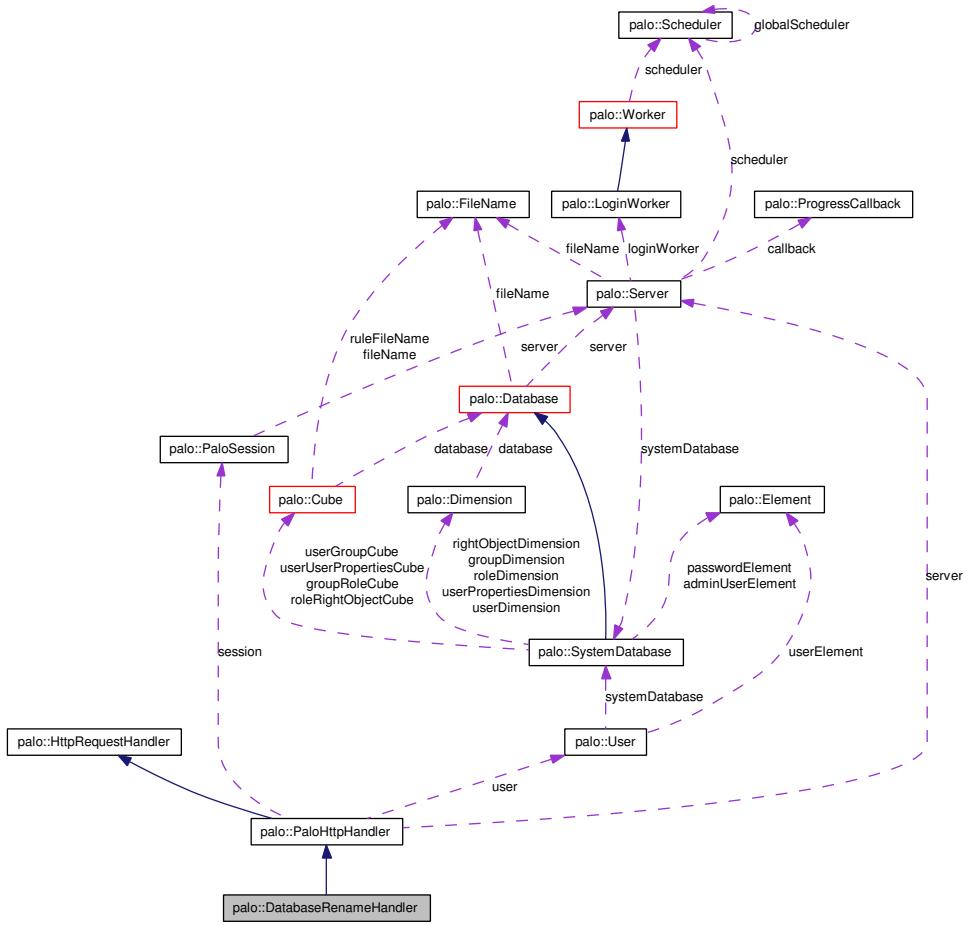
database rename

```
#include <DatabaseRenameHandler.h>
```

Inheritance diagram for `palo::DatabaseRenameHandler`:



Collaboration diagram for `palo::DatabaseRenameHandler`:



### Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

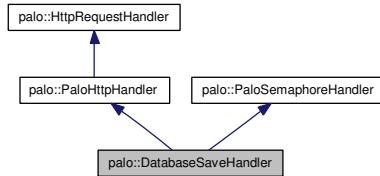
- **DatabaseRenameHandler.h**

## 4.88 palo::DatabaseSaveHandler Class Reference

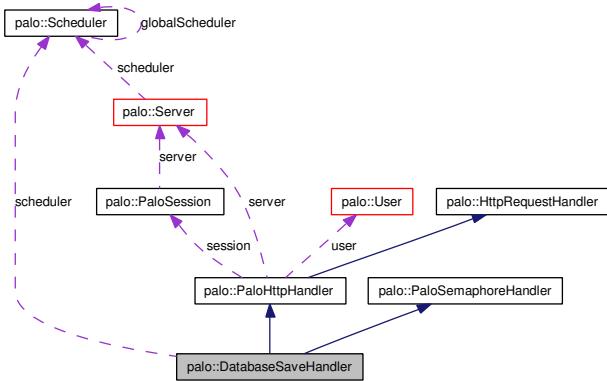
save a database

```
#include <DatabaseSaveHandler.h>
```

Inheritance diagram for palo::DatabaseSaveHandler:



Collaboration diagram for palo::DatabaseSaveHandler:



### Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*
- **HttpResponse \* handlePaloSemaphoreDeleted (const HttpRequest \*request, IdentifierType clientData)**  
*callback if semaphore is destroyed*
- **HttpResponse \* handlePaloSemaphoreRaised (const HttpRequest \*request, IdentifierType clientData, const string \*msg)**  
*callback if semaphore is raised*

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

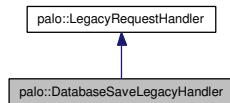
- **DatabaseSaveHandler.h**

## 4.89 `palo::DatabaseSaveLegacyHandler` Class Reference

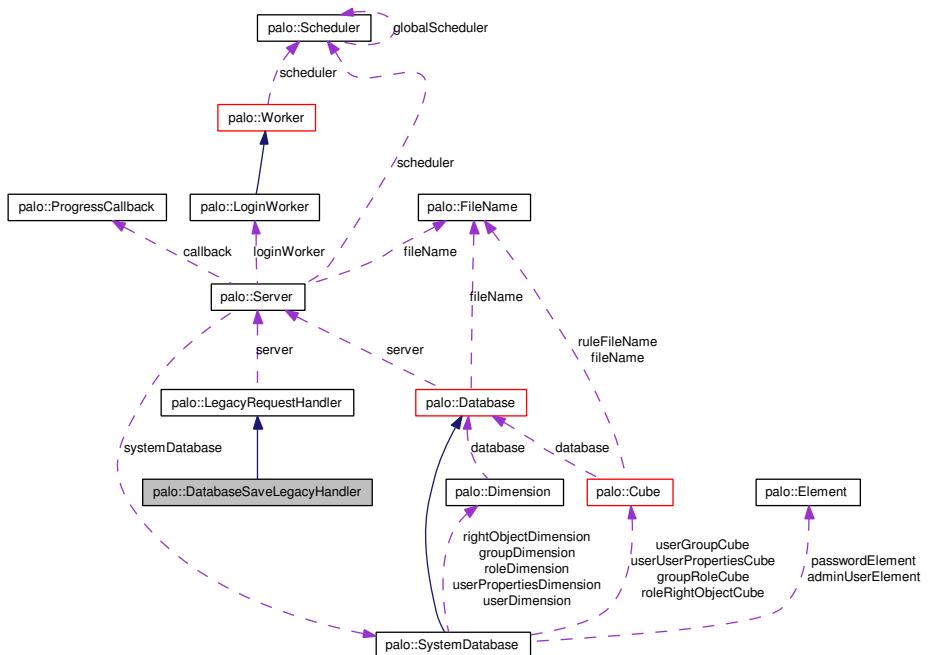
`database_save`

```
#include <DatabaseSaveLegacyHandler.h>
```

Inheritance diagram for `palo::DatabaseSaveLegacyHandler`:



Collaboration diagram for `palo::DatabaseSaveLegacyHandler`:



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

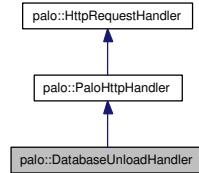
- `DatabaseSaveLegacyHandler.h`

## 4.90 palo::DatabaseUnloadHandler Class Reference

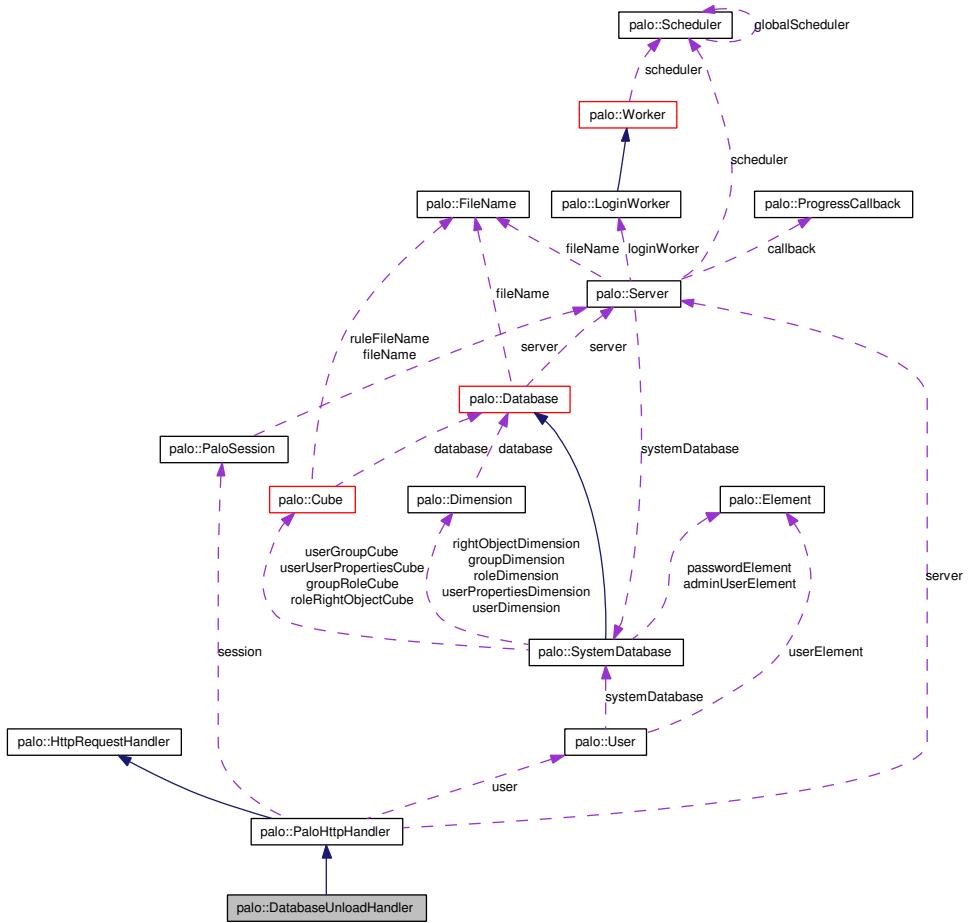
unload a database

```
#include <DatabaseUnloadHandler.h>
```

Inheritance diagram for palo::DatabaseUnloadHandler:



Collaboration diagram for palo::DatabaseUnloadHandler:



### Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

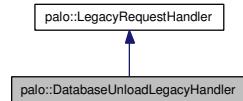
- **DatabaseUnloadHandler.h**

## 4.91 palo::DatabaseUnloadLegacyHandler Class Reference

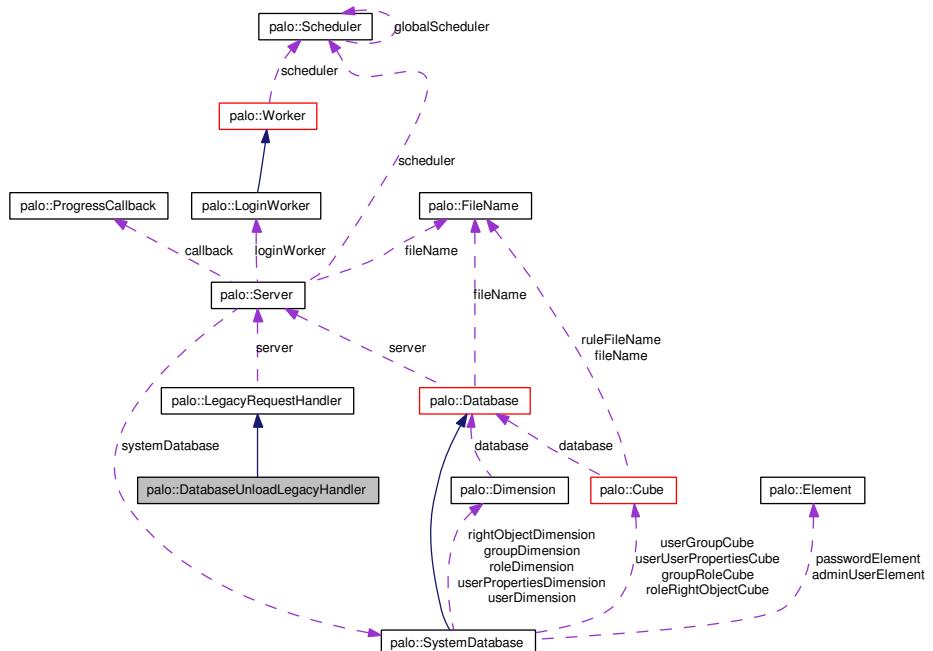
database\_unload

```
#include <DatabaseUnloadLegacyHandler.h>
```

Inheritance diagram for palo::DatabaseUnloadLegacyHandler:



Collaboration diagram for palo::DatabaseUnloadLegacyHandler:



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

- **DatabaseUnloadLegacyHandler.h**

## 4.92 palo::DeleteObject Struct Reference

delete object helper

```
#include <DeleteObject.h>
```

### 4.92.1 Detailed Description

This object can be used together with `for_each` to free a collection of pointers. Use "`for_each(l.begin(), l.end(), DeleteObject())`" to delete all pointers inside a collection.

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

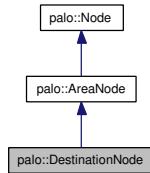
- `DeleteObject.h`

## 4.93 palo::DestinationNode Class Reference

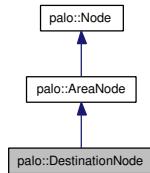
parser destination node

```
#include <DestinationNode.h>
```

Inheritance diagram for palo::DestinationNode:



Collaboration diagram for palo::DestinationNode:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **Node::ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*
- **bool hasElement (Dimension \*, IdentifierType) const**  
*checks if element is involved in rule*
- **bool isSimple () const**  
*returns true if rule is simple expression (constant or area)*
- **void appendRepresentation (StringBuffer \*sb, Cube \*cube) const**  
*appends representation to string buffer*
- **void appendXmlRepresentation (StringBuffer \*sb, int ident, bool names)**  
*appends XML representation to string buffer*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*node, string &err)**

*validates the expression*

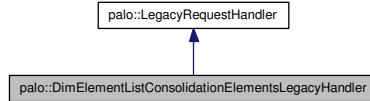
The documentation for this class was generated from the following files:

- **DestinationNode.h**
- **DestinationNode.cpp**

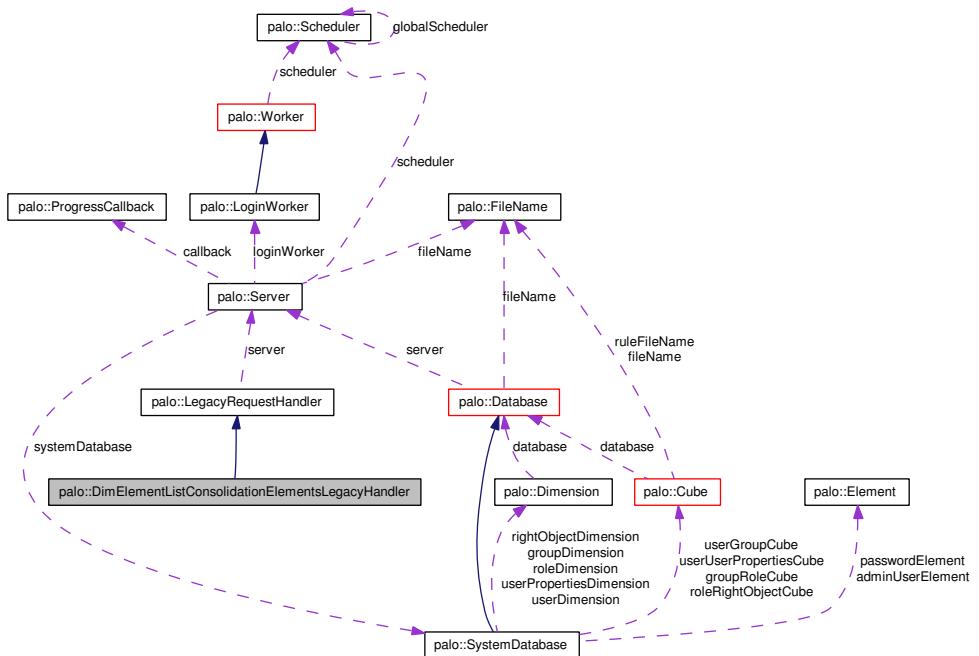
## 4.94 `palo::DimElementListConsolidationElementsLegacyHandler` Class Reference

```
dim_element_list_consolidation_elements
#include <DimElementListConsolidationElementsLegacyHandler.h>
```

Inheritance diagram for `palo::DimElementListConsolidationElementsLegacyHandler`:



Collaboration diagram for `palo::DimElementListConsolidationElementsLegacyHandler`:



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

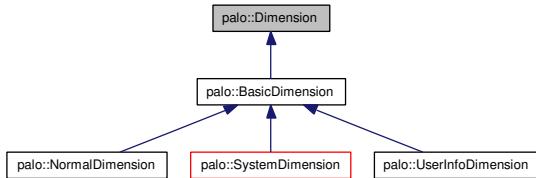
- `DimElementListConsolidationElementsLegacyHandler.h`

## 4.95 palo::Dimension Class Reference

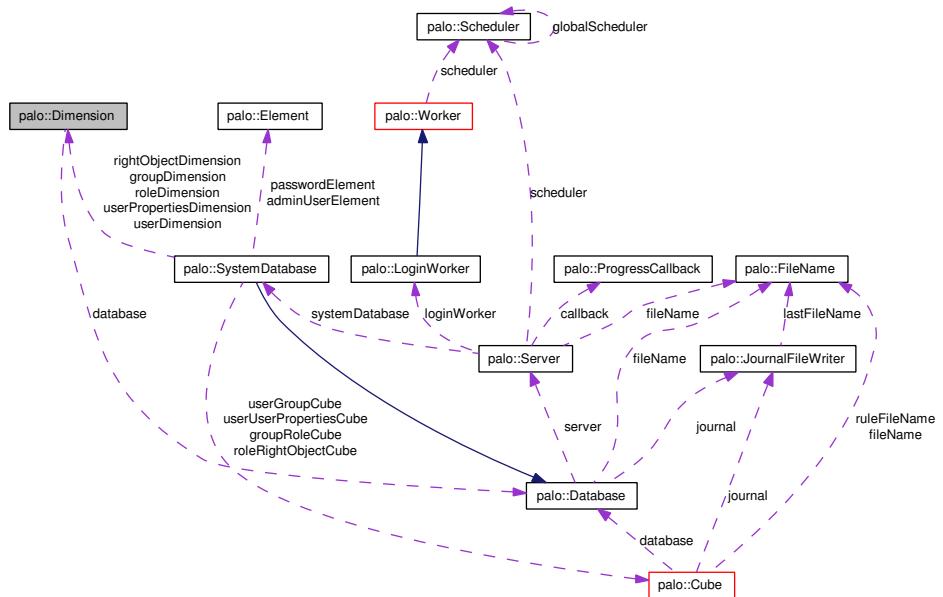
abstract super class for OLAP dimension

```
#include <Dimension.h>
```

Inheritance diagram for palo::Dimension:



Collaboration diagram for palo::Dimension:



## Public Types

- enum **DimensionStatus**  
*status of the dimension*
- typedef vector< Element \* > **ParentsType**  
*list of parents*

## Public Member Functions

- **Dimension** (IdentifierType identifier, const string &name, Database \*database)  
*creates new dimension with given identifier*

- virtual ~**Dimension** ()
 

*deletes dimension*

#### notification callbacks

- virtual void **beforeAddDimension** ()
 

*called before a dimension has been added to a database*
- virtual void **notifyAddDimension** ()
 

*called after a dimension has been added to a database*
- virtual void **beforeRemoveDimension** ()
 

*called before a dimension has been removed from a database*
- virtual void **notifyRemoveDimension** ()
 

*called after a dimension has been removed from a database*
- virtual void **beforeRenameDimension** ()
 

*called before a dimension has been renamed*
- virtual void **notifyRenameDimension** (const string &oldName)
 

*called after a dimension has been renamed*

#### functions to save and load the dimension

- virtual void **loadDimension** (FileReader \*file)=0
 

*reads data from file*
- virtual void **saveDimensionType** (FileWriter \*file)=0
 

*saves dimension name and type to file*
- virtual void **saveDimension** (FileWriter \*file)=0
 

*saves data to file*

#### getter and setter

- IdentifierType **getIdentifier** ()
 

*gets identifier of dimension*
- virtual void **setName** (const string &name)
 

*sets or rename dimension*
- const string & **getName** ()
 

*gets dimension name*
- void **setStatus** (DimensionStatus status)
 

*sets the status of the dimension*
- DimensionStatus **getStatus** ()

*returns the status of the dimension*

- void **setDeletable** (bool deletable)  
*sets deletable attribute*
- bool **isDeletable** () const  
*gets deletable attribute*
- void **setRenamable** (bool renamable)  
*sets renamable attribute*
- bool **isRenamable** () const  
*gets renamable attribute*
- void **setChangable** (bool changable)  
*sets changable attribute*
- bool **isChangable** () const  
*gets changable attribute*
- uint32\_t **getToken** () const  
*gets the token*
- **Database \*** **getDatabase** () const  
*gets the database*
- virtual ItemType **getType** ()=0  
*returns dimension type*
- virtual LevelType **getLevel** ()=0  
*gets highest consolidation level*
- virtual IndentType **getIndent** ()=0  
*gets highest indentation*
- virtual DepthType **getDepth** ()=0  
*gets highest consolidation depth*
- virtual size\_t **getMemoryUsageIndex** ()=0  
*calculate memory usage of the hash maps*
- virtual size\_t **getMemoryUsageStorage** ()=0  
*calculate memory usage of the elements vector*
- virtual vector< **Element \*** > **getElements** (**User** \*user)=0  
*gets list of elements (sorted by position)*
- virtual IdentifierType **getMaximalIdentifier** ()=0  
*gets maximal used identifier*
- vector< **Cube \*** > **getCubes** (**User** \*user)  
*returns the list of cubes who are using the dimension*

### functions to update internal structures

- void **updateToken** ()
   
*increments the token*
- virtual void **updateLevelIndentDepth** ()=0
   
*updates level, indent, and depth information*

### element functions

- virtual void **clearElements** (**User** \*user)=0
   
*deletes all elements*
- virtual size\_t **sizeElements** ()=0
   
*gets number of elements*
- virtual **Element** \* **addElement** (const string &name, **Element::ElementType** elementType, **User** \*user, bool useJournal=true)=0
   
*adds (new) element (returns identifier of new element)*
- virtual void **deleteElement** (**Element** \*element, **User** \*user, bool useJournal=true)=0
   
*deletes element*
- virtual void **changeElementName** (**Element** \*element, const string &name, **User** \*user)=0
   
*changes name of element*
- virtual void **changeElementType** (**Element** \*element, **Element::ElementType** elementType, **User** \*user, bool setConsolidated)=0
   
*changes type of element*
- virtual void **moveElement** (**Element** \*element, PositionType newPosition, **User** \*user)=0
   
*moves element (change position of element)*
- virtual const **ParentsType** \* **getParents** (**Element** \*child)=0
   
*get parent elements (ordered by position)*
- virtual set<**Element** \*> **ancestors** (**Element** \*child)=0
   
*compute all ancestors of an elements*
- virtual const ElementsWeightType \* **getChildren** (**Element** \*parent)=0
   
*gets child elements*
- virtual set<**Element** \*> **getBaseElements** (**Element** \*parent, bool \*multiple)=0
   
*gets the base elements*
- virtual void **addChildren** (**Element** \*parent, const ElementsWeightType \*children, **User** \*user)=0
   
*adds childs to (consolidated) element*
- virtual void **removeChildren** (**User** \*, **Element** \*parent)=0

*removes childs from (consolidated) element*

- virtual bool **isStringConsolidation** (Element \*element)=0  
*returns true if element is a string consolidation*
- virtual Element \* **lookupElement** (IdentifierType elementIdentifier)=0  
*gets element by identifier*
- virtual Element \* **lookupElementByName** (const string &name)=0  
*gets element by name*
- virtual Element \* **lookupElementByPosition** (PositionType position)=0  
*gets element by position*
- virtual Element \* **findElement** (IdentifierType elementIdentifier, User \*user)=0  
*gets element by identifier*
- virtual Element \* **findElementByName** (const string &name, User \*user)=0  
*gets element by name*
- virtual Element \* **findElementByPosition** (PositionType position, User \*user)=0  
*gets element by position*

## Protected Member Functions

- bool **isLockedByCube** ()  
*returns true if the dimension is used in a locked cube*

### user permissions

- virtual void **checkCubeAccessRight** (User \*user, RightsType minimumRight)  
*checks cube access*
- virtual void **checkElementAccessRight** (User \*user, RightsType minimumRight)  
*checks element access*

## 4.95.1 Member Enumeration Documentation

### 4.95.1.1 enum palo::Dimension::DimensionStatus

LOADED: the dimension is loaded and not changed

CHANGED: the dimension is new or changed

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

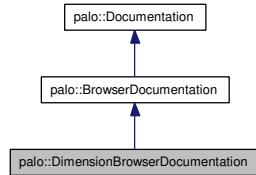
- Dimension.h
- Dimension.cpp

## 4.96 palo::DimensionBrowserDocumentation Class Reference

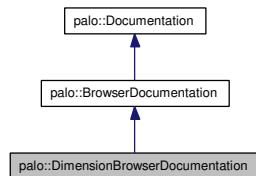
provides dimension data documentation

```
#include <DimensionBrowserDocumentation.h>
```

Inheritance diagram for palo::DimensionBrowserDocumentation:



Collaboration diagram for palo::DimensionBrowserDocumentation:



### Public Member Functions

- **DimensionBrowserDocumentation** (**Database** \*database, **Dimension** \*dimension, const string &message)  
*constructs a new dimension data based documentation*

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

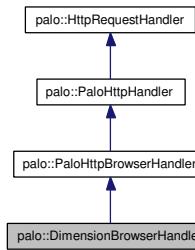
- **DimensionBrowserDocumentation.h**
- **DimensionBrowserDocumentation.cpp**

## 4.97 palo::DimensionBrowserHandler Class Reference

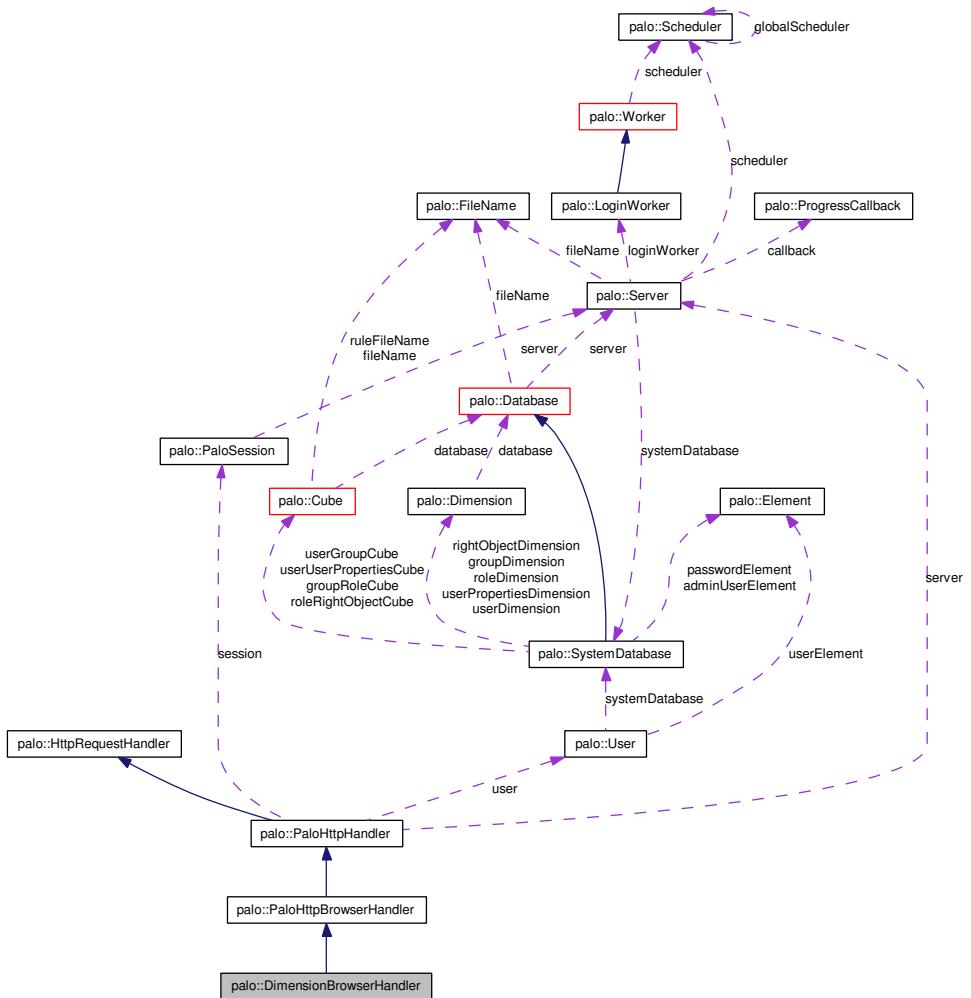
## dimension browser

```
#include <DimensionBrowserHandler.h>
```

## Inheritance diagram for palo::DimensionBrowserHandler:



## Collaboration diagram for palo::DimensionBrowserHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**

*virtual method to handle a request*

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

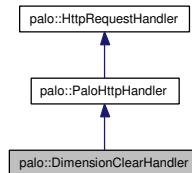
- **DimensionBrowserHandler.h**

## 4.98 palo::DimensionClearHandler Class Reference

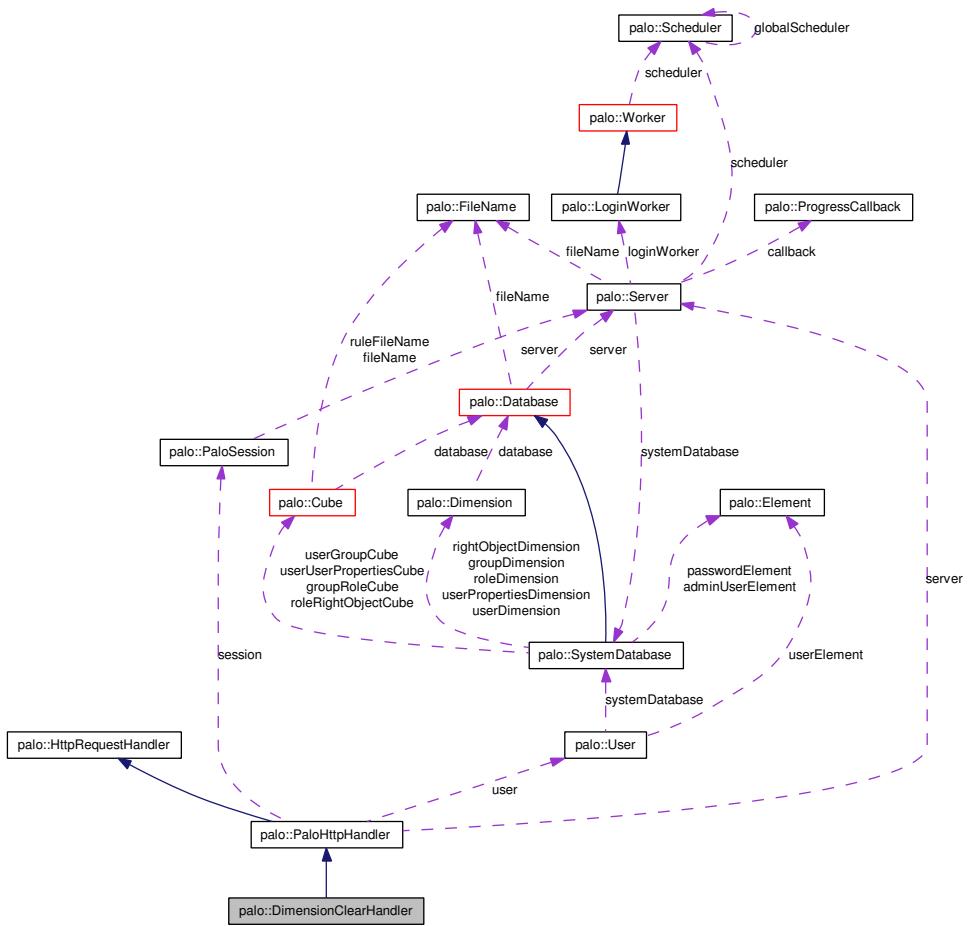
dimension clear

```
#include <DimensionClearHandler.h>
```

Inheritance diagram for palo::DimensionClearHandler:



Collaboration diagram for palo::DimensionClearHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

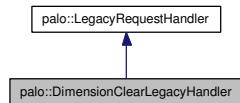
- **DimensionClearHandler.h**

## 4.99 palo::DimensionClearLegacyHandler Class Reference

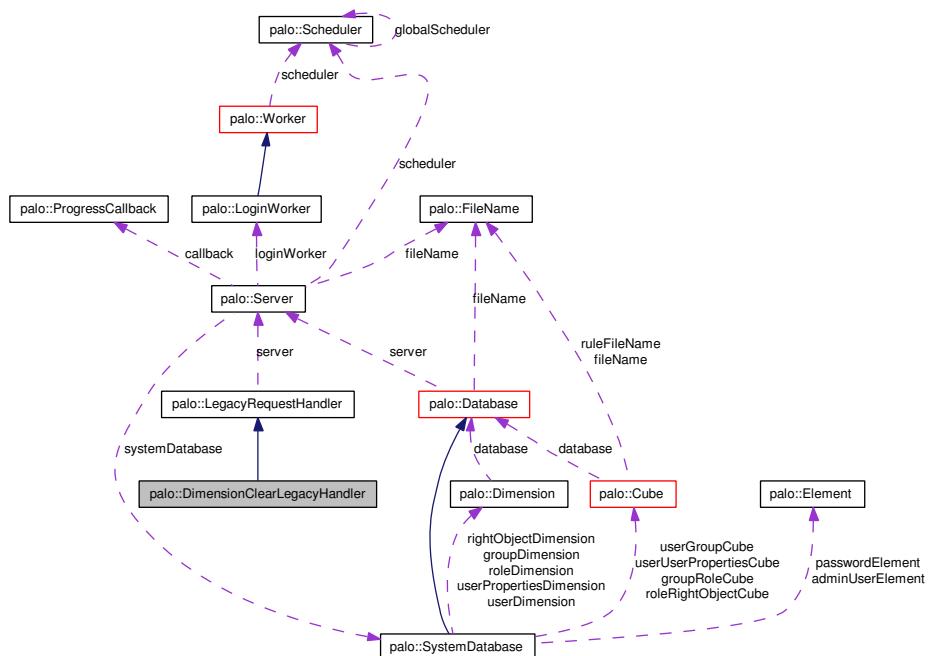
dimension\_clear

```
#include <DimensionClearLegacyHandler.h>
```

Inheritance diagram for palo::DimensionClearLegacyHandler:



Collaboration diagram for palo::DimensionClearLegacyHandler:



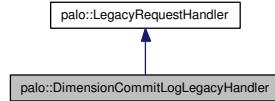
The documentation for this class was generated from the following file:

- **DimensionClearLegacyHandler.h**

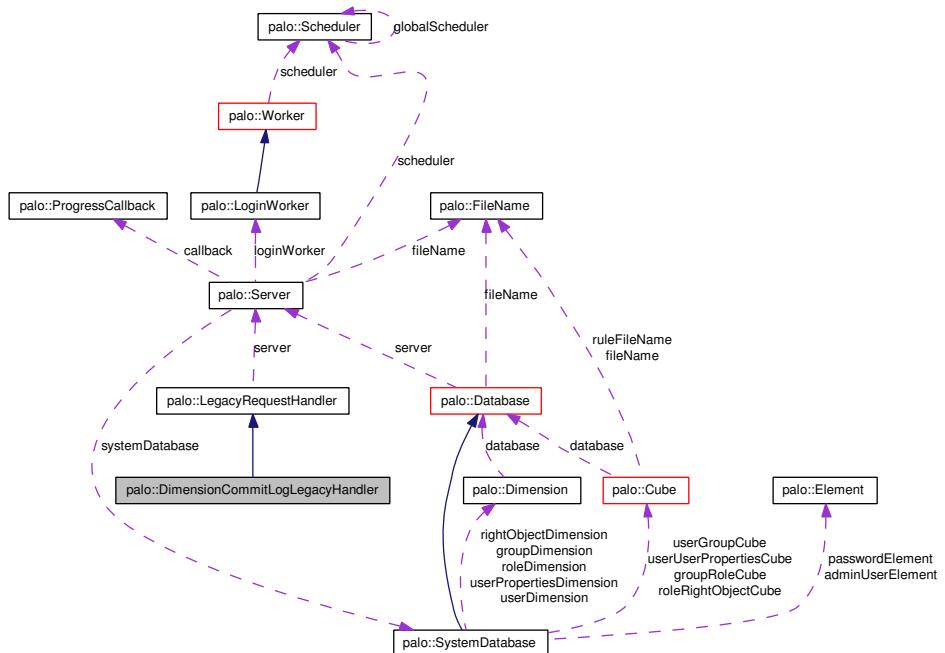
## 4.100 palo::DimensionCommitLogLegacyHandler Class Reference

```
dimension_commit_log
#include <DimensionCommitLogLegacyHandler.h>
```

Inheritance diagram for palo::DimensionCommitLogLegacyHandler:



Collaboration diagram for palo::DimensionCommitLogLegacyHandler:



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

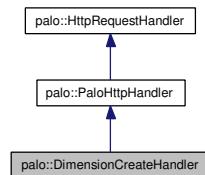
- **DimensionCommitLogLegacyHandler.h**

## 4.101 palo::DimensionCreateHandler Class Reference

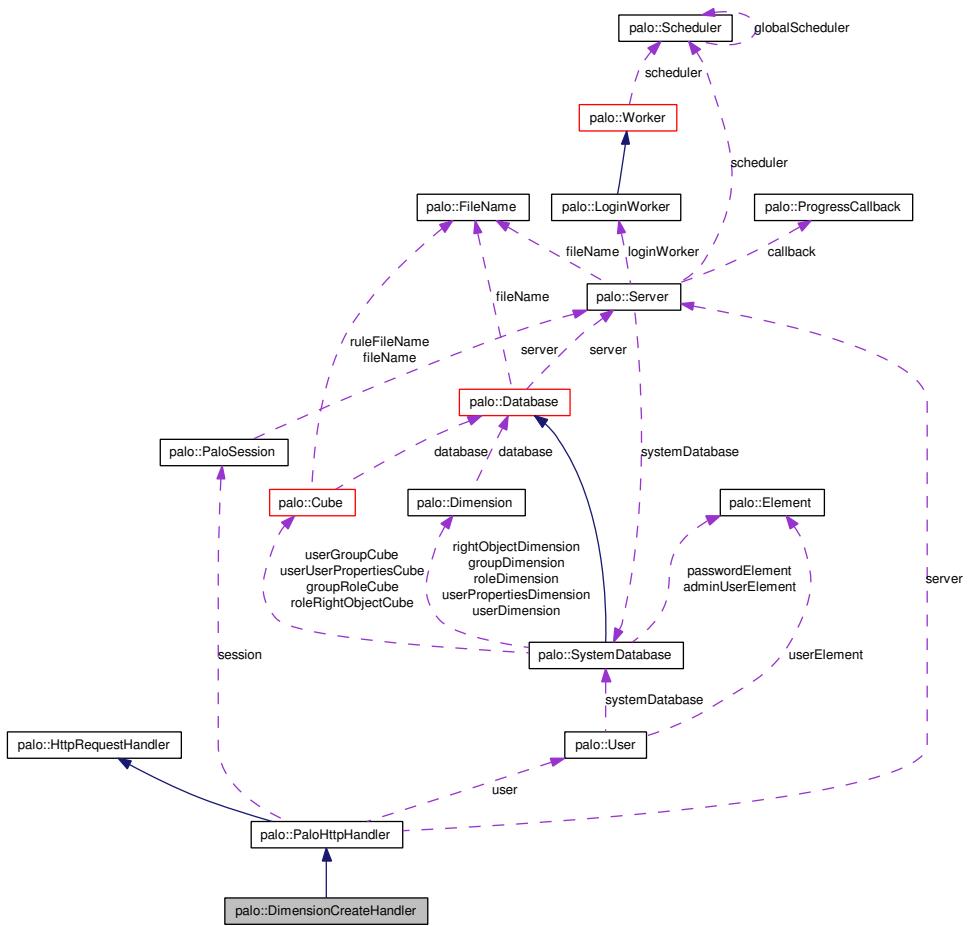
dimension create

```
#include <DimensionCreateHandler.h>
```

Inheritance diagram for palo::DimensionCreateHandler:



Collaboration diagram for palo::DimensionCreateHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

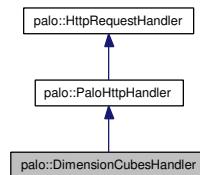
- **DimensionCreateHandler.h**

## 4.102 palo::DimensionCubesHandler Class Reference

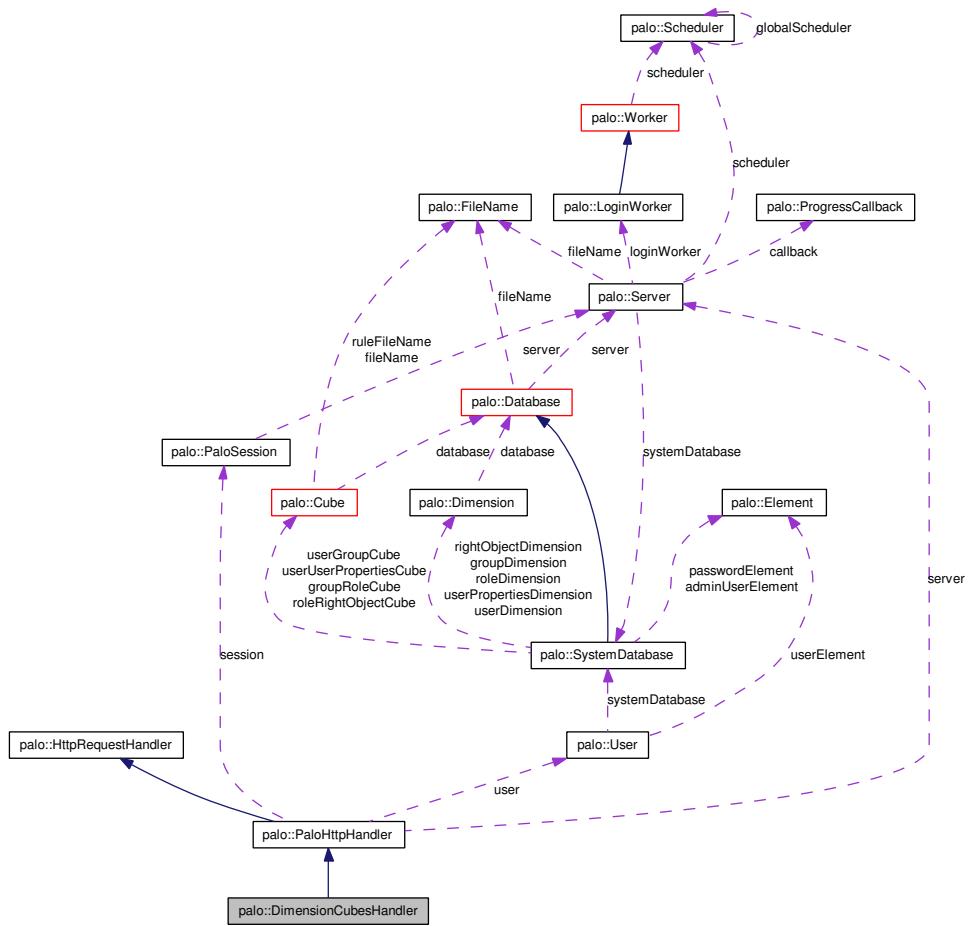
## dimension list cubes

```
#include <DimensionCubesHandler.h>
```

## Inheritance diagram for palo::DimensionCubesHandler:



## Collaboration diagram for palo::DimensionCubesHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

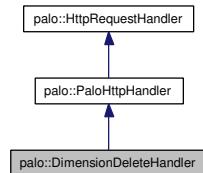
- **DimensionCubesHandler.h**

## 4.103 palo::DimensionDeleteHandler Class Reference

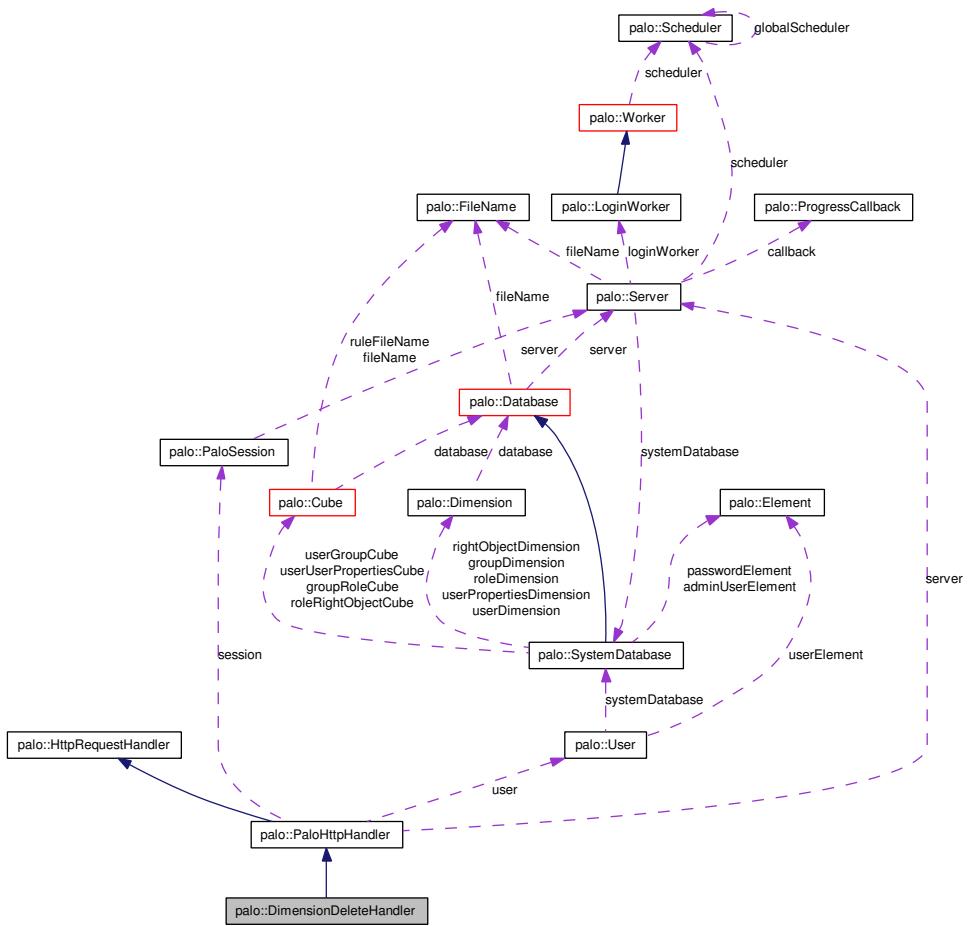
dimension delete

```
#include <DimensionDeleteHandler.h>
```

Inheritance diagram for palo::DimensionDeleteHandler:



Collaboration diagram for palo::DimensionDeleteHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

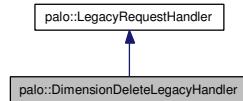
- **DimensionDeleteHandler.h**

## 4.104 palo::DimensionDeleteLegacyHandler Class Reference

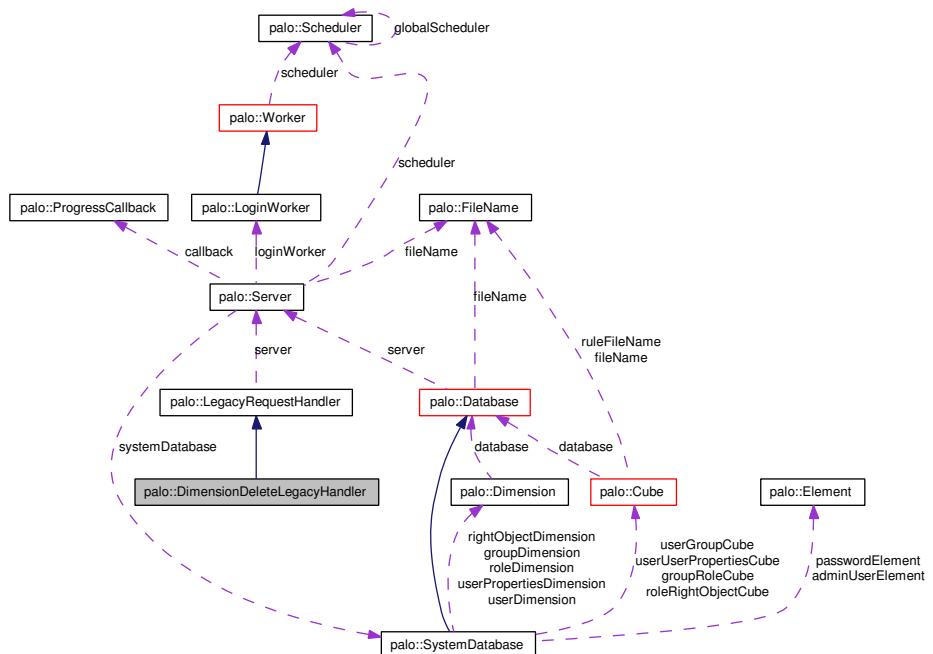
dimension\_delete

```
#include <DimensionDeleteLegacyHandler.h>
```

Inheritance diagram for palo::DimensionDeleteLegacyHandler:



Collaboration diagram for palo::DimensionDeleteLegacyHandler:



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

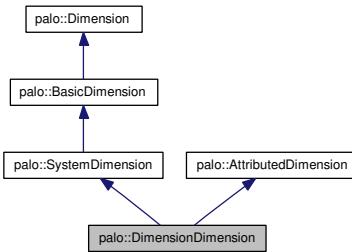
- **DimensionDeleteLegacyHandler.h**

## 4.105 palo::DimensionDimension Class Reference

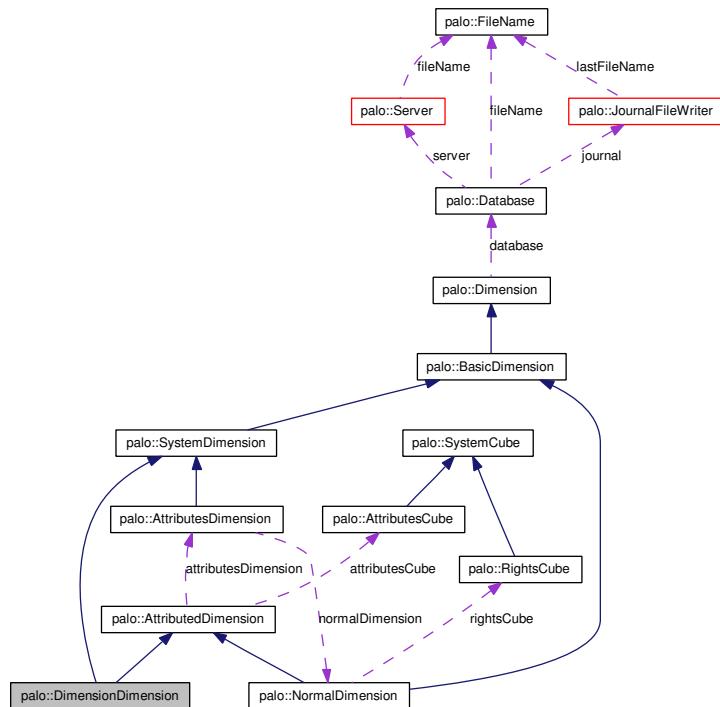
dimension dimension (dimension of all normal dimensions)

```
#include <DimensionDimension.h>
```

Inheritance diagram for palo::DimensionDimension:



Collaboration diagram for palo::DimensionDimension:



## Public Member Functions

- **DimensionDimension** (IdentifierType identifier, const string &name, Database \*database)
 

*creates new dimension with given identifier*
- void **saveDimensionType** (FileWriter \*file)
 

*saves dimension name and type to file*

- **Element \* addElement** (const string &name, **Element::ElementType** elementType, **User \*user**, bool useJournal=true)  
*adds (new) element (returns identifier of new element)*
- void **deleteElement** (**Element \*element**, **User \*user**, bool useJournal=true)  
*deletes element*
- void **changeElementName** (**Element \*element**, const string &name, **User \*user**)  
*changes name of element*
- void **changeElementType** (**Element \*element**, **Element::ElementType** elementType, **User \*user**, bool setConsolidated)  
*changes type of element*
- void **notifyAddDimension** ()  
*called after a dimension has been added to a database*
- void **beforeRemoveDimension** ()  
*called before a dimension has been removed from a database*
- void **notifyRenameDimension** (const string &oldName)  
*called after a dimension has been renamed*
- **SystemDimensionType getSubType** () const  
*returns the sub type of a system dimension*

## Protected Member Functions

- void **checkCubeAccessRight** (**User \*user**, **RightsType minimumRight**)  
*checks cube access*
- void **checkElementAccessRight** (**User \*user**, **RightsType minimumRight**)  
*checks element access*

### 4.105.1 Detailed Description

An OLAP dimension is an ordered list of elements

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

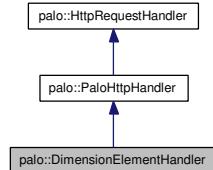
- **DimensionDimension.h**
- **DimensionDimension.cpp**

## 4.106 palo::DimensionElementHandler Class Reference

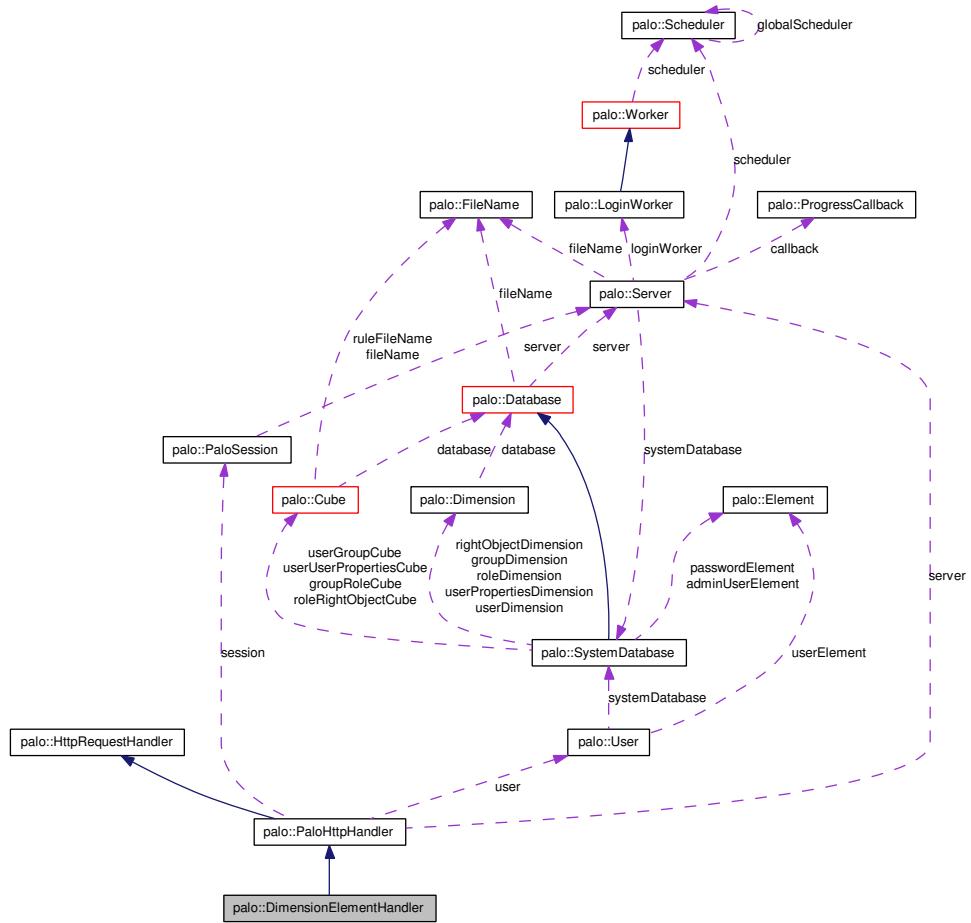
dimension element

```
#include <DimensionElementHandler.h>
```

## Inheritance diagram for palo::DimensionElementHandler:



## Collaboration diagram for palo::DimensionElementHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

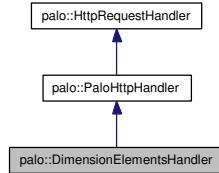
- **DimensionElementHandler.h**

## 4.107 palo::DimensionElementsHandler Class Reference

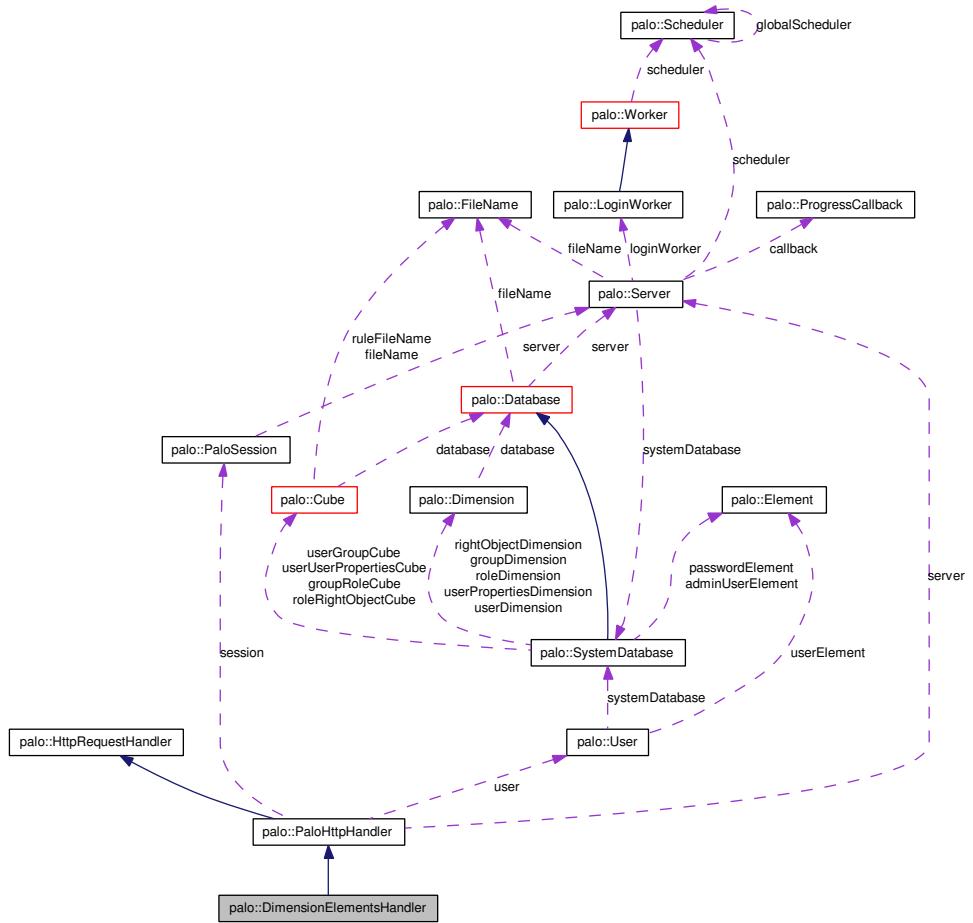
dimension elements

```
#include <DimensionElementsHandler.h>
```

Inheritance diagram for palo::DimensionElementsHandler:



Collaboration diagram for palo::DimensionElementsHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

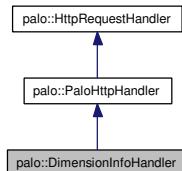
- **DimensionElementsHandler.h**

## 4.108 palo::DimensionInfoHandler Class Reference

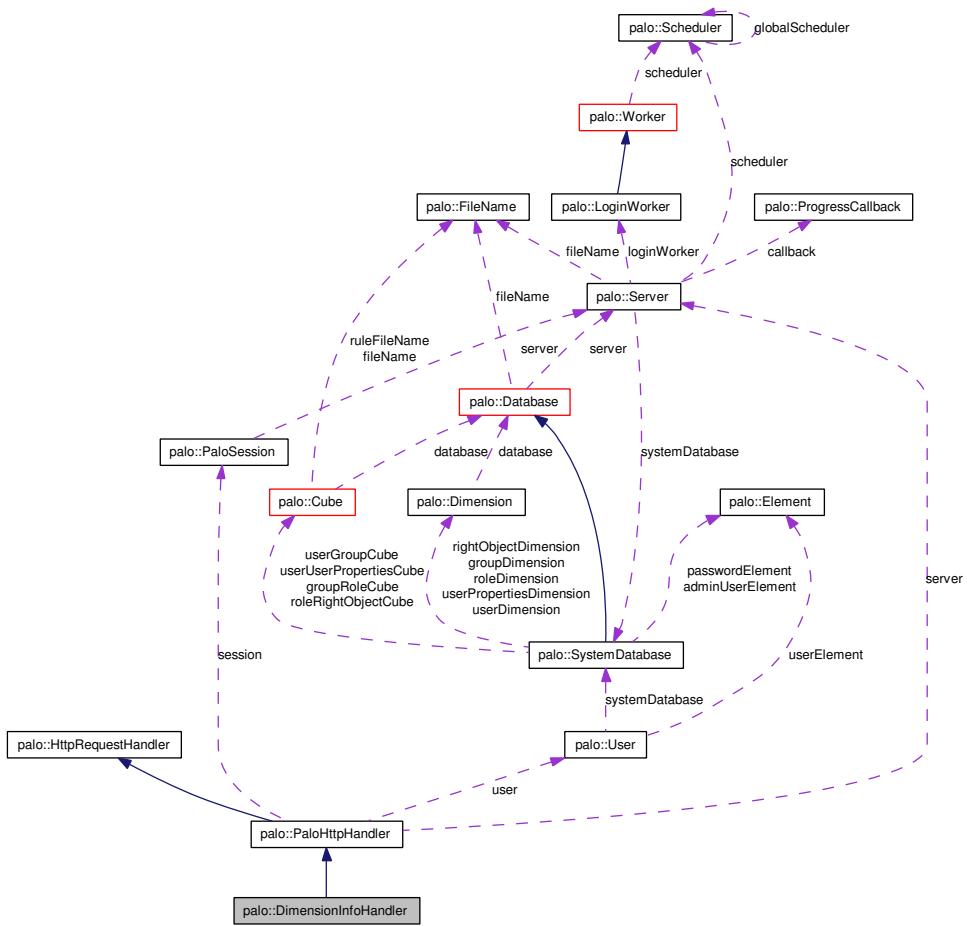
dimension info

```
#include <DimensionInfoHandler.h>
```

Inheritance diagram for palo::DimensionInfoHandler:



Collaboration diagram for palo::DimensionInfoHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

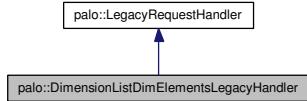
- **DimensionInfoHandler.h**

## 4.109 `palo::DimensionListDimElementsLegacyHandler` Class Reference

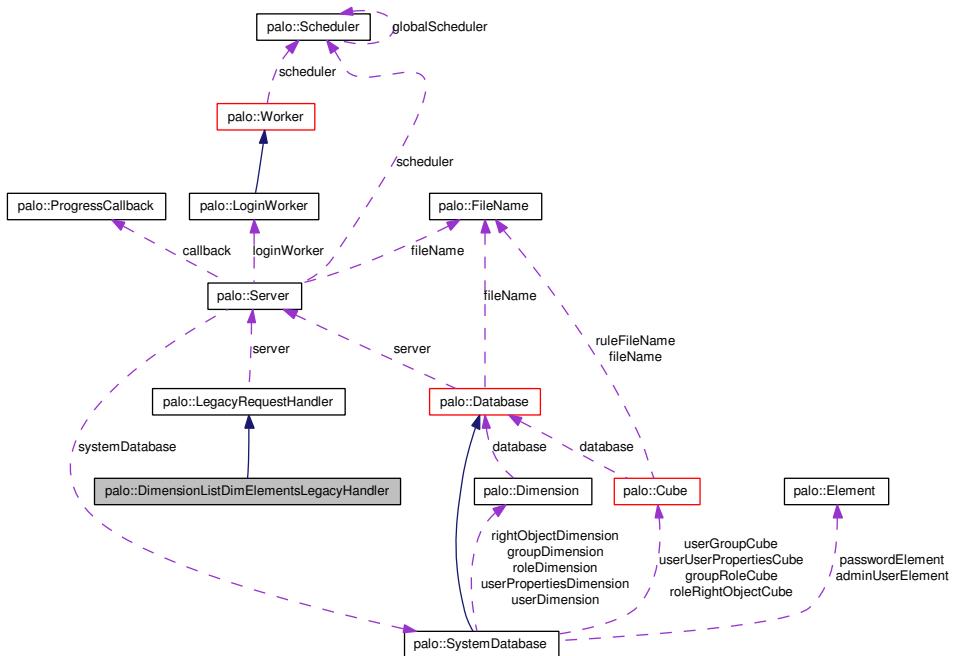
`dimension_list_dim_elements`

```
#include <DimensionListDimElementsLegacyHandler.h>
```

Inheritance diagram for `palo::DimensionListDimElementsLegacyHandler`:



Collaboration diagram for `palo::DimensionListDimElementsLegacyHandler`:



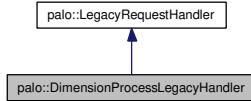
The documentation for this class was generated from the following file:

- `DimensionListDimElementsLegacyHandler.h`

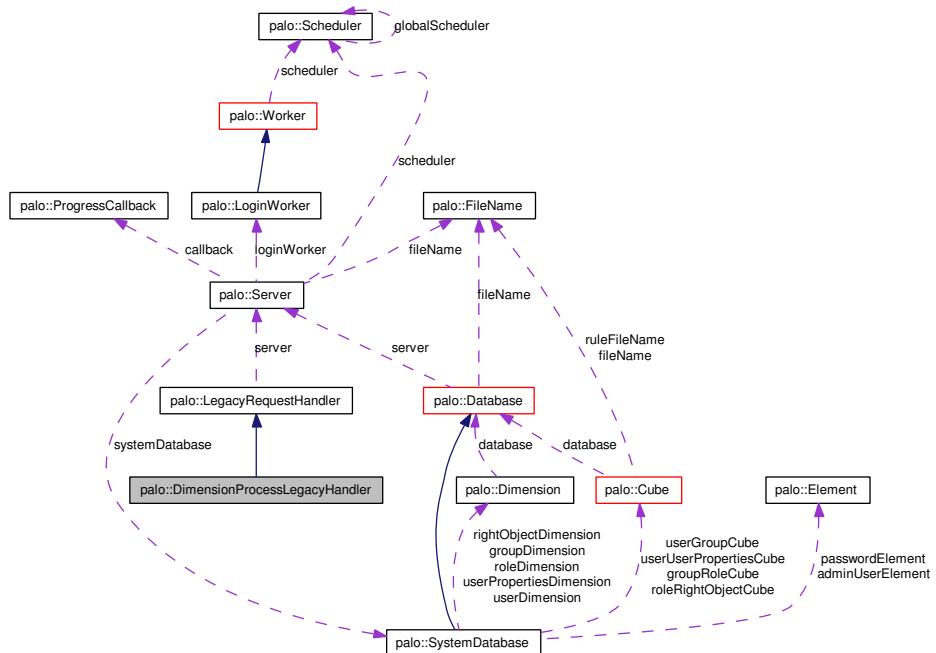
**4.110** `palo::DimensionProcessLegacyHandler` Class Reference

```
dimension_process  
#include <DimensionProcessLegacyHandler.h>
```

## Inheritance diagram for palo::DimensionProcessLegacyHandler:



## Collaboration diagram for palo::DimensionProcessLegacyHandler:



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

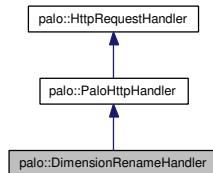
- DimensionProcessLegacyHandler.h

### 4.111 palo::DimensionRenameHandler Class Reference

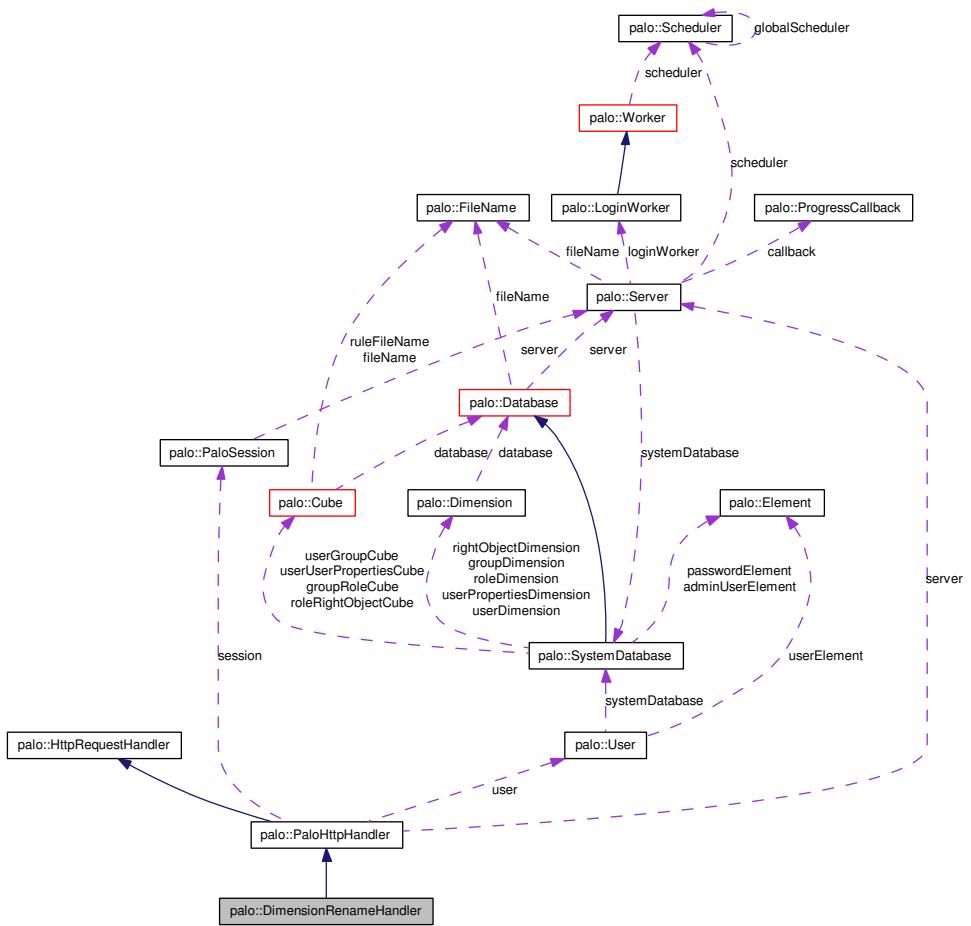
dimension rename

```
#include <DimensionRenameHandler.h>
```

Inheritance diagram for palo::DimensionRenameHandler:



Collaboration diagram for palo::DimensionRenameHandler:



### Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

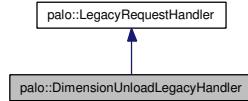
The documentation for this class was generated from the following file:

- **DimensionRenameHandler.h**

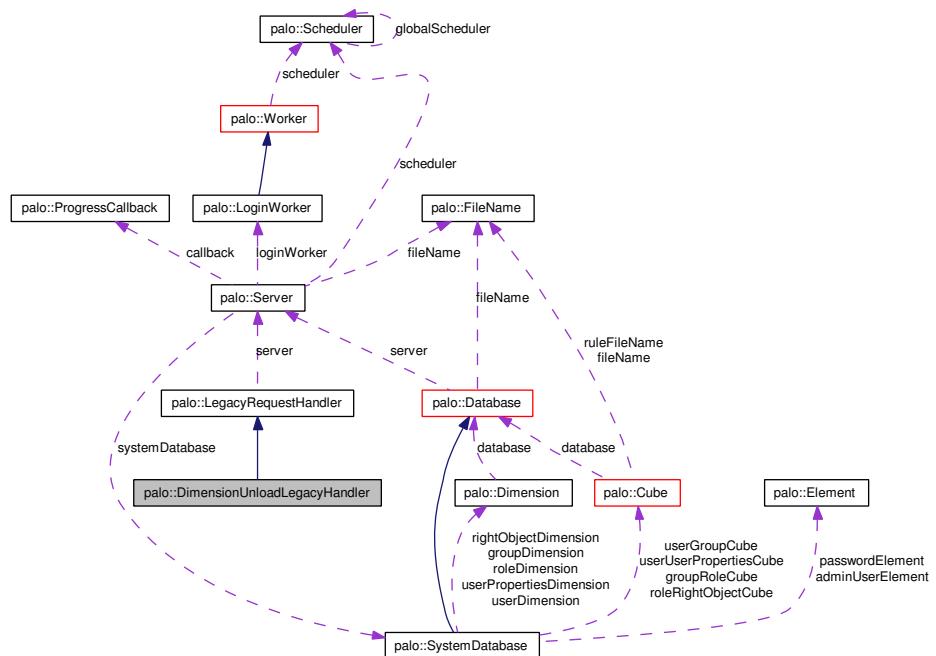
## 4.112 palo::DimensionUnloadLegacyHandler Class Reference

```
dimension_unload
#include <DimensionUnloadLegacyHandler.h>
```

Inheritance diagram for palo::DimensionUnloadLegacyHandler:



Collaboration diagram for palo::DimensionUnloadLegacyHandler:



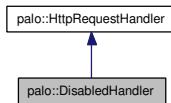
The documentation for this class was generated from the following file:

- [DimensionUnloadLegacyHandler.h](#)

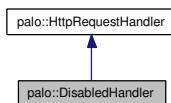
## 4.113 **palo::DisabledHandler** Class Reference

http disabled

Inheritance diagram for **palo::DisabledHandler**:



Collaboration diagram for **palo::DisabledHandler**:



### Public Member Functions

- **HttpResponse \* handleHttpRequest (const HttpRequest \*request)**  
*generates a http response given a http request*

#### 4.113.1 Member Function Documentation

##### 4.113.1.1 **HttpResponse\* palo::DisabledHandler::handleHttpRequest (const HttpRequest \* request) [inline, virtual]**

This function is called to generate a response to the client. It is pure virtual, therefore each handler must provide an implementation.

Implements **palo::HttpRequestHandler** (p. 285).

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

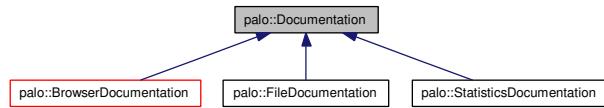
- **PaloHttpHandler.cpp**

## 4.114 palo::Documentation Class Reference

abstract class for documentation data

```
#include <Documentation.h>
```

Inheritance diagram for palo::Documentation:



### Public Member Functions

- **Documentation ()**  
*constructs a new documentation*
- **virtual ~Documentation ()**  
*deletes a documentation*

#### 4.114.1 Detailed Description

This abstract class provides documentation data. A documentation consists of sections each with one or more corresponding documentation entries.

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

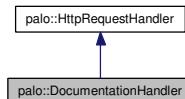
- **Documentation.h**
- **Documentation.cpp**

## 4.115 palo::DocumentationHandler Class Reference

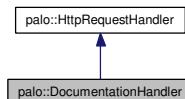
api documentation

```
#include <DocumentationHandler.h>
```

Inheritance diagram for palo::DocumentationHandler:



Collaboration diagram for palo::DocumentationHandler:



### Public Member Functions

- **HttpResponse \* handleHttpRequest (const HttpRequest \*request)**  
*generates a http response given a http request*

#### 4.115.1 Member Function Documentation

##### 4.115.1.1 HttpResponse\* palo::DocumentationHandler::handleHttpRequest (const HttpRequest \* *request*) [inline, virtual]

This function is called to generate a response to the client. It is pure virtual, therefore each handler must provide an implementation.

Implements **palo::HttpRequestHandler** (p. 285).

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

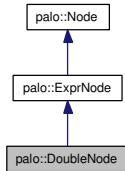
- **DocumentationHandler.h**

## 4.116 palo::DoubleNode Class Reference

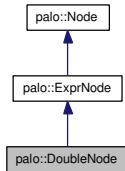
parser double node

```
#include <DoubleNode.h>
```

Inheritance diagram for palo::DoubleNode:



Collaboration diagram for palo::DoubleNode:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **NodeType getNodeType () const**  
*returns the node type*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*
- **bool isSimple () const**  
*returns true if rule is simple expression (constant or area)*
- **bool validate (Server \*, Database \*, Cube \*, Node \*, string &)**  
*validates the expression*
- **void appendXmlRepresentation (StringBuffer \*, int, bool)**  
*appends XML representation to string buffer*
- **void appendRepresentation (StringBuffer \*, Cube \*) const**  
*appends representation to string buffer*

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

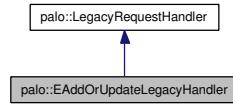
- **DoubleNode.h**
- **DoubleNode.cpp**

## 4.117 palo::EAddOrUpdateLegacyHandler Class Reference

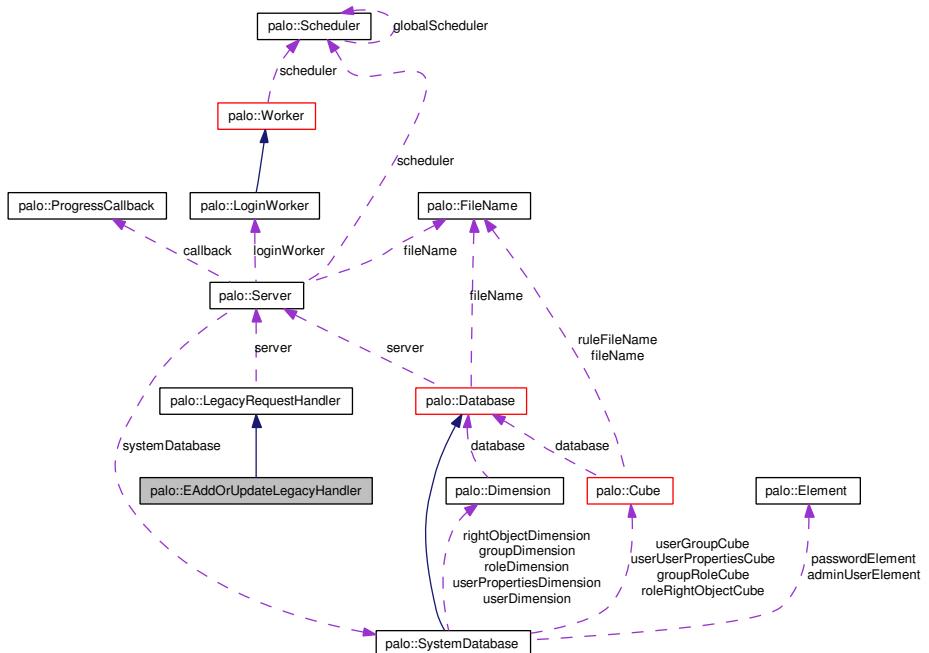
eadd\_or\_update

```
#include <EAddOrUpdateLegacyHandler.h>
```

Inheritance diagram for palo::EAddOrUpdateLegacyHandler:



Collaboration diagram for palo::EAddOrUpdateLegacyHandler:



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

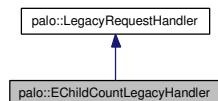
- **EAddOrUpdateLegacyHandler.h**

## 4.118 palo::EChildCountLegacyHandler Class Reference

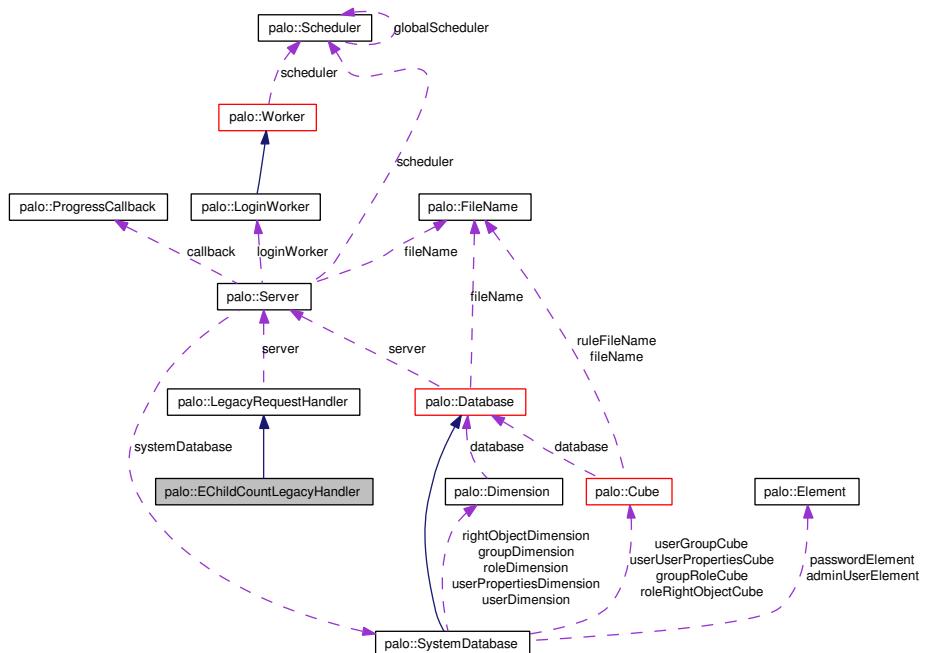
echildcount

```
#include <EChildCountLegacyHandler.h>
```

## Inheritance diagram for palo::EChildCountLegacyHandler:



## Collaboration diagram for palo::EChildCountLegacyHandler:



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

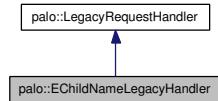
- **EChildCountLegacyHandler.h**

## 4.119 palo::EChildNameLegacyHandler Class Reference

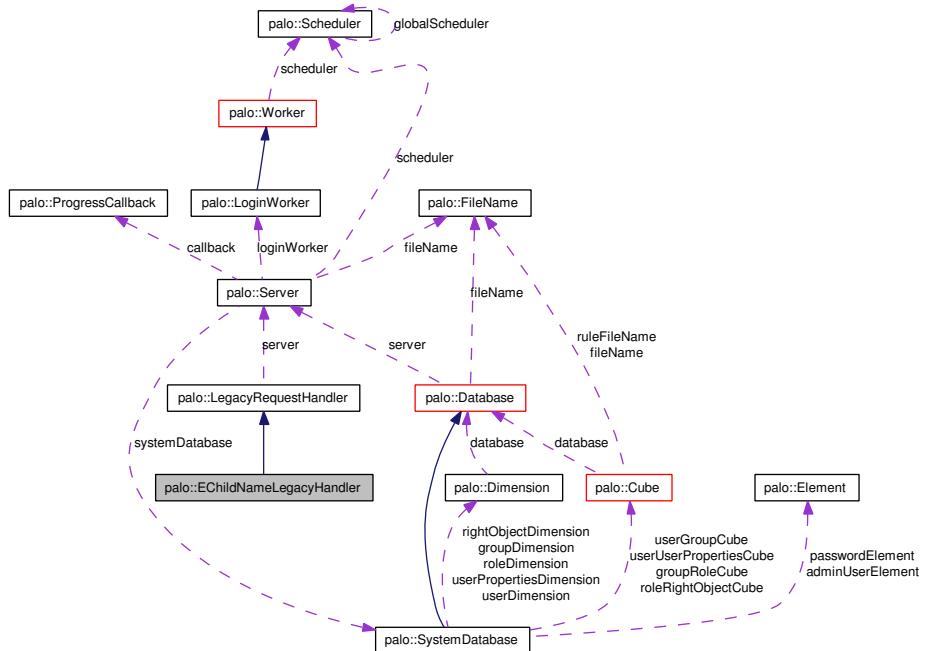
echildname

```
#include <EChildNameLegacyHandler.h>
```

Inheritance diagram for palo::EChildNameLegacyHandler:



Collaboration diagram for palo::EChildNameLegacyHandler:



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

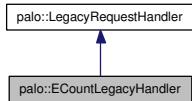
- **EChildNameLegacyHandler.h**

## 4.120 `palo::ECountLegacyHandler` Class Reference

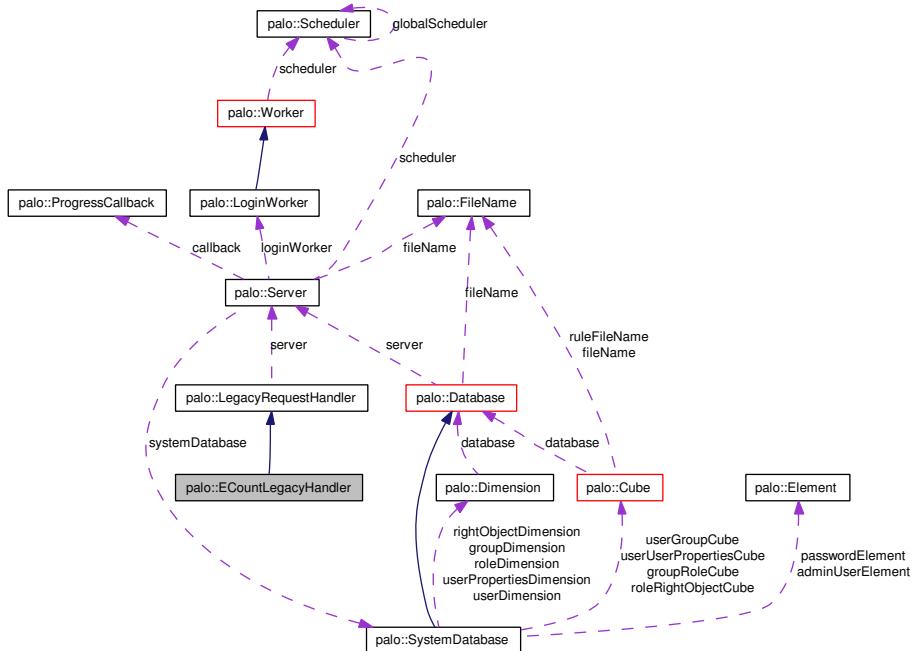
ecount

```
#include <ECountLegacyHandler.h>
```

Inheritance diagram for `palo::ECountLegacyHandler`:



Collaboration diagram for `palo::ECountLegacyHandler`:



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

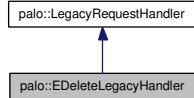
- `ECountLegacyHandler.h`

## 4.121 palo::EDeleteLegacyHandler Class Reference

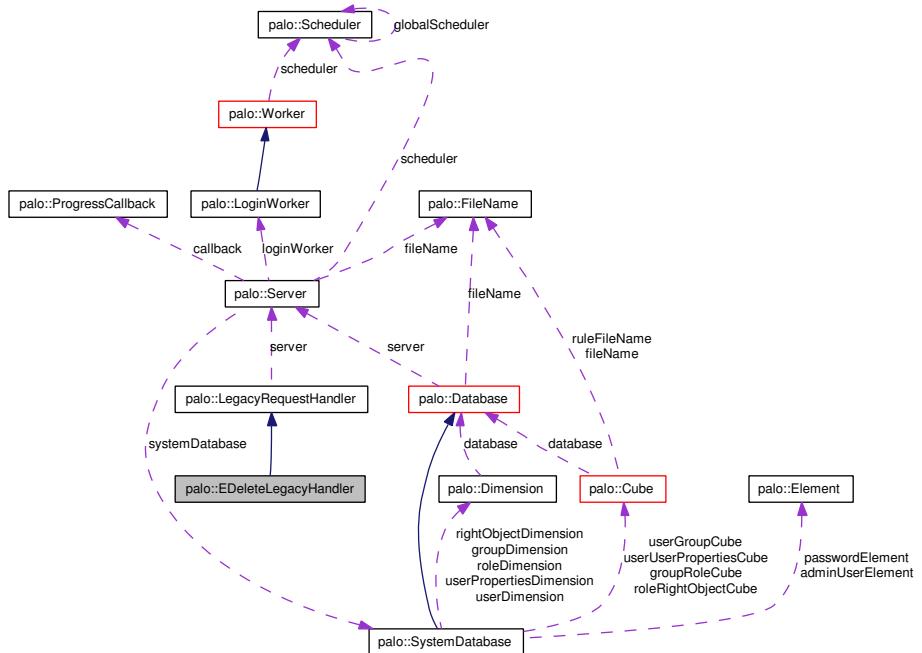
edele

```
#include <EDeleteLegacyHandler.h>
```

Inheritance diagram for palo::EDeleteLegacyHandler:



Collaboration diagram for palo::EDeleteLegacyHandler:



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

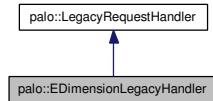
- **EDeleteLegacyHandler.h**

## 4.122 `palo::EDimensionLegacyHandler` Class Reference

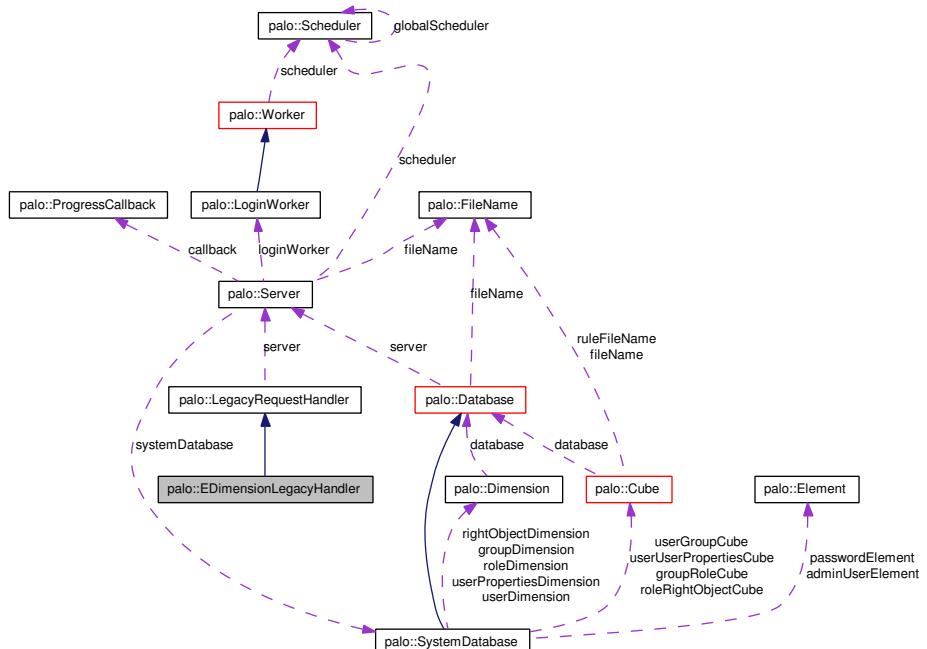
edimension

```
#include <EDimensionLegacyHandler.h>
```

Inheritance diagram for `palo::EDimensionLegacyHandler`:



Collaboration diagram for `palo::EDimensionLegacyHandler`:



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

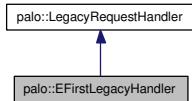
- `EDimensionLegacyHandler.h`

### 4.123 palo::EFirstLegacyHandler Class Reference

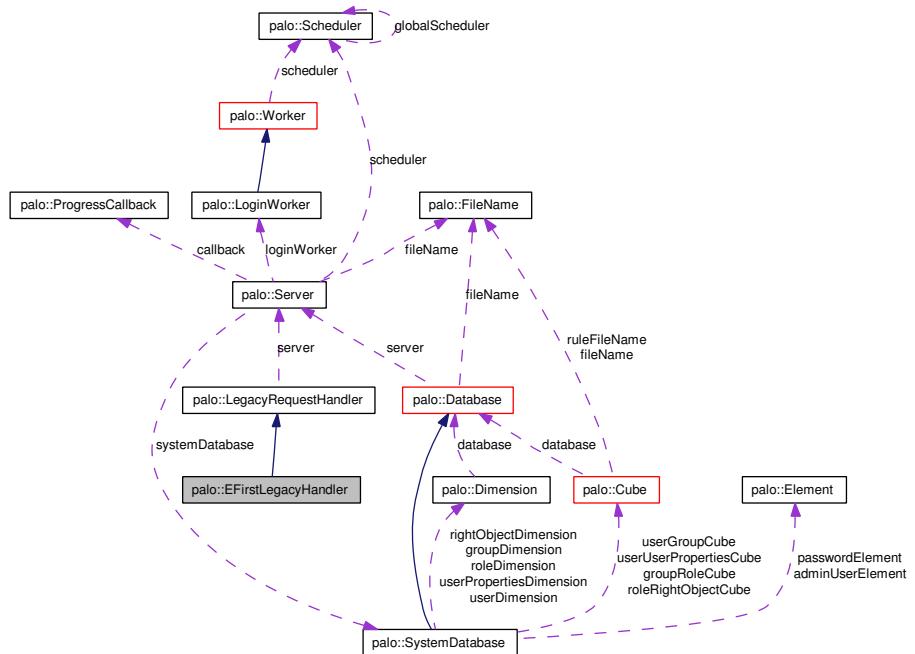
eFirst

```
#include <EFirstLegacyHandler.h>
```

Inheritance diagram for palo::EFirstLegacyHandler:



Collaboration diagram for palo::EFirstLegacyHandler:



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

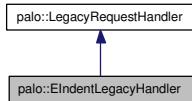
- **EFirstLegacyHandler.h**

## 4.124 `palo::EIndentLegacyHandler` Class Reference

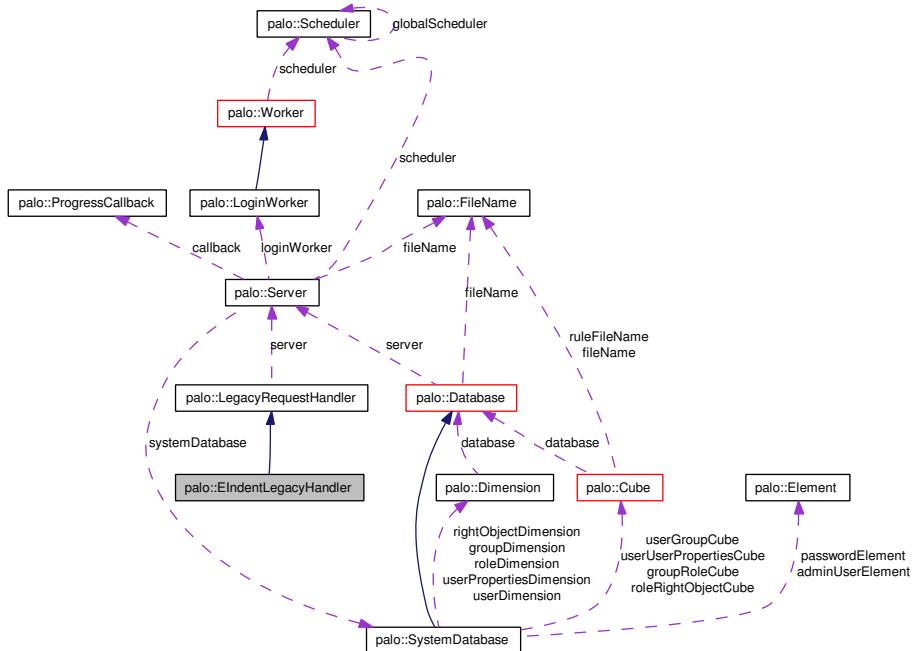
eindent

```
#include <EIndentLegacyHandler.h>
```

Inheritance diagram for `palo::EIndentLegacyHandler`:



Collaboration diagram for `palo::EIndentLegacyHandler`:



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

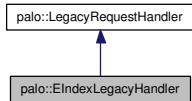
- `EIndentLegacyHandler.h`

## 4.125 palo::EIndexLegacyHandler Class Reference

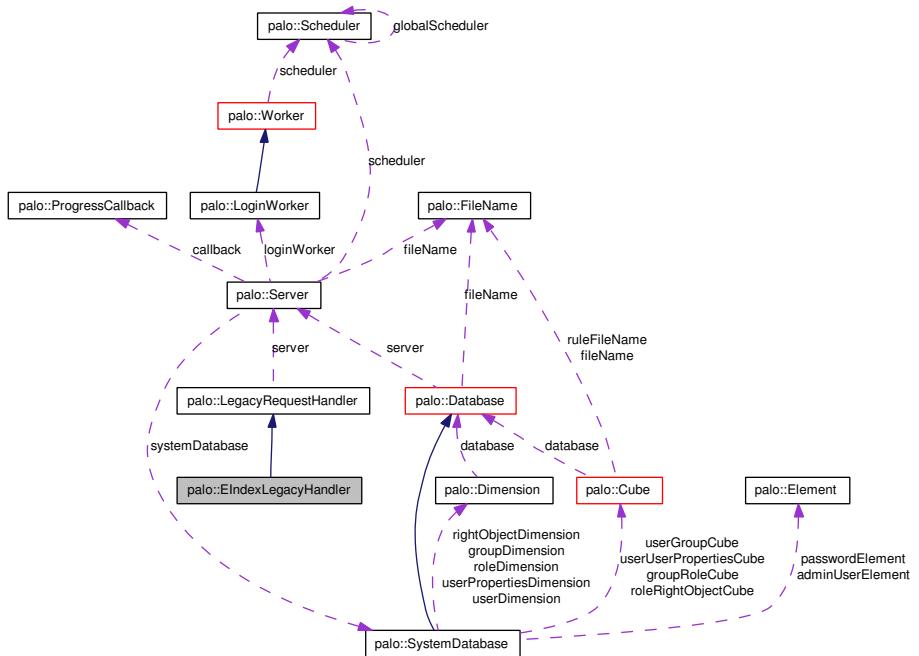
eindex

```
#include <EIndexLegacyHandler.h>
```

Inheritance diagram for palo::EIndexLegacyHandler:



Collaboration diagram for palo::EIndexLegacyHandler:



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

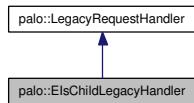
- **EIndexLegacyHandler.h**

## 4.126 `palo::EIsChildLegacyHandler` Class Reference

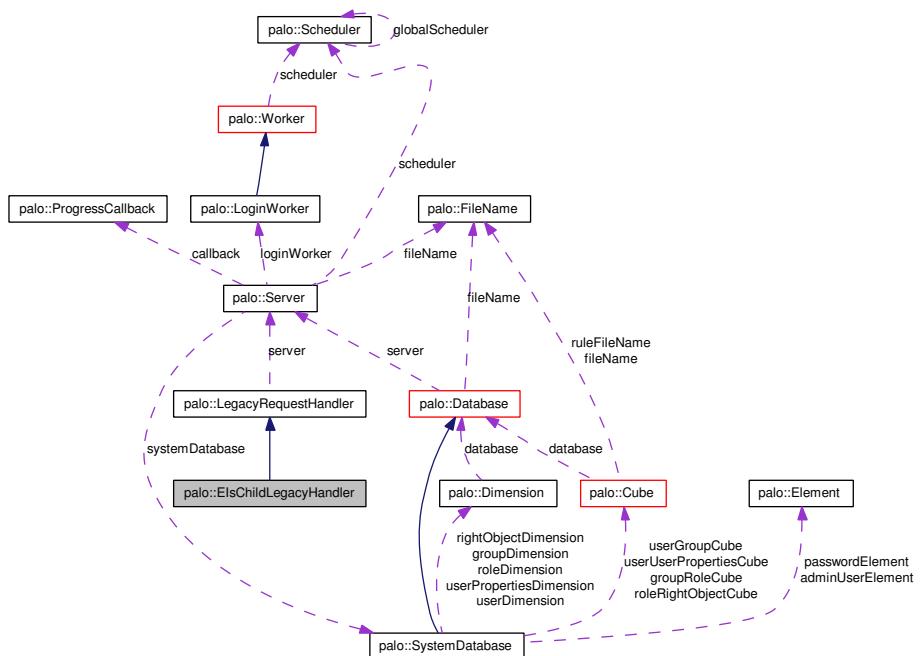
eischild

```
#include <EIsChildLegacyHandler.h>
```

Inheritance diagram for `palo::EIsChildLegacyHandler`:



Collaboration diagram for `palo::EIsChildLegacyHandler`:



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

- `EIsChildLegacyHandler.h`

## 4.127 palo::Element Class Reference

palo element

```
#include <Element.h>
```

### Public Types

- enum **ElementType**  
*Element (p. 217) types.*

### Public Member Functions

- **Element ()**  
*creates new element*
- **Element (IdentifierType identifier)**  
*creates new element with a identifier*
- **void setIdentifier (IdentifierType identifier)**  
*gets identifier of element*
- **IdentifierType getIdentifier () const**  
*gets identifier of element*
- **void setName (const string &name)**  
*sets or rename element*
- **const string & getName () const**  
*gets element name*
- **void setElementType (ElementType type)**  
*sets element type*
- **ElementType getElementType () const**  
*gets element type*
- **void setPosition (PositionType position)**  
*sets position*
- **PositionType getPosition () const**  
*gets position*
- **void setLevel (LevelType level)**  
*sets level*
- **LevelType getLevel (Dimension \*)**  
*gets level*

- void **setIndent** (IndentType indent)  
*sets indent*
- IndentType **getIndent** (Dimension \*)  
*gets indent*
- void **setDepth** (DepthType depth)  
*sets depth*
- DepthType **getDepth** (Dimension \*)  
*gets depth*

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

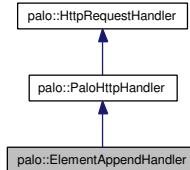
- Element.h
- Element.cpp

## 4.128 palo::ElementAppendHandler Class Reference

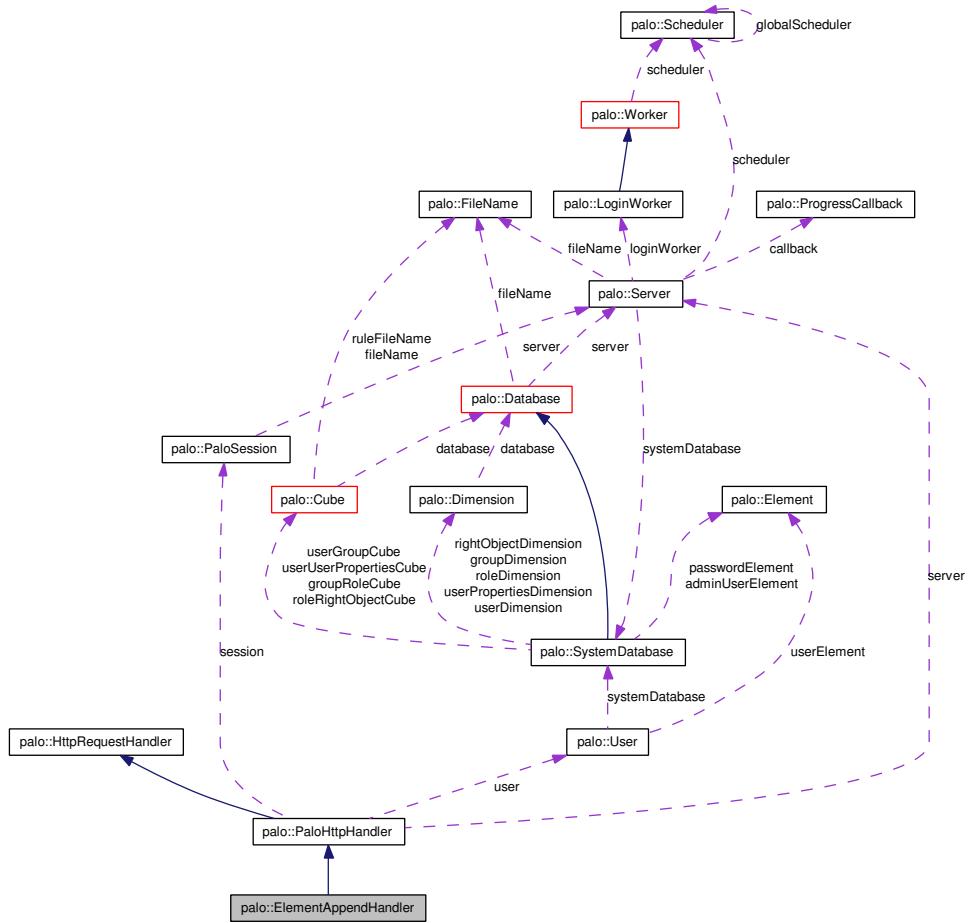
element append

```
#include <ElementAppendHandler.h>
```

Inheritance diagram for palo::ElementAppendHandler:



Collaboration diagram for palo::ElementAppendHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

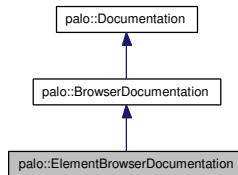
- **ElementAppendHandler.h**

## 4.129 palo::ElementBrowserDocumentation Class Reference

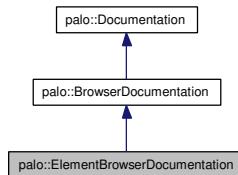
provides element data documentation

```
#include <ElementBrowserDocumentation.h>
```

Inheritance diagram for palo::ElementBrowserDocumentation:



Collaboration diagram for palo::ElementBrowserDocumentation:



### Public Member Functions

- **ElementBrowserDocumentation** (**Database** \*database, **Dimension** \*dimension, **Element** \*element, const string &message)

*constructs a new element data based documentation*

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

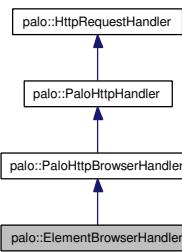
- **ElementBrowserDocumentation.h**
- **ElementBrowserDocumentation.cpp**

## 4.130 palo::ElementBrowserHandler Class Reference

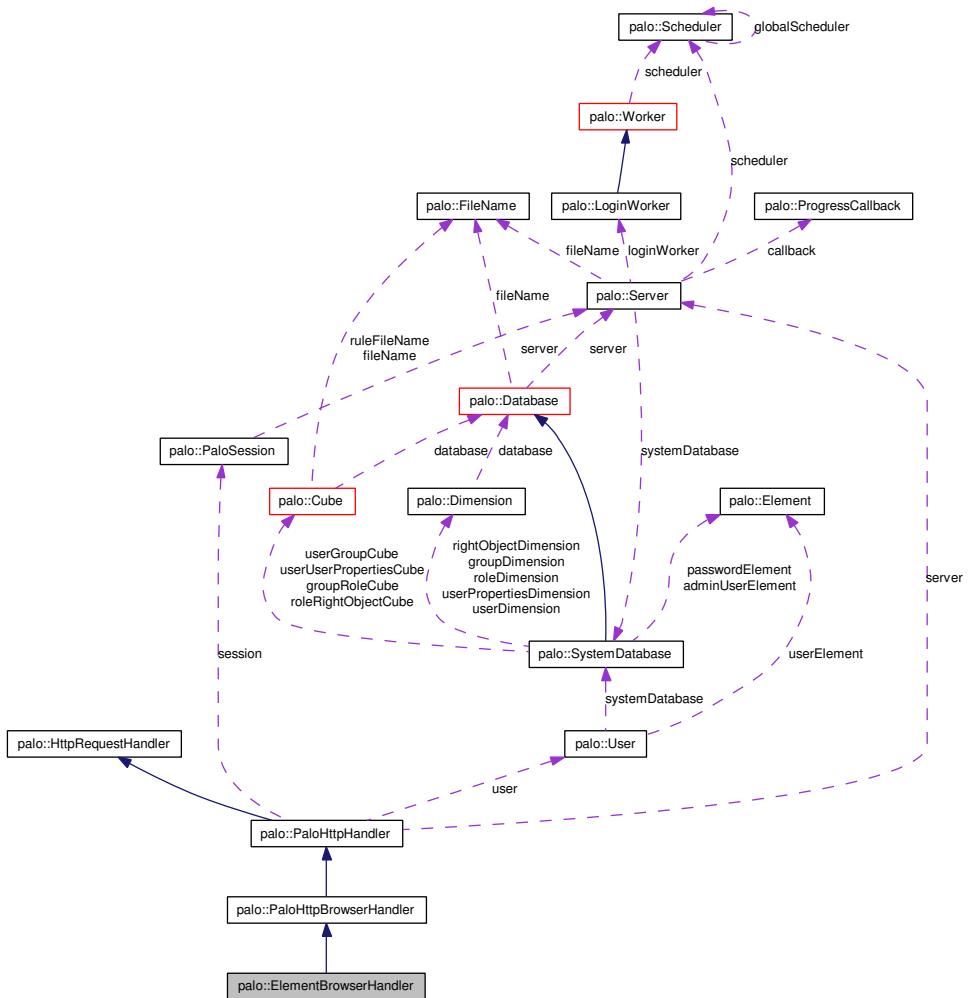
element browser

```
#include <ElementBrowserHandler.h>
```

Inheritance diagram for palo::ElementBrowserHandler:



Collaboration diagram for palo::ElementBrowserHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**

*virtual method to handle a request*

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

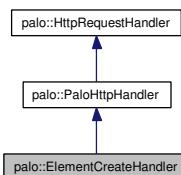
- **ElementBrowserHandler.h**

## 4.131 palo::ElementCreateHandler Class Reference

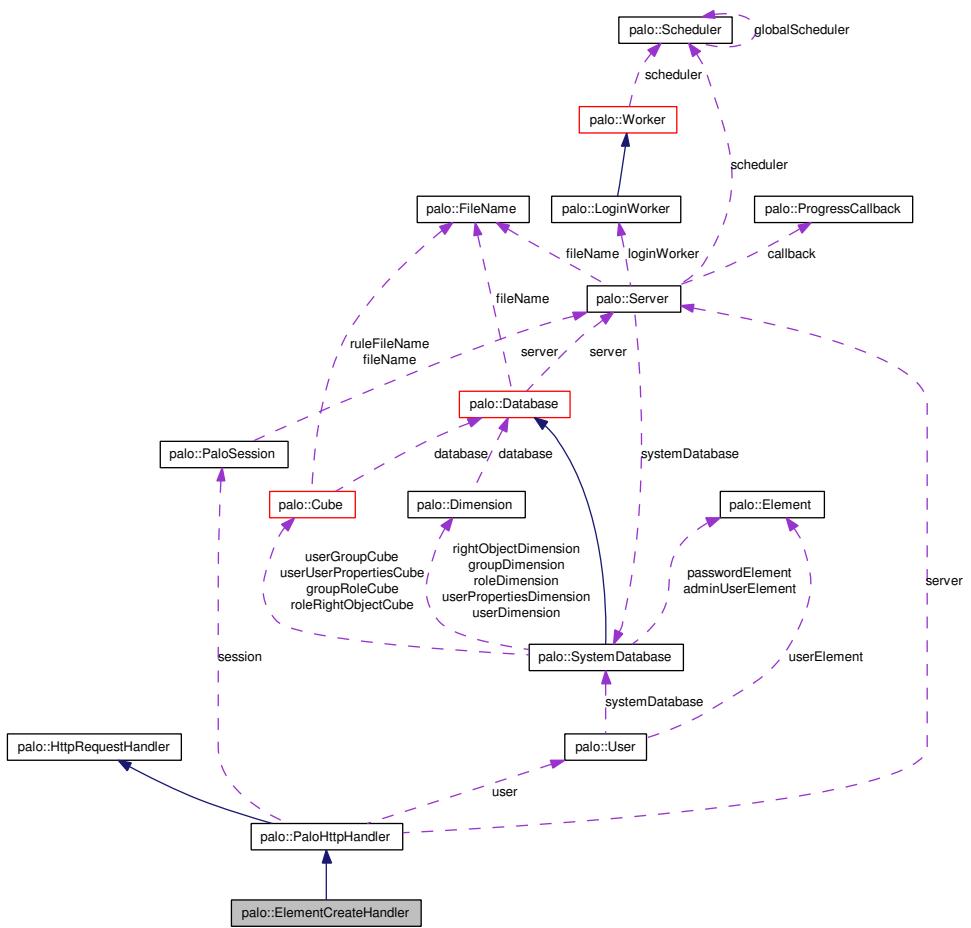
element create

```
#include <ElementCreateHandler.h>
```

Inheritance diagram for palo::ElementCreateHandler:



Collaboration diagram for palo::ElementCreateHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

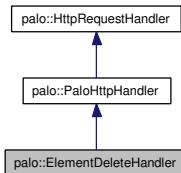
- **ElementCreateHandler.h**

## 4.132 palo::ElementDeleteHandler Class Reference

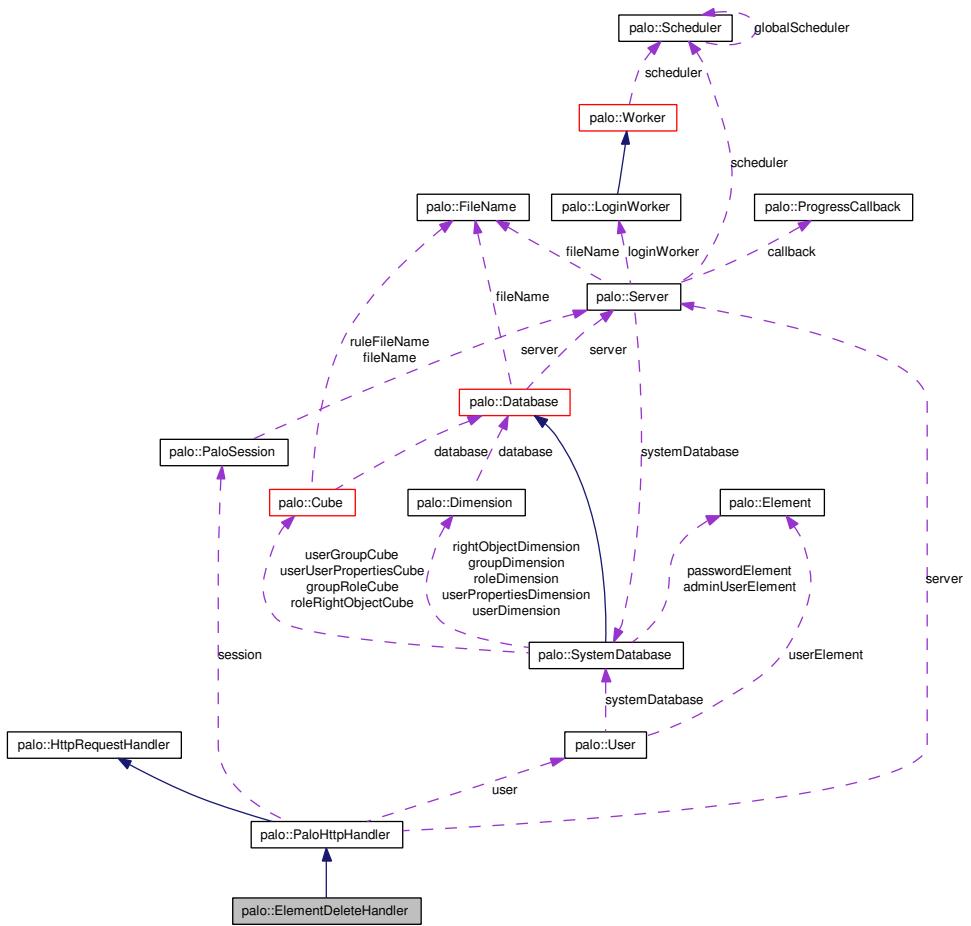
element delete

```
#include <ElementDeleteHandler.h>
```

Inheritance diagram for palo::ElementDeleteHandler:



Collaboration diagram for palo::ElementDeleteHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

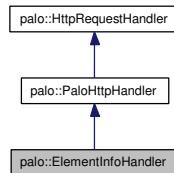
- **ElementDeleteHandler.h**

## 4.133 palo::ElementInfoHandler Class Reference

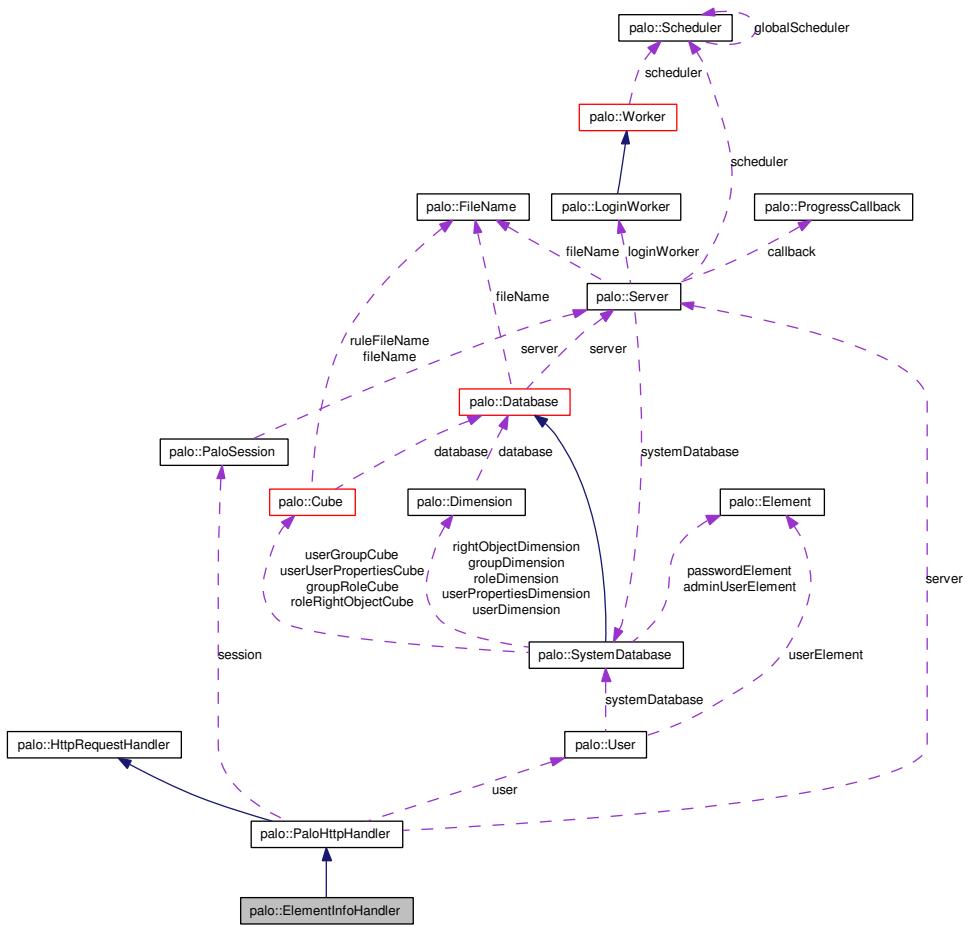
element info

```
#include <ElementInfoHandler.h>
```

Inheritance diagram for palo::ElementInfoHandler:



Collaboration diagram for palo::ElementInfoHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

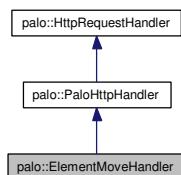
- **ElementInfoHandler.h**

## 4.134 palo::ElementMoveHandler Class Reference

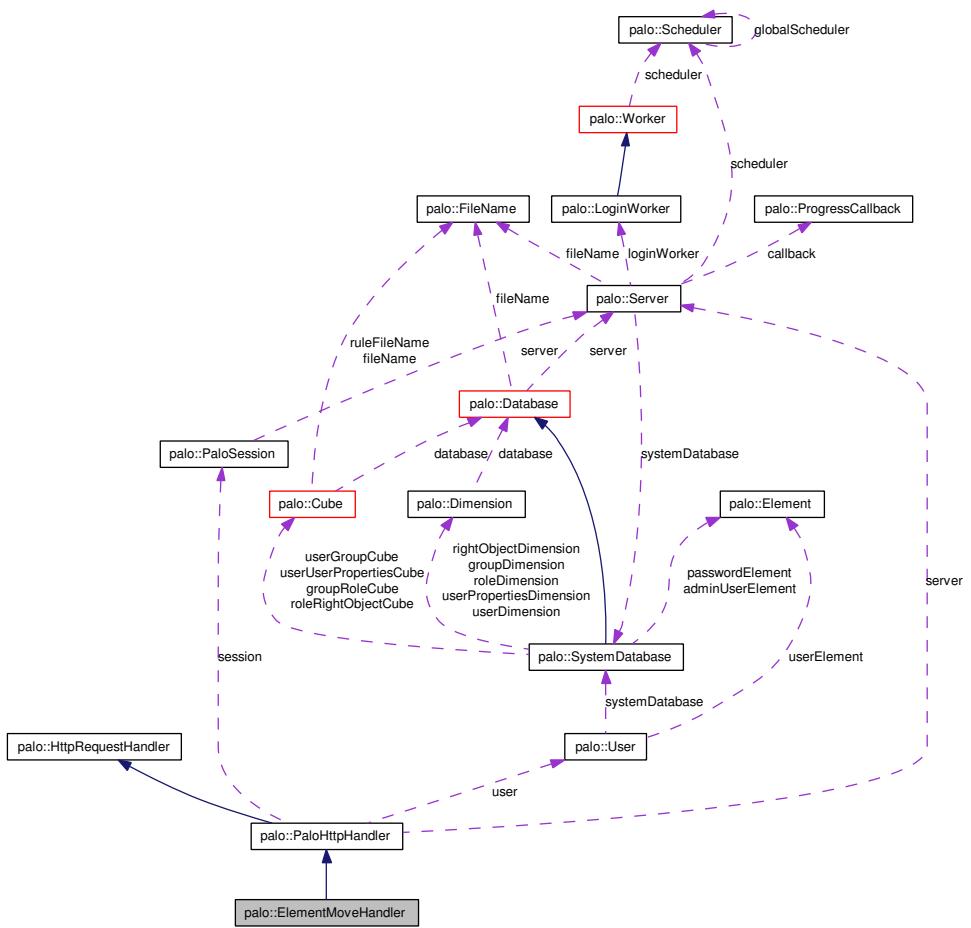
element move

```
#include <ElementMoveHandler.h>
```

Inheritance diagram for palo::ElementMoveHandler:



Collaboration diagram for palo::ElementMoveHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

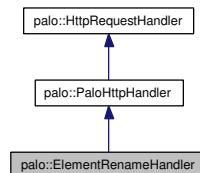
- **ElementMoveHandler.h**

## 4.135 palo::ElementRenameHandler Class Reference

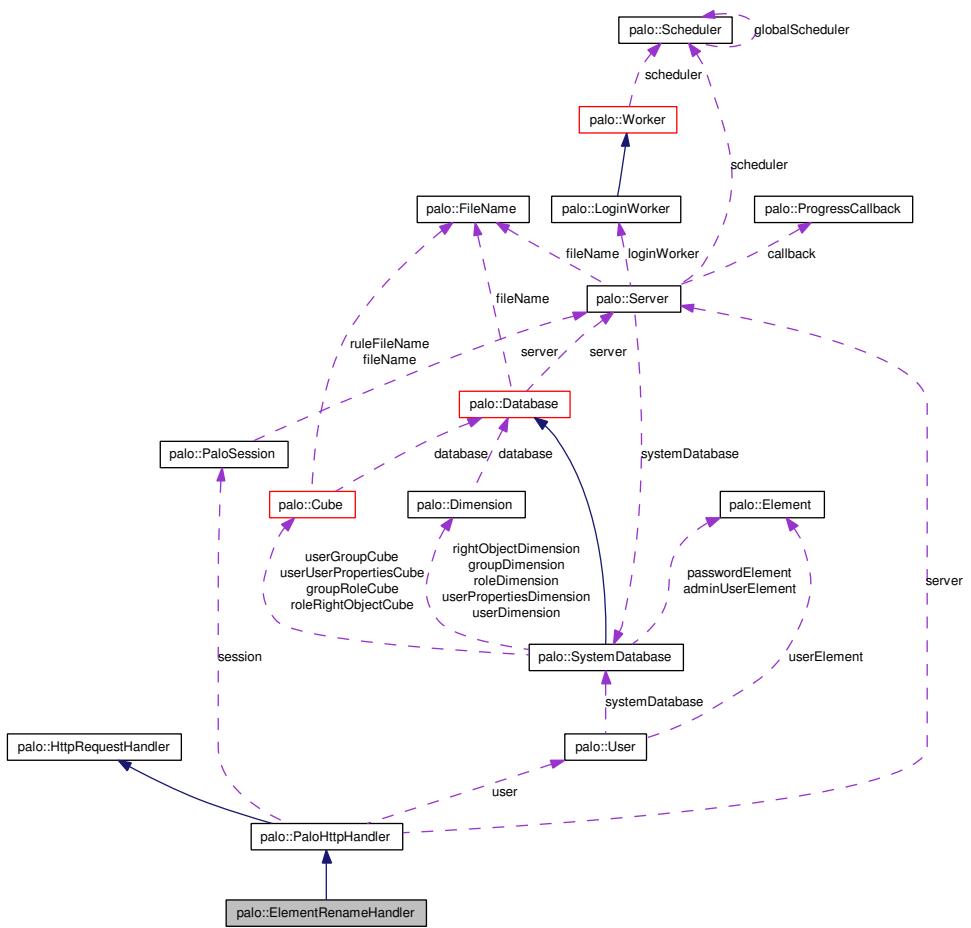
element rename

```
#include <ElementRenameHandler.h>
```

Inheritance diagram for palo::ElementRenameHandler:



Collaboration diagram for palo::ElementRenameHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

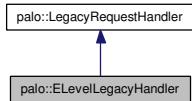
- **ElementRenameHandler.h**

## 4.136 palo::ELevelLegacyHandler Class Reference

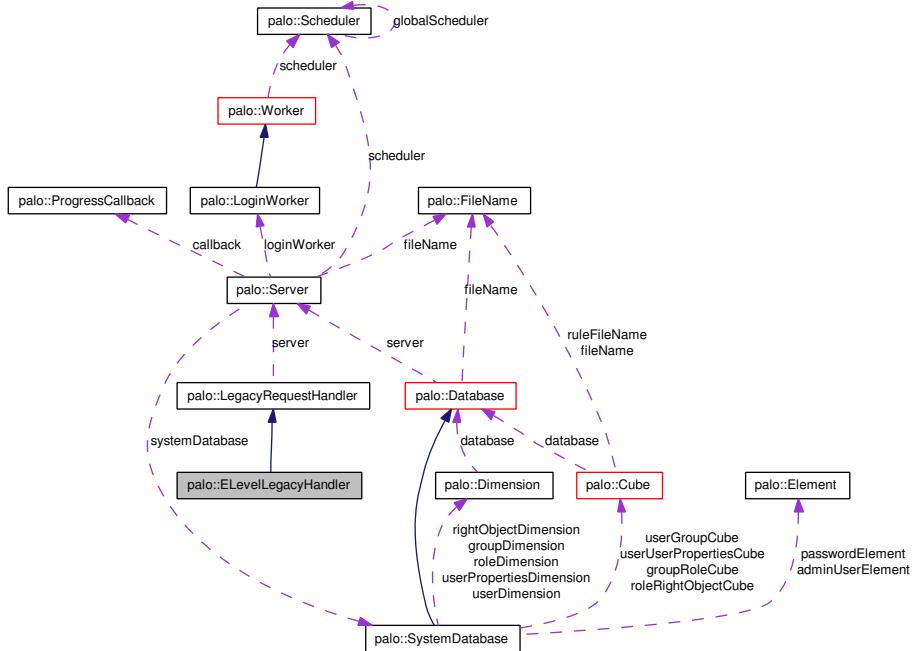
level

```
#include <ELevelLegacyHandler.h>
```

Inheritance diagram for palo::ELevelLegacyHandler:



Collaboration diagram for palo::ELevelLegacyHandler:



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

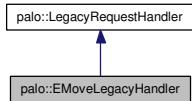
- **ELevelLegacyHandler.h**

## 4.137 palo::EMoveLegacyHandler Class Reference

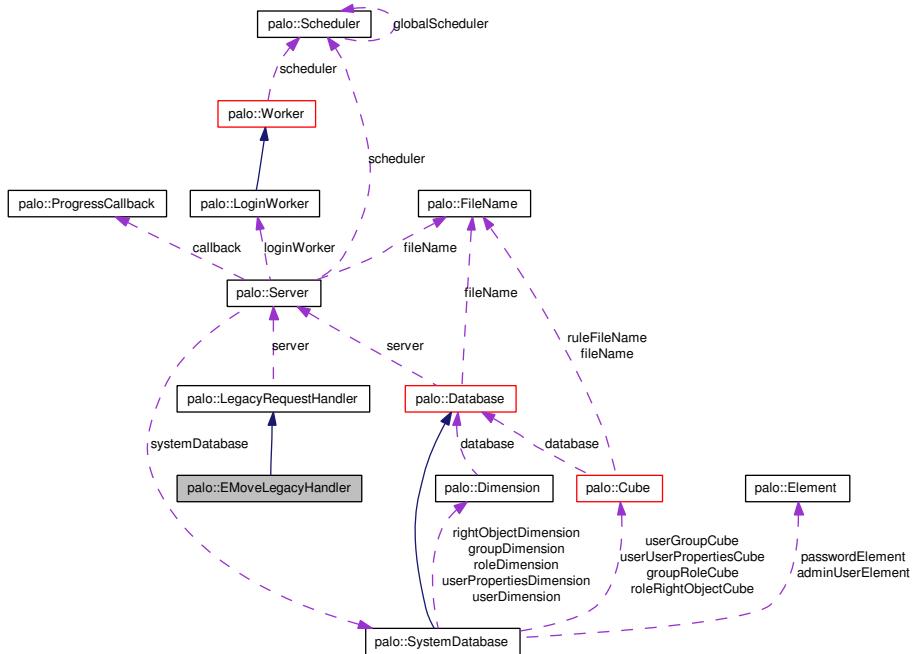
emove

```
#include <EMoveLegacyHandler.h>
```

Inheritance diagram for palo::EMoveLegacyHandler:



Collaboration diagram for palo::EMoveLegacyHandler:



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

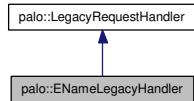
- **EMoveLegacyHandler.h**

## 4.138 `palo::ENameLegacyHandler` Class Reference

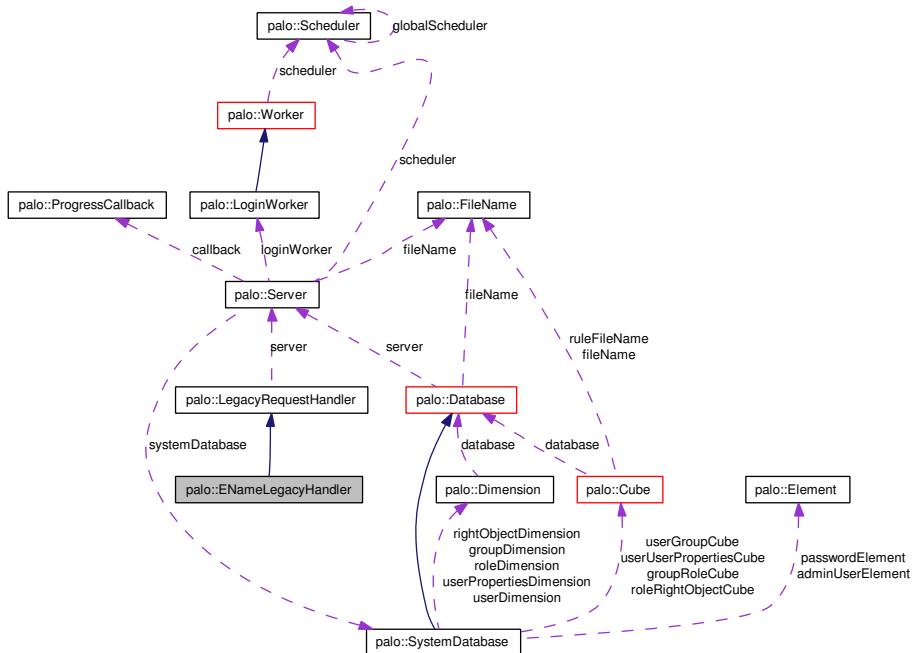
ename

```
#include <ENameLegacyHandler.h>
```

Inheritance diagram for `palo::ENameLegacyHandler`:



Collaboration diagram for `palo::ENameLegacyHandler`:



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

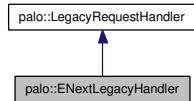
- `ENameLegacyHandler.h`

## 4.139 palo::ENextLegacyHandler Class Reference

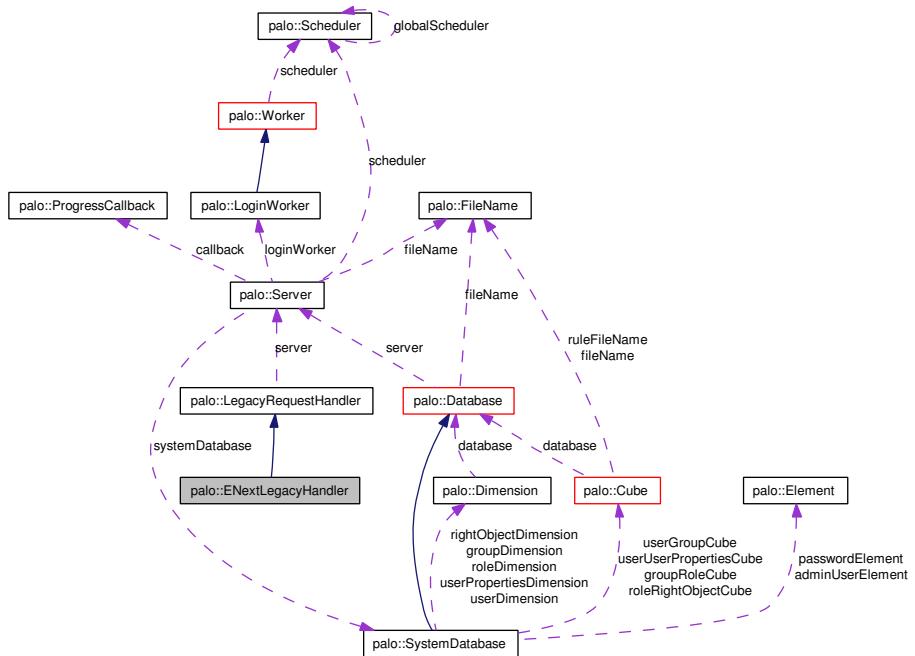
enext

```
#include <ENextLegacyHandler.h>
```

Inheritance diagram for palo::ENextLegacyHandler:



Collaboration diagram for palo::ENextLegacyHandler:



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

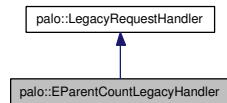
- `ENextLegacyHandler.h`

## 4.140 palo::EParentCountLegacyHandler Class Reference

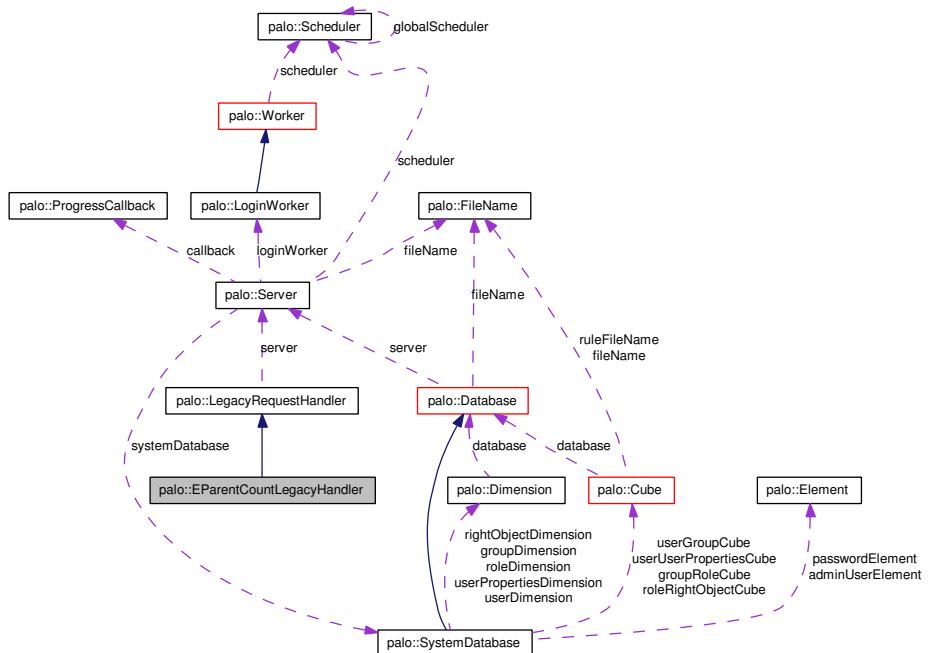
eparentcount

```
#include <EParentCountLegacyHandler.h>
```

## Inheritance diagram for palo::EParentCountLegacyHandler:



## Collaboration diagram for palo::EParentCountLegacyHandler::



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

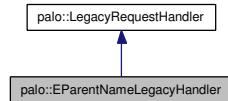
- **EParentCountLegacyHandler.h**

## 4.141 palo::EParentNameLegacyHandler Class Reference

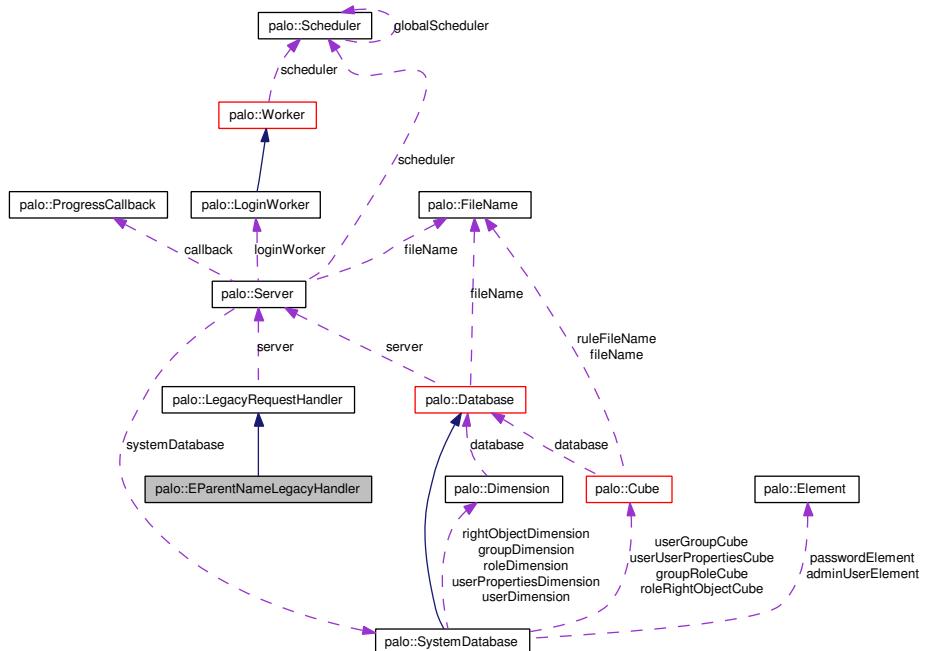
eparentname

```
#include <EParentNameLegacyHandler.h>
```

Inheritance diagram for palo::EParentNameLegacyHandler:



Collaboration diagram for palo::EParentNameLegacyHandler:



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

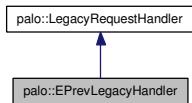
- **EParentNameLegacyHandler.h**

## 4.142 palo::EPrevLegacyHandler Class Reference

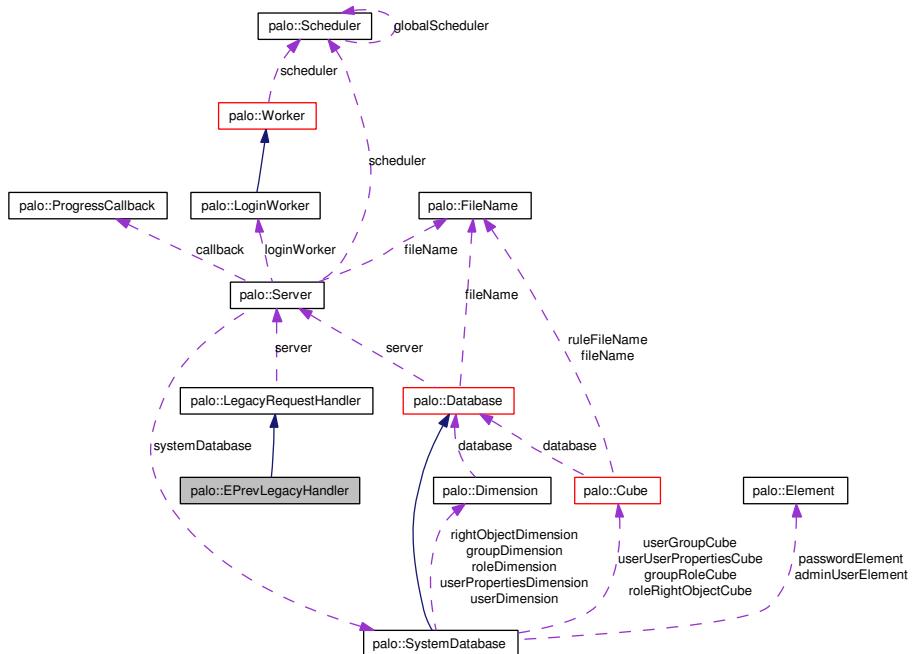
eprev

```
#include <EPrevLegacyHandler.h>
```

Inheritance diagram for palo::EPrevLegacyHandler:



Collaboration diagram for palo::EPrevLegacyHandler:



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

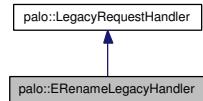
- **EPrevLegacyHandler.h**

## 4.143 palo::ERenameLegacyHandler Class Reference

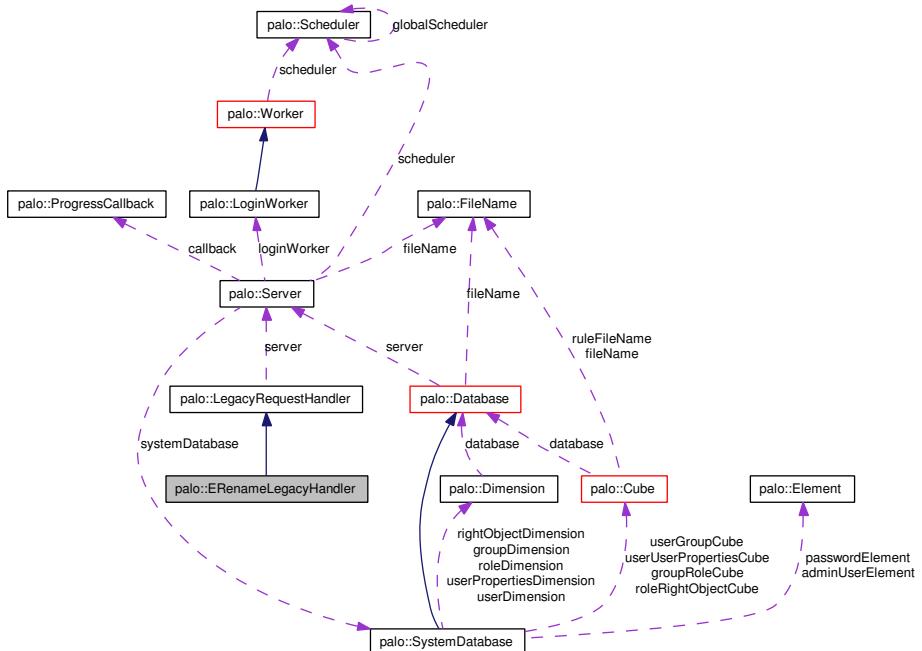
erename

```
#include <ERenameLegacyHandler.h>
```

Inheritance diagram for palo::ERenameLegacyHandler:



Collaboration diagram for palo::ERenameLegacyHandler:



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

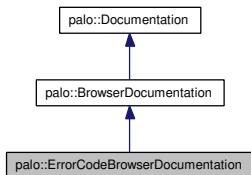
- **ERenameLegacyHandler.h**

## 4.144 `palo::ErrorCodeBrowserDocumentation` Class Reference

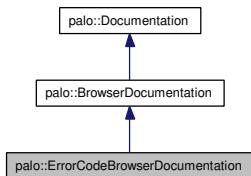
provides documentation for error codes

```
#include <ErrorCodeBrowserDocumentation.h>
```

Inheritance diagram for `palo::ErrorCodeBrowserDocumentation`:



Collaboration diagram for `palo::ErrorCodeBrowserDocumentation`:



### Public Member Functions

- **ErrorCodeBrowserDocumentation** (const string &message)  
*constructs a new error code documentation*

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

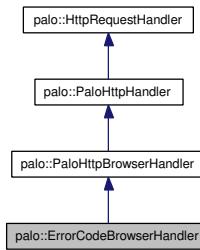
- `ErrorCodeBrowserDocumentation.h`
- `ErrorCodeBrowserDocumentation.cpp`

## 4.145 palo::ErrorCodeBrowserHandler Class Reference

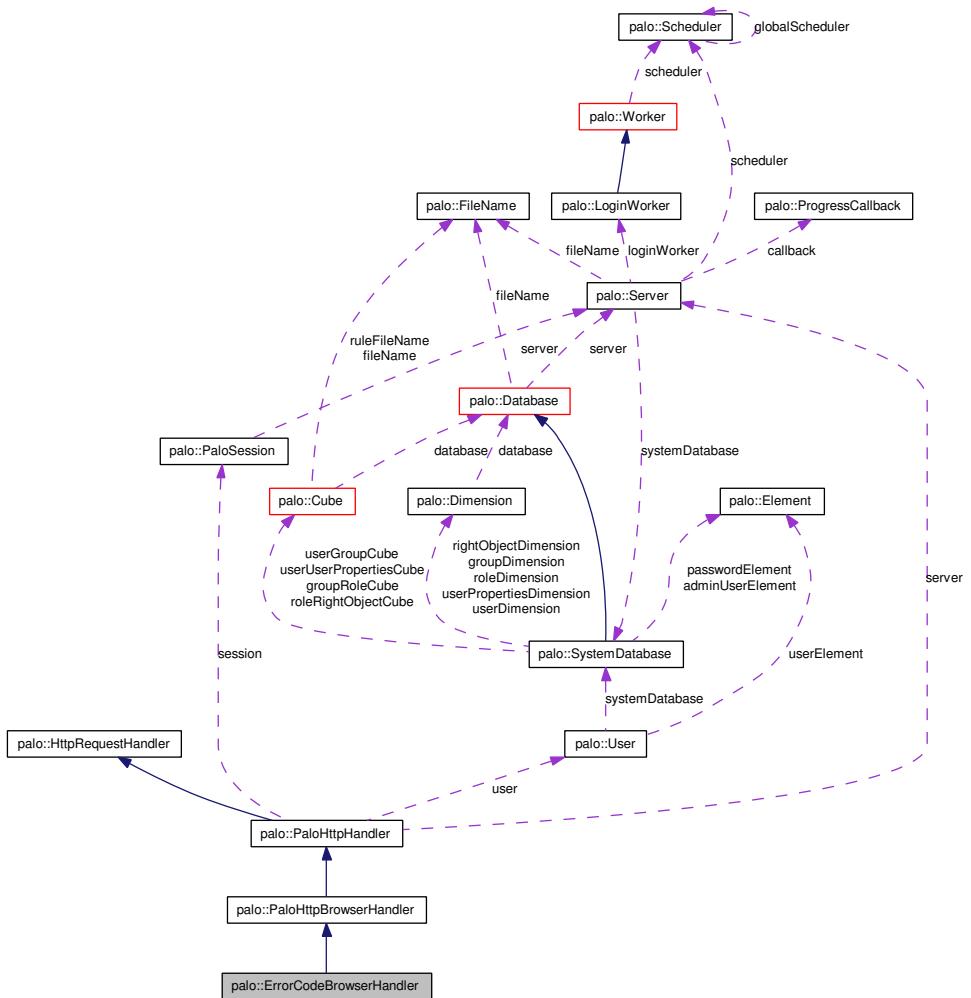
error code browser handler

```
#include <ErrorCodeBrowserHandler.h>
```

Inheritance diagram for palo::ErrorCodeBrowserHandler:



Collaboration diagram for palo::ErrorCodeBrowserHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

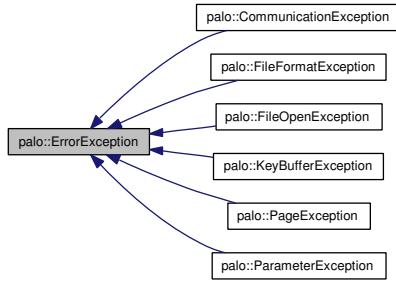
- **ErrorCodeBrowserHandler.h**

## 4.146 palo::ErrorException Class Reference

base class for error exceptions

```
#include <ErrorException.h>
```

Inheritance diagram for palo::ErrorException:



### Public Member Functions

- virtual const string & **getMessage () const**  
*get error message*
- virtual const string & **getDetails () const**  
*get error details*
- virtual ErrorType **getErrorType () const**  
*get error type*

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

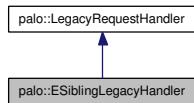
- **ErrorException.h**

## 4.147 `palo::ESiblingLegacyHandler` Class Reference

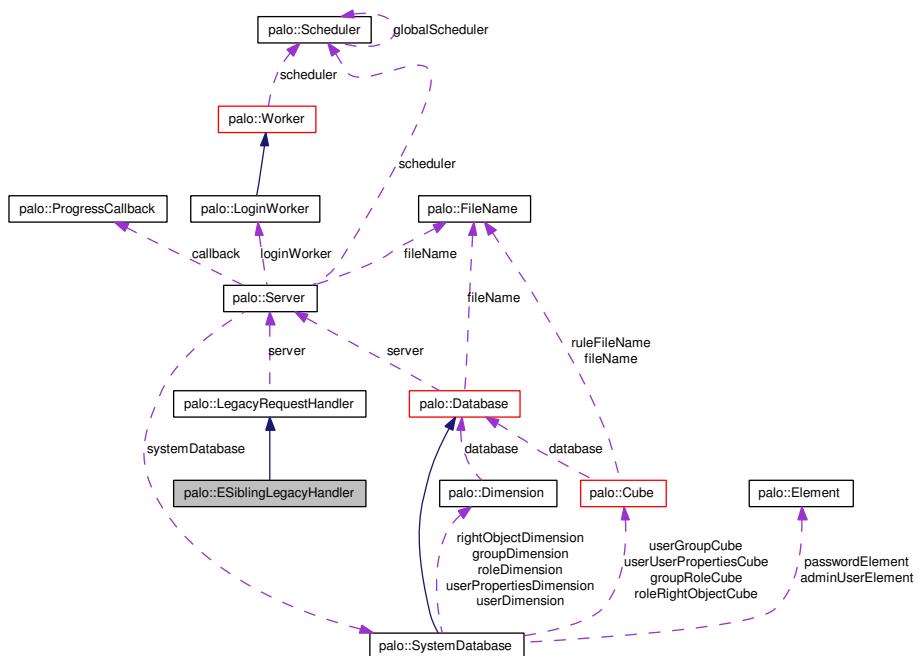
esibling

```
#include <ESiblingLegacyHandler.h>
```

Inheritance diagram for `palo::ESiblingLegacyHandler`:



Collaboration diagram for `palo::ESiblingLegacyHandler`:



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

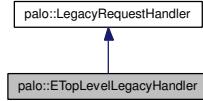
- `ESiblingLegacyHandler.h`

## 4.148 palo::ETopLevelLegacyHandler Class Reference

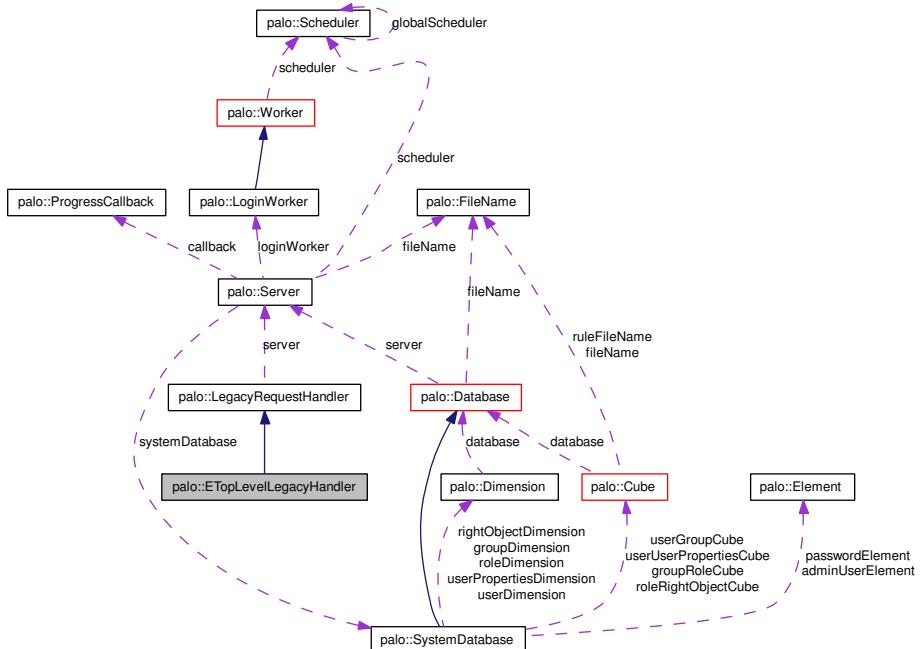
etoplevel

```
#include <ETopLevelLegacyHandler.h>
```

Inheritance diagram for palo::ETopLevelLegacyHandler:



Collaboration diagram for palo::ETopLevelLegacyHandler:



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

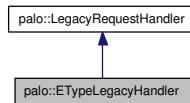
- **ETopLevelLegacyHandler.h**

## 4.149 palo::ETypeLegacyHandler Class Reference

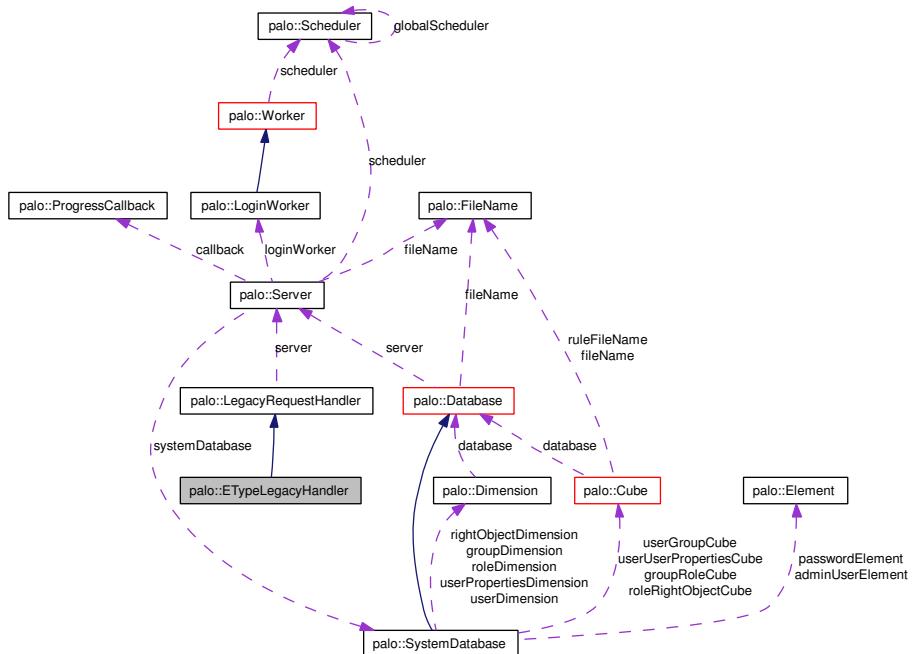
etype

```
#include <ETypeLegacyHandler.h>
```

Inheritance diagram for palo::ETypeLegacyHandler:



Collaboration diagram for palo::ETypeLegacyHandler:



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

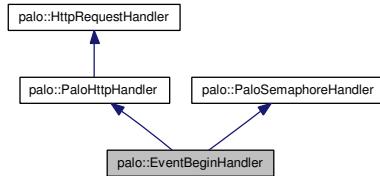
- **ETypeLegacyHandler.h**

## 4.150 palo::EventBeginHandler Class Reference

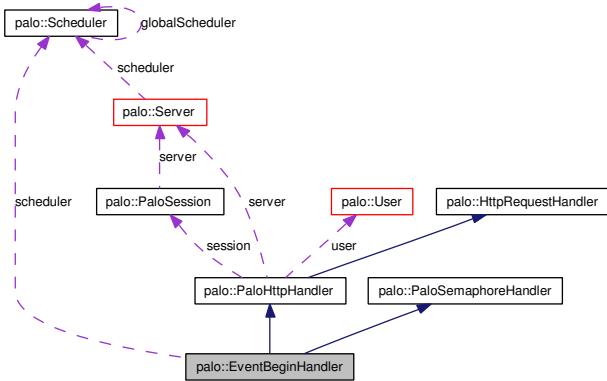
database info

```
#include <EventBeginHandler.h>
```

Inheritance diagram for palo::EventBeginHandler:



Collaboration diagram for palo::EventBeginHandler:



### Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*
- **HttpResponse \* handlePaloSemaphoreRaised (const HttpRequest \*request, IdentifierType clientData, const string \*msg)**  
*callback if semaphore is raised*
- **HttpResponse \* handlePaloSemaphoreDeleted (const HttpRequest \*request, IdentifierType clientData)**  
*callback if semaphore is destroyed*

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

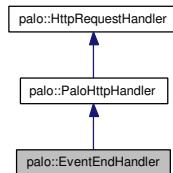
- **EventBeginHandler.h**
- **EventBeginHandler.cpp**

## 4.151 palo::EventEndHandler Class Reference

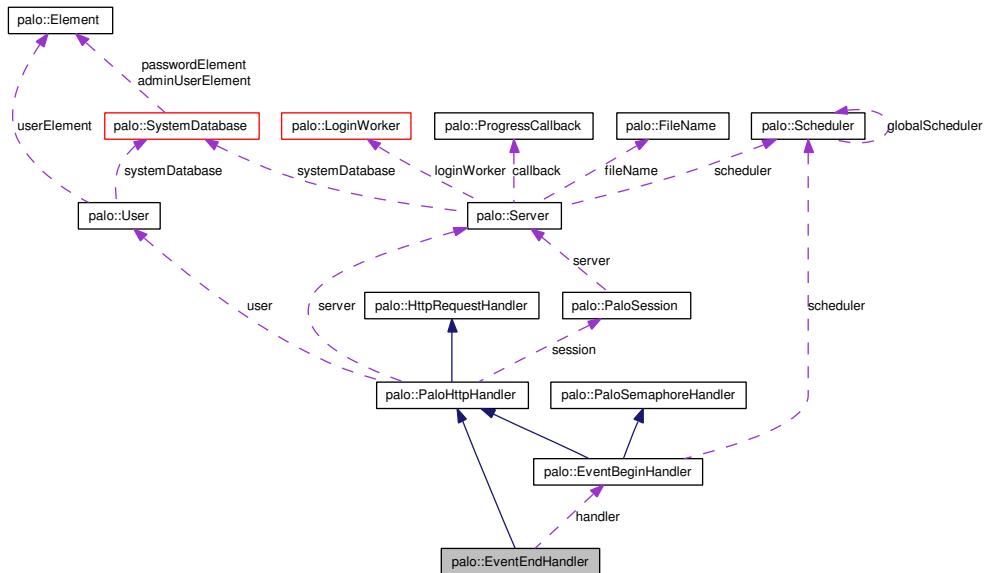
database info

```
#include <EventEndHandler.h>
```

Inheritance diagram for palo::EventEndHandler:



Collaboration diagram for palo::EventEndHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

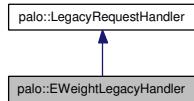
- **EventEndHandler.h**

## 4.152 palo::EWeightLegacyHandler Class Reference

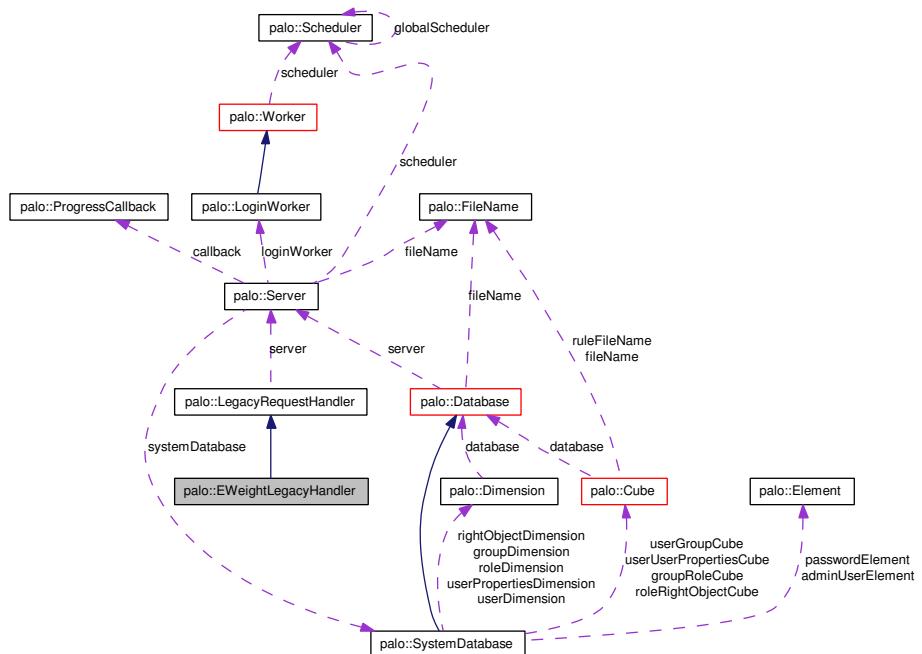
eweighting

```
#include <EWeightLegacyHandler.h>
```

Inheritance diagram for palo::EWeightLegacyHandler:



Collaboration diagram for palo::EWeightLegacyHandler:



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

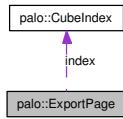
- **EWeightLegacyHandler.h**

## 4.153 palo::ExportPage Class Reference

palo cube page

```
#include <ExportPage.h>
```

Collaboration diagram for palo::ExportPage:



### Public Member Functions

- **ExportPage (CubeIndex \*index, size\_t keySize, size\_t valueSize, size\_t numValues)**  
*creates an empty export storage*
- **~ExportPage ()**  
*delete export storage*
- element\_t **addElement (element\_t)**  
*adds an entry to cube*
- element\_t **removeElement (element\_t)**  
*removes an entry from the page*
- element\_t **removeLastElement ()**  
*removes last entry from the page*
- element\_t **getLastElement ()**  
*removes last entry from the page*
- buffer\_t **begin ()**  
*returns a pointer to the beginning*
- buffer\_t **end ()**  
*returns a pointer to the end (first non-used entry)*
- size\_t **getRowSize ()**  
*returns the used row size*
- buffer\_t **next (buffer\_t ptr)**  
*returns the row after ptr*
- buffer\_t **getCell (size\_t pos)**  
*returns the a row by position*

#### 4.153.1 Detailed Description

A cube page stores the cell data into a fixed memory size. Each cube page is divided into rows of a given size.

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

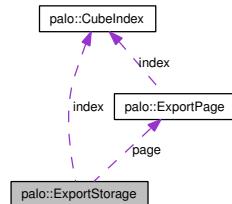
- `ExportPage.h`
- `ExportPage.cpp`

## 4.154 palo::ExportStorage Class Reference

palo export storage

```
#include <ExportStorage.h>
```

Collaboration diagram for palo::ExportStorage:



### Public Member Functions

- **ExportStorage** (const vector< Dimension \* > \*dimensions, vector< IdentifiersType > \*area, size\_t blocksize)
 

*Creates a filled export storage.*
- **~ExportStorage ()**

*Remove a export storage.*
- template<typename PATH> void **deleteCell** (const PATH path)
 

*removes a value*
- template<typename PATH> void **setCellValue** (const PATH path, CubePage::value\_t value)
 

*copies the value ("valueSize" bytes) to the cube storage*
- template<typename PATH> ExportPage::element\_t **getCellValue** (const PATH path)
 

*returns a pointer to a cell value*
- const vector< size\_t > \* **getSizeDimensions** () const
 

*returns the maximum number of each dimension*
- size\_t **size** () const
 

*number of used rows*
- size\_t **getValueSize** () const
 

*memory size of a value in byte*
- void **addDoubleValue** (uint8\_t \*keyBuffer, double value)
 

*adds a double value to an element*
- void **addStringValue** (uint8\_t \*keyBuffer, string &value)
 

*adds a string value*
- size\_t **getNumberElements** () const

*returns the number of elements*

- **bool setStartPath (IdentifiersType \*path)**  
*sets a new start path*
- **IdentifiersType \* getFirstPath ()**  
*returns the first path*
- **IdentifiersType \* getLastPath ()**  
*returns the last path*
- **void setArea (vector< IdentifiersType > \*area)**  
*sets a new area*
- **bool resetForNextLoop ()**  
*resets some internal values for the next export loop*
- **bool hasBlocksizeElements ()**  
*returns true if the storage has enough elements*
- **size\_t getLastCheckedElement ()**  
*returns the position of the last checked element of the last loop*
- **void fillWithEmptyElements ()**  
*fills the storage with empty values for skip\_empty=0 exports*
- **Cube::CellValueType \* getCell (size\_t pos)**  
*returns a value*
- **Cube::CellValueType \* getCell (size\_t pos, IdentifiersType \*path)**  
*returns a value and fills a path vector*
- **void removeCell (size\_t pos)**  
*removes a cell*
- **int posArea (ExportPage::key\_t keyBuffer)**  
*returns 0 for in Area, -1 smaler than first area element, 1 greater than last area element*
- **bool isInStorageArea (IdentifierType id1)**  
*returns true if a partial path is between first and last path*
- **bool isInStorageArea (IdentifierType id1, IdentifierType id2)**  
*returns true if a partial path is between first and last path*
- **bool isInStorageArea (ExportPage::key\_t keyBuffer, size\_t &errorPos)**  
*returns true if a path between first and last path*
- **void processCondition (Condition \*condition)**  
*removes elements who do not match a condition*

- double **getAreaSize ()**  
*returns number of elements in area (used for the progress bar)*
- double **getPosNumber ()**  
*returns position of last element (used for the progress bar)*
- void **increasePage ()**  
*increase size of used page*

#### 4.154.1 Detailed Description

A cache storage uses a cache page with a fixed memory size to store the values.

#### 4.154.2 Member Function Documentation

**4.154.2.1 template<typename PATH> ExportPage::element\_t  
palo::ExportStorage::getCellValue (const PATH path) [inline]**

The method returns "0" for an undefined value

**4.154.2.2 void palo::ExportStorage::addDoubleValue (uint8\_t \* keyBuffer, double  
value)**

creates the element if it is missing

**4.154.2.3 void palo::ExportStorage::addStringValue (uint8\_t \* keyBuffer, string &  
value)**

creates the element if it is missing

**4.154.2.4 bool palo::ExportStorage::setStartPath (IdentifiersType \* path)**

Begin export after the given path returns true if it was possible to find a new start path

**4.154.2.5 bool palo::ExportStorage::resetForNextLoop ()**

sets a new firstPath etc.

**4.154.2.6 bool palo::ExportStorage::isInStorageArea (ExportPage::key\_t  
keyBuffer, size\_t & errorPos)**

sets the number of the first wrong dimension in errorPos

#### 4.154.2.7 void **palo::ExportStorage::increasePage ()**

this is used to collect more elements in case that the export uses a condition or has an user with limited rights for reading the cube

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

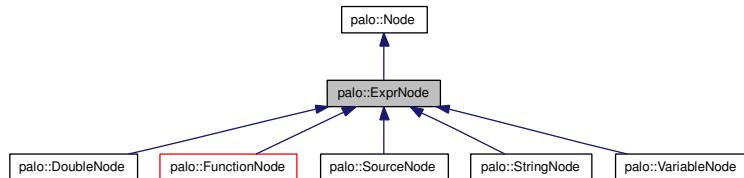
- **ExportStorage.h**
- **ExportStorage.cpp**

## 4.155 palo::ExprNode Class Reference

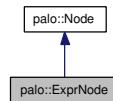
parser expression node

```
#include <ExprNode.h>
```

Inheritance diagram for palo::ExprNode:



Collaboration diagram for palo::ExprNode:



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

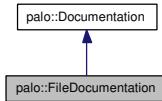
- `ExprNode.h`

## 4.156 palo::FileDocumentation Class Reference

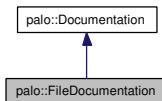
provides documentation from a file

```
#include <FileDocumentation.h>
```

Inheritance diagram for palo::FileDocumentation:



Collaboration diagram for palo::FileDocumentation:



### Public Member Functions

- **FileDocumentation** (const string &filename)  
*constructs a new file-based documentation*

#### 4.156.1 Detailed Description

The class reads documentation blocks from a file. Each block is started by "@param", "@result", "@example", "@param\_type", "@param\_description", "@result\_type", "@result\_description", or "@example\_description".

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

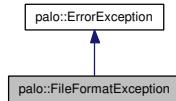
- **FileDocumentation.h**
- **FileDocumentation.cpp**

## 4.157 **palo::FileFormatException** Class Reference

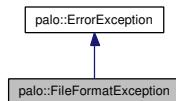
palo file format exception

```
#include <FileFormatException.h>
```

Inheritance diagram for **palo::FileFormatException**:



Collaboration diagram for **palo::FileFormatException**:



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

- **FileFormatException.h**

## 4.158 palo::FileName Struct Reference

type for filenames

```
#include <palo.h>
```

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

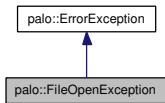
- [palo.h](#)

## 4.159 `palo::FileOpenException` Class Reference

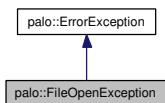
file open exception

```
#include <FileOpenException.h>
```

Inheritance diagram for `palo::FileOpenException`:



Collaboration diagram for `palo::FileOpenException`:



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

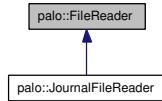
- **FileOpenException.h**

## 4.160 palo::FileReader Class Reference

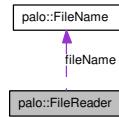
read a data file

```
#include <FileReader.h>
```

Inheritance diagram for palo::FileReader:



Collaboration diagram for palo::FileReader:



### Public Member Functions

- **FileReader (const FileName &fileName)**  
*constructs a new file reader given a filename, path and file extension*
- virtual **~FileReader ()**  
*deletes a file reader*
- virtual void **openFile ()**  
*opens the file for reading*
- bool **isDataLine () const**  
*returns true if the actual line is a data line*
- bool **isSectionLine () const**  
*returns true if the actual line is a section line*
- bool **isEndOfFile () const**  
*returns true if end of file reached*
- const string & **getSection () const**  
*returns the last section name*
- size\_t **getDataSize () const**  
*get number of entries*
- const string & **getDataString (int num) const**  
*get position num as string of actual line*
- long **getDataInteger (int num, int defaultValue=0) const**

- double **getDataDouble** (int num) const  
*get position num as integer of actual line*
- bool **getDataBool** (int num, bool defaultValue=false) const  
*get position num as boolean of actual line*
- const vector< string > **getDataStrings** (int num)  
*get position num as a vector of strings*
- const vector< int > **getDataIntegers** (int num)  
*get position num as a vector of integers*
- const IdentifiersType **getDataIdentifiers** (int num)  
*get position num as a vector of identifiers*
- const vector< double > **getDataDoubles** (int num)  
*get position num as a vector of doubles*
- void **getTimeStamp** (long \*seconds, long \*useconds, int num)  
*get position num as a timestamp*
- virtual void **nextLine** ()  
*goto next line*
- int32\_t **getLineNumber** ()  
*get file line number*
- **FileName** **getFileName** ()  
*get file name*

## Protected Member Functions

- void **processSection** (const string &line)  
*reads actual line and fills "sectionName"*
- void **processDataLine** (string &line)  
*splits a line into a vector and fills "dataLine"*
- void **splitString** (string &line, vector< string > \*elements, char separator, bool readNextLine=false)  
*splits a string at a given separator into a vector of strings*

## Protected Attributes

- bool **data**  
*true if the actual line is a data line*
- bool **section**  
*true if the actual line is a section line*
- bool **endOfFile**  
*true if the end of file is reached*
- string **sectionName**  
*last section name*
- vector< string > **dataLine**  
*elements of the last data line*
- ifstream \* **inputFile**  
*pointer to the file*
- **FileName fileName**  
*file name of the file*
- int32\_t **lineNumber**  
*line number*

### 4.160.1 Detailed Description

The file reader reads data from a CSV file.

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

- **FileReader.h**
- **FileReader.cpp**

## 4.161 palo::FileUtils Class Reference

collections of file functions

```
#include <FileUtils.h>
```

### Static Public Member Functions

- static ifstream \* **newIfstream** (const string &filename)  
*returns a new ifstream or 0*
- static ofstream \* **newOfstream** (const string &filename)  
*returns a new ofstream or 0*
- static ofstream \* **newOfstreamAppend** (const string &filename)  
*returns a new ofstream or 0*
- static bool **isReadable** (const **FileName** &fileName)  
*returns true if a file is readable*
- static bool **remove** (const **FileName** &fileName)  
*returns true if a file could be removed*
- static bool **rename** (const **FileName** &oldName, const **FileName** &newName)  
*returns true if a file could be renamed*
- static bool **renameDirectory** (const **FileName** &oldName, const **FileName** &newName)  
*returns true if a file directory be renamed*
- static bool **removeDirectory** (const **FileName** &name)  
*returns true if a directory could be removed*
- static bool **createDirectory** (const string &name)  
*creates a new directory*
- static vector< string > **listFiles** (const string &directory)  
*returns list of files*
- static bool **isDirectory** (const string &path)  
*checks if path is a directory*
- static bool **isRegularFile** (const string &path)  
*checks if path is a regular file*

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

- **FileUtils.h**

## 4.162 palo::FileWriter Class Reference

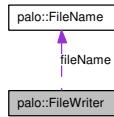
file a data writer

```
#include <FileWriter.h>
```

Inheritance diagram for palo::FileWriter:



Collaboration diagram for palo::FileWriter:



### Public Member Functions

- **FileWriter** (const **FileName** &**fileName**, bool **bufferOutput**)  
*constructs a new file writer object for a given filename, path and file extension*
- virtual ~**FileWriter** ()  
*deletes a file writer object*
- virtual void **openFile** ()  
*opens the file for writing*
- virtual void **closeFile** ()  
*close the file for writing*
- void **appendComment** (const string &**value**)  
*appends a comment line*
- void **appendSection** (const string &**value**)  
*appends a section line*
- void **appendString** (const string &**value**)  
*appends a string to the actual line*
- void **appendEscapeString** (const string &**value**)  
*escapes a string and appends the result to the actual line*
- void **appendEscapeStrings** (const vector< string > \***value**)  
*escapes a list of strings and appends the result to the actual line*
- void **appendInteger** (const int32\_t **value**)

*appends an integer to the actual line*

- void **appendIntegers** (const vector< int32\_t > \*value)  
*appends list of integers to the actual line*
- void **appendIntegers** (const vector< size\_t > \*value)  
*appends list of integers to the actual line*
- void **appendIdentifier** (const IdentifierType value)  
*appends an identifier to the actual line*
- void **appendIdentifiers** (const IdentifiersType \*value)  
*appends list of identifiers to the actual line*
- void **appendDouble** (const double value)  
*appends a double to the actual line*
- void **appendDoubles** (const vector< double > \*value)  
*appends list of doubles to the actual line*
- void **appendBool** (const bool value)  
*appends a boolean to the actual line*
- void **appendTimeStamp** ()  
*appends a timestamp to the actual line*
- void **nextLine** ()  
*finalize the actual line*
- void **writeBuffer** ()  
*flush buffers*

## Static Public Member Functions

- static void **deleteFile** (const FileName &fileName)  
*delete a file*
- static int32\_t **getFileSize** (const FileName &fileName)  
*get file size in bytes*

## Protected Attributes

- bool **isFirstValue**  
*actual line is empty*
- ofstream \* **outputFile**  
*the output stream*

- **FileName fileName**  
*the filename of the output stream*

#### 4.162.1 Detailed Description

The file write generates CSV files to store the OLAP server, database, dimension and cube data. The documentation for this class was generated from the following files:

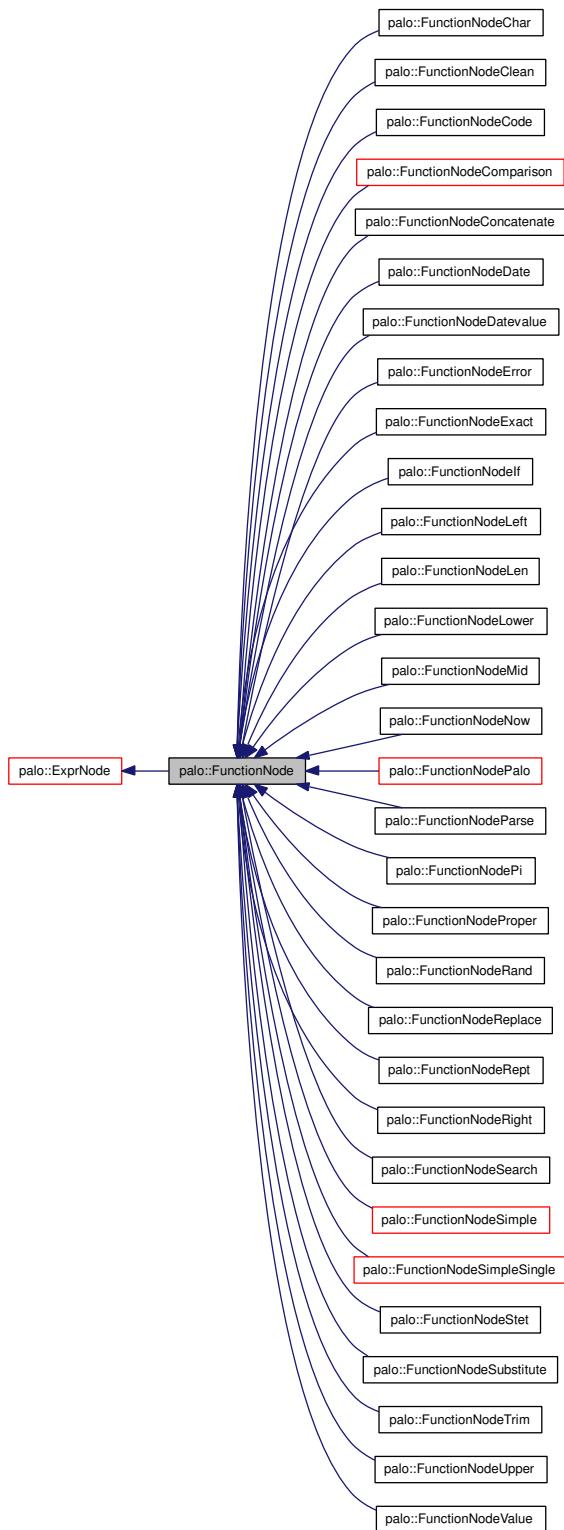
- **FileWriter.h**
- **FileWriter.cpp**

## 4.163 palo::FunctionNode Class Reference

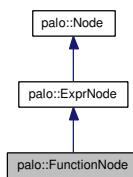
parser function node

```
#include <FunctionNode.h>
```

Inheritance diagram for palo::FunctionNode:



Collaboration diagram for `palo::FunctionNode`:



## Public Member Functions

- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*, Database \*, Cube \*, Node \*, string &) =0**  
*validates the expression*
- **bool hasElement (Dimension \*, IdentifierType) const**  
*checks if element is involved in rule*
- **bool isSimple () const**  
*returns true if rule is simple expression (constant or area)*
- **void appendXmlRepresentation (StringBuffer \*, int, bool)**  
*appends XML representation to string buffer*
- **void appendRepresentation (StringBuffer \*, Cube \*) const**  
*appends representation to string buffer*

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

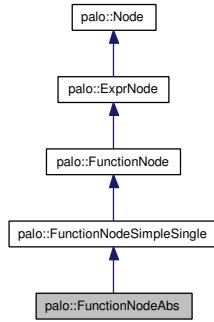
- **FunctionNode.h**
- **FunctionNode.cpp**

## 4.164 palo::FunctionNodeAbs Class Reference

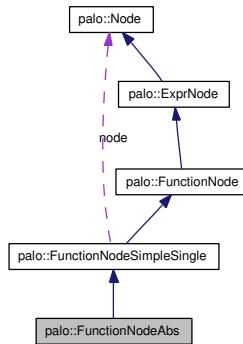
parser function node abs

```
#include <FunctionNodeAbs.h>
```

Inheritance diagram for palo::FunctionNodeAbs:



Collaboration diagram for palo::FunctionNodeAbs:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

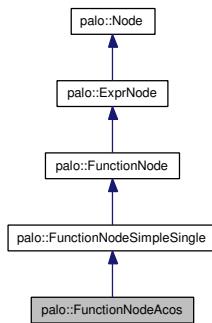
- **FunctionNodeAbs.h**

## 4.165 palo::FunctionNodeAcos Class Reference

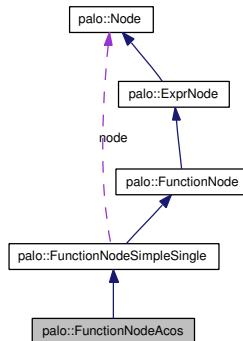
parser function node acos

```
#include <FunctionNodeAcos.h>
```

Inheritance diagram for palo::FunctionNodeAcos:



Collaboration diagram for palo::FunctionNodeAcos:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

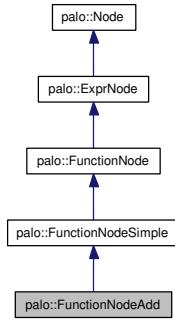
- **FunctionNodeAcos.h**

## 4.166 palo::FunctionNodeAdd Class Reference

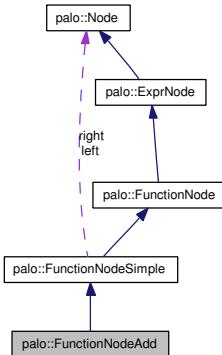
parser function node add

```
#include <FunctionNodeAdd.h>
```

Inheritance diagram for palo::FunctionNodeAdd:



Collaboration diagram for palo::FunctionNodeAdd:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

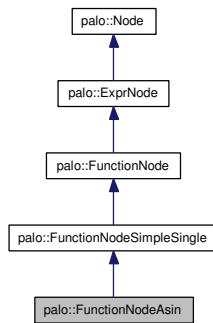
- **FunctionNodeAdd.h**

## 4.167 **palo::FunctionNodeAsin** Class Reference

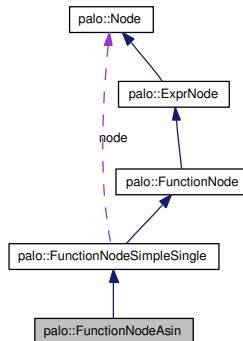
parser function node Asin

```
#include <FunctionNodeAsin.h>
```

Inheritance diagram for **palo::FunctionNodeAsin**:



Collaboration diagram for **palo::FunctionNodeAsin**:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

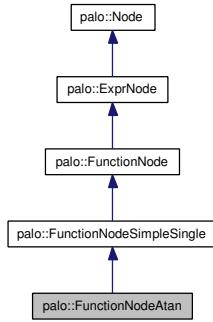
- **FunctionNodeAsin.h**

## 4.168 palo::FunctionNodeAtan Class Reference

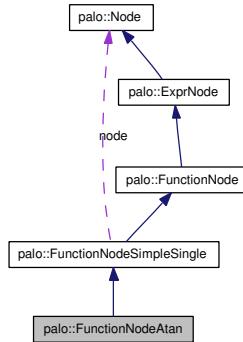
parser function node atan

```
#include <FunctionNodeAtan.h>
```

Inheritance diagram for palo::FunctionNodeAtan:



Collaboration diagram for palo::FunctionNodeAtan:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

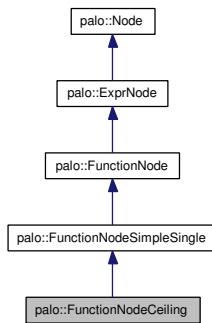
- **FunctionNodeAtan.h**

## 4.169 palo::FunctionNodeCeiling Class Reference

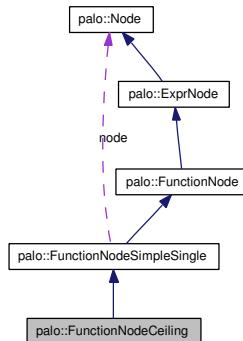
parser function node ceiling

```
#include <FunctionNodeCeiling.h>
```

Inheritance diagram for palo::FunctionNodeCeiling:



Collaboration diagram for palo::FunctionNodeCeiling:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

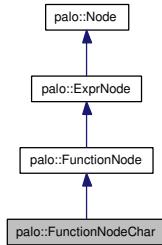
- **FunctionNodeCeiling.h**

## 4.170 palo::FunctionNodeChar Class Reference

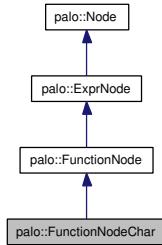
parser function node char

```
#include <FunctionNodeChar.h>
```

Inheritance diagram for palo::FunctionNodeChar:



Collaboration diagram for palo::FunctionNodeChar:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

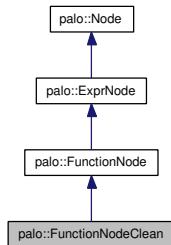
- **FunctionNodeChar.h**

## 4.171 **palo::FunctionNodeClean** Class Reference

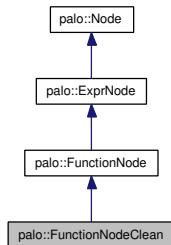
parser function node clean

```
#include <FunctionNodeClean.h>
```

Inheritance diagram for **palo::FunctionNodeClean**:



Collaboration diagram for **palo::FunctionNodeClean**:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

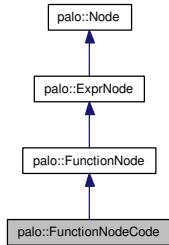
- **FunctionNodeClean.h**

## 4.172 palo::FunctionNodeCode Class Reference

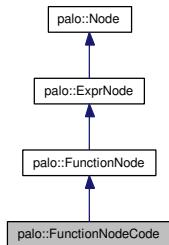
parser function node code

```
#include <FunctionNodeCode.h>
```

Inheritance diagram for palo::FunctionNodeCode:



Collaboration diagram for palo::FunctionNodeCode:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

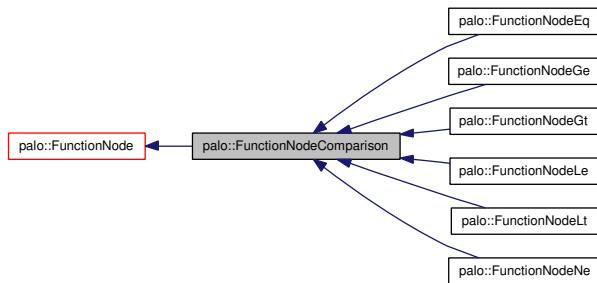
- **FunctionNodeCode.h**

## 4.173 `palo::FunctionNodeComparison` Class Reference

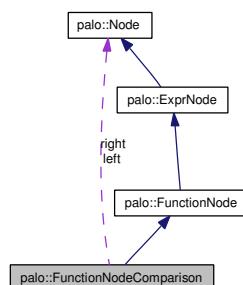
parser function node comparision

```
#include <FunctionNodeComparison.h>
```

Inheritance diagram for `palo::FunctionNodeComparison`:



Collaboration diagram for `palo::FunctionNodeComparison`:



### Public Member Functions

- **ValueType `getValueType ()`**  
*returns the value type of the underlying expression*
- **bool `isSimple () const`**  
*returns true if rule is simple expression (constant or area)*
- **bool `validate (Server *, Database *, Cube *, Node *, string &)`**  
*validates the expression*
- **void `appendRepresentation (StringBuffer *, Cube *) const`**  
*appends representation to string buffer*

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

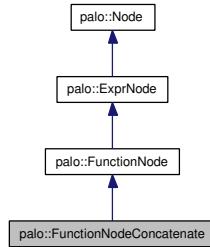
- `FunctionNodeComparison.h`
- `FunctionNodeComparison.cpp`

## 4.174 palo::FunctionNodeConcatenate Class Reference

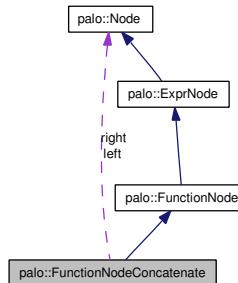
parser function node concatenate

```
#include <FunctionNodeConcatenate.h>
```

Inheritance diagram for palo::FunctionNodeConcatenate:



Collaboration diagram for palo::FunctionNodeConcatenate:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

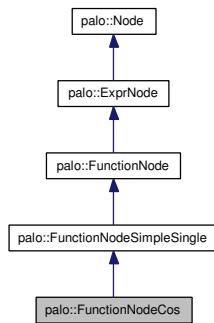
- **FunctionNodeConcatenate.h**

## 4.175 palo::FunctionNodeCos Class Reference

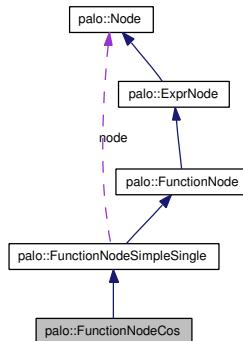
parser function node cos

```
#include <FunctionNodeCos.h>
```

Inheritance diagram for palo::FunctionNodeCos:



Collaboration diagram for palo::FunctionNodeCos:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

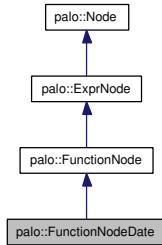
- **FunctionNodeCos.h**

## 4.176 palo::FunctionNodeDate Class Reference

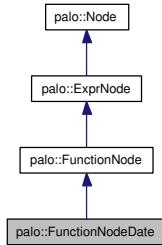
parser function node date

```
#include <FunctionNodeDate.h>
```

Inheritance diagram for palo::FunctionNodeDate:



Collaboration diagram for palo::FunctionNodeDate:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

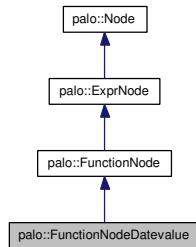
- **FunctionNodeDate.h**

## 4.177 **palo::FunctionNodeDatevalue** Class Reference

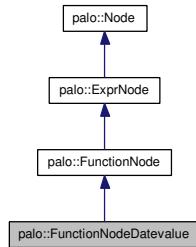
parser function node datevalue

```
#include <FunctionNodeDatevalue.h>
```

Inheritance diagram for **palo::FunctionNodeDatevalue**:



Collaboration diagram for **palo::FunctionNodeDatevalue**:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

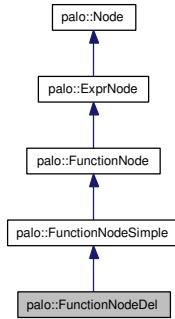
- **FunctionNodeDatevalue.h**

## 4.178 palo::FunctionNodeDel Class Reference

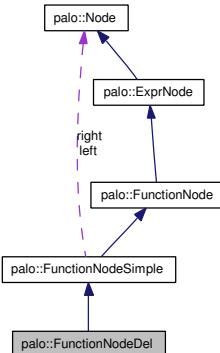
parser function node del

```
#include <FunctionNodeDel.h>
```

Inheritance diagram for palo::FunctionNodeDel:



Collaboration diagram for palo::FunctionNodeDel:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

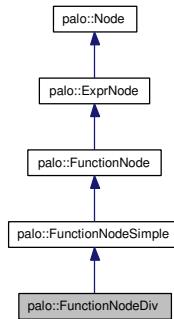
- **FunctionNodeDel.h**

## 4.179 **palo::FunctionNodeDiv** Class Reference

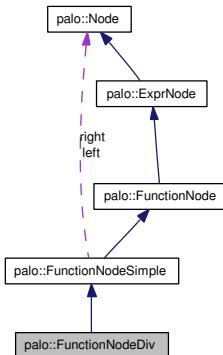
parser function node div

```
#include <FunctionNodeDiv.h>
```

Inheritance diagram for **palo::FunctionNodeDiv**:



Collaboration diagram for **palo::FunctionNodeDiv**:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **NodeType getNodeType () const**  
*returns the node type*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

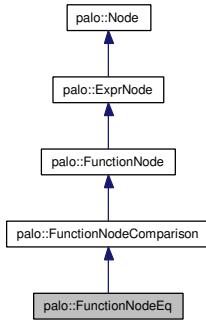
- **FunctionNodeDiv.h**

## 4.180 palo::FunctionNodeEq Class Reference

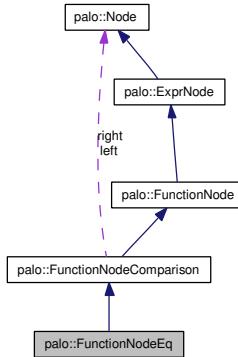
parser function node eq (==)

```
#include <FunctionNodeEq.h>
```

Inheritance diagram for palo::FunctionNodeEq:



Collaboration diagram for palo::FunctionNodeEq:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

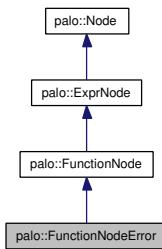
- **FunctionNodeEq.h**

## 4.181 **palo::FunctionNodeError** Class Reference

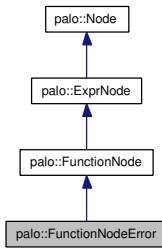
parser function node error

```
#include <FunctionNodeError.h>
```

Inheritance diagram for **palo::FunctionNodeError**:



Collaboration diagram for **palo::FunctionNodeError**:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*, Database \*, Cube \*, Node \*, string &message)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

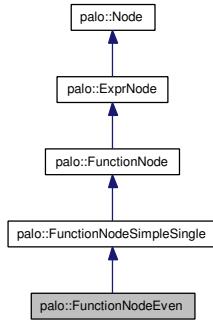
- **FunctionNodeError.h**

## 4.182 palo::FunctionNodeEven Class Reference

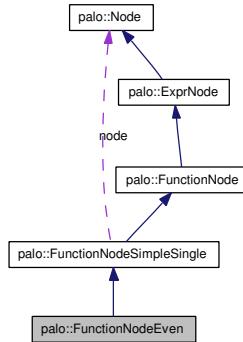
parser function node even

```
#include <FunctionNodeEven.h>
```

Inheritance diagram for palo::FunctionNodeEven:



Collaboration diagram for palo::FunctionNodeEven:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

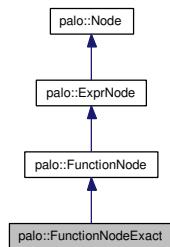
- **FunctionNodeEven.h**

## 4.183 **palo::FunctionNodeExact** Class Reference

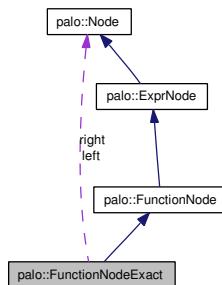
parser function node exact

```
#include <FunctionNodeExact.h>
```

Inheritance diagram for **palo::FunctionNodeExact**:



Collaboration diagram for **palo::FunctionNodeExact**:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

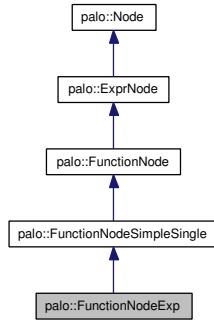
- **FunctionNodeExact.h**

## 4.184 palo::FunctionNodeExp Class Reference

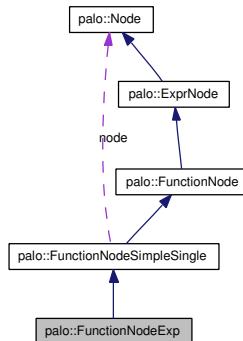
parser function node exp

```
#include <FunctionNodeExp.h>
```

Inheritance diagram for palo::FunctionNodeExp:



Collaboration diagram for palo::FunctionNodeExp:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

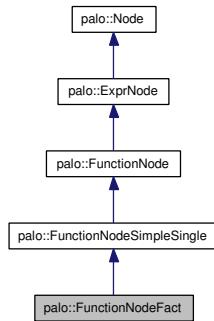
- **FunctionNodeExp.h**

## 4.185 palo::FunctionNodeFact Class Reference

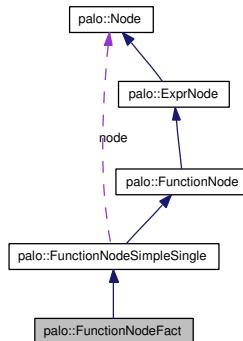
parser function node fact

```
#include <FunctionNodeFact.h>
```

Inheritance diagram for palo::FunctionNodeFact:



Collaboration diagram for palo::FunctionNodeFact:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

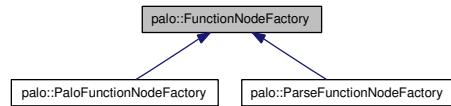
- **FunctionNodeFact.h**

## 4.186 `palo::FunctionNodeFactory` Class Reference

abstract function node factory

```
#include <FunctionNodeFactory.h>
```

Inheritance diagram for `palo::FunctionNodeFactory`:



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

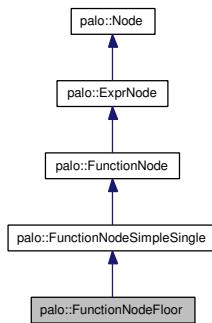
- `FunctionNodeFactory.h`

## 4.187 **palo::FunctionNodeFloor** Class Reference

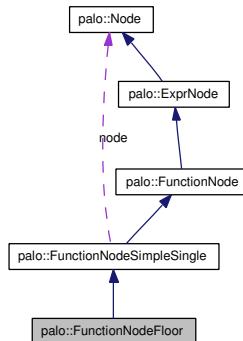
parser function node floor

```
#include <FunctionNodeFloor.h>
```

Inheritance diagram for **palo::FunctionNodeFloor**:



Collaboration diagram for **palo::FunctionNodeFloor**:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

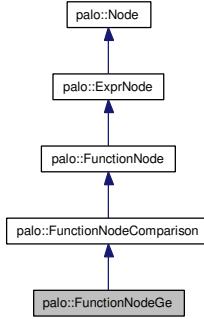
- **FunctionNodeFloor.h**

## 4.188 palo::FunctionNodeGe Class Reference

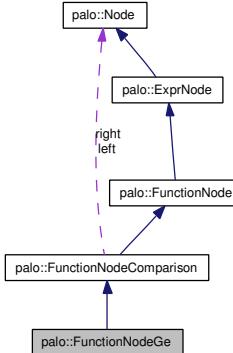
parser function node ge (>=)

```
#include <FunctionNodeGe.h>
```

Inheritance diagram for palo::FunctionNodeGe:



Collaboration diagram for palo::FunctionNodeGe:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

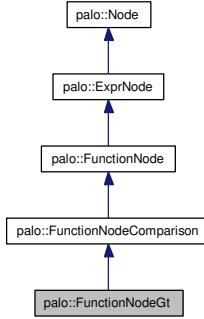
The documentation for this class was generated from the following file:

- **FunctionNodeGe.h**

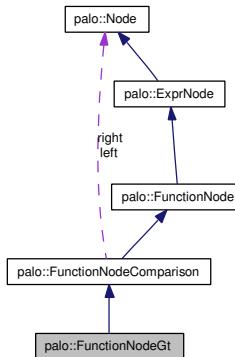
## 4.189 `palo::FunctionNodeGt` Class Reference

```
parser function node gt (>)
#include <FunctionNodeGt.h>
```

Inheritance diagram for `palo::FunctionNodeGt`:



Collaboration diagram for `palo::FunctionNodeGt`:



### Public Member Functions

- **`Node * clone ()`**  
*clones an expression node*
- **`RuleValueType getValue (CellPath *cellPath, User *user, bool *isCachable, set< pair< Rule *, IdentifiersType > > *ruleHistory)`**  
*returns the value of the underlying expression*

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

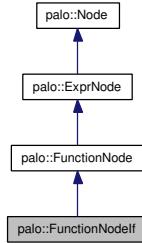
- **`FunctionNodeGt.h`**

## 4.190 palo::FunctionNodeIf Class Reference

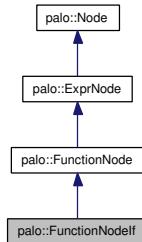
parser function node if

```
#include <FunctionNodeIf.h>
```

Inheritance diagram for palo::FunctionNodeIf:



Collaboration diagram for palo::FunctionNodeIf:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **NodeType getNodeType () const**  
*returns the node type*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

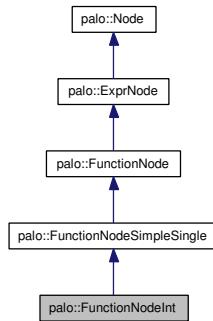
- **FunctionNodeIf.h**

## 4.191 palo::FunctionNodeInt Class Reference

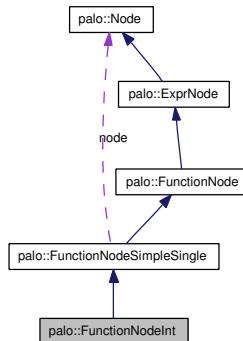
parser function node int

```
#include <FunctionNodeInt.h>
```

Inheritance diagram for palo::FunctionNodeInt:



Collaboration diagram for palo::FunctionNodeInt:



### Public Member Functions

- **Node \* clone ()**

*clones an expression node*

- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

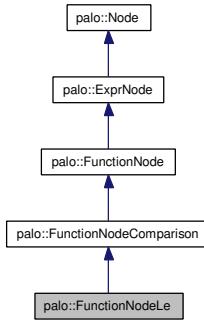
- **FunctionNodeInt.h**

## 4.192 palo::FunctionNodeLe Class Reference

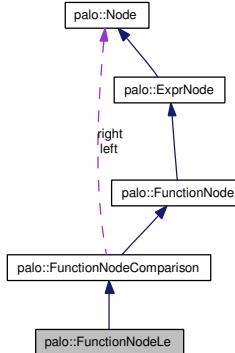
parser function node le (<=)

```
#include <FunctionNodeLe.h>
```

Inheritance diagram for palo::FunctionNodeLe:



Collaboration diagram for palo::FunctionNodeLe:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

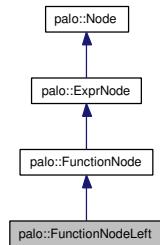
- **FunctionNodeLe.h**

## 4.193 **palo::FunctionNodeLeft** Class Reference

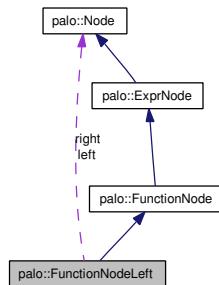
parser function node left

```
#include <FunctionNodeLeft.h>
```

Inheritance diagram for **palo::FunctionNodeLeft**:



Collaboration diagram for **palo::FunctionNodeLeft**:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

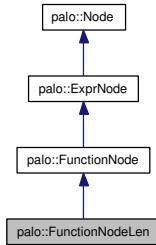
- **FunctionNodeLeft.h**

## 4.194 palo::FunctionNodeLen Class Reference

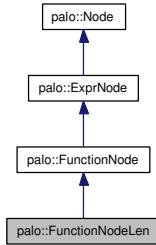
parser function node len

```
#include <FunctionNodeLen.h>
```

Inheritance diagram for palo::FunctionNodeLen:



Collaboration diagram for palo::FunctionNodeLen:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

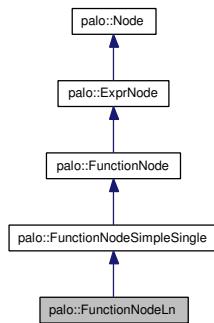
- **FunctionNodeLen.h**

## 4.195 palo::FunctionNodeLn Class Reference

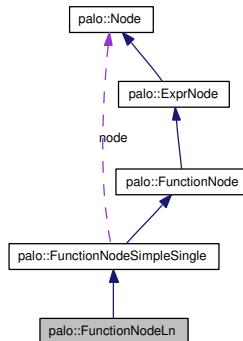
parser function node ln

```
#include <FunctionNodeLn.h>
```

Inheritance diagram for palo::FunctionNodeLn:



Collaboration diagram for palo::FunctionNodeLn:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

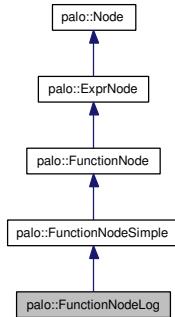
- **FunctionNodeLn.h**

## 4.196 palo::FunctionNodeLog Class Reference

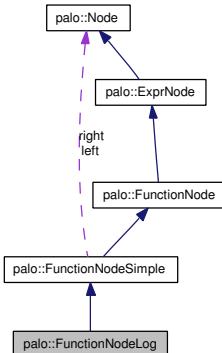
parser function node log

```
#include <FunctionNodeLog.h>
```

Inheritance diagram for palo::FunctionNodeLog:



Collaboration diagram for palo::FunctionNodeLog:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

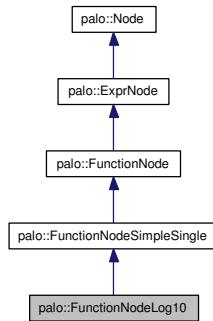
- **FunctionNodeLog.h**

## 4.197 palo::FunctionNodeLog10 Class Reference

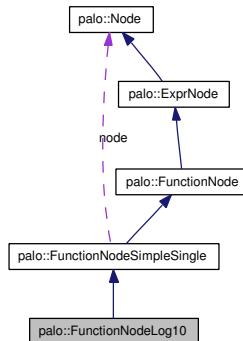
parser function node log10

```
#include <FunctionNodeLog10.h>
```

Inheritance diagram for palo::FunctionNodeLog10:



Collaboration diagram for palo::FunctionNodeLog10:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

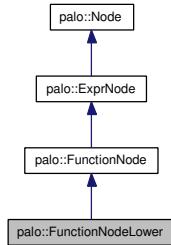
- **FunctionNodeLog10.h**

## 4.198 `palo::FunctionNodeLower` Class Reference

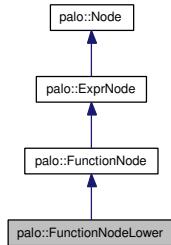
parser function node lower

```
#include <FunctionNodeLower.h>
```

Inheritance diagram for `palo::FunctionNodeLower`:



Collaboration diagram for `palo::FunctionNodeLower`:



### Public Member Functions

- **`Node * clone ()`**  
*clones an expression node*
- **`ValueType getValueType ()`**  
*returns the value type of the underlying expression*
- **`bool validate (Server *server, Database *database, Cube *cube, Node *destination, string &error)`**  
*validates the expression*
- **`RuleValueType getValue (CellPath *cellPath, User *user, bool *isCachable, set< pair< Rule *, IdentifiersType > > *ruleHistory)`**  
*returns the value of the underlying expression*

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

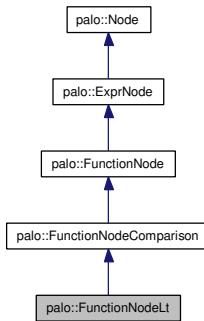
- **`FunctionNodeLower.h`**

## 4.199 palo::FunctionNodeLt Class Reference

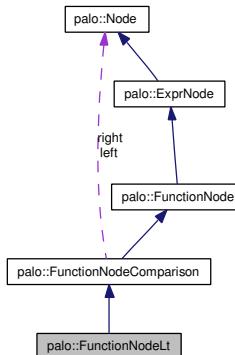
parser function node lt (<)

```
#include <FunctionNodeLt.h>
```

Inheritance diagram for palo::FunctionNodeLt:



Collaboration diagram for palo::FunctionNodeLt:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

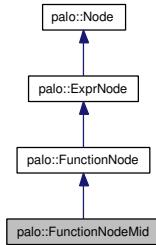
- **FunctionNodeLt.h**

## 4.200 palo::FunctionNodeMid Class Reference

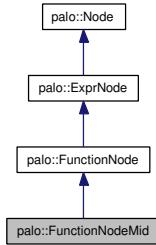
parser function node mid

```
#include <FunctionNodeMid.h>
```

Inheritance diagram for palo::FunctionNodeMid:



Collaboration diagram for palo::FunctionNodeMid:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

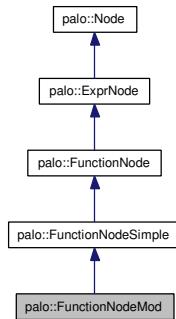
- **FunctionNodeMid.h**

## 4.201 palo::FunctionNodeMod Class Reference

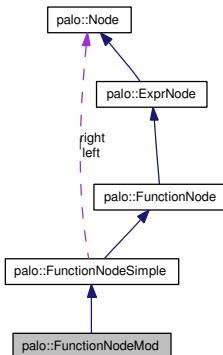
parser function node mod

```
#include <FunctionNodeMod.h>
```

Inheritance diagram for palo::FunctionNodeMod:



Collaboration diagram for palo::FunctionNodeMod:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

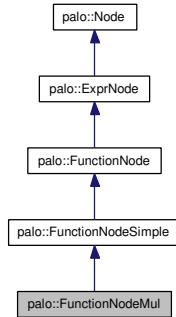
- **FunctionNodeMod.h**

## 4.202 palo::FunctionNodeMul Class Reference

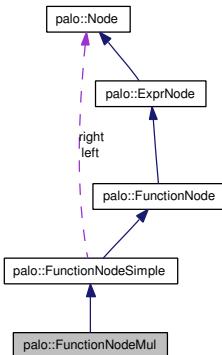
parser function node mul

```
#include <FunctionNodeMul.h>
```

Inheritance diagram for palo::FunctionNodeMul:



Collaboration diagram for palo::FunctionNodeMul:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **NodeType getNodeType () const**  
*returns the node type*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

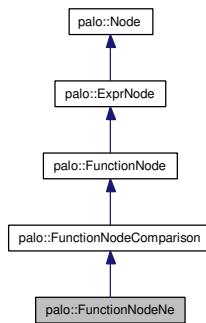
- **FunctionNodeMul.h**

## 4.203 palo::FunctionNodeNe Class Reference

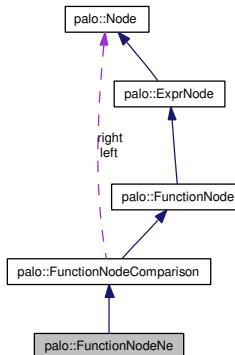
parser function node ne (!=)

```
#include <FunctionNodeNe.h>
```

Inheritance diagram for palo::FunctionNodeNe:



Collaboration diagram for palo::FunctionNodeNe:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

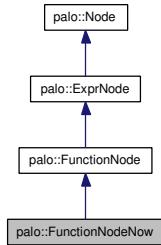
- **FunctionNodeNe.h**

## 4.204 palo::FunctionNodeNow Class Reference

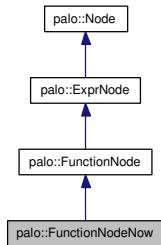
parser function node simple now

```
#include <FunctionNodeNow.h>
```

Inheritance diagram for palo::FunctionNodeNow:



Collaboration diagram for palo::FunctionNodeNow:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*, Database \*, Cube \*, Node \*, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

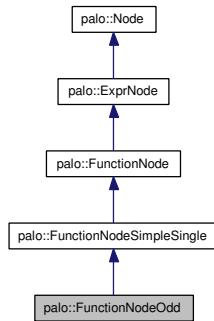
- **FunctionNodeNow.h**

## 4.205 palo::FunctionNodeOdd Class Reference

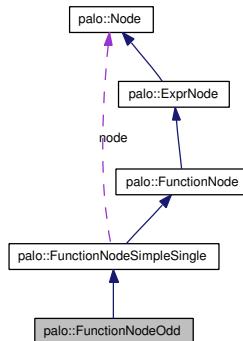
parser function node odd

```
#include <FunctionNodeOdd.h>
```

Inheritance diagram for palo::FunctionNodeOdd:



Collaboration diagram for palo::FunctionNodeOdd:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

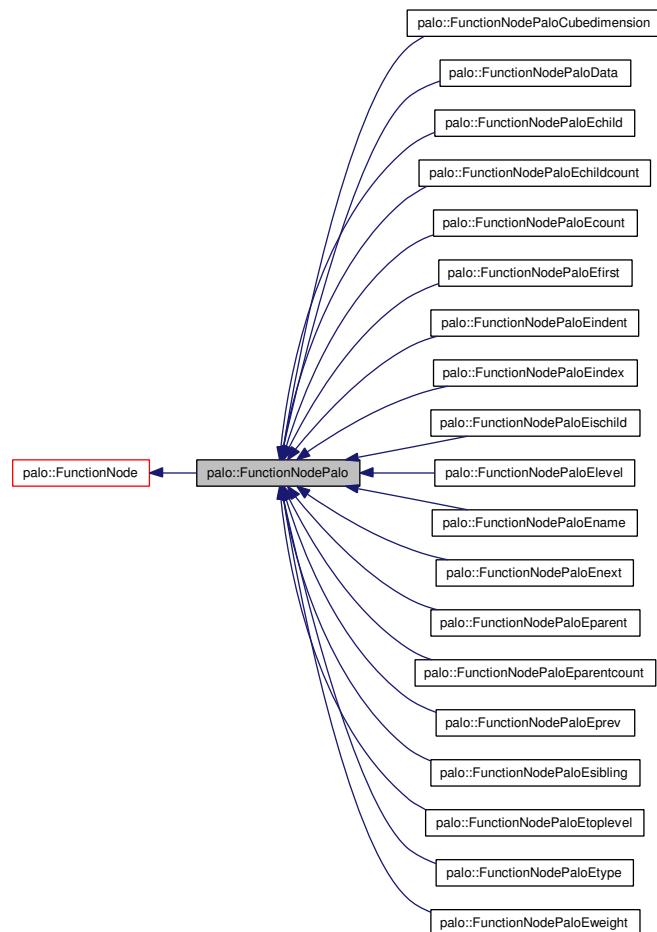
- **FunctionNodeOdd.h**

## 4.206 palo::FunctionNodePalo Class Reference

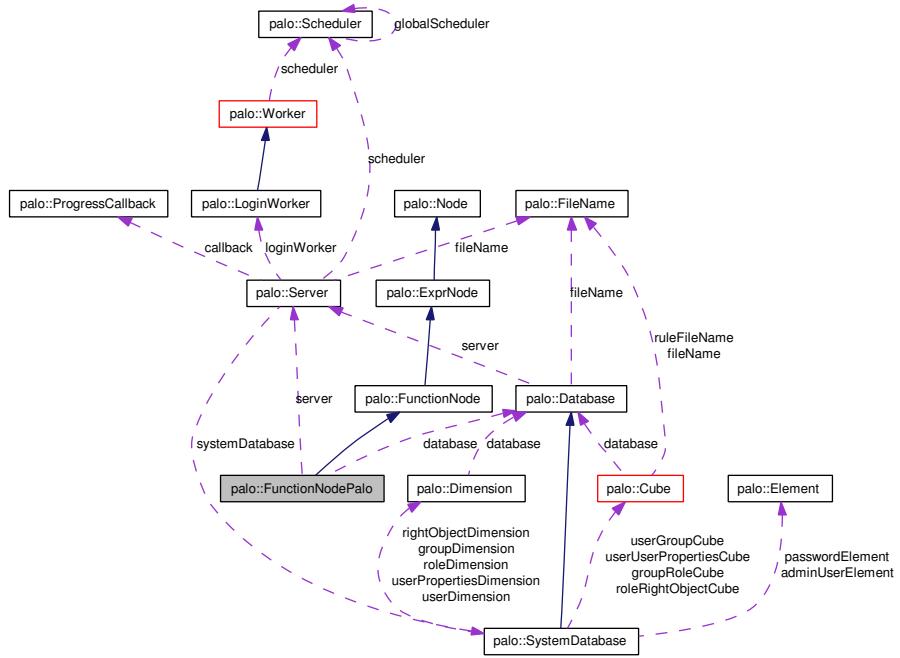
parser function node palo

```
#include <FunctionNodePalo.h>
```

Inheritance diagram for palo::FunctionNodePalo:



Collaboration diagram for palo::FunctionNodePalo:



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

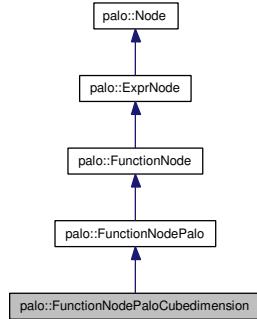
- **FunctionNodePalo.h**

## 4.207 palo::FunctionNodePaloCubedimension Class Reference

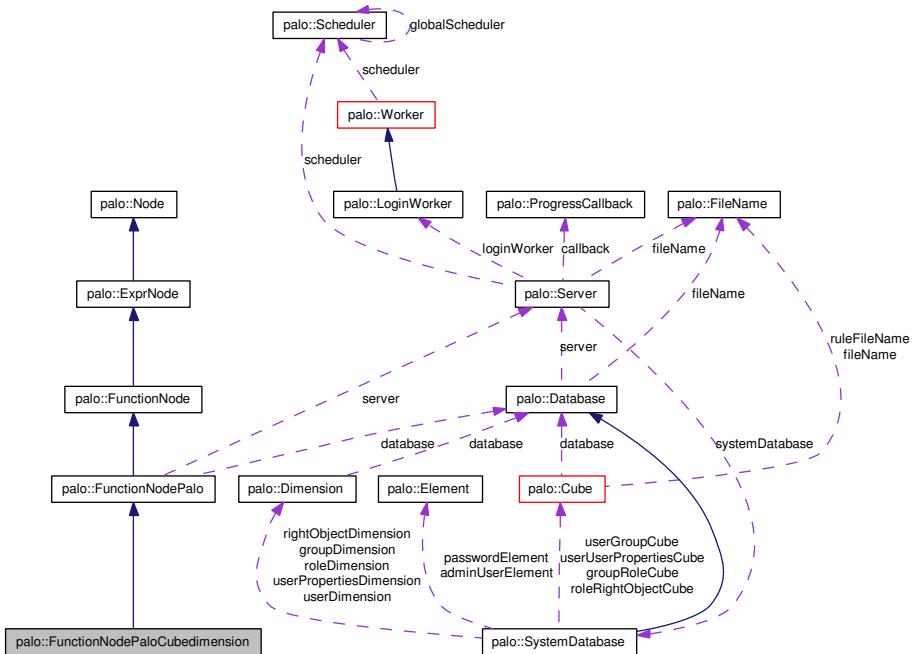
parser function node palo cube dimension

```
#include <FunctionNodePaloCubedimension.h>
```

Inheritance diagram for palo::FunctionNodePaloCubedimension:



Collaboration diagram for palo::FunctionNodePaloCubedimension:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**

*returns the value type of the underlying expression*

- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**

*validates the expression*

- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**

*returns the value of the underlying expression*

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

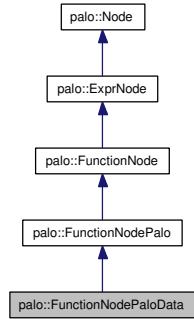
- **FunctionNodePaloCubedimension.h**

## 4.208 palo::FunctionNodePaloData Class Reference

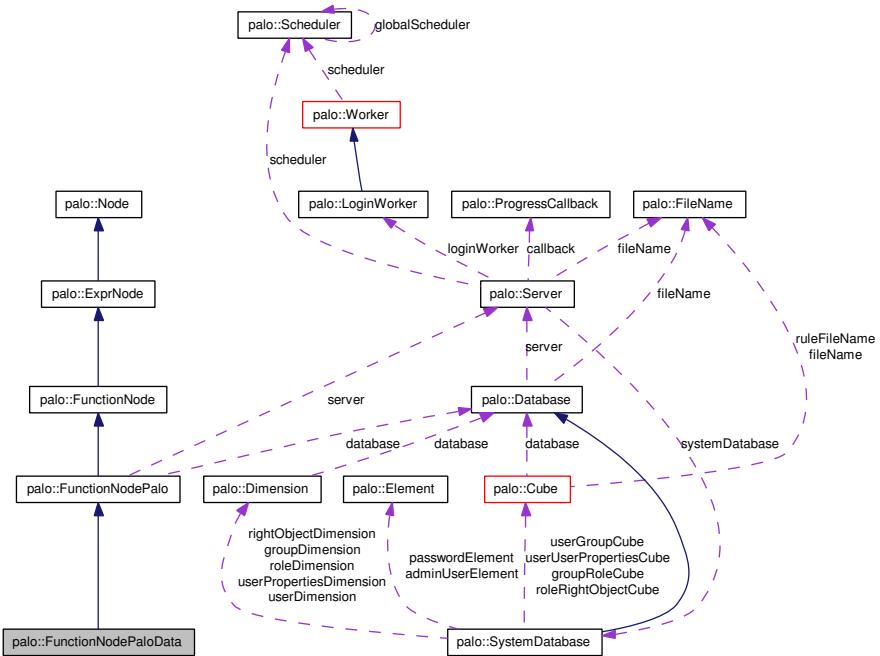
parser function node palo data

```
#include <FunctionNodePaloData.h>
```

Inheritance diagram for palo::FunctionNodePaloData:



Collaboration diagram for palo::FunctionNodePaloData:



### Public Member Functions

- **Node \* clone ()**

*clones an expression node*

- **ValueType getValueType ()**

*returns the value type of the underlying expression*

- **bool validate** (**Server** \*server, **Database** \*database, **Cube** \*cube, **Node** \*destination, string &error)  
*validates the expression*
- **RuleValueType getValue** (**CellPath** \*cellPath, **User** \*user, bool \*isCachable, set< pair< **Rule** \*, IdentifiersType > > \*ruleHistory)  
*returns the value of the underlying expression*

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

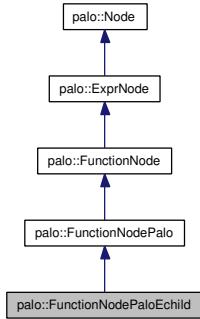
- **FunctionNodePaloData.h**

## 4.209 `palo::FunctionNodePaloEchild` Class Reference

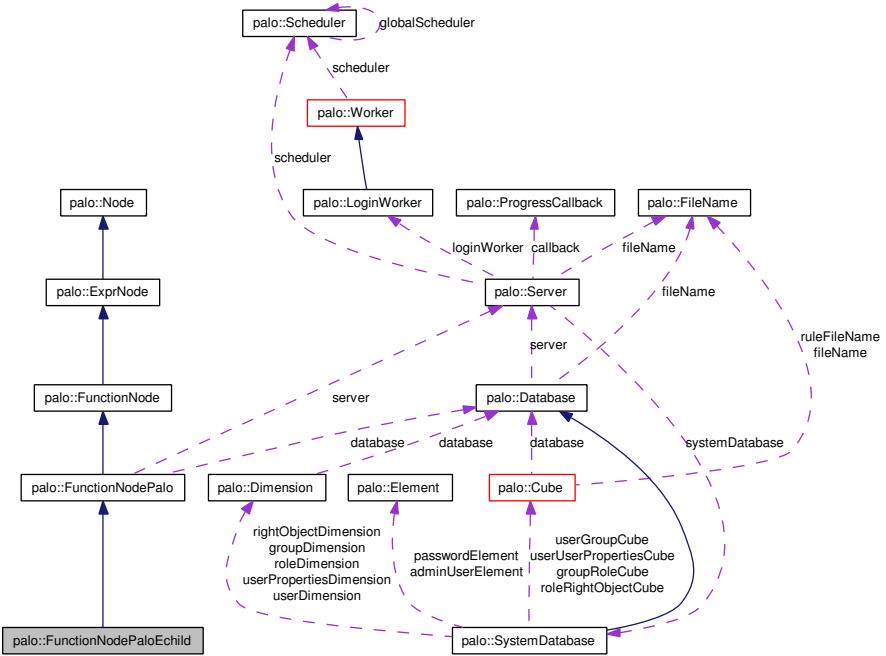
parser function node palo echild

```
#include <FunctionNodePaloEchild.h>
```

Inheritance diagram for `palo::FunctionNodePaloEchild`:



Collaboration diagram for `palo::FunctionNodePaloEchild`:



## Public Member Functions

- `Node * clone ()`  
*clones an expression node*
- `ValueType getValueType ()`  
*returns the value type of the underlying expression*

- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

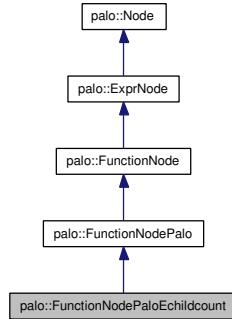
- **FunctionNodePaloEchild.h**

## 4.210 palo::FunctionNodePaloEchildcount Class Reference

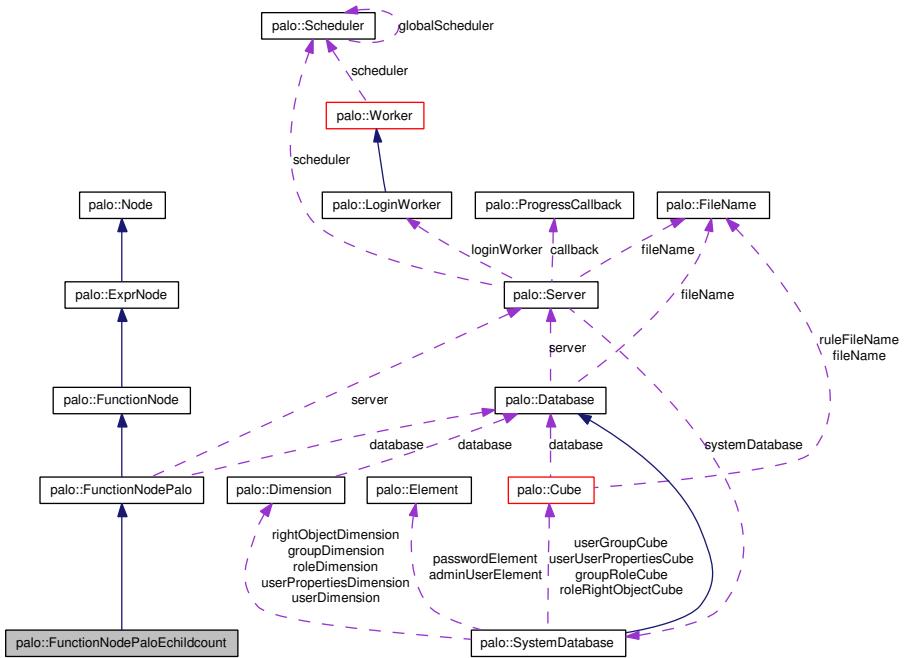
parser function node palo echild count

```
#include <FunctionNodePaloEchildcount.h>
```

Inheritance diagram for palo::FunctionNodePaloEchildcount:



Collaboration diagram for palo::FunctionNodePaloEchildcount:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*

- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

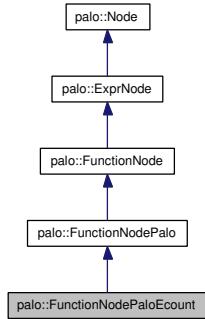
- **FunctionNodePaloEchildcount.h**

## 4.211 palo::FunctionNodePaloEcount Class Reference

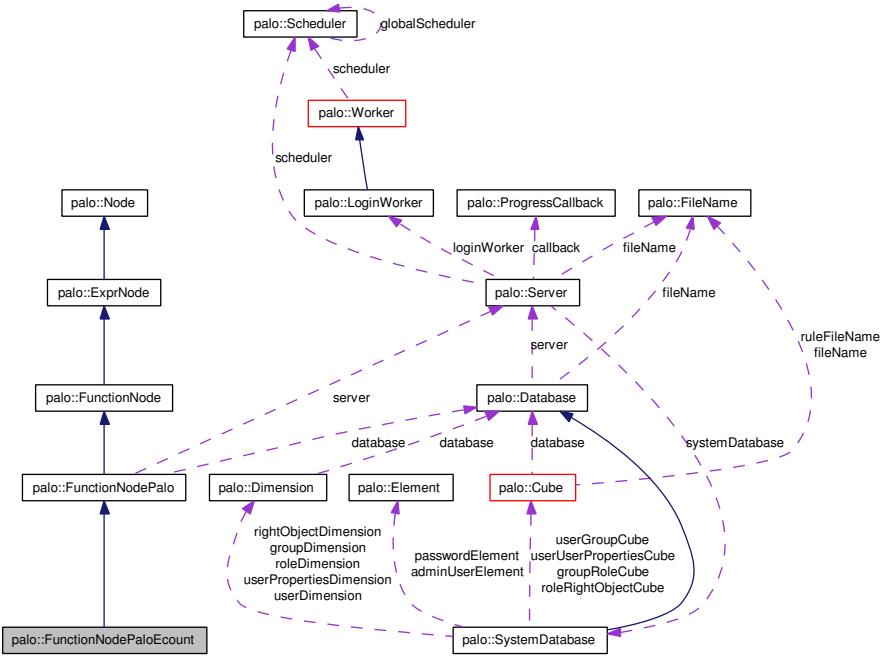
parser function node palo ecount

```
#include <FunctionNodePaloEcount.h>
```

Inheritance diagram for palo::FunctionNodePaloEcount:



Collaboration diagram for palo::FunctionNodePaloEcount:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*

- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

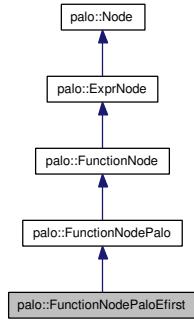
- **FunctionNodePaloEcount.h**

## 4.212 palo::FunctionNodePaloEfirst Class Reference

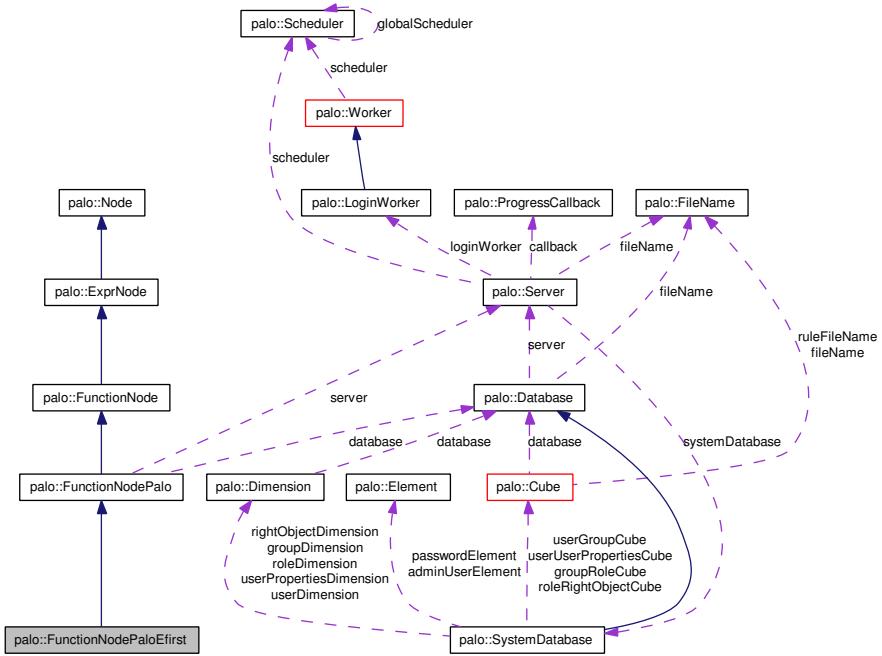
parser function node palo efirst

```
#include <FunctionNodePaloEfirst.h>
```

Inheritance diagram for palo::FunctionNodePaloEfirst:



Collaboration diagram for palo::FunctionNodePaloEfirst:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*

- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

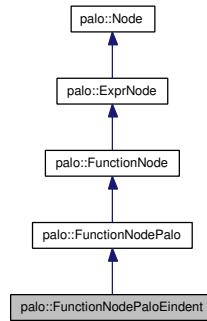
- **FunctionNodePaloEfirst.h**

## 4.213 `palo::FunctionNodePaloEindent` Class Reference

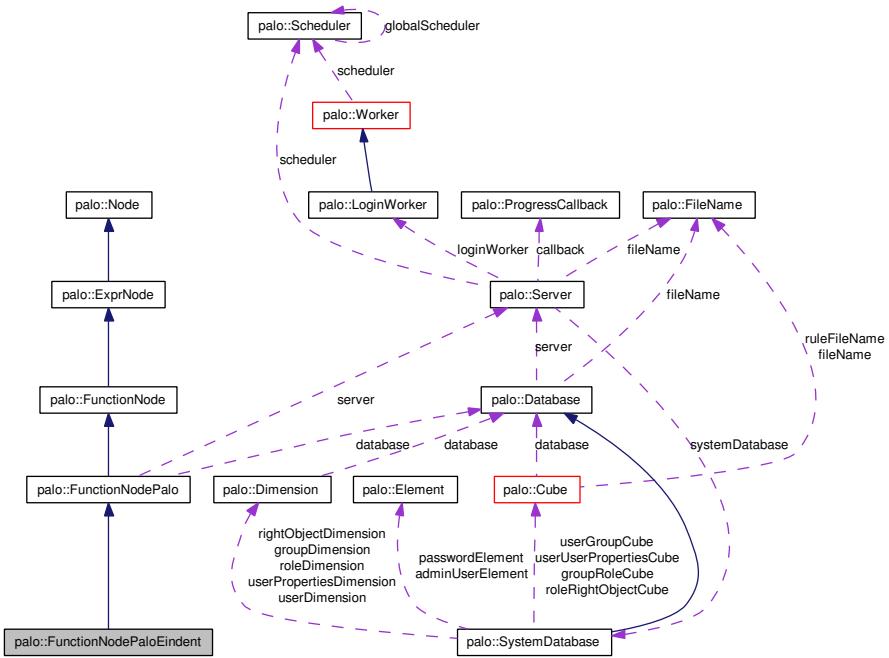
parser function node palo eindent

```
#include <FunctionNodePaloEindent.h>
```

Inheritance diagram for `palo::FunctionNodePaloEindent`:



Collaboration diagram for `palo::FunctionNodePaloEindent`:



## Public Member Functions

- `Node * clone ()`  
*clones an expression node*
- `ValueType getValueType ()`  
*returns the value type of the underlying expression*

- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

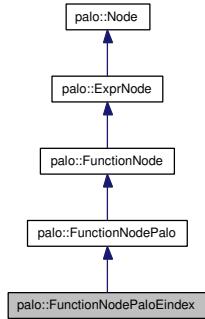
- **FunctionNodePaloEindent.h**

## 4.214 palo::FunctionNodePaloEindex Class Reference

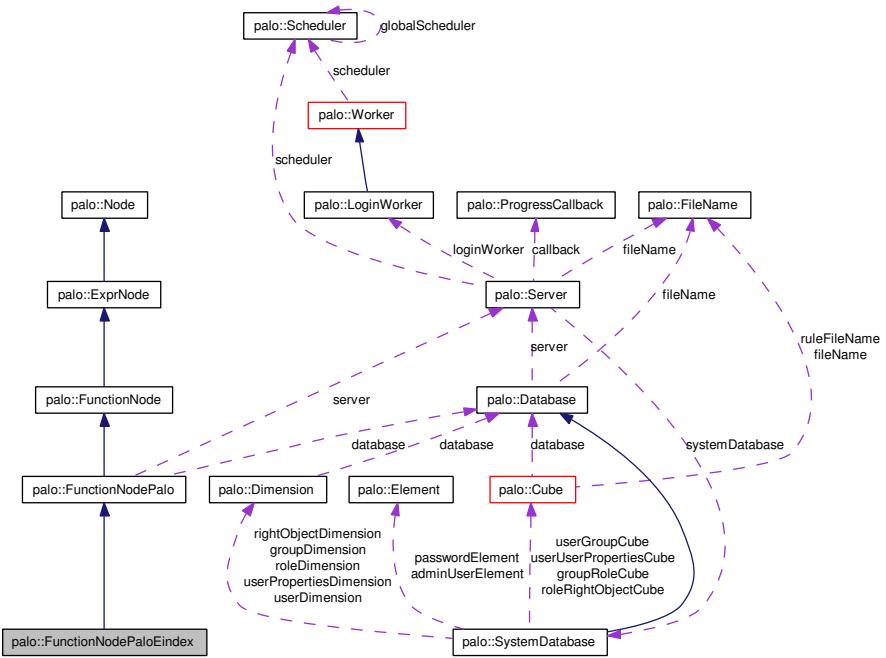
parser function node palo eindex

```
#include <FunctionNodePaloEindex.h>
```

Inheritance diagram for palo::FunctionNodePaloEindex:



Collaboration diagram for palo::FunctionNodePaloEindex:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*

- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

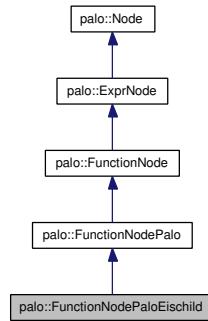
- **FunctionNodePaloEindex.h**

## 4.215 `palo::FunctionNodePaloEischild` Class Reference

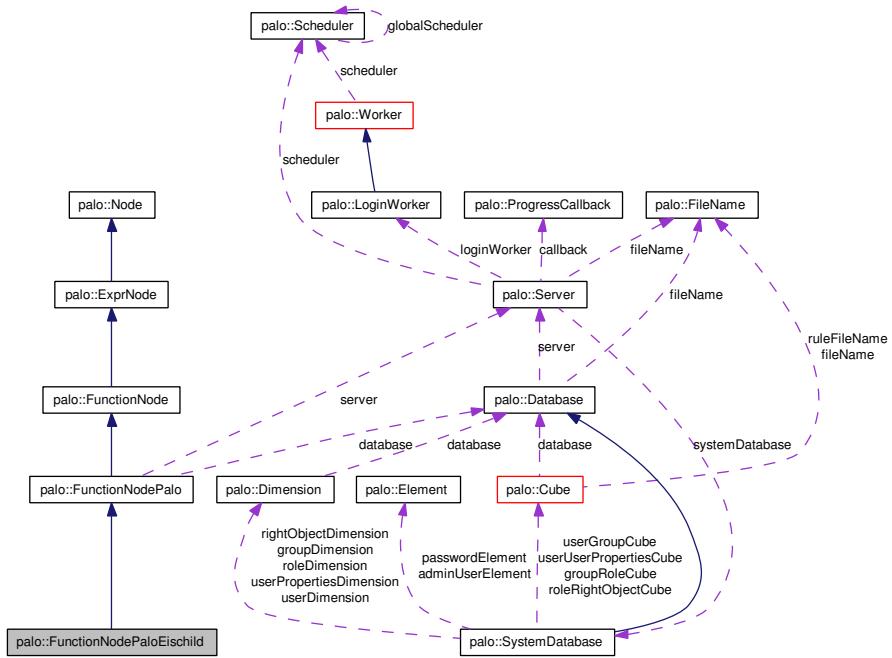
parser function node palo eischild

```
#include <FunctionNodePaloEischild.h>
```

Inheritance diagram for `palo::FunctionNodePaloEischild`:



Collaboration diagram for `palo::FunctionNodePaloEischild`:



## Public Member Functions

- `Node * clone ()`  
*clones an expression node*
- `ValueType getValueType ()`  
*returns the value type of the underlying expression*

- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

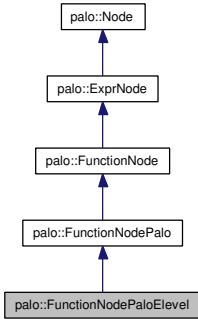
- **FunctionNodePaloEischild.h**

## 4.216 `palo::FunctionNodePaloElevel` Class Reference

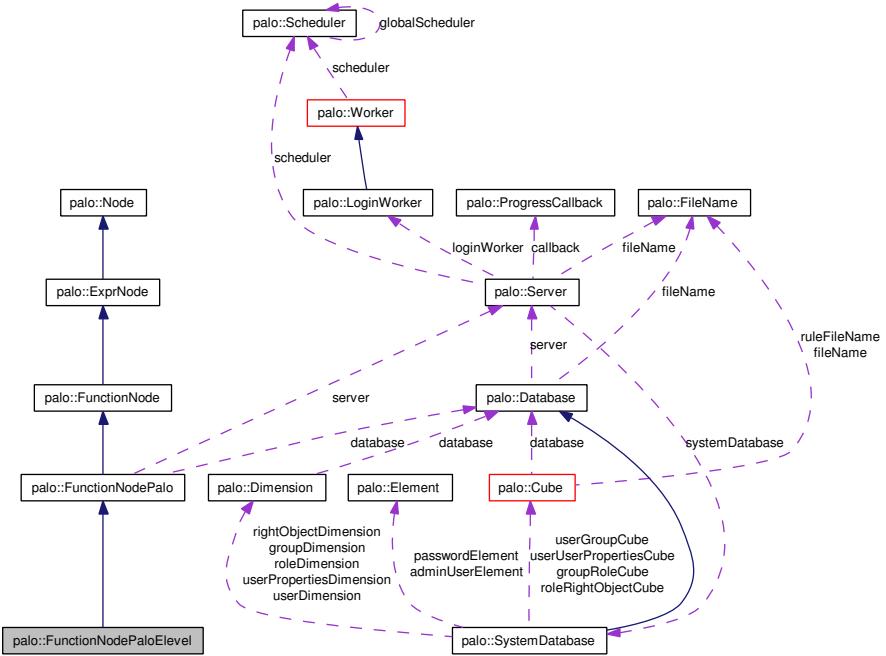
parser function node palo elevel

```
#include <FunctionNodePaloElevel.h>
```

Inheritance diagram for `palo::FunctionNodePaloElevel`:



Collaboration diagram for `palo::FunctionNodePaloElevel`:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*

- **bool validate** (**Server** \*server, **Database** \*database, **Cube** \*cube, **Node** \*destination, string &error)  
*validates the expression*
- **RuleValueType getValue** (**CellPath** \*cellPath, **User** \*user, bool \*isCachable, set< pair< **Rule** \*, IdentifiersType > > \*ruleHistory)  
*returns the value of the underlying expression*

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

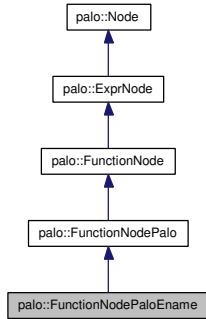
- **FunctionNodePaloElevel.h**

## 4.217 `palo::FunctionNodePaloEname` Class Reference

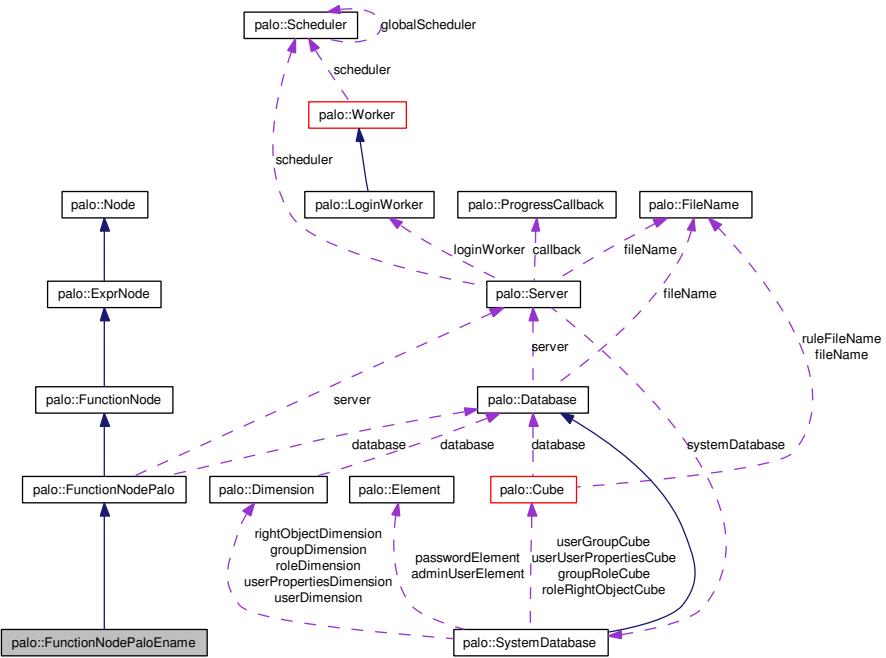
parser function node palo ename

```
#include <FunctionNodePaloEname.h>
```

Inheritance diagram for `palo::FunctionNodePaloEname`:



Collaboration diagram for `palo::FunctionNodePaloEname`:



## Public Member Functions

- `Node * clone ()`  
*clones an expression node*
- `ValueType getValueType ()`  
*returns the value type of the underlying expression*

- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

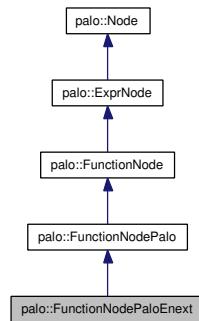
- **FunctionNodePaloEname.h**

## 4.218 palo::FunctionNodePaloEnext Class Reference

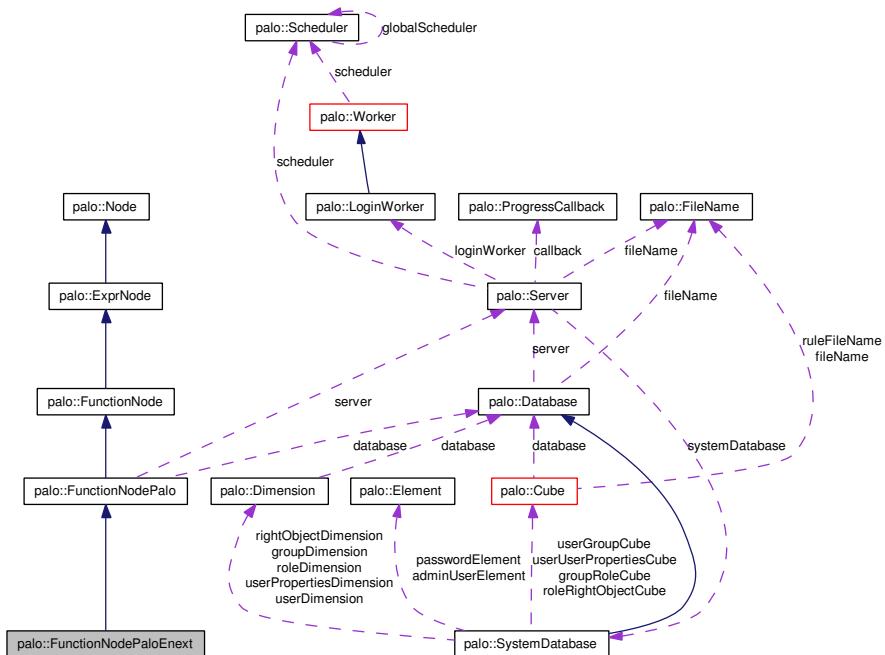
parser function node palo enext

```
#include <FunctionNodePaloEnext.h>
```

## Inheritance diagram for palo::FunctionNodePaloEnext:



## Collaboration diagram for palo::FunctionNodePaloEnext:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
  - **ValueType getValueType ()**  
*returns the value type of the underlying expression*

- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

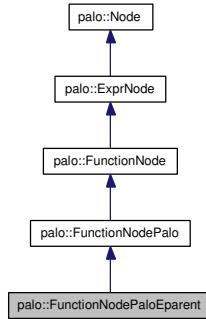
- **FunctionNodePaloEnext.h**

## 4.219 `palo::FunctionNodePaloEparent` Class Reference

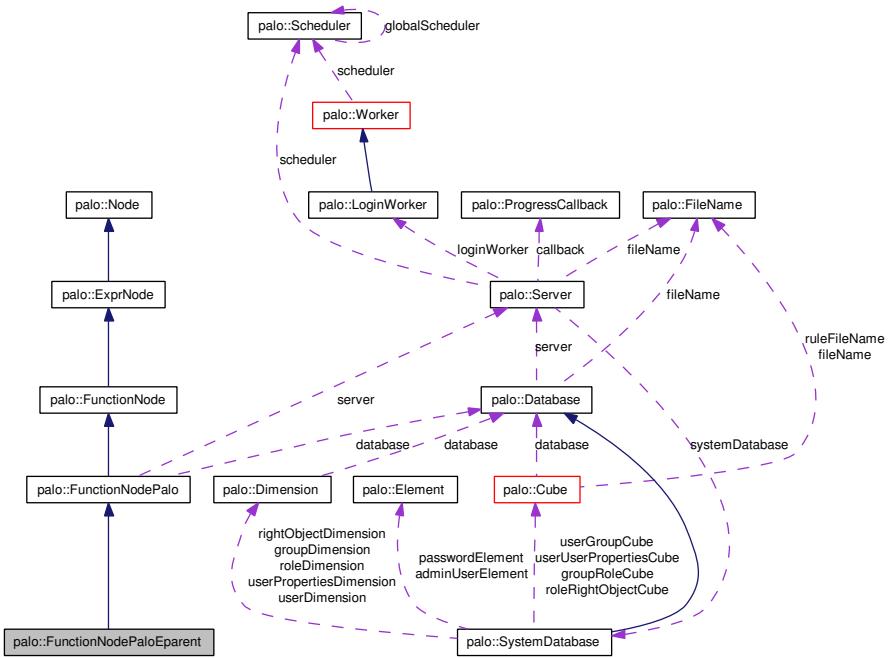
parser function node palo eparent

```
#include <FunctionNodePaloEparent.h>
```

Inheritance diagram for `palo::FunctionNodePaloEparent`:



Collaboration diagram for `palo::FunctionNodePaloEparent`:



### Public Member Functions

- `Node * clone ()`  
*clones an expression node*
- `ValueType getValueType ()`  
*returns the value type of the underlying expression*

- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType >> \*ruleHistory)**  
*returns the value of the underlying expression*

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

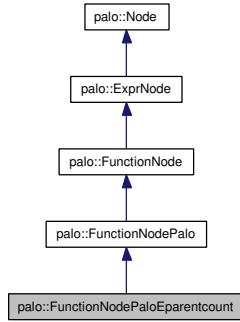
- **FunctionNodePaloEparent.h**

## 4.220 palo::FunctionNodePaloEparentcount Class Reference

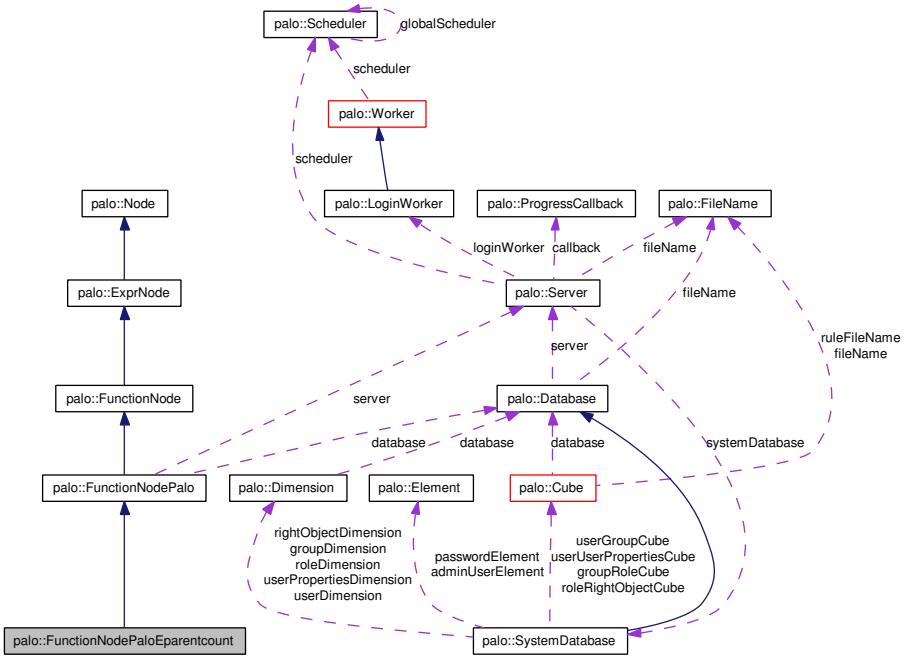
parser function node palo eparentcount

```
#include <FunctionNodePaloEparentcount.h>
```

Inheritance diagram for palo::FunctionNodePaloEparentcount:



Collaboration diagram for palo::FunctionNodePaloEparentcount:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*

- **bool validate** (**Server** \*server, **Database** \*database, **Cube** \*cube, **Node** \*destination, string &error)  
*validates the expression*
- **RuleValueType getValue** (**CellPath** \*cellPath, **User** \*user, bool \*isCachable, set< pair< **Rule** \*, IdentifiersType >> \*ruleHistory)  
*returns the value of the underlying expression*

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

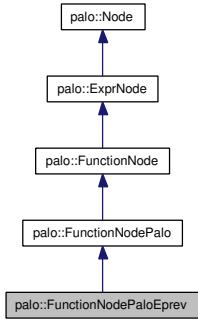
- **FunctionNodePaloEparentcount.h**

## 4.221 palo::FunctionNodePaloEprev Class Reference

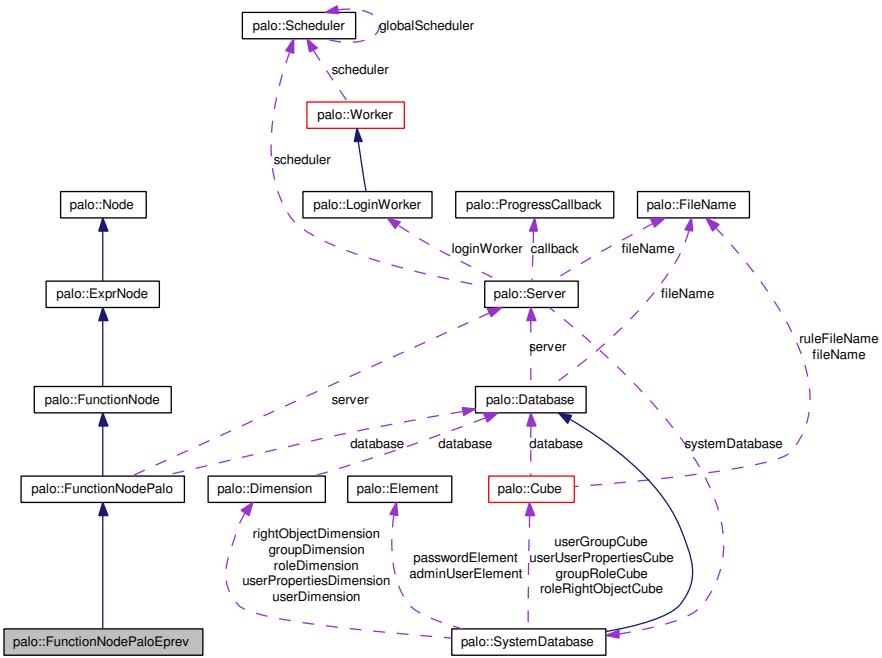
parser function node palo eprev

```
#include <FunctionNodePaloEprev.h>
```

Inheritance diagram for palo::FunctionNodePaloEprev:



Collaboration diagram for palo::FunctionNodePaloEprev:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*

- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

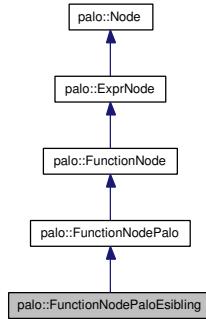
- **FunctionNodePaloEprev.h**

## 4.222 palo::FunctionNodePaloEsibling Class Reference

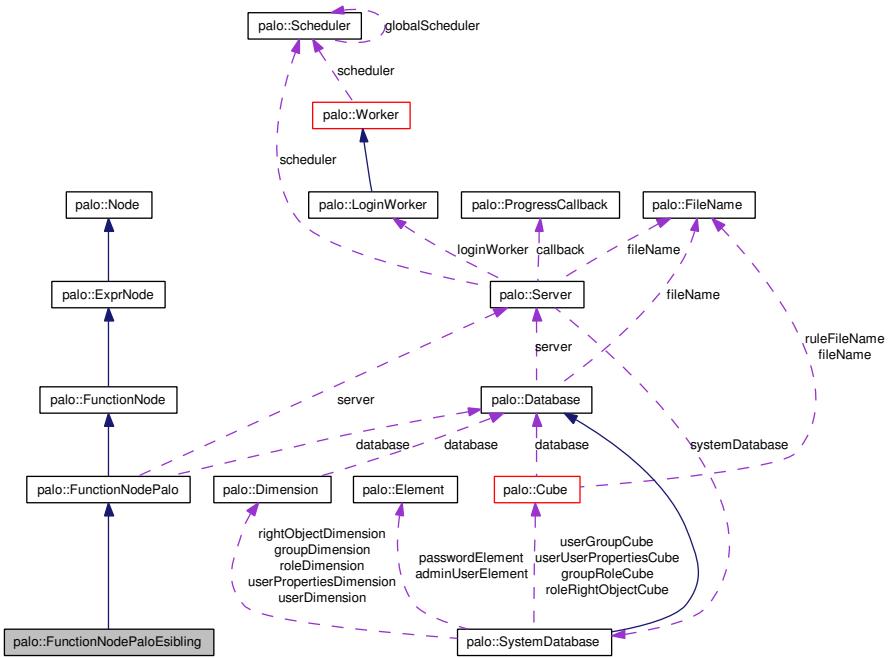
parser function node palo esibling

```
#include <FunctionNodePaloEsibling.h>
```

Inheritance diagram for palo::FunctionNodePaloEsibling:



Collaboration diagram for palo::FunctionNodePaloEsibling:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*

- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

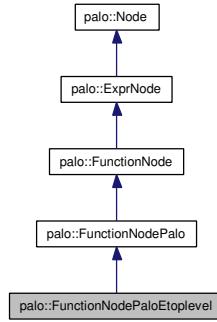
- **FunctionNodePaloEsibling.h**

## 4.223 palo::FunctionNodePaloEtoplevel Class Reference

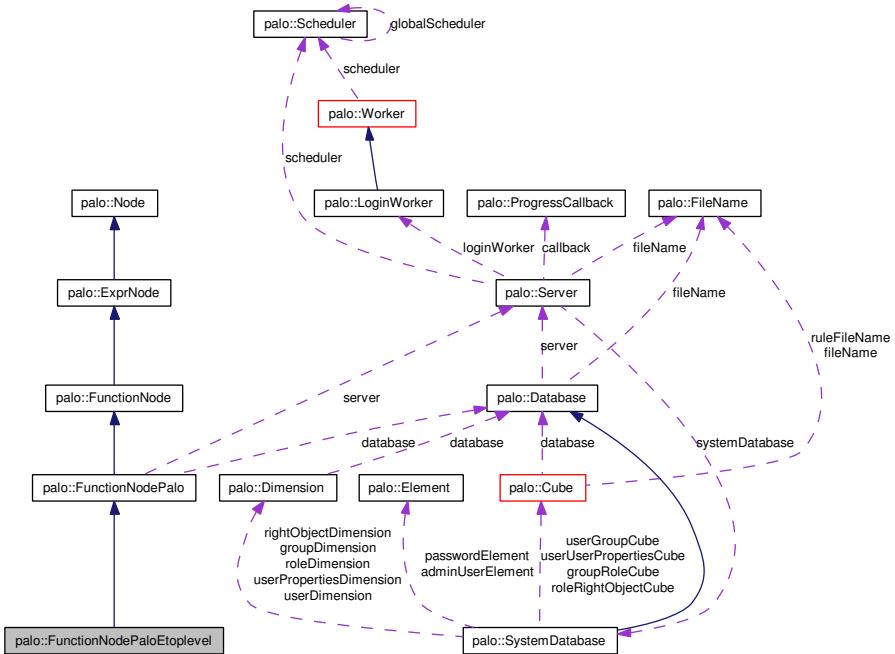
parser function node palo etoplevel

```
#include <FunctionNodePaloEtoplevel.h>
```

Inheritance diagram for palo::FunctionNodePaloEtoplevel:



Collaboration diagram for palo::FunctionNodePaloEtoplevel:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*

- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

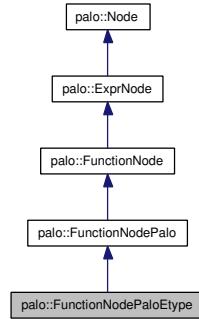
- **FunctionNodePaloEplevel.h**

## 4.224 palo::FunctionNodePaloEtype Class Reference

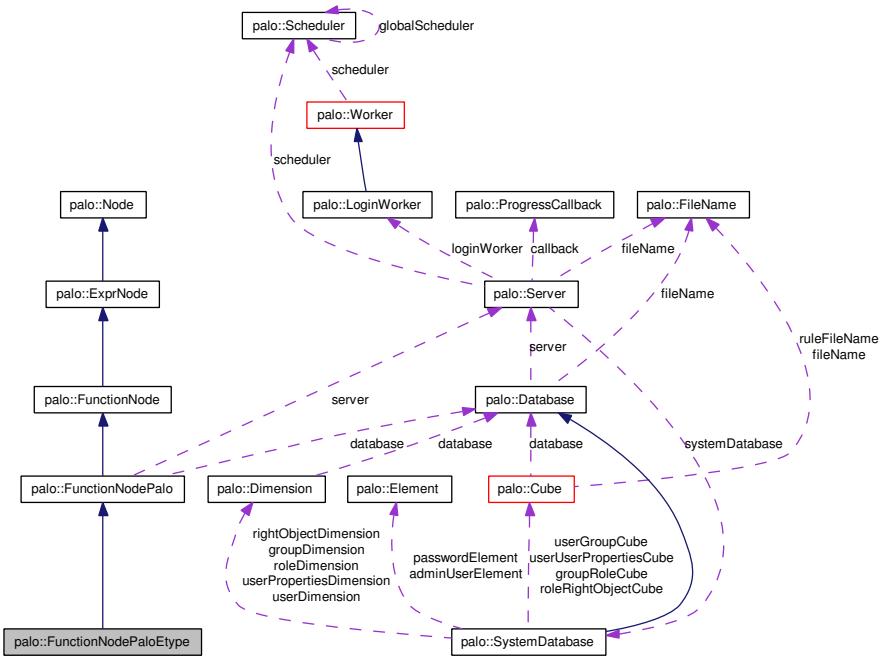
parser function node palo etype

```
#include <FunctionNodePaloEtype.h>
```

Inheritance diagram for palo::FunctionNodePaloEtype:



Collaboration diagram for palo::FunctionNodePaloEtype:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*

- **bool validate** (**Server** \*server, **Database** \*database, **Cube** \*cube, **Node** \*destination, string &error)  
*validates the expression*
- **RuleValueType getValue** (**CellPath** \*cellPath, **User** \*user, bool \*isCachable, set< pair< **Rule** \*, IdentifiersType >> \*ruleHistory)  
*returns the value of the underlying expression*

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

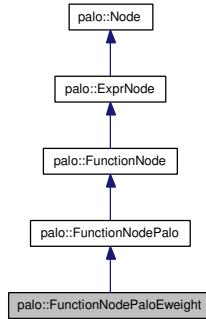
- **FunctionNodePaloEtype.h**

## 4.225 palo::FunctionNodePaloEweight Class Reference

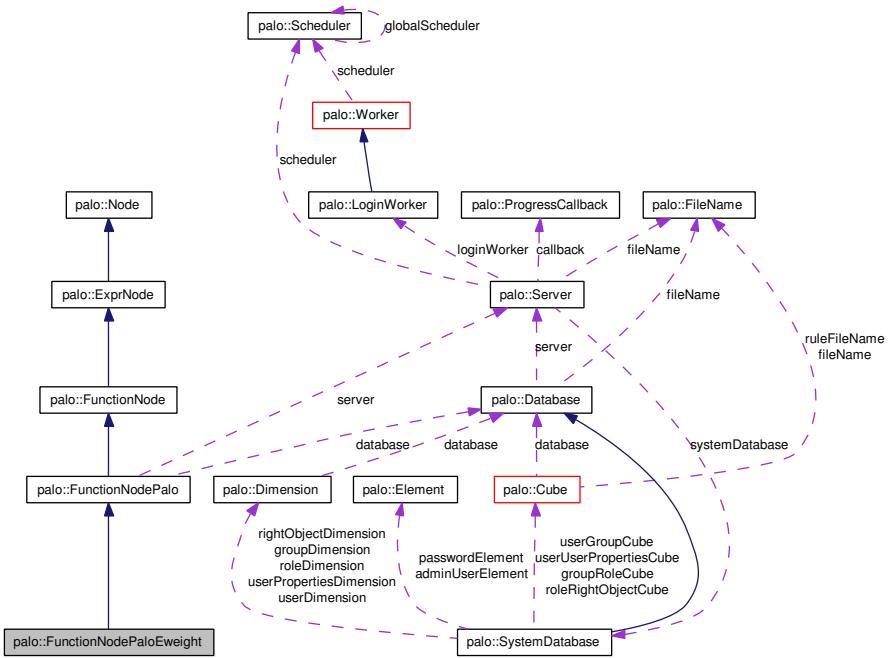
parser function node palo eweight

```
#include <FunctionNodePaloEweight.h>
```

Inheritance diagram for palo::FunctionNodePaloEweight:



Collaboration diagram for palo::FunctionNodePaloEweight:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*

- **bool validate** (**Server** \*server, **Database** \*database, **Cube** \*cube, **Node** \*destination, string &error)  
*validates the expression*
- **RuleValueType getValue** (**CellPath** \*cellPath, **User** \*user, bool \*isCachable, set< pair< **Rule** \*, IdentifiersType > > \*ruleHistory)  
*returns the value of the underlying expression*

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

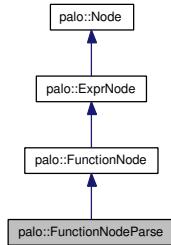
- **FunctionNodePaloEweight.h**

## 4.226 palo::FunctionNodeParse Class Reference

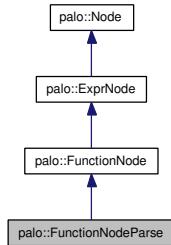
parser function node parse

```
#include <FunctionNodeParse.h>
```

Inheritance diagram for palo::FunctionNodeParse:



Collaboration diagram for palo::FunctionNodeParse:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*, Database \*, Cube \*, Node \*, string &message)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

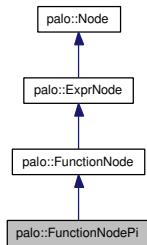
- **FunctionNodeParse.h**

## 4.227 `palo::FunctionNodePi` Class Reference

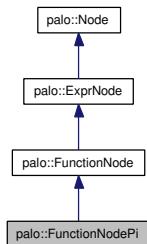
parser function node pi

```
#include <FunctionNodePi.h>
```

Inheritance diagram for `palo::FunctionNodePi`:



Collaboration diagram for `palo::FunctionNodePi`:



### Public Member Functions

- **`Node * clone ()`**  
*clones an expression node*
- **`ValueType getValueType ()`**  
*returns the value type of the underlying expression*
- **`bool validate (Server *, Database *, Cube *, Node *, string &error)`**  
*validates the expression*
- **`RuleValueType getValue (CellPath *cellPath, User *user, bool *isCachable, set< pair< Rule *, IdentifiersType > > *ruleHistory)`**  
*returns the value of the underlying expression*

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

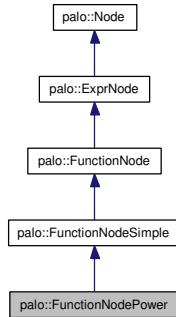
- `FunctionNodePi.h`

## 4.228 palo::FunctionNodePower Class Reference

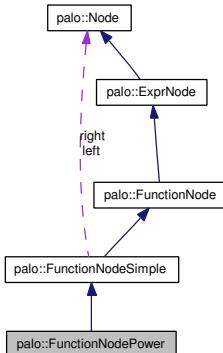
parser function node power

```
#include <FunctionNodePower.h>
```

Inheritance diagram for palo::FunctionNodePower:



Collaboration diagram for palo::FunctionNodePower:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

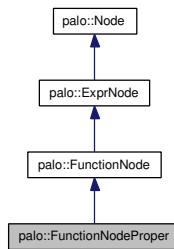
- **FunctionNodePower.h**

## 4.229 **palo::FunctionNodeProper** Class Reference

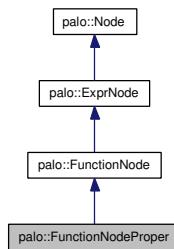
parser function node proper

```
#include <FunctionNodeProper.h>
```

Inheritance diagram for **palo::FunctionNodeProper**:



Collaboration diagram for **palo::FunctionNodeProper**:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

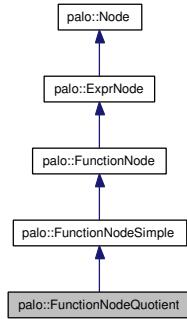
- **FunctionNodeProper.h**

## 4.230 palo::FunctionNodeQuotient Class Reference

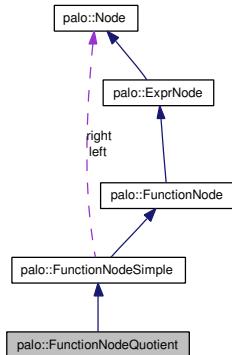
parser function node quotient

```
#include <FunctionNodeQuotient.h>
```

Inheritance diagram for palo::FunctionNodeQuotient:



Collaboration diagram for palo::FunctionNodeQuotient:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

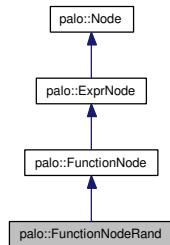
- **FunctionNodeQuotient.h**

## 4.231 palo::FunctionNodeRand Class Reference

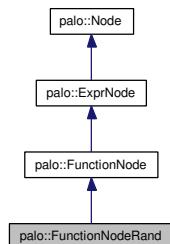
parser function node simple rand

```
#include <FunctionNodeRand.h>
```

Inheritance diagram for palo::FunctionNodeRand:



Collaboration diagram for palo::FunctionNodeRand:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*, Database \*, Cube \*, Node \*, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

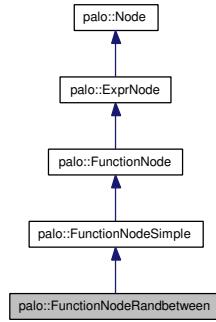
- **FunctionNodeRand.h**

## 4.232 palo::FunctionNodeRandbetween Class Reference

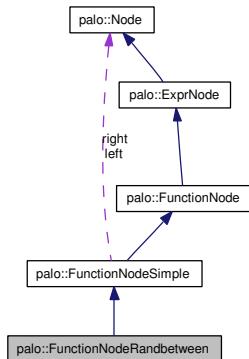
parser function node rand between

```
#include <FunctionNodeRandbetween.h>
```

Inheritance diagram for palo::FunctionNodeRandbetween:



Collaboration diagram for palo::FunctionNodeRandbetween:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

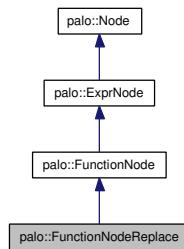
- **FunctionNodeRandbetween.h**

## 4.233 palo::FunctionNodeReplace Class Reference

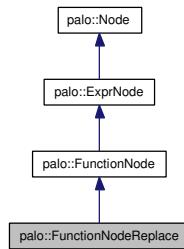
parser function node replace

```
#include <FunctionNodeReplace.h>
```

Inheritance diagram for palo::FunctionNodeReplace:



Collaboration diagram for palo::FunctionNodeReplace:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

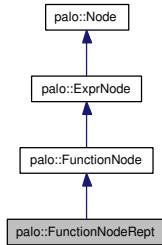
- **FunctionNodeReplace.h**

## 4.234 palo::FunctionNodeRept Class Reference

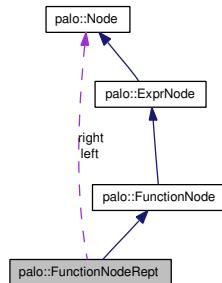
parser function node rept

```
#include <FunctionNodeRept.h>
```

Inheritance diagram for palo::FunctionNodeRept:



Collaboration diagram for palo::FunctionNodeRept:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

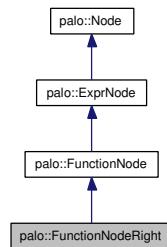
- **FunctionNodeRept.h**

## 4.235 palo::FunctionNodeRight Class Reference

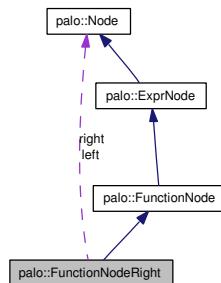
parser function node right

```
#include <FunctionNodeRight.h>
```

Inheritance diagram for palo::FunctionNodeRight:



Collaboration diagram for palo::FunctionNodeRight:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

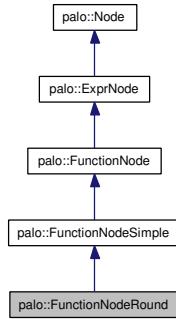
- **FunctionNodeRight.h**

## 4.236 palo::FunctionNodeRound Class Reference

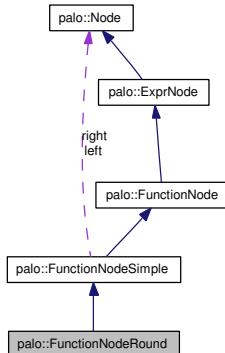
parser function node round

```
#include <FunctionNodeRound.h>
```

Inheritance diagram for palo::FunctionNodeRound:



Collaboration diagram for palo::FunctionNodeRound:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

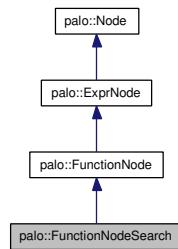
- **FunctionNodeRound.h**

## 4.237 **palo::FunctionNodeSearch** Class Reference

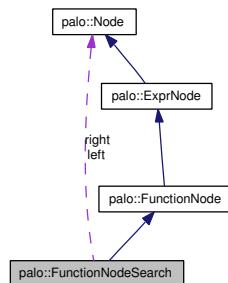
parser function node search

```
#include <FunctionNodeSearch.h>
```

Inheritance diagram for **palo::FunctionNodeSearch**:



Collaboration diagram for **palo::FunctionNodeSearch**:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

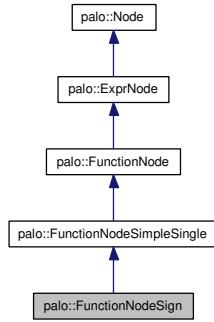
- **FunctionNodeSearch.h**

## 4.238 palo::FunctionNodeSign Class Reference

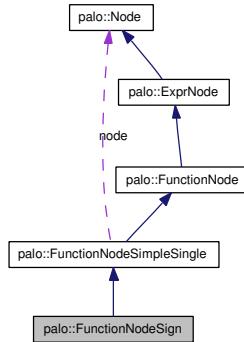
parser function node sign

```
#include <FunctionNodeSign.h>
```

Inheritance diagram for palo::FunctionNodeSign:



Collaboration diagram for palo::FunctionNodeSign:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

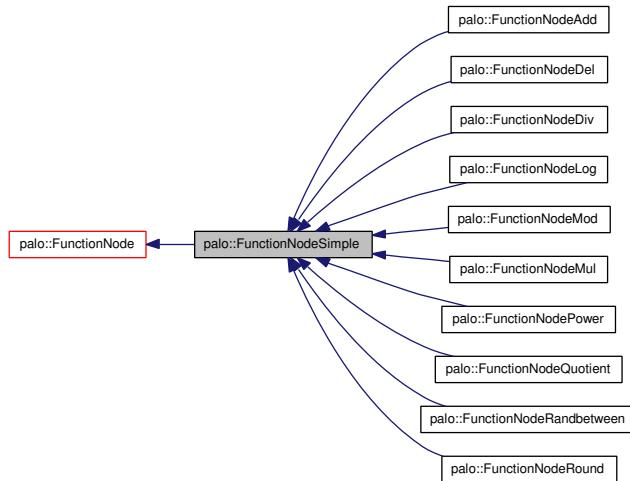
- **FunctionNodeSign.h**

## 4.239 `palo::FunctionNodeSimple` Class Reference

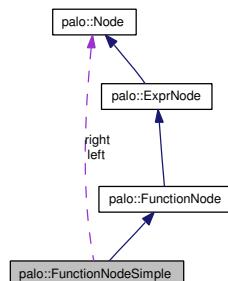
parser function node simple

```
#include <FunctionNodeSimple.h>
```

Inheritance diagram for `palo::FunctionNodeSimple`:



Collaboration diagram for `palo::FunctionNodeSimple`:



### Public Member Functions

- `ValueType getValueType ()`  
*returns the value type of the underlying expression*
- `bool isSimple () const`  
*returns true if rule is simple expression (constant or area)*
- `bool validate (Server *, Database *, Cube *, Node *, string &)`  
*validates the expression*
- `void appendRepresentation (StringBuffer *, Cube *) const`  
*appends representation to string buffer*

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

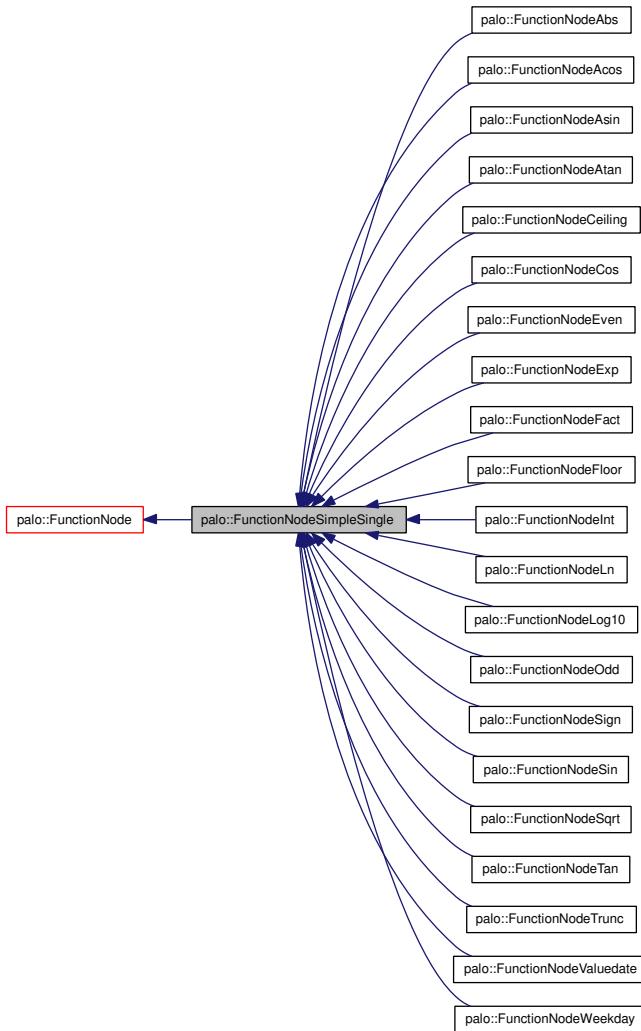
- **FunctionNodeSimple.h**
- **FunctionNodeSimple.cpp**

## 4.240 `palo::FunctionNodeSimpleSingle` Class Reference

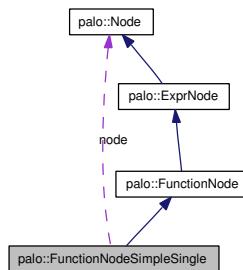
parser function node simple single

```
#include <FunctionNodeSimpleSingle.h>
```

Inheritance diagram for `palo::FunctionNodeSimpleSingle`:



Collaboration diagram for `palo::FunctionNodeSimpleSingle`:



## Public Member Functions

- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*, Database \*, Cube \*, Node \*, string &)**  
*validates the expression*

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

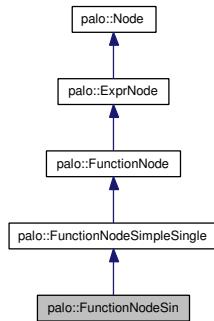
- **FunctionNodeSimpleSingle.h**
- **FunctionNodeSimpleSingle.cpp**

## 4.241 palo::FunctionNodeSin Class Reference

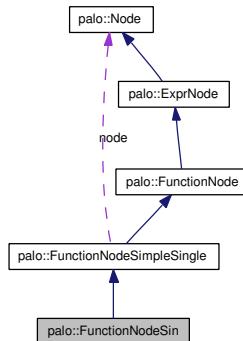
parser function node sin

```
#include <FunctionNodeSin.h>
```

Inheritance diagram for palo::FunctionNodeSin:



Collaboration diagram for palo::FunctionNodeSin:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

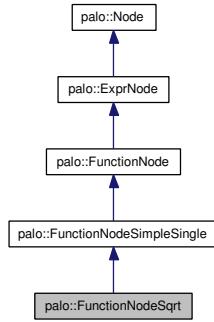
- **FunctionNodeSin.h**

## 4.242 palo::FunctionNodeSqrt Class Reference

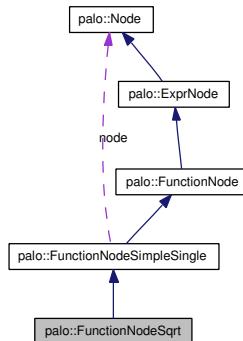
parser function node sqrt

```
#include <FunctionNodeSqrt.h>
```

Inheritance diagram for palo::FunctionNodeSqrt:



Collaboration diagram for palo::FunctionNodeSqrt:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

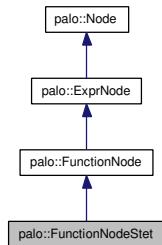
- **FunctionNodeSqrt.h**

## 4.243 `palo::FunctionNodeStet` Class Reference

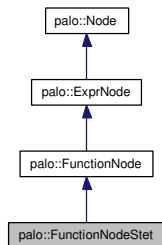
parser function node simple stet

```
#include <FunctionNodeStet.h>
```

Inheritance diagram for `palo::FunctionNodeStet`:



Collaboration diagram for `palo::FunctionNodeStet`:



### Public Member Functions

- `Node * clone ()`  
*clones an expression node*
- `NodeType getNodeType () const`  
*returns the node type*
- `ValueType getValueType ()`  
*returns the value type of the underlying expression*
- `bool validate (Server *, Database *, Cube *, Node *, string &error)`  
*validates the expression*
- `RuleValueType getValue (CellPath *cellPath, User *user, bool *isCachable, set< pair< Rule *, IdentifiersType > > *ruleHistory)`  
*returns the value of the underlying expression*

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

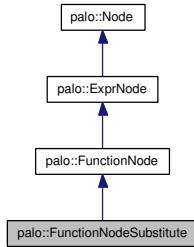
- `FunctionNodeStet.h`

## 4.244 palo::FunctionNodeSubstitute Class Reference

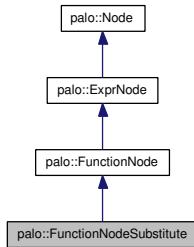
parser function node substitute

```
#include <FunctionNodeSubstitute.h>
```

Inheritance diagram for palo::FunctionNodeSubstitute:



Collaboration diagram for palo::FunctionNodeSubstitute:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

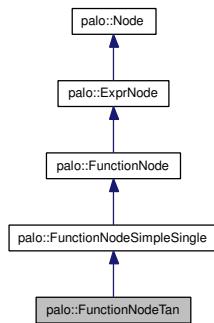
- **FunctionNodeSubstitute.h**

## 4.245 palo::FunctionNodeTan Class Reference

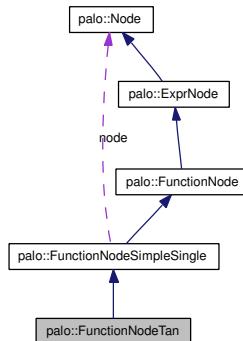
parser function node tan

```
#include <FunctionNodeTan.h>
```

Inheritance diagram for palo::FunctionNodeTan:



Collaboration diagram for palo::FunctionNodeTan:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

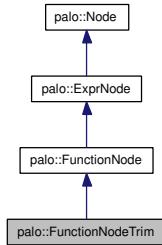
- **FunctionNodeTan.h**

## 4.246 palo::FunctionNodeTrim Class Reference

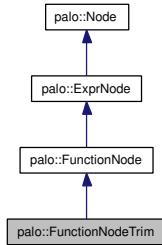
parser function node trim

```
#include <FunctionNodeTrim.h>
```

Inheritance diagram for palo::FunctionNodeTrim:



Collaboration diagram for palo::FunctionNodeTrim:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*destination, string &error)**  
*validates the expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

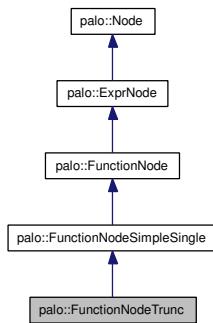
- **FunctionNodeTrim.h**

## 4.247 `palo::FunctionNodeTrunc` Class Reference

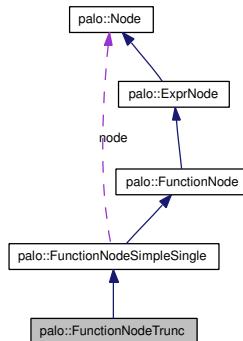
parser function node trunc

```
#include <FunctionNodeTrunc.h>
```

Inheritance diagram for `palo::FunctionNodeTrunc`:



Collaboration diagram for `palo::FunctionNodeTrunc`:



### Public Member Functions

- `Node * clone ()`  
*clones an expression node*
- `RuleValueType getValue (CellPath *cellPath, User *user, bool *isCachable, set< pair< Rule *, IdentifiersType > > *ruleHistory)`  
*returns the value of the underlying expression*

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

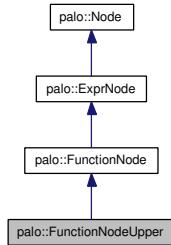
- `FunctionNodeTrunc.h`

## 4.248 `palo::FunctionNodeUpper` Class Reference

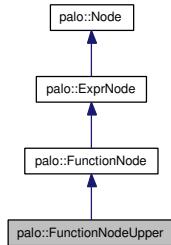
parser function node upper

```
#include <FunctionNodeUpper.h>
```

Inheritance diagram for `palo::FunctionNodeUpper`:



Collaboration diagram for `palo::FunctionNodeUpper`:



### Public Member Functions

- **`Node * clone ()`**  
*clones an expression node*
- **`ValueType getValueType ()`**  
*returns the value type of the underlying expression*
- **`bool validate (Server *server, Database *database, Cube *cube, Node *destination, string &error)`**  
*validates the expression*
- **`RuleValueType getValue (CellPath *cellPath, User *user, bool *isCachable, set< pair< Rule *, IdentifiersType > > *ruleHistory)`**  
*returns the value of the underlying expression*

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

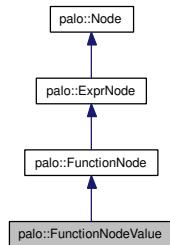
- **`FunctionNodeUpper.h`**

## 4.249 `palo::FunctionNodeValue` Class Reference

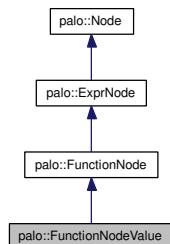
parser function node value

```
#include <FunctionNodeValue.h>
```

Inheritance diagram for `palo::FunctionNodeValue`:



Collaboration diagram for `palo::FunctionNodeValue`:



### Public Member Functions

- `Node * clone ()`  
*clones an expression node*
- `ValueType getValueType ()`  
*returns the value type of the underlying expression*
- `bool validate (Server *server, Database *database, Cube *cube, Node *destination, string &error)`  
*validates the expression*
- `RuleValueType getValue (CellPath *cellPath, User *user, bool *isCachable, set< pair< Rule *, IdentifiersType > > *ruleHistory)`  
*returns the value of the underlying expression*

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

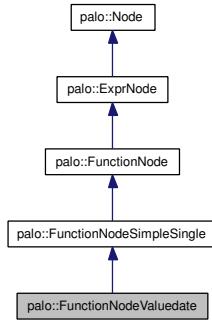
- `FunctionNodeValue.h`

## 4.250 palo::FunctionNodeValuedate Class Reference

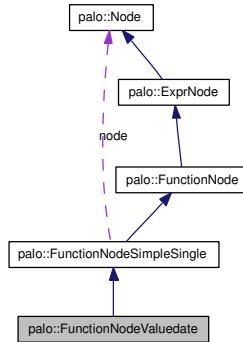
parser function node valuedate

```
#include <FunctionNodeValuedate.h>
```

Inheritance diagram for palo::FunctionNodeValuedate:



Collaboration diagram for palo::FunctionNodeValuedate:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

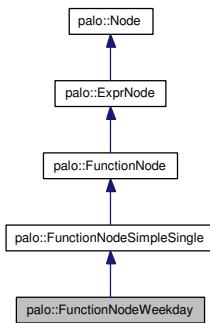
- **FunctionNodeValuedate.h**

## 4.251 palo::FunctionNodeWeekday Class Reference

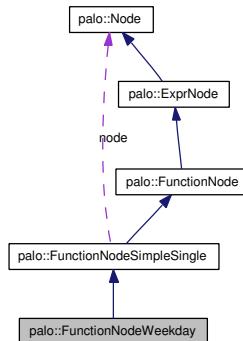
parser function node weekday

```
#include <FunctionNodeWeekday.h>
```

Inheritance diagram for palo::FunctionNodeWeekday:



Collaboration diagram for palo::FunctionNodeWeekday:



### Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*

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

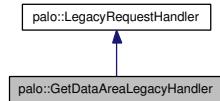
- **FunctionNodeWeekday.h**

## 4.252 palo::GetDataAreaLegacyHandler Class Reference

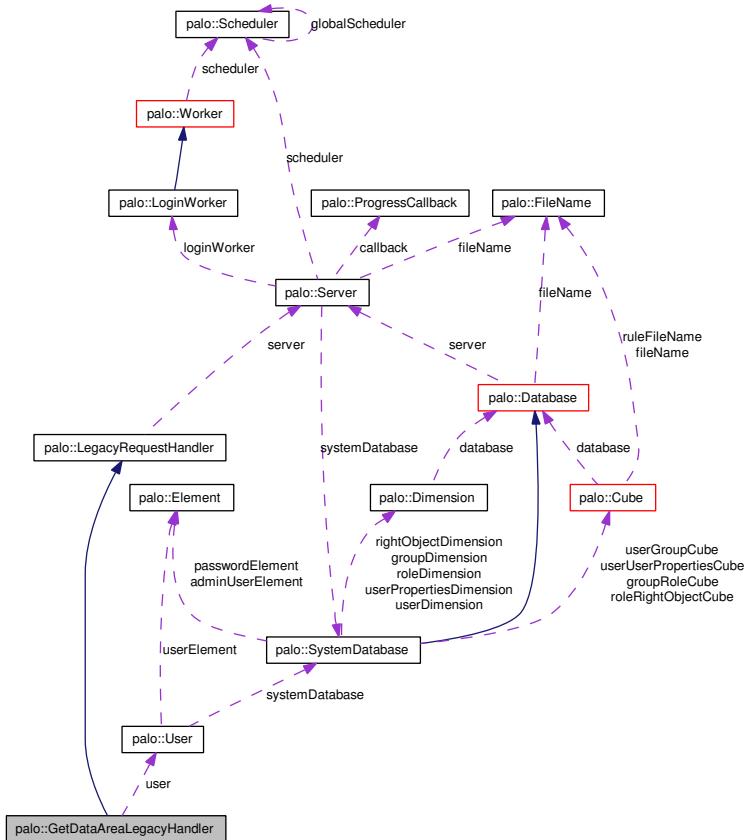
getdata\_area

```
#include <GetDataAreaLegacyHandler.h>
```

Inheritance diagram for palo::GetDataAreaLegacyHandler:



Collaboration diagram for palo::GetDataAreaLegacyHandler:



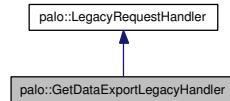
The documentation for this class was generated from the following file:

- [GetDataAreaLegacyHandler.h](#)

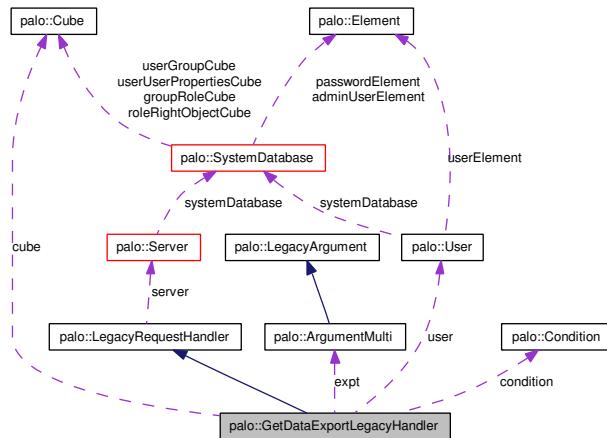
## 4.253 palo::GetDataExportLegacyHandler Class Reference

```
getdata_export  
#include <GetDataExportLegacyHandler.h>
```

## Inheritance diagram for palo::GetDataExportLegacyHandler:



## Collaboration diagram for palo::GetDataExportLegacyHandler:



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

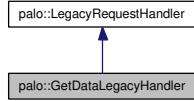
- `GetDataExportLegacyHandler.h`

## 4.254 palo::GetDataLegacyHandler Class Reference

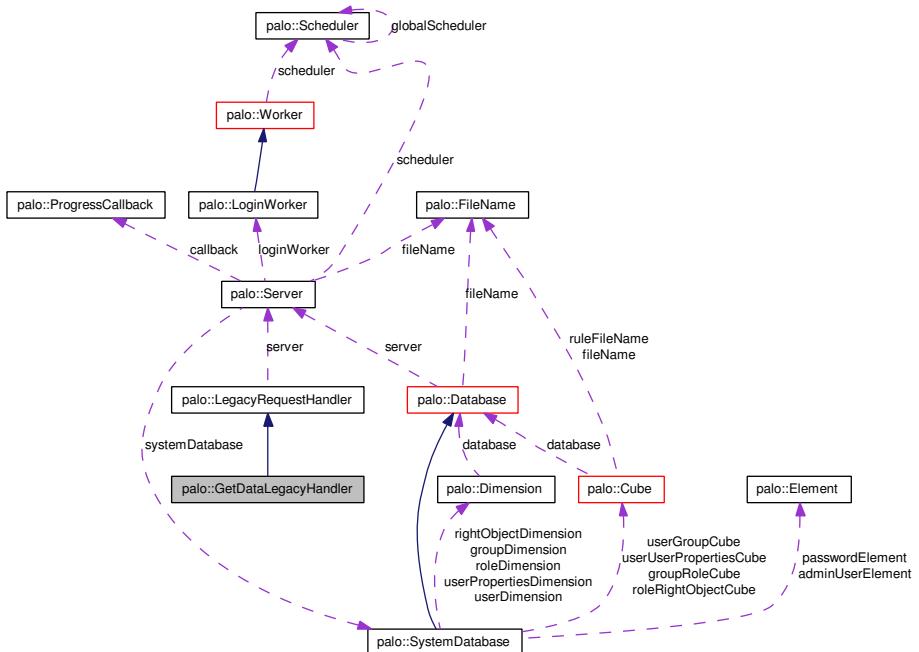
getdata

```
#include <GetDataLegacyHandler.h>
```

Inheritance diagram for palo::GetDataLegacyHandler:



Collaboration diagram for palo::GetDataLegacyHandler:



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

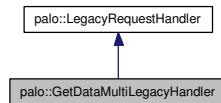
- [GetDataLegacyHandler.h](#)

## 4.255 palo::GetDataMultiLegacyHandler Class Reference

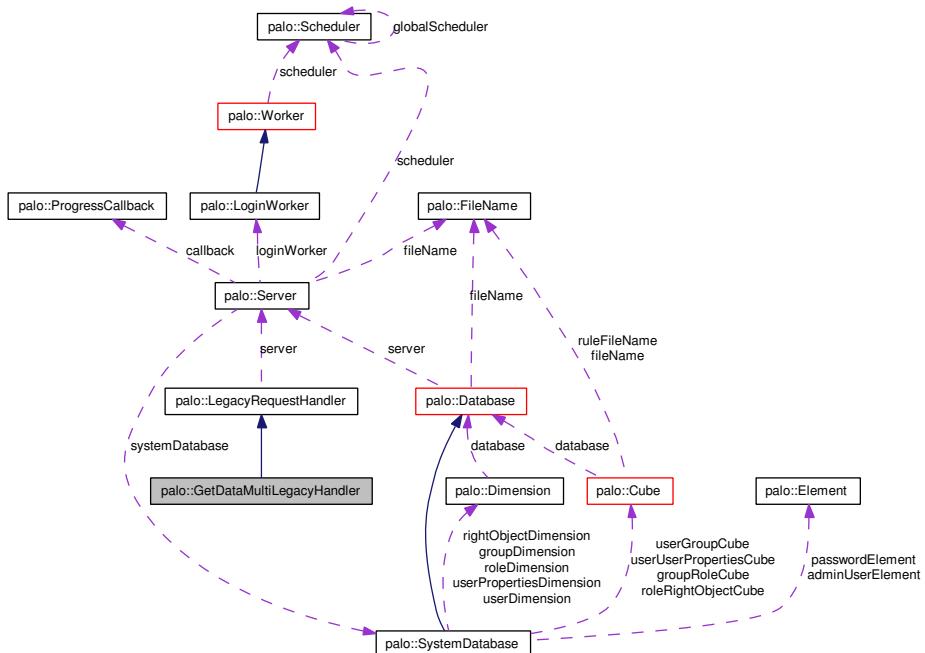
getdata\_multi

```
#include <GetDataMultiLegacyHandler.h>
```

Inheritance diagram for palo::GetDataMultiLegacyHandler:



Collaboration diagram for palo::GetDataMultiLegacyHandler:



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

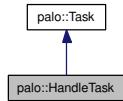
- [GetDataMultiLegacyHandler.h](#)

## 4.256 palo::HandleTask Class Reference

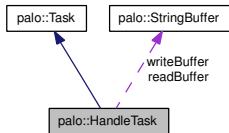
abstract base class for tasks using Windows HANDLE

```
#include <HandleTask.h>
```

Inheritance diagram for palo::HandleTask:



Collaboration diagram for palo::HandleTask:



### Public Member Functions

- virtual HANDLE **getReadHandle** ()  
*returns the read handle or INVALID\_HANDLE*
- virtual size\_t **canHandleRead** ()  
*called by scheduler to check if the task wants to read*
- virtual bool **handleRead** (size\_t)=0  
*called by scheduler to indicate available data*
- virtual HANDLE **getWriteHandle** ()  
*returns the write handle or INVALID\_HANDLE*
- virtual bool **canHandleWrite** ()  
*called by scheduler to check if task wants to write*
- virtual bool **handleWrite** ()  
*called by scheduler to indicate that data can be written*
- virtual void **handleHangup** (HANDLE fd)  
*called by scheduler to indicate hangup*
- virtual void **handleShutdown** ()  
*called by scheduler to indicate shutdown in progress*

## Protected Member Functions

- **bool fillReadBuffer (size\_t)**  
*fills the read buffer*
- **bool hasWriteBuffer () const**  
*checks for presence of an active write buffer*
- **void setWriteBuffer (StringBuffer \*, bool ownBuffer=true)**  
*sets an active write buffer*
- **virtual void completedWriteBuffer ()=0**  
*called if write buffer has been sent*

## Protected Attributes

- **HANDLE readHandle**  
*read handle*
- **HANDLE writeHandle**  
*write handle*
- **StringBuffer readBuffer**  
*read buffer*
- **StringBuffer \* writeBuffer**  
*the current write buffer*
- **bool ownBuffer**  
*if true, the resource writeBuffer is owned by the write task*
- **size\_t writeLength**  
*number of bytes already written*

### 4.256.1 Detailed Description

This abstract class is the base class for tasks using Windows HANDLE. Under Windows there is a difference between file descriptors and sockets. Therefore the standard IO tasks cannot be used to communicate with a pipe.

### 4.256.2 Member Function Documentation

#### 4.256.2.1 virtual HANDLE palo::HandleTask::getReadHandle () [inline, virtual]

This function is used by the scheduler to get the underlying read handle.

**4.256.2.2 size\_t palo::HandleTask::canHandleRead () [virtual]**

This function is used by the scheduler to check if the task is ready to receive new data. The scheduler will only check connection for new data if this function returns true.

**4.256.2.3 virtual bool palo::HandleTask::handleRead (size\_t) [pure virtual]**

This callback is called by the scheduler if there is new data available. The task must try to read data from the connection in a non-blocking way.

**4.256.2.4 virtual HANDLE palo::HandleTask::getWriteHandle () [inline, virtual]**

This function is used by the scheduler to get the underlying write handle.

**4.256.2.5 virtual bool palo::HandleTask::canHandleWrite () [inline, virtual]**

This function is used by the scheduler to check if the task is ready to send data. The scheduler will only check connection for writability if this function returns true.

**4.256.2.6 bool palo::HandleTask::handleWrite () [virtual]**

This callback is called by the scheduler if the connection can consume data. The task must try to write data to the connection in a non-blocking way.

**4.256.2.7 virtual void palo::HandleTask::handleHangup (HANDLE fd) [inline, virtual]**

This callback is called by the scheduler if the connection has been closed.

**4.256.2.8 virtual void palo::HandleTask::handleShutdown () [inline, virtual]**

This callback is called by the scheduler to indicate that the scheduler is shutting down. The task should release any resources it is holding.

**4.256.2.9 bool palo::HandleTask::fillReadBuffer (size\_t) [protected]**

The function should be called by input task if the scheduler has indicated that new data is available. It will return true, if data could be read and false if the connection has been closed.

**4.256.2.10 virtual void palo::HandleTask::completedWriteBuffer () [protected, pure virtual]**

This callback is called if the current write buffer has been sent completely to the client.

### 4.256.3 Member Data Documentation

#### 4.256.3.1 StringBuffer palo::HandleTask::readBuffer [protected]

The function fillReadBuffer stores the data in this buffer.

#### 4.256.3.2 bool palo::HandleTask::ownBuffer [protected]

If true, the writeBuffer is deleted as soon as it has been sent to the client. If false, the writeBuffer is keep alive.

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

- **HandleTask.h**
- **HandleTask.cpp**

## 4.257 palo::HashAreaStorage Class Reference

palo hash area storage

```
#include <HashAreaStorage.h>
```

### 4.257.1 Detailed Description

A storage that is used to hold a specific sub-cube. The access to the elements is done via a precomputed hash function

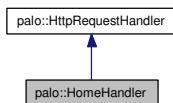
The documentation for this class was generated from the following file:

- **HashAreaStorage.h**

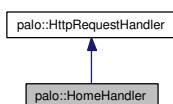
## 4.258 **palo::HomeHandler** Class Reference

home

Inheritance diagram for **palo::HomeHandler**:



Collaboration diagram for **palo::HomeHandler**:



### Public Member Functions

- **HttpResponse \* handleHttpRequest (const HttpRequest \*request)**  
*generates a http response given a http request*

#### 4.258.1 Member Function Documentation

##### 4.258.1.1 **HttpResponse\* palo::HomeHandler::handleHttpRequest (const HttpRequest \* *request*) [inline, virtual]**

This function is called to generate a response to the client. It is pure virtual, therefore each handler must provide an implementation.

Implements **palo::HttpRequestHandler** (p. 285).

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

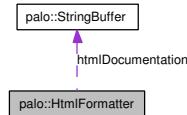
- **PaloHttpHandler.cpp**

## 4.259 palo::HtmlFormatter Class Reference

formats a documentation object using a html template

```
#include <HtmlFormatter.h>
```

Collaboration diagram for palo::HtmlFormatter:



### Public Member Functions

- **HtmlFormatter** (const string &templateName)  
*constructs a new formatter from a template*
- const **StringBuffer** & **getDocumentation** (**Documentation** \*documentation)  
*formats documentation*

#### 4.259.1 Constructor & Destructor Documentation

##### 4.259.1.1 palo::HtmlFormatter::HtmlFormatter (const string & *templateName*)

Objects of this class generate a html page from a template file and a documentation object. A template file consists of html code and placeholders. A **HtmlFormatter** (p. 279) object replaces this placeholders by data from a documentation object.

#### 4.259.2 Member Function Documentation

##### 4.259.2.1 const StringBuffer & palo::HtmlFormatter::getDocumentation (**Documentation** \* *documentation*)

Replaces the placeholders of the template file by data from a documentation object and returns the generated html documentation.

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

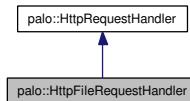
- **HtmlFormatter.h**
- **HtmlFormatter.cpp**

## 4.260 palo::HttpFileRequestHandler Class Reference

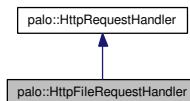
http file request handler

```
#include <HttpFileRequestHandler.h>
```

Inheritance diagram for palo::HttpFileRequestHandler:



Collaboration diagram for palo::HttpFileRequestHandler:



### Public Member Functions

- **HttpFileRequestHandler** (const string &file, const string &contentType)  
*constructs a new handler*
- virtual **HttpResponse \* handleHttpRequest** (const **HttpRequest** \*)  
*generates a http response given a http request*

#### 4.260.1 Detailed Description

A http file request handler delivers a file to the client. The file can be a binary file, it is copied to the client without modifications. The purpose of this handler is to deliver static content, like icons and stylesheets, residing in the file-system. The content of the file is delivered in one go, chunked delivery is not supported.

#### 4.260.2 Constructor & Destructor Documentation

##### 4.260.2.1 palo::HttpFileRequestHandler::HttpFileRequestHandler (const string &file, const string &contentType)

Constructs a new file request handler given a filename and a content type.

#### 4.260.3 Member Function Documentation

##### 4.260.3.1 HttpResponse \* palo::HttpFileRequestHandler::handleHttpRequest (const HttpRequest \*) [virtual]

This function is called to generate a response to the client. It is pure virtual, therefore each handler must provide an implementation.

Implements **palo::HttpRequestHandler** (p. 285).

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

- **HttpFileRequestHandler.h**
- **HttpFileRequestHandler.cpp**

## 4.261 palo::HttpRequest Class Reference

```
http request  
#include <HttpRequest.h>
```

### Public Types

- enum **HttpRequestType**  
*http request type*

### Public Member Functions

- **HttpRequest** (const string &header)  
*http request*
- **HttpRequestType getRequestType** () const  
*returns the http request type*
- const string & **getRequestPath** () const  
*returns the path of the request*
- void **setBody** (const string &body)  
*sets the body*
- bool **hasHeaderField** (const string &field) const  
*checks for a field*
- const string & **getHeaderField** (const string &field) const  
*returns a field*
- const vector< string > & **getKeys** () const  
*returns all keys*
- const string & **getValue** (const string &key) const  
*returns the value of a key*

### 4.261.1 Detailed Description

The http server reads the request string from the client and converts it into an instance of this class. An http request object provides methods to inspect the header and parameter fields.

### 4.261.2 Constructor & Destructor Documentation

#### 4.261.2.1 palo::HttpRequest::HttpRequest (const string & *header*)

Constructs a http request given the header string. A client request consists of two parts: the header and the body. For a GET request the body is always empty and all information about the

request is delivered in the header. For a POST request some information is also delivered in the body. However, it is necessary to parse the header information, before the body can be read.

### 4.261.3 Member Function Documentation

#### 4.261.3.1 `HttpRequestType palo::HttpRequest::getRequestType () const [inline]`

A request is either a GET or a POST request.

#### 4.261.3.2 `const string& palo::HttpRequest::getRequestPath () const [inline]`

The path consists of the URL without the host and without any parameters.

#### 4.261.3.3 `void palo::HttpRequest::setBody (const string & body)`

In a POST request the body contains additional key/value pairs. The function parses the body and adds the corresponding pairs.

#### 4.261.3.4 `bool palo::HttpRequest::hasHeaderField (const string & field) const`

Returns true if the requests contains a header field with given name.

#### 4.261.3.5 `const string & palo::HttpRequest::getHeaderField (const string & field) const`

Returns the value of a header field with given name. If no header field with the given name was specified by the client, the empty string is returned.

#### 4.261.3.6 `const vector< string > & palo::HttpRequest::getKeys () const`

Returns all keys of the request. The value of key can be extracted using getValue.

#### 4.261.3.7 `const string & palo::HttpRequest::getValue (const string & key) const`

Returns the value of a key. The empty string is returned if key was not specified by the client. You can use getKeys to check which keys the client specified.

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

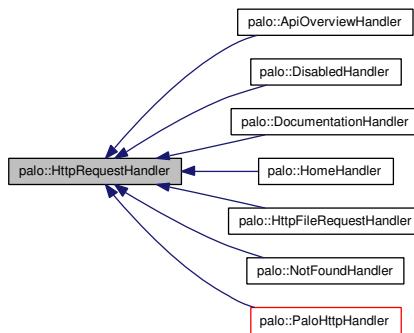
- `HttpRequest.h`
- `HttpRequest.cpp`

## 4.262 palo::HttpRequestHandler Class Reference

http request handler

```
#include <HttpRequestHandler.h>
```

Inheritance diagram for palo::HttpRequestHandler:



### Public Member Functions

- **HttpRequestHandler ()**  
*http request handler*
- virtual **HttpResponse \* handleHttpRequest (const HttpRequest \*)=0**  
*generates a http response given a http request*
- virtual **HttpResponse \* handleSemaphoreRaised (semaphore\_t, const HttpRequest \*, IdentifierType, const string \*)**  
*generates a http response given a http request*
- virtual **HttpResponse \* handleSemaphoreDeleted (semaphore\_t, const HttpRequest \*, IdentifierType)**  
*generates a http response given a http request*

#### 4.262.1 Detailed Description

A http request handler is used to answer the request from client. The function handleHttpRequest is called to generate a suitable response. This class is the abstract base class for all http request handlers. A request handler must provide an implementation for the virtual function handleHttpRequest.

#### 4.262.2 Constructor & Destructor Documentation

##### 4.262.2.1 palo::HttpRequestHandler::HttpRequestHandler ()

Constructor for the abstract base class. No parameters are necessary.

### 4.262.3 Member Function Documentation

#### 4.262.3.1 `virtual HttpResponse* palo::HttpRequestHandler::handleHttpRequest (const HttpRequest *) [pure virtual]`

This function is called to generate a response to the client. It is pure virtual, therefore each handler must provide an implementation.

Implemented in `palo::PaloHttpBrowserHandler` (p. 342), `palo::ApiOverviewHandler` (p. 25), `palo::HomeHandler` (p. 278), `palo::NotFoundHandler` (p. 326), `palo::DisabledHandler` (p. 204), `palo::PaloHttpHandler` (p. 345), `palo::ServerLoginHandler` (p. 404), `palo::DocumentationHandler` (p. 206), and `palo::HttpFileRequestHandler` (p. 280).

#### 4.262.3.2 `virtual HttpResponse* palo::HttpRequestHandler::handleSemaphoreRaised (semaphore_t, const HttpRequest *, IdentifierType, const string *) [inline, virtual]`

This function is called to generate a response to the client. It is pure virtual, therefore each handler must provide an implementation.

Reimplemented in `palo::PaloHttpHandler` (p. 345).

#### 4.262.3.3 `virtual HttpResponse* palo::HttpRequestHandler::handleSemaphoreDeleted (semaphore_t, const HttpRequest *, IdentifierType) [inline, virtual]`

This function is called to generate a response to the client. It is pure virtual, therefore each handler must provide an implementation.

Reimplemented in `palo::PaloHttpHandler` (p. 345).

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

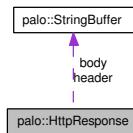
- `HttpRequestHandler.h`
- `HttpRequestHandler.cpp`

## 4.263 palo::HttpResponse Class Reference

http response

```
#include <HttpResponse.h>
```

Collaboration diagram for palo::HttpResponse:



### Public Types

- enum **HttpResponseCode**

*http response codes*

### Public Member Functions

- **HttpResponse (HttpResponseCode)**  
*constructs a new http response*
- **HttpResponse (semaphore\_t, IdentifierType)**  
*constructs a new http response*
- **~HttpResponse ()**  
*deletes a http response*
- const **StringBuffer & getHeader ()**  
*returns the header*
- **StringBuffer & getBody ()**  
*returns the body*
- void **setContentType (const string &contentType)**  
*sets the content type*
- void **setToken (const string &tokenName, uint32\_t tokenValue)**  
*sets one header line*
- void **setSecondToken (const string &tokenName, uint32\_t tokenValue)**  
*sets one header line*
- bool **isDeferred () const**  
*returns the deferred flag*
- semaphore\_t **getSemaphore () const**

*returns the semaphore if deferred*

- IdentifierType **getClientData () const**  
*returns the client data*

## Static Public Member Functions

- static string **getResponseBodyString (HttpResponseCode)**  
*http response string*

### 4.263.1 Detailed Description

A http request handler is called to handle a http request. It returns its answer as http response.

### 4.263.2 Constructor & Destructor Documentation

#### 4.263.2.1 **palo::HttpResponse::HttpResponse (HttpResponseCode)**

Constructs a new http response. An empty response is returned with the given response code is returned. You can fill the response body by calling `getBody` and adding data to the string buffer returned.

#### 4.263.2.2 **palo::HttpResponse::HttpResponse (semaphore\_t, IdentifierType)**

Constructs a new http response for a deferred result.

#### 4.263.2.3 **palo::HttpResponse::~HttpResponse ()**

The destructor will free the string buffers used. After the http response is deleted, the string buffers returned by `getHeader` and `getBody` become invalid.

### 4.263.3 Member Function Documentation

#### 4.263.3.1 **string palo::HttpResponse::getResponseBodyString (HttpResponseCode) [static]**

Converts the response code to a string suitable for delivering to a http client.

#### 4.263.3.2 **const StringBuffer & palo::HttpResponse::getHeader ()**

Returns a constant reference to the header. This reference is only valid as long as http response exists. You should call `getHeader` only after the body has been created.

**4.263.3.3 StringBuffer & palo::HttpResponse::getBody ()**

Returns a reference to the body. This reference is only valid as long as http response exists. You can add data to the body by appending information to the string buffer. Note that adding data to the body invalidates any previously returned header. You must call getHeader again.

**4.263.3.4 void palo::HttpResponse::setContentType (const string & *contentType*)  
[inline]**

Sets the content type of the information of the body.

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

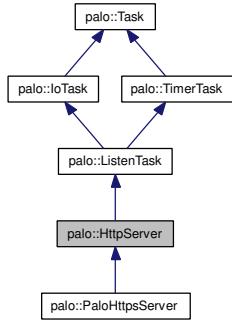
- **HttpResponse.h**
- **HttpResponse.cpp**

## 4.264 palo::HttpServer Class Reference

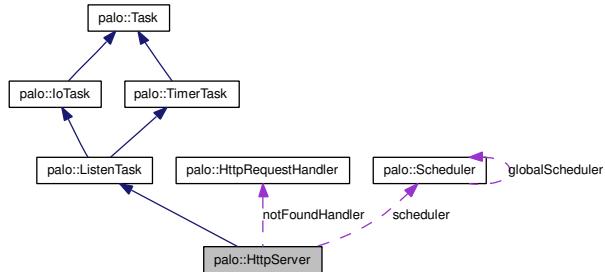
http server

```
#include <HttpServer.h>
```

Inheritance diagram for palo::HttpServer:



Collaboration diagram for palo::HttpServer:



### Public Member Functions

- **HttpServer (Scheduler \*)**  
*constructs a new http server*
- **~HttpServer ()**  
*deletes a http server*
- **void setTraceFile (const string &name)**  
*sets a new trace file*
- **void addHandler (const string &path, HttpRequestHandler \*)**  
*adds a new request handler*
- **void addNotFoundHandler (HttpRequestHandler \*)**  
*adds a default request handler*
- **void handleClientHangup (HttpServerTask \*)**  
*handles client hangup*

- **HttpResponse \* handleRequest (HttpServerTask \*, HttpRequest \*)**  
*handles client request*
- **void handleIllegalRequest (HttpServerTask \*)**  
*handles malformed client request*
- **HttpResponse \* handleSemaphoreRaised (semaphore\_t, HttpServerTask \*, HttpRequest \*, IdentifierType, const string \*)**  
*handles semaphore raised*
- **HttpResponse \* handleSemaphoreDeleted (semaphore\_t, HttpServerTask \*, HttpRequest \*, IdentifierType)**  
*handles semaphore deleted*
- **void handleConnected (socket\_t)**  
*called by task to indicate connection success*
- **void handleShutdown ()**  
*called by scheduler to indicate shutdown in progress*

#### 4.264.1 Detailed Description

The http server is implemented as a listener task. It listens on a port for a client connection. As soon as a client requests a connection the function handleConnected is called. It will then create a new read/write task used to communicate with the client.

#### 4.264.2 Constructor & Destructor Documentation

##### 4.264.2.1 palo::HttpServer::HttpServer (Scheduler \*)

Constructs a new http server. The port to which the http server listens must be specified when adding the task to the scheduler.

#### 4.264.3 Member Function Documentation

##### 4.264.3.1 void palo::HttpServer::addHandler (const string & path, HttpRequestHandler \*)

The functions add a new request handler for the path given. If the http server receives an request with this path it calls the **HttpRequestHandler::handleHttpRequest** (p. 285) method of the handler. This method must a return a suitable **HttpResponse** (p. 286) object.

##### 4.264.3.2 void palo::HttpServer::addNotFoundHandler (HttpRequestHandler \*)

The functions add a new request handler which is called in cases where no request handler has been defined for the given path. The http server calls the **HttpRequestHandler::handleHttpRequest** (p. 285) method of the handler. This method must a return a suitable **HttpResponse** (p. 286) object.

**4.264.3.3 void palo::HttpServer::handleClientHangup (HttpServerTask \*)**

The callback functions is called by the **HttpServerTask** (p. 292) if the client has closed the connection. The **HttpServerTask** (p. 292) will immediately return after calling handleClientHangup, so it is possible to delete the **HttpServerTask** (p. 292) inside this callback.

**4.264.3.4 HttpResponse \* palo::HttpServer::handleRequest (HttpServerTask \*,  
HttpRequest \*)**

The callback functions is called by the **HttpServerTask** (p. 292) if the client has received a new, syntactically valid request.

**4.264.3.5 void palo::HttpServer::handleIllegalRequest (HttpServerTask \*)**

The callback functions is called by the **HttpServerTask** (p. 292) if the client has received a syntactically invalid request.

**4.264.3.6 void palo::HttpServer::handleShutdown () [virtual]**

This callback is called by the scheduler to indicate that the scheduler is shutting done. The task should release any resources it is holding.

Reimplemented from **palo::IoTask** (p. 299).

Reimplemented in **palo::PaloHttpsServer** (p. 351).

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

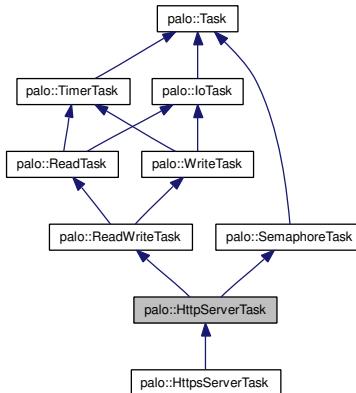
- **HttpServer.h**
- **HttpServer.cpp**

## 4.265 palo::HttpServerTask Class Reference

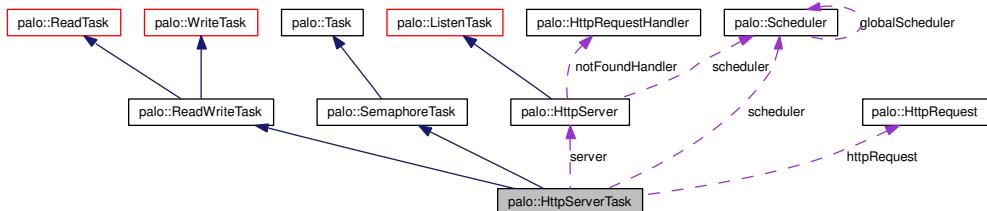
read/write task of a http server

```
#include <HttpServerTask.h>
```

Inheritance diagram for palo::HttpServerTask:



Collaboration diagram for palo::HttpServerTask:



## Public Member Functions

- **HttpServerTask (socket \_t fd, HttpServer \*, Scheduler \*)**  
*constructs a new read/write task of a http server*
- **~HttpServerTask ()**  
*deletes a read/write task of a http server*
- **void addResponse (HttpResponse \*)**  
*adds a response to the client*
- **bool handleRead ()**  
*called by scheduler to indicate available data*
- **void handleHangup (socket \_t fd)**  
*called by scheduler to indicate hangup*
- **void handleShutdown ()**

*called by scheduler to indicate shutdown in progress*

- void **handleSemaphoreRaised** (semaphore\_t, IdentifierType, const string \*)
   
*semaphore raised callback*
- void **handleSemaphoreDeleted** (semaphore\_t, IdentifierType)
   
*semaphore deleted callback*

## Protected Member Functions

- void **completedWriteBuffer** ()
   
*called if write buffer has been sent*

### 4.265.1 Constructor & Destructor Documentation

#### 4.265.1.1 **palo::HttpServerTask::HttpServerTask** (socket\_t *fd*, HttpServer \*, Scheduler \*)

The http server constructs a **HttpServerTask** (p. 292) for each client connection. This task is responsible for dealing for the input/output to/from the client.

### 4.265.2 Member Function Documentation

#### 4.265.2.1 **void palo::HttpServerTask::addResponse** (HttpResponse \*)

This function is called by the **HttpServer** (p. 289) to add a new **HttpResponse** (p. 286) which must be delivered to the client.

#### 4.265.2.2 **bool palo::HttpServerTask::handleRead** () [virtual]

This callback is called by the scheduler if there is new data available. The task must try to read data from the connection in a non-blocking way.

Reimplemented from **palo::IoTask** (p. 298).

#### 4.265.2.3 **void palo::HttpServerTask::handleHangup** (socket\_t *fd*) [virtual]

This callback is called by the scheduler if the connection has been closed.

Reimplemented from **palo::IoTask** (p. 299).

#### 4.265.2.4 **void palo::HttpServerTask::handleShutdown** () [virtual]

This callback is called by the scheduler to indicate that the scheduler is shutting down. The task should release any resources it is holding.

Reimplemented from **palo::IoTask** (p. 299).

**4.265.2.5 void palo::HttpServerTask::completedWriteBuffer () [protected, virtual]**

This called is called if the current write buffer has been sent completely to the client.

Implements **palo::WriteTask** (p. 459).

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

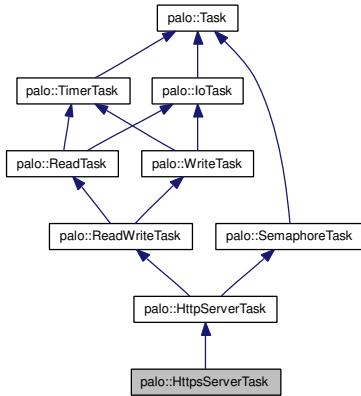
- **HttpServerTask.h**
- **HttpServerTask.cpp**

## 4.266 palo::HttpsServerTask Class Reference

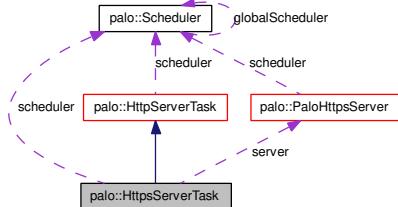
read/write task of a https server

```
#include <HttpsServerTask.h>
```

Inheritance diagram for palo::HttpsServerTask:



Collaboration diagram for palo::HttpsServerTask:



### Public Member Functions

- **HttpsServerTask (socket \_t fd, PaloHttpsServer \*, Scheduler \*, SSL \*, BIO \*)**  
*constructs a new read/write task of a https server*
- **~HttpsServerTask ()**  
*deletes a read/write task of a http server*
- **bool canHandleWrite ()**  
*called by scheduler to check if task wants to write*
- **bool handleWrite ()**  
*called by scheduler to indicate that data can be written*

### Protected Member Functions

- **bool fillReadBuffer ()**

*fills the read buffer*

#### 4.266.1 Member Function Documentation

##### 4.266.1.1 bool palo::HttpsServerTask::canHandleWrite () [virtual]

This function is used by the scheduler to check if the task is ready to send data. The scheduler will only check connection for writability if this function returns true.

Reimplemented from **palo::ReadWriteTask** (p. 361).

##### 4.266.1.2 bool palo::HttpsServerTask::handleWrite () [virtual]

This callback is called by the scheduler if the connection can consume data. The task must try to write data to the connection in a non-blocking way.

Reimplemented from **palo::ReadWriteTask** (p. 362).

##### 4.266.1.3 bool palo::HttpsServerTask::fillReadBuffer () [protected, virtual]

The function should be called by input task if the scheduler has indicated that new data is available. It will return true, if data could be read and false if the connection has been closed.

Reimplemented from **palo::ReadTask** (p. 360).

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

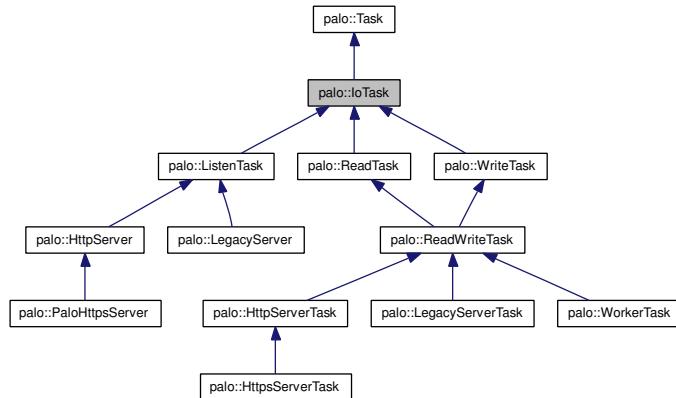
- **HttpsServerTask.h**
- **HttpsServerTask.cpp**

## 4.267 palo::IoTask Class Reference

abstract base class for input-output tasks

```
#include <IoTask.h>
```

Inheritance diagram for palo::IoTask:



Collaboration diagram for palo::IoTask:



## Public Member Functions

- virtual **socket\_t** **getReadSocket** ()
 

*returns the read socket or INVALID\_SOCKET*
- virtual bool **canHandleRead** ()
 

*called by scheduler to check if the task wants to read*
- virtual bool **handleRead** ()
 

*called by scheduler to indicate available data*
- virtual **socket\_t** **getWriteSocket** ()
 

*returns the write socket or INVALID\_SOCKET*
- virtual bool **canHandleWrite** ()
 

*called by scheduler to check if task wants to write*
- virtual bool **handleWrite** ()
 

*called by scheduler to indicate that data can be written*
- virtual void **handleHangup** (**socket\_t** fd)

*called by scheduler to indicate hangup*

- virtual void **handleShutdown ()**

*called by scheduler to indicate shutdown in progress*

## Protected Attributes

- **socket\_t readSocket**

*read socket*

- **socket\_t writeSocket**

*write socket*

## 4.267.1 Detailed Description

This abstract class is the base class for all input/output tasks. It contains the method canHandleRead and canHandleWrite and the callbacks handleRead, handleWrite, and handleHangup which should be defined by subclasses.

## 4.267.2 Member Function Documentation

### 4.267.2.1 virtual socket\_t palo::IoTask::getReadSocket () [inline, virtual]

This function is used by the scheduler to get the underlying read socket.

### 4.267.2.2 virtual bool palo::IoTask::canHandleRead () [inline, virtual]

This function is used by the scheduler to check if the task is ready to receive new data. The scheduler will only check connection for new data if this function returns true.

Reimplemented in **palo::WorkerTask** (p. 456), and **palo::LegacyServerTask** (p. 311).

### 4.267.2.3 virtual bool palo::IoTask::handleRead () [inline, virtual]

This callback is called by the scheduler if there is new data available. The task must try to read data from the connection in a non-blocking way.

Reimplemented in **palo::HttpServerTask** (p. 293), **palo::ListenTask** (p. 313), **palo::WorkerTask** (p. 456), and **palo::LegacyServerTask** (p. 311).

### 4.267.2.4 virtual socket\_t palo::IoTask::getWriteSocket () [inline, virtual]

This function is used by the scheduler to get the underlying write socket.

**4.267.2.5 virtual bool palo::IoTask::canHandleWrite () [inline, virtual]**

This function is used by the scheduler to check if the task is ready to send data. The scheduler will only check connection for writability if this function returns true.

Reimplemented in **palo::HttpsServerTask** (p. 296), **palo::ReadWriteTask** (p. 361), **palo::WriteTask** (p. 458), and **palo::LegacyServerTask** (p. 311).

**4.267.2.6 virtual bool palo::IoTask::handleWrite () [inline, virtual]**

This callback is called by the scheduler if the connection can consume data. The task must try to write data to the connection in a non-blocking way.

Reimplemented in **palo::HttpsServerTask** (p. 296), **palo::ReadWriteTask** (p. 362), and **palo::WriteTask** (p. 458).

**4.267.2.7 virtual void palo::IoTask::handleHangup (socket\_t fd) [inline, virtual]**

This callback is called by the scheduler if the connection has been closed.

Reimplemented in **palo::HttpServerTask** (p. 293), **palo::WorkerTask** (p. 456), and **palo::LegacyServerTask** (p. 312).

**4.267.2.8 virtual void palo::IoTask::handleShutdown () [inline, virtual]**

This callback is called by the scheduler to indicate that the scheduler is shutting down. The task should release any resources it is holding.

Reimplemented in **palo::PaloHttpsServer** (p. 351), **palo::HttpServer** (p. 291), **palo::HttpServerTask** (p. 293), **palo::LegacyServer** (p. 309), and **palo::LegacyServerTask** (p. 312).

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

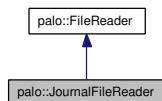
- **IoTask.h**

## 4.268 `palo::JournalFileReader` Class Reference

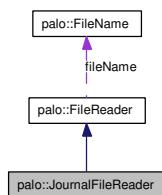
journal file reader

```
#include <JournalFileReader.h>
```

Inheritance diagram for `palo::JournalFileReader`:



Collaboration diagram for `palo::JournalFileReader`:



### Public Member Functions

- **JournalFileReader** (const `FileName` &`fileName`)  
*constructs a new journal file reader*
- void **openFile** ()  
*opens file*
- virtual void **nextLine** ()  
*reads next line*
- void **gotoTimeStamp** (long int seconds, long int useconds)  
*gotos time stamp*

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

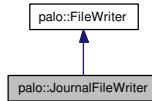
- `JournalFileReader.h`
- `JournalFileReader.cpp`

## 4.269 palo::JournalFileWriter Class Reference

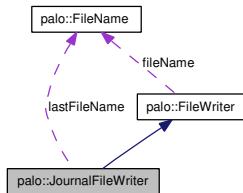
journal file writer

```
#include <JournalFileWriter.h>
```

Inheritance diagram for palo::JournalFileWriter:



Collaboration diagram for palo::JournalFileWriter:



### Public Member Functions

- **JournalFileWriter** (const **FileName** &**fileName**, bool **bufferOutput**)  
*constructs a new journal file writer*
- virtual **~JournalFileWriter** ()  
*deletes journal file write*
- void **appendCommand** (const string &**user**, const string &**event**, const string &**command**)  
*appends command*
- void **openFile** ()  
*opens file*
- void **closeFile** ()  
*closes file*

### Static Public Member Functions

- static void **deleteJournalFiles** (const **FileName** &**fileName**, bool **deleteArchiv**=true)  
*deletes journal files*
- static void **archiveJournalFiles** (const **FileName** &**fileName**)  
*archives journal files*

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

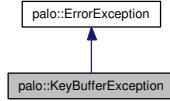
- **JournalFileWriter.h**
- **JournalFileWriter.cpp**

## 4.270 palo::KeyBufferException Class Reference

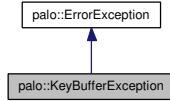
palo cube-page key exception

```
#include <KeyBufferException.h>
```

Inheritance diagram for palo::KeyBufferException:



Collaboration diagram for palo::KeyBufferException:



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

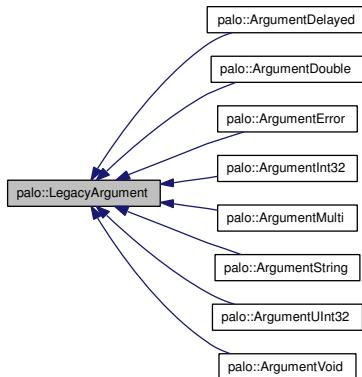
- **KeyBufferException.h**

## 4.271 palo::LegacyArgument Class Reference

legacy argument variant

```
#include <LegacyArgument.h>
```

Inheritance diagram for palo::LegacyArgument:



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

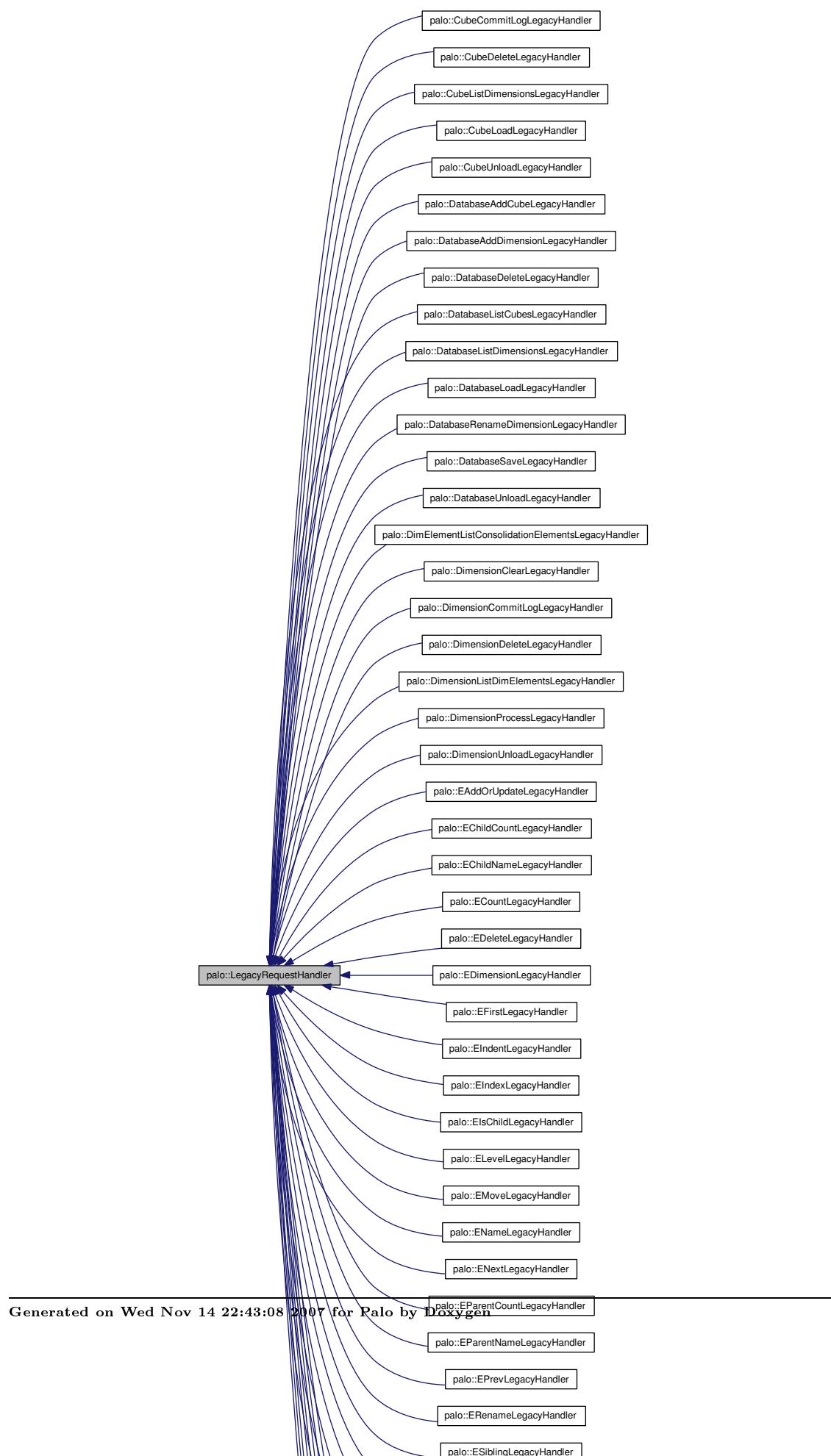
- `LegacyArgument.h`
- `LegacyArgument.cpp`

## 4.272 palo::LegacyRequestHandler Class Reference

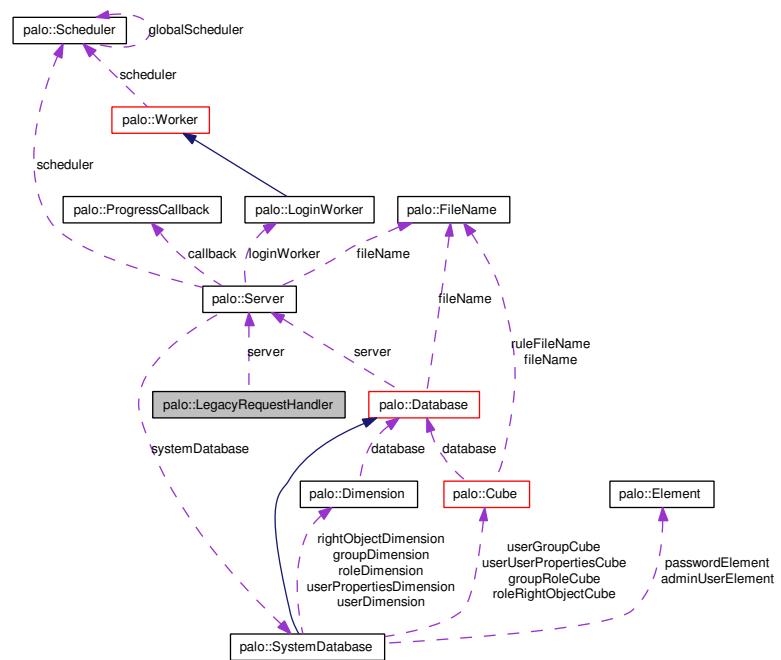
abstract base class for all legacy request handler

```
#include <LegacyRequestHandler.h>
```

Inheritance diagram for palo::LegacyRequestHandler:



## Collaboration diagram for palo::LegacyRequestHandler:



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

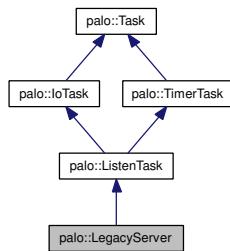
- `LegacyRequestHandler.h`
  - `LegacyRequestHandler.cpp`

## 4.273 `palo::LegacyServer` Class Reference

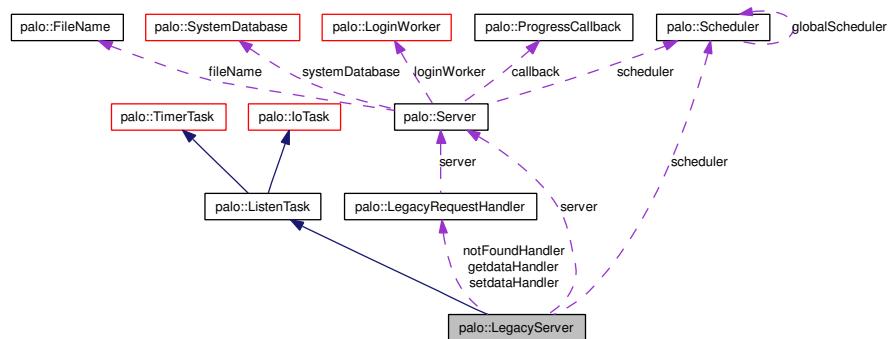
legacy server

```
#include <LegacyServer.h>
```

Inheritance diagram for `palo::LegacyServer`:



Collaboration diagram for `palo::LegacyServer`:



## Public Member Functions

- **`LegacyServer (Server *, Scheduler *)`**  
*constructs a new legacy server*
- **`~LegacyServer ()`**  
*deletes a legacy server*
- **`Server * getServer () const`**  
*gets server*
- **`Scheduler * getScheduler () const`**  
*gets scheduler*
- **`void addHandler (const string &name, LegacyRequestHandler *)`**  
*adds a new request handler*
- **`LegacyRequestHandler * lookupHandler (const string &name)`**  
*lookups a request handler by name*

- **LegacyRequestHandler \* lookupGetdataHandler ()**  
*returns getdata handler*
- **LegacyRequestHandler \* lookupSetdataHandler ()**  
*returns setdata handler*
- **void handleClientHangup (LegacyServerTask \*)**  
*handles client hangup*
- **void handleConnected (socket\_t fd)**  
*called by task to indicate connection success*
- **void handleShutdown ()**  
*called by scheduler to indicate shutdown in progress*

#### 4.273.1 Detailed Description

The legacy server is implemented as a listener task. It listens on a port for a client connection. As soon as a client requests a connection the function handleConnected is called. It will then create a new read/write task used to communicate with the client.

#### 4.273.2 Constructor & Destructor Documentation

##### 4.273.2.1 **palo::LegacyServer::LegacyServer (Server \*, Scheduler \*)**

Constructs a new legacy server. The port to which the legacy server listens must be specified when adding the task to the scheduler.

#### 4.273.3 Member Function Documentation

##### 4.273.3.1 **void palo::LegacyServer::handleClientHangup (LegacyServerTask \*)**

The callback functions is called by the **LegacyServerTask** (p. 310) if the client has closed the connection. The **LegacyServerTask** (p. 310) will immediately return after calling handleClientHangup, so it is possible to delete the **LegacyServerTask** (p. 310) inside this callback.

##### 4.273.3.2 **void palo::LegacyServer::handleShutdown () [virtual]**

This callback is called by the scheduler to indicate that the scheduler is shutting done. The task should release any resources it is holding.

Reimplemented from **palo::IoTask** (p. 299).

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

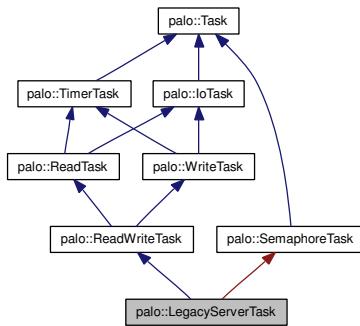
- **LegacyServer.h**
- **LegacyServer.cpp**

## 4.274 palo::LegacyServerTask Class Reference

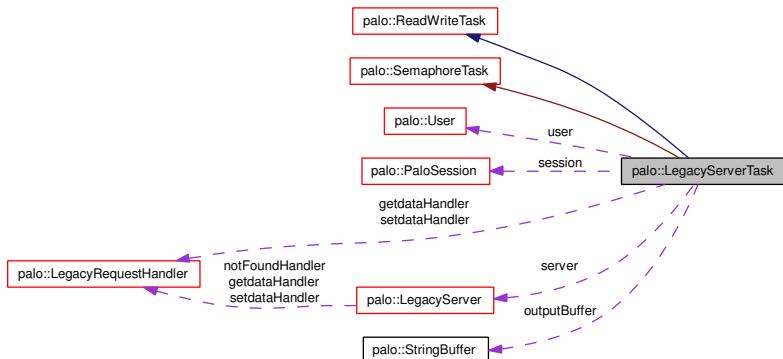
read/write task of a legacy server

```
#include <LegacyServerTask.h>
```

Inheritance diagram for palo::LegacyServerTask:



Collaboration diagram for palo::LegacyServerTask:



## Public Member Functions

- **LegacyServerTask (socket \_t, LegacyServer \*)**  
*constructs a new read/write task of a legacy server*
- **~LegacyServerTask ()**  
*deletes a read/write task of a legacy server*
- **User \* getUser ()**  
*returns associated user*
- **bool canHandleRead ()**  
*called by scheduler to check if the task wants to read*
- **bool canHandleWrite ()**  
*called by scheduler to check if task wants to write*

- **bool handleRead ()**  
*called by scheduler to indicate available data*
- **void handleHangup (socket\_t)**  
*called by scheduler to indicate hangup*
- **void handleShutdown ()**  
*called by scheduler to indicate shutdown in progress*
- **void handleSemaphoreRaised (semaphore\_t, IdentifierType, const string \*)**  
*semaphore raised callback*
- **void handleSemaphoreDeleted (semaphore\_t, IdentifierType)**  
*semaphore deleted callback*

## Protected Member Functions

- **void completedWriteBuffer ()**  
*called if write buffer has been sent*

### 4.274.1 Constructor & Destructor Documentation

#### 4.274.1.1 **palo::LegacyServerTask::LegacyServerTask (socket\_t, LegacyServer \*)**

The legacy server constructs a **LegacyServerTask** (p. 310) for each client connection. This task is responsible for dealing for the input/output to/from the client.

### 4.274.2 Member Function Documentation

#### 4.274.2.1 **bool palo::LegacyServerTask::canHandleRead () [virtual]**

This function is used by the scheduler to check if the task is ready to receive new data. The scheduler will only check connection for new data if this function returns true.

Reimplemented from **palo::IoTask** (p. 298).

#### 4.274.2.2 **bool palo::LegacyServerTask::canHandleWrite () [virtual]**

This function is used by the scheduler to check if the task is ready to send data. The scheduler will only check connection for writability if this function returns true.

Reimplemented from **palo::ReadWriteTask** (p. 361).

#### 4.274.2.3 **bool palo::LegacyServerTask::handleRead () [virtual]**

This callback is called by the scheduler if there is new data available. The task must try to read data from the connection in a non-blocking way.

Reimplemented from **palo::IoTask** (p. 298).

#### 4.274.2.4 void palo::LegacyServerTask::handleHangup (socket \_t *fd*) [virtual]

This callback is called by the scheduler if the connection has been closed.

Reimplemented from **palo::IoTask** (p. 299).

#### 4.274.2.5 void palo::LegacyServerTask::handleShutdown () [virtual]

This callback is called by the scheduler to indicate that the scheduler is shutting down. The task should release any resources it is holding.

Reimplemented from **palo::IoTask** (p. 299).

#### 4.274.2.6 void palo::LegacyServerTask::completedWriteBuffer () [protected, virtual]

This call is called if the current write buffer has been sent completely to the client.

Implements **palo::WriteTask** (p. 459).

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

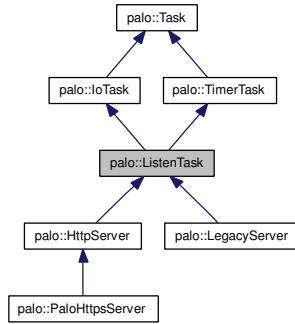
- **LegacyServerTask.h**
- **LegacyServerTask.cpp**

## 4.275 palo::ListenTask Class Reference

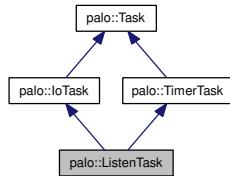
task used to establish connections

```
#include <ListenTask.h>
```

Inheritance diagram for palo::ListenTask:



Collaboration diagram for palo::ListenTask:



### Public Member Functions

- **ListenTask ()**  
*standard constructor*
- **void setReadSocket (socket\_t fd)**  
*sets listen socket*
- **bool handleRead ()**  
*called by scheduler to indicate connection request*
- **virtual void handleConnected (socket\_t fd)=0**  
*called by task to indicate connection success*

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

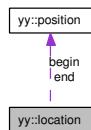
- **ListenTask.h**
- **ListenTask.cpp**

## 4.276 yy::location Class Reference

Abstract a location.

```
#include <location.hh>
```

Collaboration diagram for yy::location:



### Public Member Functions

- **location ()**  
*Construct a location.*
- void **initialize** (std::string \*fn)  
*Initialization.*

### Line and Column related manipulators

- void **step ()**  
*Reset initial location to final location.*
- void **columns** (unsigned int count=1)  
*Extend the current location to the COUNT next columns.*
- void **lines** (unsigned int count=1)  
*Extend the current location to the COUNT next lines.*

### Public Attributes

- **position begin**  
*Beginning of the located region.*
- **position end**  
*End of the located region.*

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

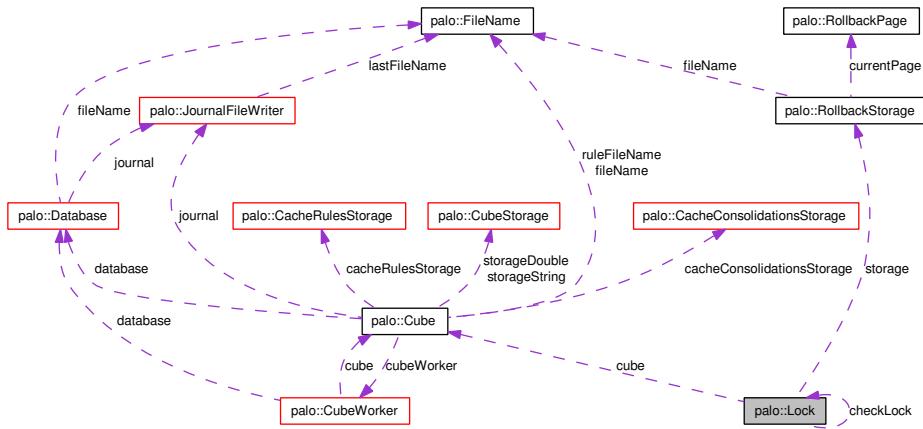
- **location.hh**

4.277 palo::Lock Class Reference

OLAP cube area lock.

```
#include <Lock.h>
```

## Collaboration diagram for palo::Lock::



## Public Member Functions

- **Lock** (IdentifierType identifier, **Cube** \*cube, vector< IdentifiersType > \*areaVector, const string &areaString, IdentifierType userId, **FileName** \*cubeFileName)  
*creates new locked area*
  - virtual ~**Lock** ()  
*Destructor.*
  - bool **contains** (**CellPath** \*cellPath)  
*checks if a locked area is touched by a cell path*
  - bool **blocks** (**CellPath** \*cellPath)  
*checks if a locked area is blocking a cell path*
  - bool **overlaps** (const vector< set< IdentifierType > > &area)  
*checks if another locked area overlaps to the locked area*

getter and setter

- **Cube** \* **getCube** () const  
*gets cube of rule*
  - IdentifierType **getIdentifier** () const  
*gets identifier of rule*
  - const string & **getAreaString** () const  
*get lock area as String*

- IdentifierType **getUserIdentifier ()**  
*get the identifier of the user*
- const vector< set< IdentifierType > > & **getContainsArea ()**  
*get contains area*

## 4.277.1 Member Function Documentation

### 4.277.1.1 bool palo::Lock::contains (CellPath \* *cellPath*)

Returns true if the cell path changes values in the locked area.

### 4.277.1.2 bool palo::Lock::blocks (CellPath \* *cellPath*)

Returns true if the cell path splashes or set values in the locked area.

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

- **Lock.h**
- **Lock.cpp**

## 4.278 palo::Logger Class Reference

logger

```
#include <Logger.h>
```

Collaboration diagram for palo::Logger:



### Static Public Member Functions

- static void **setLogLevel** (const string &level)  
*changes log level*
- static void **setLogFile** (const string &file)  
*changes the log file*

### Static Public Attributes

- static LoggerStreamHeader **error**  
*logger for error messages*
- static LoggerStreamHeader **warning**  
*logger for warning messages*
- static LoggerStreamHeader **info**  
*logger for info messages*
- static LoggerStreamHeader **trace**  
*logger for trace messages*
- static LoggerStreamHeader **debug**  
*logger for debug messages*

#### 4.278.1 Detailed Description

This class provides various static members which can be used as logging streams. Output to the logging stream is appended by using the operator <<, as soon as a line is completed endl should be used to flush the stream. Each line of output is prefixed by some informational data.

#### 4.278.2 Member Function Documentation

##### 4.278.2.1 void palo::Logger::setLogFile (const string & file) [static]

"-" means stdout, "+" means stderr

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

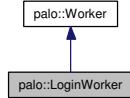
- [Logger.h](#)
- [Logger.cpp](#)

## 4.279 palo::LoginWorker Class Reference

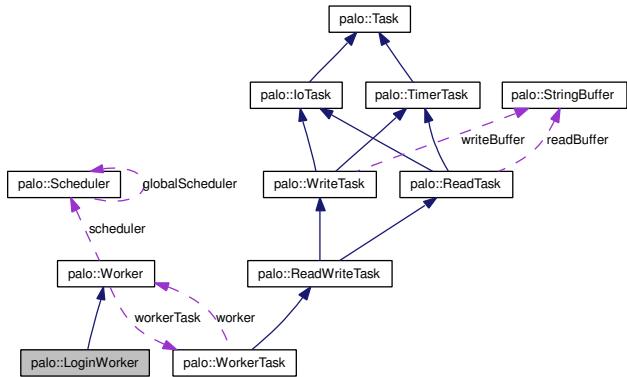
login worker

```
#include <LoginWorker.h>
```

Inheritance diagram for palo::LoginWorker:



Collaboration diagram for palo::LoginWorker:



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

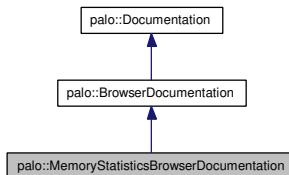
- [LoginWorker.h](#)
- [LoginWorker.cpp](#)

## 4.280 palo::MemoryStatisticsBrowserDocumentation Class Reference

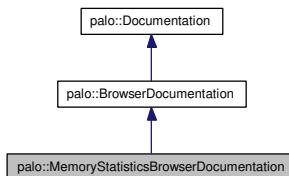
provides documentation from statistics

```
#include <MemoryStatisticsBrowserDocumentation.h>
```

Inheritance diagram for palo::MemoryStatisticsBrowserDocumentation:



Collaboration diagram for palo::MemoryStatisticsBrowserDocumentation:



### Public Member Functions

- **MemoryStatisticsBrowserDocumentation (Server \*server, const string &message)**  
*constructs a new statistics-based documentation*

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

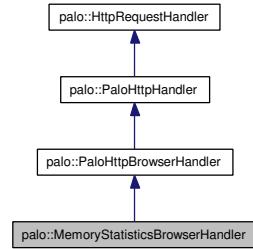
- **MemoryStatisticsBrowserDocumentation.h**
- **MemoryStatisticsBrowserDocumentation.cpp**

## 4.281 palo::MemoryStatisticsBrowserHandler Class Reference

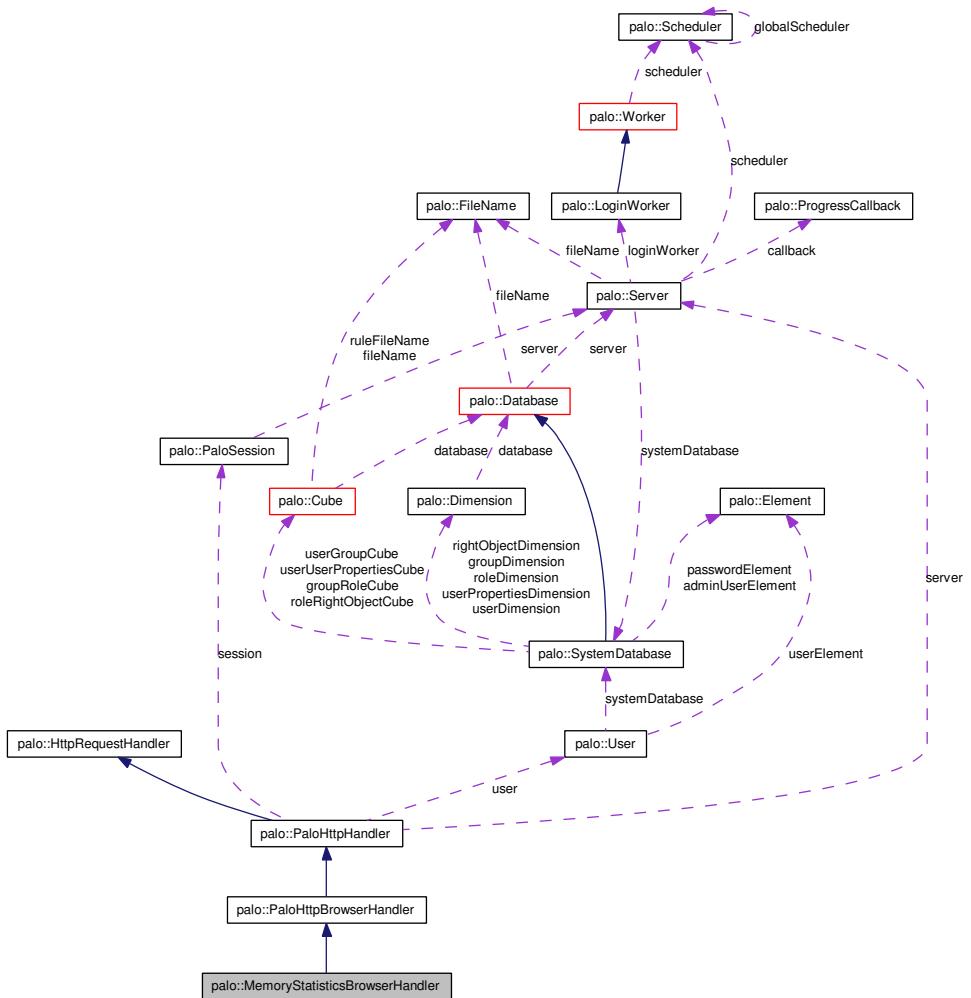
statistics browser handler

```
#include <MemoryStatisticsBrowserHandler.h>
```

Inheritance diagram for palo::MemoryStatisticsBrowserHandler:



Collaboration diagram for palo::MemoryStatisticsBrowserHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

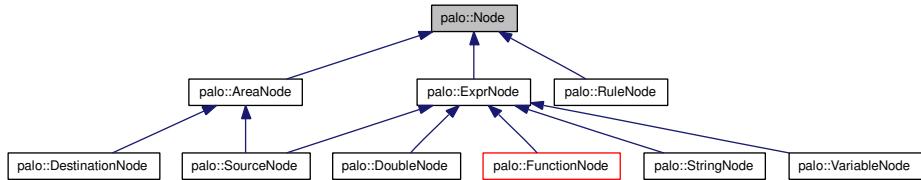
- **MemoryStatisticsBrowserHandler.h**

## 4.282 palo::Node Class Reference

parser node

```
#include <Node.h>
```

Inheritance diagram for palo::Node:



## Public Member Functions

- **Node ()**  
*constructs a new node*
- **virtual ~Node ()**  
*destructs a node*
- **virtual Node \* clone ()=0**  
*clones an expression node*
- **virtual bool isValid ()**  
*returns true if rule is valid*
- **virtual bool isSimple () const**  
*returns true if rule is simple expression (constant or area)*
- **virtual NodeType getNodeType () const**  
*returns the node type*
- **virtual bool validate (Server \*, Database \*, Cube \*, Node \*, string &) =0**  
*validates the expression*
- **virtual ValueType getValueType ()=0**  
*returns the value type of the underlying expression*
- **virtual RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*, set< pair< Rule \*, IdentifiersType > > \*ruleHistory) =0**  
*returns the value of the underlying expression*
- **virtual bool hasElement (Dimension \*dimension, IdentifierType element) const**  
*checks if element is involved in rule*
- **virtual void appendXmlRepresentation (StringBuffer \*sb, int indent, bool) =0**  
*appends XML representation to string buffer*

- virtual void **appendRepresentation** (**StringBuffer** \*, **Cube** \*) const  
*appends representation to string buffer*

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

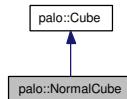
- **Node.h**

## 4.283 palo::NormalCube Class Reference

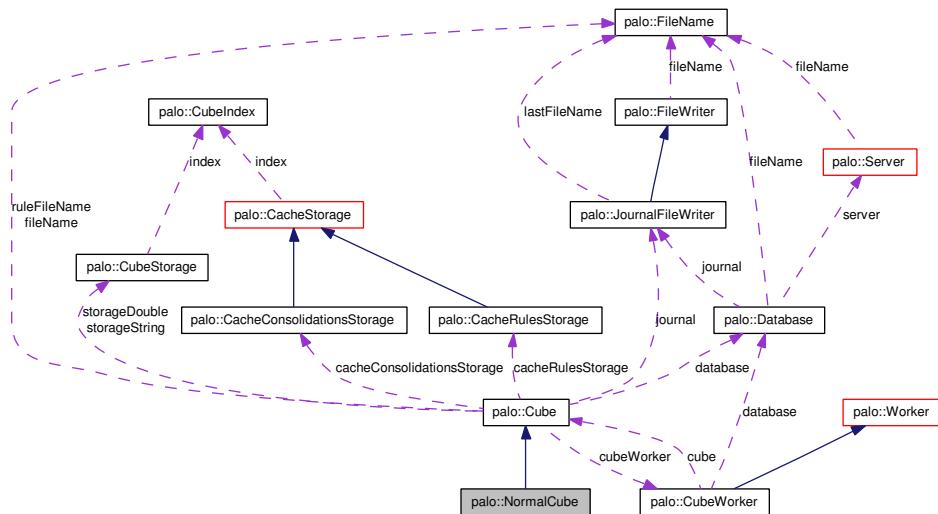
normal OLAP cube

```
#include <NormalCube.h>
```

Inheritance diagram for palo::NormalCube:



Collaboration diagram for palo::NormalCube:



## Public Member Functions

- **NormalCube** (IdentifierType identifier, const string &name, Database \*database, vector< Dimension \* > \*dimensions)
 

*creates empty cube*
- void **notifyAddCube** ()
 

*called after a cube has been added to a database*
- void **notifyRemoveCube** ()
 

*called after a cube has been removed from a database*
- void **notifyRenameCube** (const string &oldName)
 

*called after a cube has been renamed*
- void **saveCubeType** (FileWriter \*file)
 

*saves cube name and type to file*

- ItemType **getType () const**  
*returns cube type*

#### 4.283.1 Detailed Description

An OLAP cube is an ordered list of elements

#### 4.283.2 Constructor & Destructor Documentation

##### 4.283.2.1 palo::NormalCube::NormalCube (IdentifierType *identifier*, const string & *name*, Database \* *database*, vector< Dimension \* > \* *dimensions*)

**Exceptions:**

*ParameterException* (p. 356) on double or missing dimensions

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

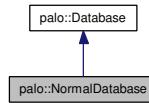
- NormalCube.h
- NormalCube.cpp

## 4.284 palo::NormalDatabase Class Reference

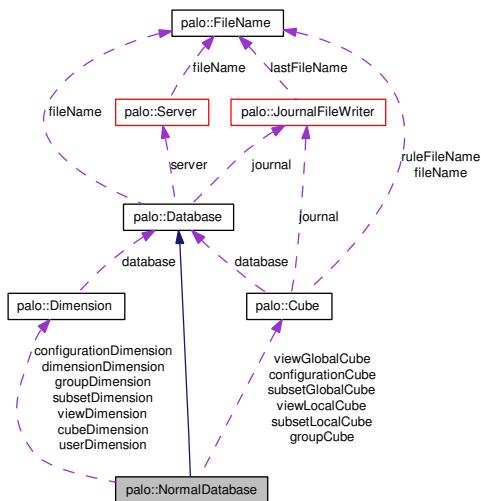
OLAP normal database.

```
#include <NormalDatabase.h>
```

Inheritance diagram for palo::NormalDatabase:



Collaboration diagram for palo::NormalDatabase:



### Public Member Functions

- **NormalDatabase** (IdentifierType, **Server** \*, const string &name)  
*creates new database with given identifier*
- void **notifyAddDatabase** ()  
*called after a database is added to a server*
- void **saveDatabaseType** (FileWriter \*)  
*saves data to file*
- void **loadDatabase** ()  
*reads data from file*
- ItemType **getType** ()  
*returns database type*

**getter and setter**

- **Dimension \* getGroupDimension ()**  
*gets group dimension*
- **Dimension \* getCubeDimension ()**  
*gets cube dimension*
- **Dimension \* getConfigurationDimension ()**  
*gets configuration dimension*
- **Dimension \* getDimensionDimension ()**  
*gets dimension dimension*

#### 4.284.1 Detailed Description

An OLAP database consists of dimensions and cubes

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

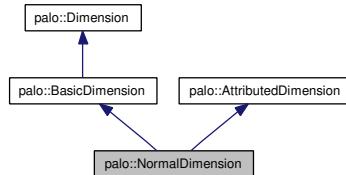
- **NormalDatabase.h**
- **NormalDatabase.cpp**

## 4.285 palo::NormalDimension Class Reference

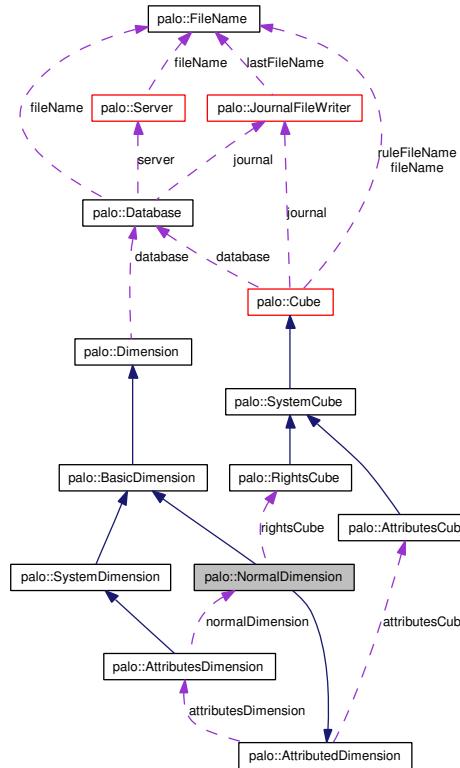
normal OLAP dimension

```
#include <NormalDimension.h>
```

Inheritance diagram for palo::NormalDimension:



Collaboration diagram for palo::NormalDimension:



## Public Member Functions

- **NormalDimension** (IdentifierType identifier, const string &name, Database \*database)  
*creates new dimension with given identifier*
- void **notifyAddDimension** ()  
*called after a dimension has been added to a database*
- void **beforeRemoveDimension** ()

*called before a dimension has been removed from a database*

- void **notifyRenameDimension** (const string &oldName)  
*called after a dimension has been renamed*
- void **saveDimensionType** (FileWriter \*file)  
*saves dimension name and type to file*
- ItemType **getType** ()  
*returns dimension type*

#### 4.285.1 Detailed Description

An OLAP dimension is an ordered list of elements

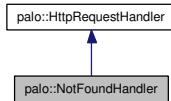
The documentation for this class was generated from the following files:

- NormalDimension.h
- NormalDimension.cpp

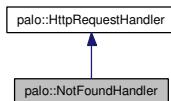
## 4.286 palo::NotFoundHandler Class Reference

file not found

Inheritance diagram for palo::NotFoundHandler:



Collaboration diagram for palo::NotFoundHandler:



### Public Member Functions

- **HttpResponse \* handleHttpRequest (const HttpRequest \*request)**  
*generates a http response given a http request*

#### 4.286.1 Member Function Documentation

##### 4.286.1.1 HttpResponse\* palo::NotFoundHandler::handleHttpRequest (const HttpRequest \* *request*) [inline, virtual]

This function is called to generate a response to the client. It is pure virtual, therefore each handler must provide an implementation.

Implements **palo::HttpRequestHandler** (p. 285).

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

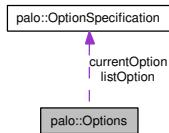
- **PaloHttpHandler.cpp**

## 4.287 palo::Options Class Reference

class to parse command line options

```
#include <Options.h>
```

Collaboration diagram for palo::Options:



### Public Member Functions

- **Options** (const string &programName, const char \*const optv[])
   
*constructs class from options description*
- const string & **getProgramName** () const
   
*returns the program name*
- **OptionSpecification::OptionControls getControls** () const
   
*returns the control set*
- void **setControls** (**OptionSpecification::OptionControls** newctrls)
   
*sets the control set*
- bool **hasEndOptions** () const
   
*returns true, if "-" has been given*
- string **usage** (const string &positionals) const
   
*returns an usage message*
- void **clear** ()
   
*clears state and start again*
- int **operator()** (**OptionsIterator** &iter, string &optarg)
   
*iterates through the arguments.*

### 4.287.1 Detailed Description

The **Options** (p. 327) constructor expects a command-name (usually argv[0]) and a pointer to an array of strings. The last element in this array MUST be null. Each non-null string in the array must have the following format:

The 1st character must be the option-name ('c' for a -c option).

The 2nd character must be one of '|', '?', ':', '\*', or '+'.

- '|' indicates that the option takes NO argument;

- '?' indicates that the option takes an OPTIONAL argument;
- ':' indicates that the option takes a REQUIRED argument;
- '\*' indicates that the option takes 0 or more arguments;
- '+' indicates that the option takes 1 or more arguments;

The remainder of the string must be the long-option name.

If desired, the long-option name may be followed by one or more spaces and then by the name of the option value. This name will be used when printing usage messages. If the option-value-name is not given then the string "<value>" will be used in usage messages.

One may use a space to indicate that a particular option does not have a corresponding long-option. For example, "c: " (or "c:") means the -c option takes a value & has NO corresponding long-option.

To specify a long-option that has no corresponding single-character option is a bit trickier: Options::operator() still needs an "option- character" to return when that option is matched. One may use a whitespace character or a non-printable character as the single-character option in such a case. (hence " |hello" would only match "-hello").

## EXCEPTIONS TO THE ABOVE

If the 1st character of the string is '-', then the rest of the string must correspond to the above format, and the option is considered to be a hidden-option. This means it will be parsed when actually matching options from the command-line, but will NOT show-up if a usage message is printed using the **usage()** (p. 327) member function. Such an example might be "-h|hidden". If you want to use any "dummy" options (options that are not parsed, but that to show up in the usage message), you can specify them along with any positional parameters to the **usage()** (p. 327) member function.

If the 2nd character of the string is 0x00 then it is assumed that there is no corresponding long-option and that the option takes no argument (hence "f", and "f| " are equivalent).

Examples:

```
///      const char * optv[] = {
///          "c:count    <number>",
///          "s:str      <string>",
///          "x",
///          "|hello",
///          "g+groups   <newsgroup>",
///          0
///      };
///      optv[] now corresponds to the following:
///      usage: cmdname [-c|--count <number>] [-s|--str [<string>]]
///              [-x] [--hello] [-g|--groups <newsgroup> ...]
```

Long-option names are matched case-insensitive and only a unique prefix of the name needs to be specified.

Option-name characters are case-sensitive!

**CAVEAT**

Because of the way in which multi-valued options and options with optional values are handled, it is NOT possible to supply a value to an option in a separate argument (different argv[] element) if the value is OPTIONAL and begins with a '-'. What this means is that if an option "-s" takes an optional value value and you wish to supply a value of "-foo" then you must specify this on the command-line as "-s-foo" instead of "-s -foo" because "-s -foo" will be considered to be two separate sets of options.

A multi-valued option is terminated by another option or by the end-of options. The following are all equivalent (if "-l" is a multi-valued option and "-x" is an option that takes no value):

- cmdname -x -l item1 item2 item3 – arg1 arg2 arg3
- cmdname -x -l item1 -l item2 -l item3 – arg1 arg2 arg3
- cmdname -l item1 item2 item3 -x arg1 arg2 arg3

**EXAMPLE**

```
/// #include "Options/Options.h"
///
/// #include <iostream>
///
/// static const char * optv[] = {
///     "H|help",
///     "c:count    <number>",
///     "s?str      <string>",
///     "x",
///     "|hello",
///     "g+groups   <newsgroup>",
///     "u*qwertz   <users>",
///     "-h|hidden",
///     0
/// };
///
/// using namespace std;
/// using namespace triagens;
///
/// int main (int argc, char * argv []) {
///     Options opts(*argv, optv);
///     OptionsArgvIterator iter(--argc, ++argv);
///
///     // opts.setControls(OptionSpecification::SHORT_ONLY);
///     // opts.setControls(OptionSpecification::LONG_ONLY);
///     // opts.setControls(OptionSpecification::NOGUESSING);
///     // opts.setControls(OptionSpecification::PLUS);
///
///     cout << opts.usage("files") << endl
///         << "where" << endl
///         << " -H|--help      takes no argument" << endl
///         << " -c|--count     takes one required argument" << endl
///         << " -s|--str       takes one optional argument" << endl
///         << " -x              has no long option and takes no argument" << endl
///         << " --hello        has no short option and takes no argument" << endl
///         << " -g|--groups    takes one or more arguments" << endl
///         << " -u|--qwertz    takes no or more arguments" << endl
///         << " -h|--hidden    is hidden and takes no argument" << endl
///         << endl;
/// }
```

```

/// int optchar;
/// string optarg;
///
/// while ((optchar = opts(iter, optarg)) != Options::OPTIONS_END_OPTIONS) {
///     switch (optchar) {
///         case ' ':
///         case 'H':
///         case 'c':
///         case 'g':
///         case 'h':
///         case 's':
///         case 'u':
///         case 'x':
///             cout << "option '" << (char) optchar << "'" with argument '" + optarg + "'" << endl;
///             break;
///         ...
///         case Options::OPTIONS_POSITIONAL:
///             cout << "positional '" << optarg << "'" << endl;
///             break;
///         ...
///         case Options::OPTIONS_MISSING_VALUE:
///         case Options::OPTIONS_EXTRA_VALUE:
///         case Options::OPTIONS_AMBIGUOUS:
///         case Options::OPTIONS_BAD_KEYWORD:
///         case Options::OPTIONS_BAD_CHAR:
///             cout << "error '" << optarg << "'" << endl;
///             return 127;
///         ...
///         default:
///             cout << "Oops! Got '" << optchar << "'" << endl;
///             return 127;
///     }
/// }
/// const string * args;
///
/// while ((args = iter()) != 0) {
///     cout << "remaining '" << *args << "'" << endl;
/// }
/// return 0;
/// }
///

```

## 4.287.2 Member Function Documentation

### 4.287.2.1 bool **palo::Options::hasEndOptions () const [inline]**

Call this member function after operator() has returned 0 if you want to know whether or not options were explicitly terminated because "--" appeared on the command-line.

### 4.287.2.2 int **palo::Options::operator() (OptionsIterator & iter, string & optarg)**

Iterates through the arguments as necessary (using the given iterator) and returns the character value of the option (or long-option) that it matched. If the option has a value then the value given may be found in optarg (otherwise optarg will be empty).

OPTIONS\_END\_OPTIONS is returned upon end-of-options. At this point, "iter" may be used to process any remaining positional parameters. If the PARSE\_POS control-flag is set then 0 is returned only when all arguments in "iter" have been exhausted.

If an invalid option is found then OPTIONS\_BAD\_CHAR is returned and optarg is the unrec-

ognized option character.

If an invalid long-option is found then OPTIONS\_BAD\_KEYWORD is returned and optarg points to the bad long-option.

If an ambiguous long-option is found then OPTIONS\_AMBIGUOUS is returned and optarg points to the ambiguous long-option.

If the PARSE\_POS control-flag is set then OPTIONS\_POSITIONAL is returned when a positional argument is encountered and optarg points to the positonal argument (and "iter" is advanced to the next argument in the iterator).

Unless Options::QUIET is used, missing option-arguments and invalid options (and the like) will automatically cause error messages to be issued to cerr.

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

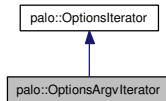
- **Options.h**
- **Options.cpp**

## 4.288 palo::OptionsArgvIterator Class Reference

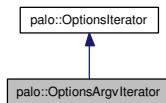
iterate through an array of tokens

```
#include <OptionsArgvIterator.h>
```

Inheritance diagram for palo::OptionsArgvIterator:



Collaboration diagram for palo::OptionsArgvIterator:



### Public Member Functions

- **OptionsArgvIterator** (const char \*const argv[])
   
*constructs iterator from null-terminated argument list*
- **OptionsArgvIterator** (int argc, const char \*const argv[])
   
*constructs iterator from argument list*
- const string \* **getCurrent** () const
   
*returns the current item*
- void **advance** ()
   
*advances to the next item.*
- const string \* **operator()** ()
   
*returns the current item*

#### 4.288.1 Detailed Description

Class to iterate through an array of tokens. The array may be terminated by null or a count containing the number of tokens may be given.

#### 4.288.2 Member Function Documentation

##### 4.288.2.1 const string\* palo::OptionsArgvIterator::getCurrent () const [inline, virtual]

Returns the current item in the iterator without advancing on to the next item. If we are at the end of items then 0 is returned.

Implements **palo::OptionsIterator** (p. 336).

#### 4.288.2.2 **const string\* palo::OptionsArgvIterator::operator() () [inline, virtual]**

Returns the current item in the iterator and then advances on to the next item. If we are at the end of items then 0 is returned.

Reimplemented from **palo::OptionsIterator** (p. 336).

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

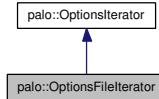
- **OptionsArgvIterator.h**

## 4.289 palo::OptionsFileIterator Class Reference

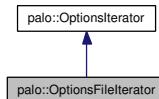
iterate through an init

```
#include <OptionsFileIterator.h>
```

Inheritance diagram for palo::OptionsFileIterator:



Collaboration diagram for palo::OptionsFileIterator:



### Public Member Functions

- **OptionsFileIterator** (const string &filename)  
*constructs iterator from null-terminated argument list*
- const string \* **getCurrent** () const  
*returns the current item*
- void **advance** ()  
*advances to the next item.*
- const string \* **operator()** ()  
*returns the current item*

#### 4.289.1 Detailed Description

Class to iterate through an init file. The file is parsed and the tokens are generated. Lines beginning with "#" are treated as comments.

#### 4.289.2 Member Function Documentation

##### 4.289.2.1 const string\* palo::OptionsFileIterator::getCurrent () const [inline, virtual]

Returns the current item in the iterator without advancing on to the next item. If we are at the end of items then 0 is returned.

Implements **palo::OptionsIterator** (p. 336).

**4.289.2.2 const string\* palo::OptionsFileIterator::operator() () [inline, virtual]**

Returns the current item in the iterator and then advances on to the next item. If we are at the end of items then 0 is returned.

Reimplemented from **palo::OptionsIterator** (p. 336).

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

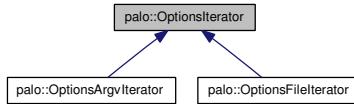
- OptionsFileIterator.h
- OptionsFileIterator.cpp

## 4.290 palo::OptionsIterator Class Reference

abstract class to iterate through options and arguments

```
#include <OptionsIterator.h>
```

Inheritance diagram for palo::OptionsIterator:



### Public Member Functions

- virtual const string \* **getCurrent** () const=0  
*returns the current item*
- virtual void **advance** ()=0  
*advances to the next item.*
- virtual const string \* **operator()** ()  
*returns the current item*

#### 4.290.1 Member Function Documentation

##### 4.290.1.1 virtual const string\* palo::OptionsIterator::getCurrent () const [pure virtual]

Returns the current item in the iterator without advancing on to the next item. If we are at the end of items then 0 is returned.

Implemented in **palo::OptionsArgvIterator** (p. 332), and **palo::OptionsFileIterator** (p. 334).

##### 4.290.1.2 virtual const string\* palo::OptionsIterator::operator() () [inline, virtual]

Returns the current item in the iterator and then advances on to the next item. If we are at the end of items then 0 is returned.

Reimplemented in **palo::OptionsArgvIterator** (p. 333), and **palo::OptionsFileIterator** (p. 335).

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

- **OptionsIterator.h**

## 4.291 palo::OptionSpecification Class Reference

class that represents an option specification

```
#include <OptionSpecification.h>
```

### Public Types

- **typedef uint32\_t OptionControls**  
*or-ed value of the constant below defines the controls*

### Public Member Functions

- **bool hasSyntaxError (const string &programName) const**  
*returns true if an syntax error exists, print error message*
- **char getShortOption () const**  
*returns the short option character*
- **const string & getLongOption () const**  
*returns the long option string*
- **const string & getValue () const**  
*returns the value descriptor*
- **bool isHiddenOption () const**  
*returns true if option is a hidden option*
- **bool isValueRequired () const**  
*returns true if the option requires at least one arguments*
- **bool isValueOptional () const**  
*returns true if the option can have optional arguments*
- **bool isValueTaken () const**  
*returns true the option can take arguments*
- **bool isList () const**  
*returns true if the option can take more than one argument*
- **bool isNullOption () const**  
*returns true if the short option is not given*
- **string format (OptionControls) const**  
*formats an options specification for a usage message*

## Static Public Attributes

- static const uint32\_t **DEFAULT** = 0x00  
*default setting*
- static const uint32\_t **ANYCASE** = 0x01  
*ignore case when matching short-options*
- static const uint32\_t **QUIET** = 0x02  
*do not print error messages*
- static const uint32\_t **PLUS** = 0x04  
*allow "+" as a long-option prefix*
- static const uint32\_t **SHORT\_ONLY** = 0x08  
*do not accept long-options*
- static const uint32\_t **LONG\_ONLY** = 0x10  
*do not accept short-options*
- static const uint32\_t **NOGUESSING** = 0x20  
*no guessing*
- static const uint32\_t **PARSE\_POS** = 0x40  
*parse position arguments*

### 4.291.1 Member Data Documentation

**4.291.1.1 const uint32\_t palo::OptionSpecification::LONG\_ONLY = 0x10**  
[static]

This also allows "-" as a long-option prefix

**4.291.1.2 const uint32\_t palo::OptionSpecification::NOGUESSING = 0x20**  
[static]

Normally, when we see a short (long) option on the command line that doesn't match any known short (long) options, then we try to "guess" by seeing if it will match any known long (short) option. Setting this mask prevents this "guessing" from occurring.

**4.291.1.3 const uint32\_t palo::OptionSpecification::PARSE\_POS = 0x40**  
[static]

By default, **Options** (p. 327) will not present positional command-line arguments to the user and will instead stop parsing when the first positional argument has been encountered. If this flag is given, **Options** (p. 327) will present positional arguments to the user with a return code of POSITIONAL; ENDOPTS will be returned only when the end of the argument list is reached.

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

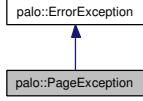
- OptionSpecification.h
- OptionSpecification.cpp

## 4.292 palo::PageException Class Reference

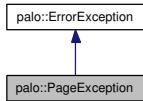
palo page exception

```
#include <PageException.h>
```

Inheritance diagram for palo::PageException:



Collaboration diagram for palo::PageException:



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

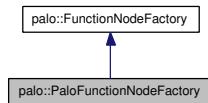
- [PageException.h](#)

## 4.293 `palo::PaloFunctionNodeFactory` Class Reference

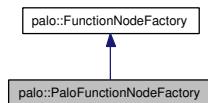
palo function node factory

```
#include <PaloFunctionNodeFactory.h>
```

Inheritance diagram for `palo::PaloFunctionNodeFactory`:



Collaboration diagram for `palo::PaloFunctionNodeFactory`:



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

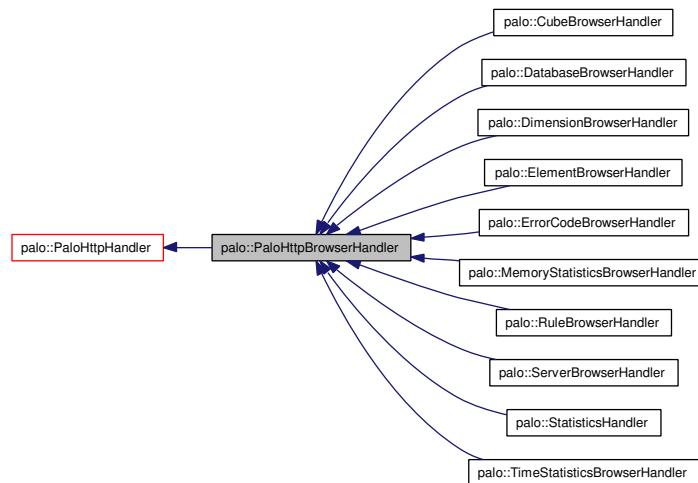
- `PaloFunctionNodeFactory.h`
- `PaloFunctionNodeFactory.cpp`

## 4.294 palo::PaloHttpBrowserHandler Class Reference

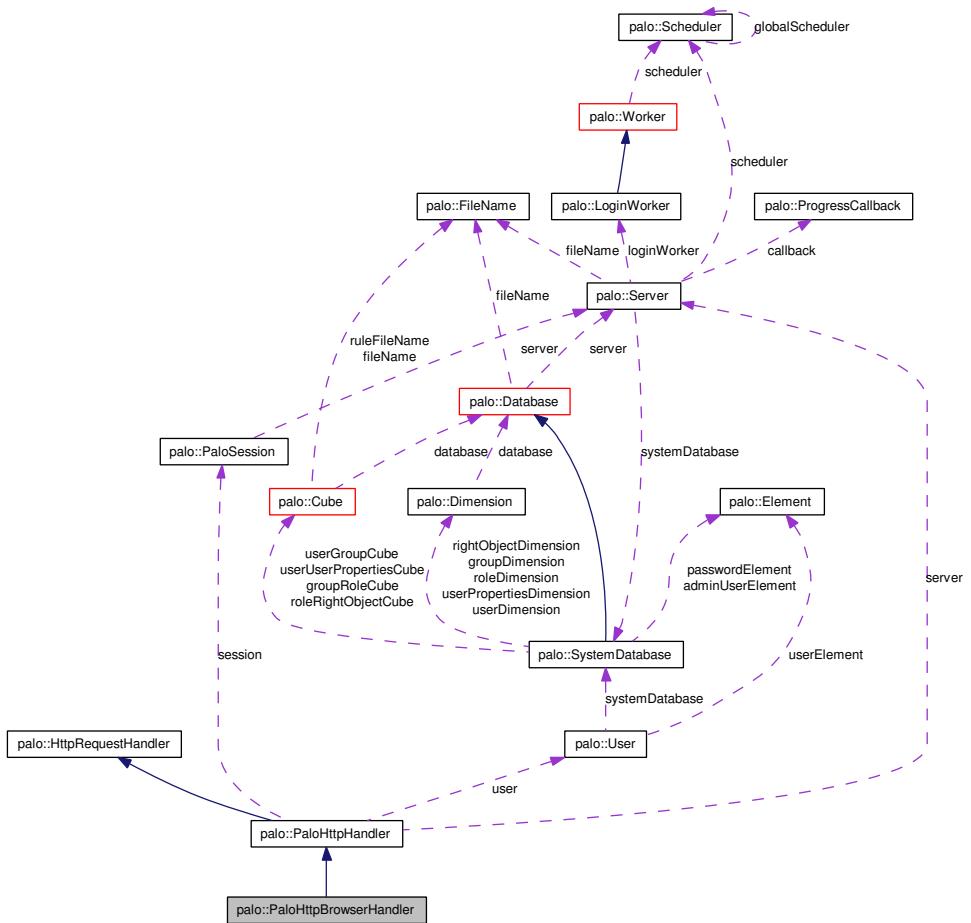
http handler for palo server browser

```
#include <PaloHttpBrowserHandler.h>
```

Inheritance diagram for palo::PaloHttpBrowserHandler:



Collaboration diagram for palo::PaloHttpBrowserHandler:



## Public Member Functions

- **HttpResponse \* handleHttpRequest (const HttpRequest \*)**  
*check login and call method handlePaloRequest in subclass*

## Protected Member Functions

- void **checkLogin (const HttpRequest \*request)**  
*checks authentication*
- string **createHtmlMessage (const string &type, const string &message)**  
*creates html message*

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

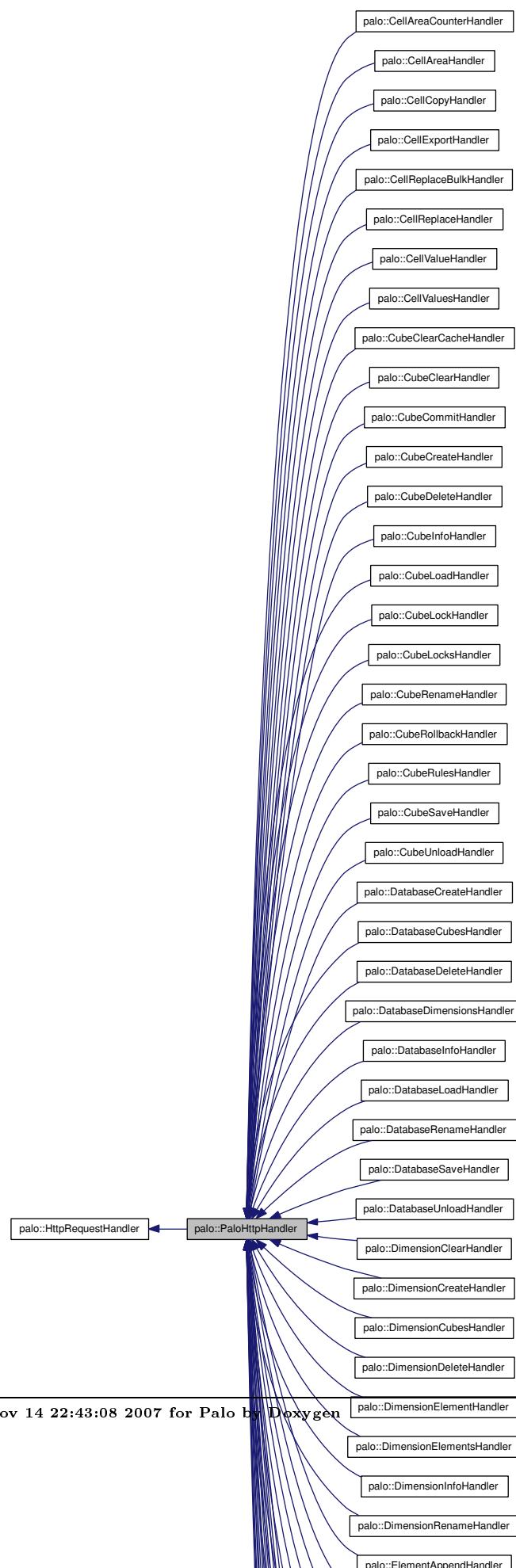
- **PaloHttpBrowserHandler.h**
- **PaloHttpBrowserHandler.cpp**

## 4.295 palo::PaloHttpHandler Class Reference

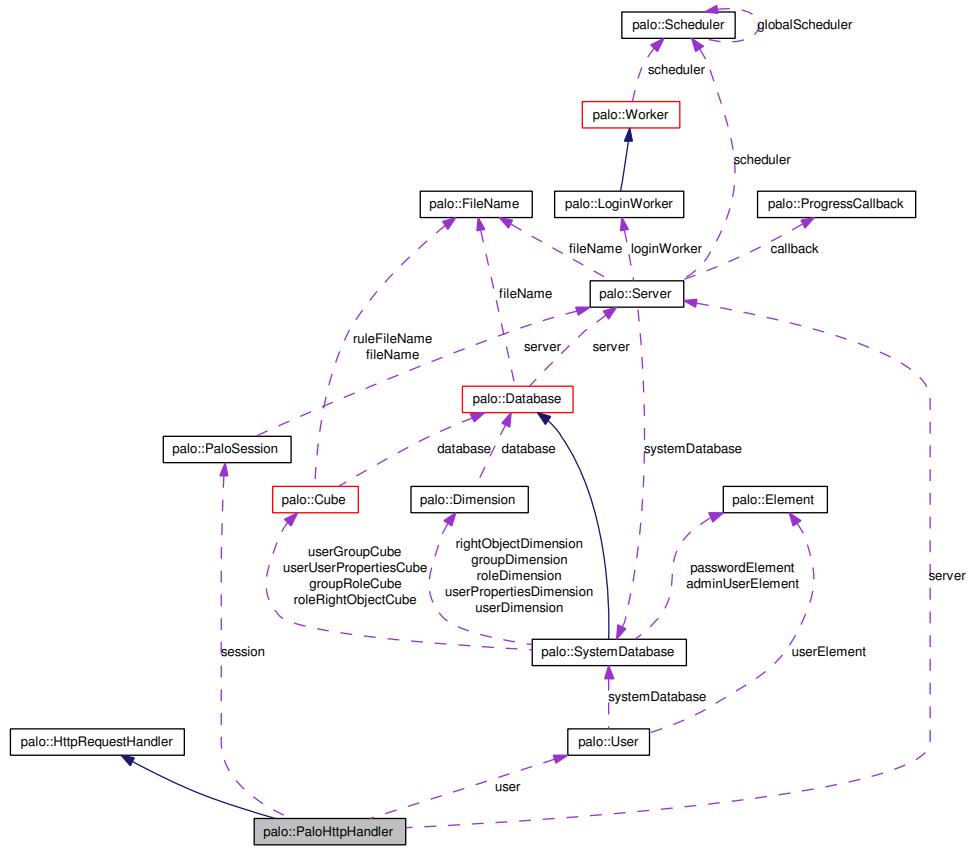
http handler for palo objects

```
#include <PaloHttpHandler.h>
```

Inheritance diagram for palo::PaloHttpHandler:



Collaboration diagram for `palo::PaloHttpHandler`:



## Public Member Functions

- **PaloHttpHandler (Server \*server)**  
*constructs a new handler*
- **HttpResponse \* handleHttpRequest (const HttpRequest \*)**  
*checks login and calls method handlePaloRequest in subclass*
- **HttpResponse \* handleSemaphoreRaised (semaphore\_t, const HttpRequest \*, IdentifierType clientData, const string \*msg)**  
*checks for semaphore handler and calls handlePaloSemaphoreRaised*
- **HttpResponse \* handleSemaphoreDeleted (semaphore\_t, const HttpRequest \*, IdentifierType clientData)**  
*checks for semaphore handler and calls handlePaloSemaphoreDeleted*

## Static Public Member Functions

- static void **defineStandardHandlers (Server \*, HttpServer \*, Scheduler \*, const string &, Encryption\_e, int)**

*define standard http handlers*

- static void **defineDisabledHandlers** (**Server** \*, **HttpServer** \*, **Encryption\_e**, int)
   
*define standard disabled http handlers*
- static void **defineBrowserHandlers** (**Server** \*, **HttpServer** \*, const string &, **Scheduler** \*)
   
*define browser http handlers*
- static void **defineDocumentationHandlers** (**Server** \*, const string &path, const string &tmpl, **HttpServer** \*)
   
*define documentation http handlers*
- static void **defineStatisticsHandlers** (**Server** \*, **HttpServer** \*, const string &)
   
*define statistics http handler*
- static void **setRequireUser** (bool require)
   
*sets the require user flag*

## Protected Member Functions

- virtual **HttpResponse** \* **handlePaloRequest** (const **HttpRequest** \*request)=0
   
*virtual method to handle a request*
- **Database** \* **findDatabase** (const **HttpRequest** \*request, **User** \*user, bool requireLoad=true)
   
*finds responding database*
- **Dimension** \* **findDimension** (**Database** \*database, const **HttpRequest** \*request, **User** \*user)
   
*finds responding dimension*
- **Cube** \* **findCube** (**Database** \*database, const **HttpRequest** \*request, **User** \*user, bool requireLoad=true)
   
*finds responding cube*
- **Element** \* **findElement** (**Dimension** \*dimension, const **HttpRequest** \*request, **User** \*user)
   
*finds responding element*
- **Rule** \* **findRule** (**Cube** \*, const **HttpRequest** \*request, **User** \*user)
   
*finds responding rule*
- **PaloSession** \* **findSession** (const string &value)
   
*finds session*
- **PaloSession** \* **findSession** (const **HttpRequest** \*request)
   
*finds session*

- `bool getBoolean (const HttpRequest *request, const string &param, bool defaultValue)`  
*extracts a boolean*
- `virtual void checkLogin (const HttpRequest *request)`  
*checks authentication*

## Static Protected Member Functions

- `static time_t getDefaultTtl ()`  
*default time to live*
- `static HttpResponse * generateElementResponse (Dimension *, Element *)`  
*constructs an element response*
- `static HttpResponse * generateElementsResponse (Dimension *, vector< Element * > *)`  
*constructs a list of elements response*
- `static HttpResponse * generateDimensionResponse (Dimension *)`  
*constructs a dimension response*
- `static HttpResponse * generateDimensionsResponse (Database *, vector< Dimension * > *, bool, bool, bool, bool)`  
*constructs a list of dimensions response*
- `static HttpResponse * generateCubeResponse (Cube *)`  
*constructs a cube response*
- `static HttpResponse * generateCubesResponse (Database *, vector< Cube * > *, bool, bool, bool, bool)`  
*constructs a list of cubes response*
- `static HttpResponse * generateDatabaseResponse (Database *)`  
*constructs a database response*
- `static HttpResponse * generateDatabasesResponse (Server *, vector< Database * > *, bool, bool)`  
*constructs a list of databases response*
- `static HttpResponse * generateRuleResponse (Rule *rule, bool useIdentifier)`  
*constructs a rule response*
- `static HttpResponse * generateRulesResponse (Cube *cube, const vector< Rule * > *rule, bool useIdentifier)`  
*constructs a rules response*
- `static HttpResponse * generateLockResponse (Server *server, Cube *, Lock *)`  
*constructs a lock response*

- static **HttpResponse \* generateLocksResponse** (**Server \*server**, **Cube \***, **User \*user**)  
*constructs a lock response*
- static **HttpResponse \* generateOkResponse** ()  
*constructs an OK response*
- static **HttpResponse \* generateOkResponse** (**Server \***)  
*constructs an OK response with server token*
- static **HttpResponse \* generateOkResponse** (**Database \***)  
*constructs an OK response with database token*
- static **HttpResponse \* generateOkResponse** (**Cube \***)  
*constructs an OK response with cube token*
- static **HttpResponse \* generateOkResponse** (**Dimension \***)  
*constructs an OK response with dimension token*
- static **HttpResponse \* generateNotImplementedResponse** ()  
*constructs a not implement error response*
- static **HttpResponse \* generateCellResponse** (**Cube \***, **Cube::CellValueType \***, bool found, bool showRule)  
*constructs a cell response*
- static **HttpResponse \* generateCellsResponse** (**Cube \***, vector<**Cube::CellValueType**>\*, vector<bool>\*, vector<int>\*, bool showRule)  
*constructs a list of cell response*
- static **HttpResponse \* generateLoginResponse** (**Server \***, **PaloSession \***)  
*constructs session identifier and time to live response*
- static void **checkToken** (**Server \***, const **HttpRequest \***)  
*checks server token in request*
- static void **checkToken** (**Database \***, const **HttpRequest \***)  
*checks database token in request*
- static void **checkToken** (**Dimension \***, const **HttpRequest \***)  
*checks dimension token in request*
- static void **checkToken** (**Cube \***, const **HttpRequest \***)  
*checks cube token in request*
- static void **appendCsvString** (**StringBuffer** \*sb, const string &text)  
*appends csv string*
- static void **appendCsvInteger** (**StringBuffer** \*sb, int32\_t i)  
*appends csv integer*

- static void **appendCsvInteger** (**StringBuffer** \*sb, **uint32\_t** i)  
*appends csv integer*
- static void **appendCsvInteger** (**StringBuffer** \*sb, **uint64\_t** i)  
*appends csv integer*
- static void **appendCsvDouble** (**StringBuffer** \*sb, **double** d)  
*appends csv double*
- static **Element::ElementType** **getElementTypeByString** (const **string** &name)  
*converts string to element type*
- static **Element::ElementType** **getElementTypeByIdentifier** (const **string** &name)  
*converts type string to element type*
- static **Cube::SplashMode** **getSplashMode** (const **HttpRequest** \*request)  
*extracts splash mode*
- static **IdentifiersType** **getPath** (const **string** &pathString, const **vector< Dimension \* >** \*dimensions, **bool** usePathIds)  
*extracts paths from string*
- static **IdentifiersType** **getPath** (const **HttpRequest** \*request, const **vector< Dimension \* >** \*dimensions)  
*extracts paths from request*
- static **IdentifiersType** **getPathTo** (const **HttpRequest** \*request, const **vector< Dimension \* >** \*dimensions)  
*extracts path from request*
- static **vector< IdentifiersType >** **getArea** (const **string** &pathString, const **vector< Dimension \* >** \*dimensions, **uint32\_t** &numResult, **bool** usePathIds)  
*Convert an areaString in CSV format to an area usable for further processing.*
- static **vector< IdentifiersType >** **getArea** (const **HttpRequest** \*request, const **vector< Dimension \* >** \*dimensions, **uint32\_t** &numResult)  
*Check if the request contains an ID-Area or a "Name-Area" and call the corresponding get\_area sub-function.*

## Protected Attributes

- **Server \*** **server**  
*pointer to the OLAP server*
- **User \*** **user**  
*the user of the connection*
- **PaloSession \*** **session**  
*the current session of the connection*

### 4.295.1 Member Function Documentation

**4.295.1.1** `vector< IdentifiersType > palo::PaloHttpHandler::getArea (const string & areaString, const vector< Dimension * > * dimensions, uint32_t & numResult, bool usePathIds) [static, protected]`

#### Parameters:

- ← *areaString* : The string that was sent to Palo by the client and holds the area information.
- ← *dimensions* : **Vector** (p. 451) of dimensions that span the area
- *numResult* : Total number of cells the area holds.
- ← *usePathIds* : True if the area is described by IDs. Alternatively, names can be used.

#### Returns:

The return value represents a list of coordinate vectors. They span the actual area.(cartesian product)

#### Exceptions:

**ParameterException** – the passed area has too many or too few dimensions

**4.295.1.2** `vector< IdentifiersType > palo::PaloHttpHandler::getArea (const HttpRequest * request, const vector< Dimension * > * dimensions, uint32_t & numResult) [static, protected]`

#### Parameters:

- ← *request* The **HttpRequest** (p. 282) from the client
- ← *dimensions* The dimensions spanning the area
- *numResult* Number of cells the area has

#### Returns:

Array of coordinates. The area is the cartesian product.

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

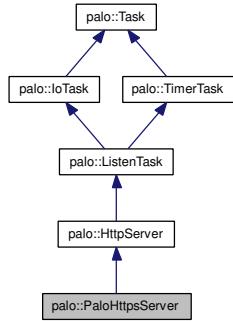
- **PaloHttpHandler.h**
- **PaloHttpHandler.cpp**

## 4.296 palo::PaloHttpsServer Class Reference

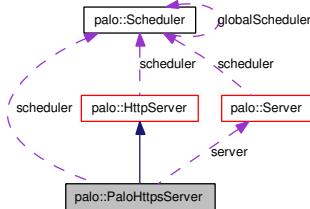
https server

```
#include <PaloHttpsServer.h>
```

Inheritance diagram for palo::PaloHttpsServer:



Collaboration diagram for palo::PaloHttpsServer:



### Public Member Functions

- **PaloHttpsServer (Server \*, Scheduler \*, SSL\_CTX \*)**  
*constructs a new https server*
- **~PaloHttpsServer ()**  
*deletes a https server*
- **void handleConnected (socket\_t fd)**  
*called by task to indicate connection success*
- **void handleShutdown ()**  
*called by scheduler to indicate shutdown in progress*

#### 4.296.1 Member Function Documentation

##### 4.296.1.1 void palo::PaloHttpsServer::handleShutdown () [virtual]

This callback is called by the scheduler to indicate that the scheduler is shutting down. The task should release any resources it is holding.

Reimplemented from **palo::HttpServer** (p. 291).

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

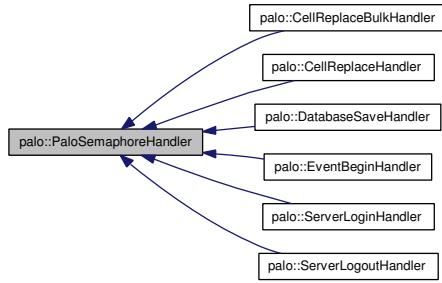
- **PaloHttpsServer.h**
- **PaloHttpsServer.cpp**

## 4.297 palo::PaloSemaphoreHandler Class Reference

palo semaphore handler

```
#include <PaloSemaphoreHandler.h>
```

Inheritance diagram for palo::PaloSemaphoreHandler:



### Public Member Functions

- **virtual `HttpResponse` \* handlePaloSemaphoreRaised (const `HttpRequest` \*, IdentifierType, const string \*)=0**  
*callback if semaphore is raised*
- **virtual `HttpResponse` \* handlePaloSemaphoreDeleted (const `HttpRequest` \*, IdentifierType)=0**  
*callback if semaphore is destroyed*

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

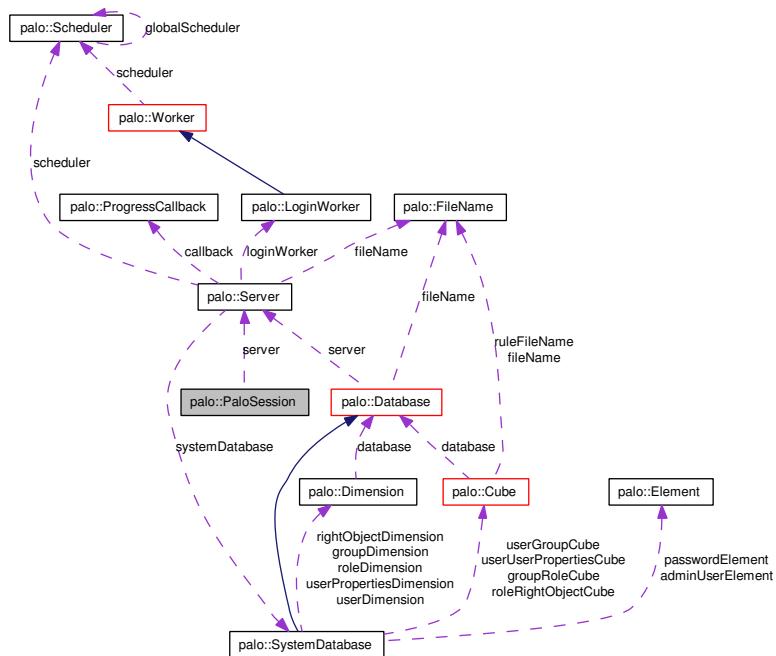
- **PaloSemaphoreHandler.h**

## 4.298 palo::PaloSession Class Reference

session handler for http

```
#include <PaloSession.h>
```

Collaboration diagram for palo::PaloSession:



## Public Member Functions

- `IdentifierType getIdentifier () const`  
*returns the session identifier*
- `string getEncodedIdentifier ()`  
*returns the base64 encoded session identifier*
- `bool isWorker () const`  
*checks if session is a worker session*
- `time_t getTtl () const`  
*returns the time to live*
- `time_t getTtlInterval () const`  
*returns the time to live interval*
- `User * getUser () const`  
*returns the user or 0*

## Static Public Member Functions

- static **PaloSession** \* **createSession** (IdentifierType sessionId, **Server** \*, **User** \*, bool worker, time\_t ttl)  
*creates a new session*
- static **PaloSession** \* **createSession** (**Server** \*, **User** \*, bool worker, time\_t ttl)  
*creates a new session*
- static void **deleteSession** (**PaloSession** \*)  
*deletes a session*
- static **PaloSession** \* **findSession** (IdentifierType)  
*finds session by identifier*
- static **PaloSession** \* **findSession** (const string &identifier)  
*finds session by encoded identifier*
- static void **storeCellReplace** (**Database** \*database, **Cube** \*cube, IdentifiersType ids, const string &value, **Cube::SplashMode** mode)  
*stores cell replace from bulk update*

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

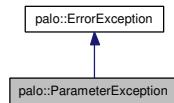
- **PaloSession.h**
- **PaloSession.cpp**

## 4.299 **palo::ParameterException** Class Reference

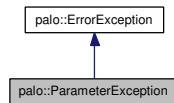
palo parameter exception

```
#include <ParameterException.h>
```

Inheritance diagram for **palo::ParameterException**:



Collaboration diagram for **palo::ParameterException**:



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

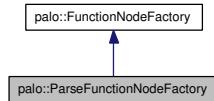
- **ParameterException.h**

## 4.300 `palo::ParseFunctionNodeFactory` Class Reference

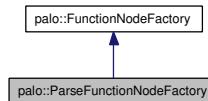
parse function node factory

```
#include <ParseFunctionNodeFactory.h>
```

Inheritance diagram for `palo::ParseFunctionNodeFactory`:



Collaboration diagram for `palo::ParseFunctionNodeFactory`:



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

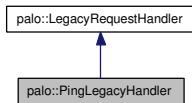
- `ParseFunctionNodeFactory.h`
- `ParseFunctionNodeFactory.cpp`

## 4.301 palo::PingLegacyHandler Class Reference

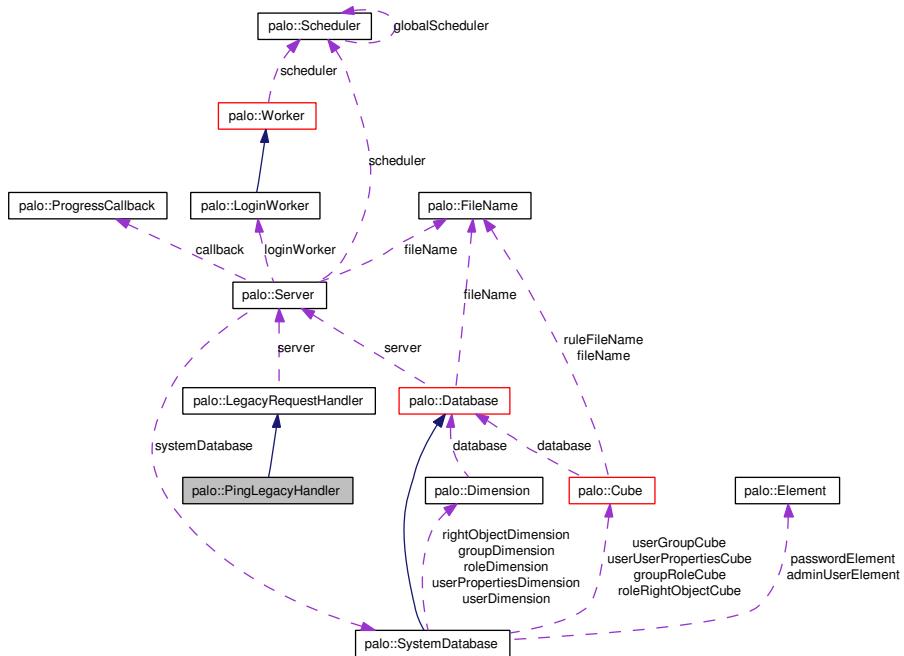
ping

```
#include <PingLegacyHandler.h>
```

Inheritance diagram for palo::PingLegacyHandler:



Collaboration diagram for palo::PingLegacyHandler:



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

- [PingLegacyHandler.h](#)

## 4.302 yy::position Class Reference

Abstract a position.

```
#include <position.hh>
```

### Public Member Functions

- **position ()**  
*Construct a position.*
- void **initialize** (std::string \*fn)  
*Initialization.*

### Line and Column related manipulators

- void **lines** (int count=1)  
*(line related) Advance to the COUNT next lines.*
- void **columns** (int count=1)  
*(column related) Advance to the COUNT next columns.*

### Public Attributes

- std::string \* **filename**  
*File name to which this position refers.*
- unsigned int **line**  
*Current line number.*
- unsigned int **column**  
*Current column number.*

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

- **position.hh**

## 4.303 palo::ProgressCallback Class Reference

abstract base class for progress callback

```
#include <ProgressCallback.h>
```

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

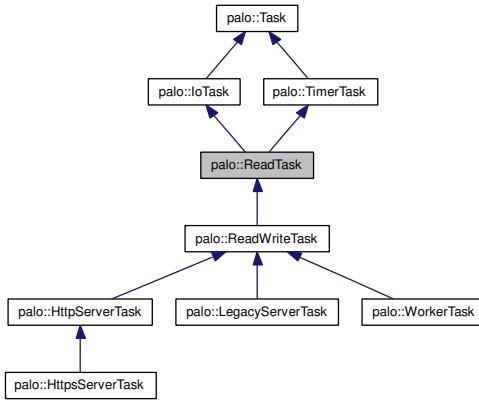
- **ProgressCallback.h**

## 4.304 palo::ReadTask Class Reference

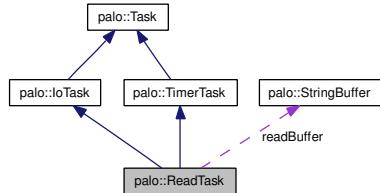
abstract base class for input tasks

```
#include <ReadTask.h>
```

Inheritance diagram for palo::ReadTask:



Collaboration diagram for palo::ReadTask:



### Public Member Functions

- **ReadTask (socket \_t readSocket)**  
*constructs a new input task*
- **~ReadTask ()**  
*deletes an input task*

### Protected Member Functions

- virtual bool **fillReadBuffer ()**  
*fills the read buffer*

### Protected Attributes

- **StringBuffer readBuffer**

*read buffer*

#### 4.304.1 Detailed Description

The class provides an abstract base class for all input tasks. In addition to the callbacks and methods defined by **IoTask** (p. 297), it provides the method `fillReadBuffer` and a member `readBuffer` which can be used to read data from a connection.

#### 4.304.2 Member Function Documentation

##### 4.304.2.1 `bool palo::ReadTask::fillReadBuffer () [protected, virtual]`

The function should be called by input task if the scheduler has indicated that new data is available. It will return true, if data could be read and false if the connection has been closed.

Reimplemented in **palo::HttpsServerTask** (p. 296).

#### 4.304.3 Member Data Documentation

##### 4.304.3.1 `StringBuffer palo::ReadTask::readBuffer [protected]`

The function `fillReadBuffer` stores the data in this buffer.

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

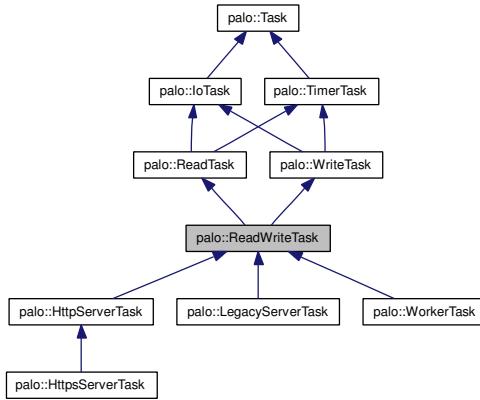
- **ReadTask.h**
- **ReadTask.cpp**

## 4.305 palo::ReadWriteTask Class Reference

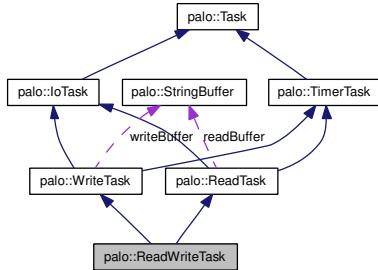
abstract base class for input-output tasks

```
#include <ReadWriteTask.h>
```

Inheritance diagram for palo::ReadWriteTask:



Collaboration diagram for palo::ReadWriteTask:



### Public Member Functions

- `bool canHandleWrite ()`  
*called by scheduler to check if task wants to write*
- `bool handleWrite ()`  
*called by scheduler to indicate that data can be written*

#### 4.305.1 Member Function Documentation

##### 4.305.1.1 `bool palo::ReadWriteTask::canHandleWrite () [inline, virtual]`

This function is used by the scheduler to check if the task is ready to send data. The scheduler will only check connection for writability if this function returns true.

Reimplemented from `palo::WriteTask` (p. 458).

Reimplemented in **palo::HttpsServerTask** (p. 296), and **palo::LegacyServerTask** (p. 311).

#### 4.305.1.2 **bool palo::ReadWriteTask::handleWrite () [inline, virtual]**

This callback is called by the scheduler if the connection can consume data. The task must try to write data to the connection in a non-blocking way.

Reimplemented from **palo::WriteTask** (p. 458).

Reimplemented in **palo::HttpsServerTask** (p. 296).

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

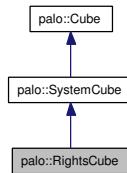
- **ReadWriteTask.h**

## 4.306 palo::RightsCube Class Reference

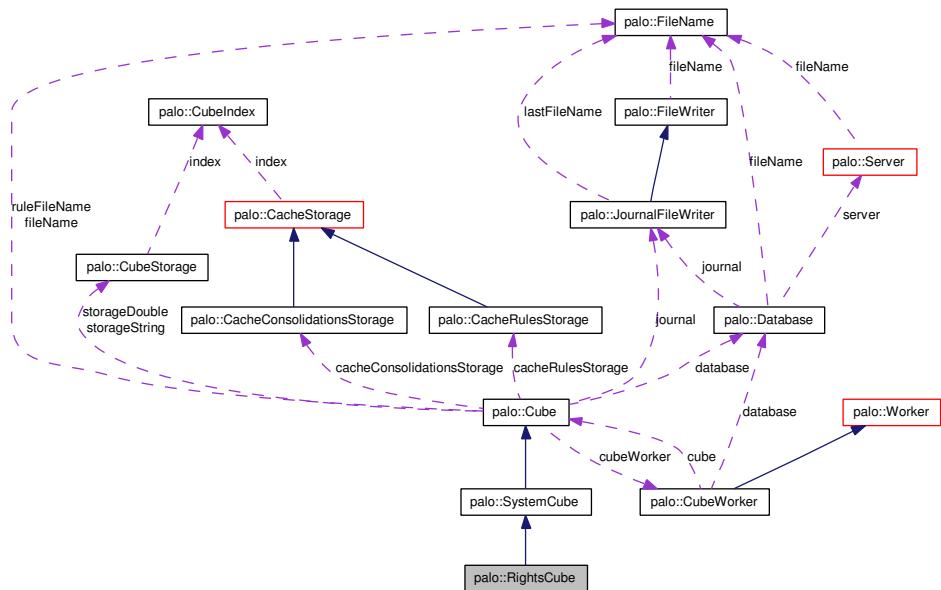
rights OLAP cube

```
#include <RightsCube.h>
```

Inheritance diagram for palo::RightsCube:



Collaboration diagram for palo::RightsCube:



## Public Member Functions

- **RightsCube** (IdentifierType identifier, const string &name, Database \*database, vector< Dimension \* > \*dimensions)

*creates empty cube*

- void **saveCubeType** (FileWriter \*file)

*saves cube name and type to file*

- ItemType **getType** () const

*returns cube type*

- SystemCubeType **getSubType** () const

*returns the sub type of a system cube*

- **void saveCube ()**  
*saves data to file*
- **void loadCube (bool processJournal)**  
*reads data from file*
- **void clearCells (User \*user)**  
*clears all cells*
- **semaphore\_t setCellValue (CellPath \*cellPath, double value, User \*user, PaloSession \*session, bool checkArea, bool sepRight, bool addValue, SplashMode splashMode, Lock \*lock)**  
*sets NUMERIC value to a cell*
- **semaphore\_t setCellValue (CellPath \*cellPath, const string &value, User \*user, PaloSession \*session, bool checkArea, bool sepRight, Lock \*lock)**  
*sets STRING value to a cell*
- **semaphore\_t clearCellValue (CellPath \*cellPath, User \*user, PaloSession \*session, bool checkArea, bool sepRight, Lock \*lock)**  
*clears value of cell in cube*
- **void deleteElement (const string &username, const string &event, Dimension \*dimension, IdentifierType element, bool processStorageDouble, bool processStorageString, bool deleteRules)**  
*deletes element*
- **void updateUserRights ()**  
*updates user rights*

### 4.306.1 Detailed Description

An OLAP cube is an ordered list of elements

### 4.306.2 Constructor & Destructor Documentation

#### 4.306.2.1 palo::RightsCube::RightsCube (IdentifierType *identifier*, const string & *name*, Database \* *database*, vector< Dimension \* > \* *dimensions*) [inline]

**Exceptions:**

*ParameterException* (p. 356) on double or missing dimensions

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

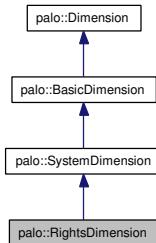
- **RightsCube.h**
- **RightsCube.cpp**

## 4.307 palo::RightsDimension Class Reference

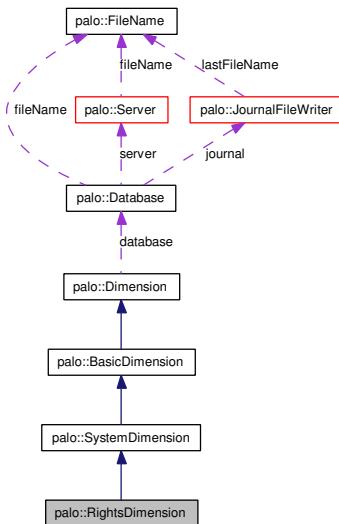
rights OLAP dimension

```
#include <RightsDimension.h>
```

Inheritance diagram for palo::RightsDimension:



Collaboration diagram for palo::RightsDimension:



## Public Member Functions

- **RightsDimension** (IdentifierType identifier, const string &name, Database \*database)  
*creates new dimension with given identifier*
- void **saveDimensionType** (FileWriter \*file)  
*saves dimension name and type to file*
- Element \* **addElement** (const string &name, Element::ElementType elementType, User \*user, bool useJournal=true)  
*adds (new) element (returns identifier of new element)*
- void **deleteElement** (Element \*element, User \*user, bool useJournal=true)  
*deletes element*

- void **changeElementName** (**Element** \*element, const string &name, **User** \*user)  
*changes name of element*
- void **changeElementType** (**Element** \*element, **Element::ElementType** elementType, **User** \*user, bool setConsolidated)  
*changes type of element*
- void **clearElements** (**User** \*user)  
*deletes all elements*
- **SystemDimensionType** **getSubType** () const  
*returns the sub type of a system dimension*

## Protected Member Functions

- void **checkCubeAccessRight** (**User** \*user, RightsType minimumRight)  
*checks cube access*
- void **checkElementAccessRight** (**User** \*user, RightsType minimumRight)  
*checks element access*

### 4.307.1 Detailed Description

An OLAP dimension is an ordered list of elements

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

- **RightsDimension.h**
- **RightsDimension.cpp**

## 4.308 palo::RollbackPage Class Reference

palo rollback page

```
#include <RollbackPage.h>
```

### Public Member Functions

- **RollbackPage** (size\_t keySize, size\_t valueSize, size\_t maximumSize)  
*creates an empty rollback storage*
- **~RollbackPage ()**  
*delete rollback storage*
- element\_t **addElement** (element\_t)  
*adds an entry to cube*
- void **removeLastElement ()**  
*removes last entry*
- buffer\_t **begin ()**  
*returns a pointer to the beginning*
- buffer\_t **end ()**  
*returns a pointer to the end (first non-used entry)*
- buffer\_t **last ()**  
*returns a pointer to the last (last used entry)*
- size\_t **getRowSize ()**  
*returns the used row size*
- buffer\_t **next (buffer\_t ptr)**  
*returns the row after ptr*
- buffer\_t **before (buffer\_t ptr)**  
*returns the row before ptr*
- buffer\_t **getCell (size\_t pos)**  
*returns the a row by position*
- size\_t **size ()**  
*returns the number of used rows*
- bool **isFull ()**  
*returns true if all rows used*

## Static Public Attributes

- static const size\_t **PAGE\_SIZE** = 1024  
*initial size of a rollback page*

### 4.308.1 Detailed Description

A cube page stores the cell data into a fixed memory size. Each cube page is divided into rows of a given size.

### 4.308.2 Member Data Documentation

#### 4.308.2.1 const size\_t palo::RollbackPage::PAGE\_SIZE = 1024 [static]

Memory pages will be allocated in multiple of this values.

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

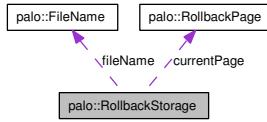
- **RollbackPage.h**
- **RollbackPage.cpp**

## 4.309 palo::RollbackStorage Class Reference

palo rollback storage

```
#include <RollbackStorage.h>
```

Collaboration diagram for palo::RollbackStorage:



### Public Member Functions

- **RollbackStorage** (const vector< Dimension \* > \*dimensions, FileName \*cubeFileName, IdentifierType id)
 

*Creates a filled cache storage.*
- **~RollbackStorage ()**

*Remove a cache storage.*
- **size\_t getNumberSteps ()**

*get number of rollback steps*
- **void addRollbackStep ()**

*add a rollback step*
- **void rollback (Cube \*cube, size\_t numSteps, User \*user)**

*rollback steps this removes the related values from the storage*
- **void addCellValue (const IdentifiersType \*path, double \*value)**

*add a value to the rollback storage*
- **bool hasCapacity (double num)**

*checks if the rollback storage can hold num more values*

### 4.309.1 Detailed Description

A rollback storage uses a rollback page

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

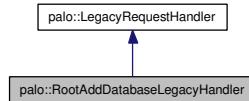
- **RollbackStorage.h**
- **RollbackStorage.cpp**

## 4.310 palo::RootAddDatabaseLegacyHandler Class Reference

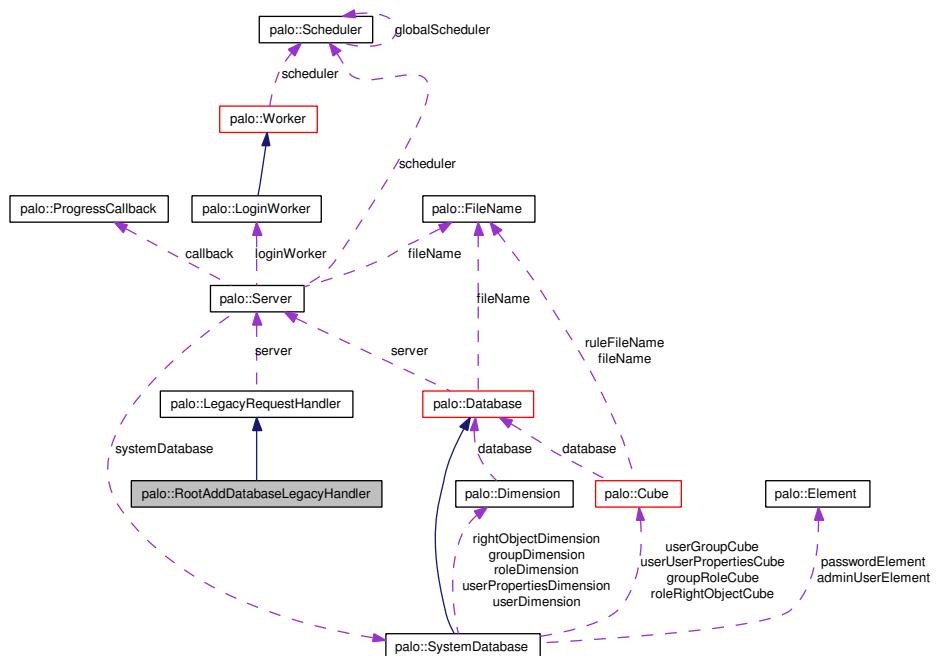
root\_add\_database

```
#include <RootAddDatabaseLegacyHandler.h>
```

Inheritance diagram for palo::RootAddDatabaseLegacyHandler:



Collaboration diagram for palo::RootAddDatabaseLegacyHandler:



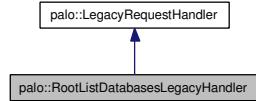
The documentation for this class was generated from the following file:

- **RootAddDatabaseLegacyHandler.h**

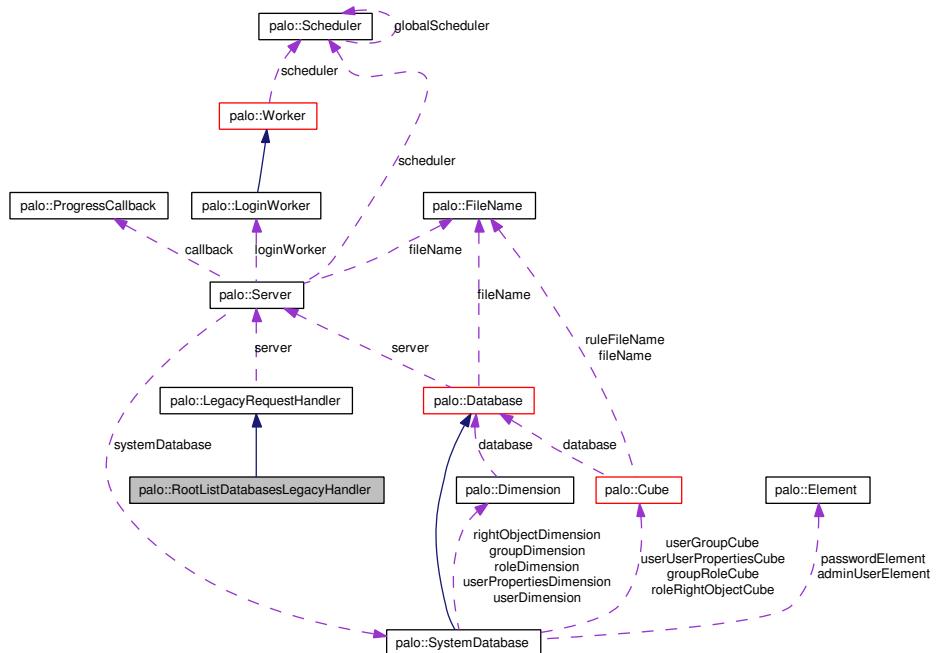
### 4.311 palo::RootListDatabasesLegacyHandler Class Reference

```
root_list_databases
#include <RootListDatabasesLegacyHandler.h>
```

Inheritance diagram for palo::RootListDatabasesLegacyHandler:



Collaboration diagram for palo::RootListDatabasesLegacyHandler:



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

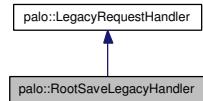
- [RootListDatabasesLegacyHandler.h](#)

## 4.312 `palo::RootSaveLegacyHandler` Class Reference

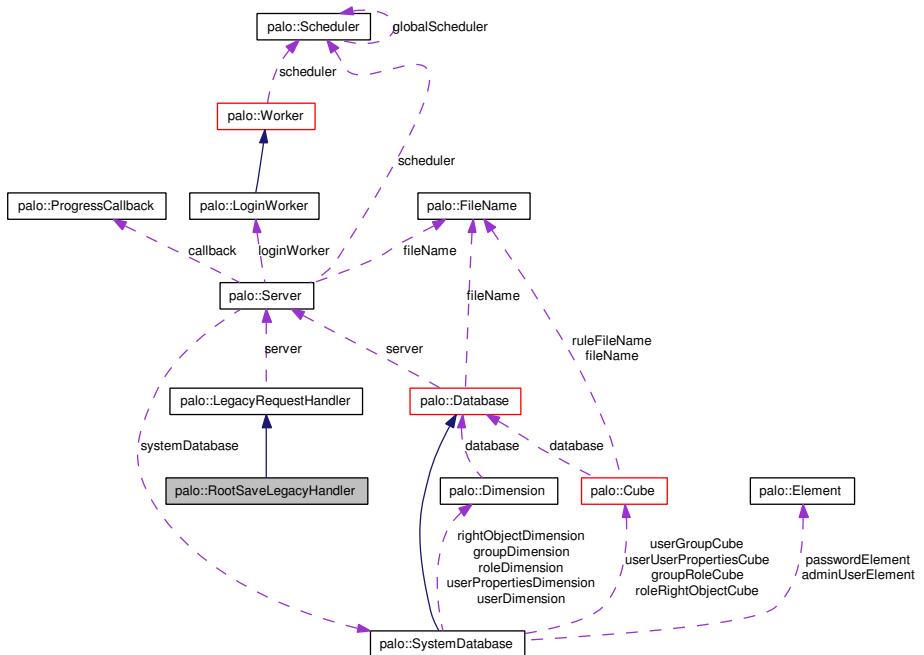
`root_save`

```
#include <RootSaveLegacyHandler.h>
```

Inheritance diagram for `palo::RootSaveLegacyHandler`:



Collaboration diagram for `palo::RootSaveLegacyHandler`:



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

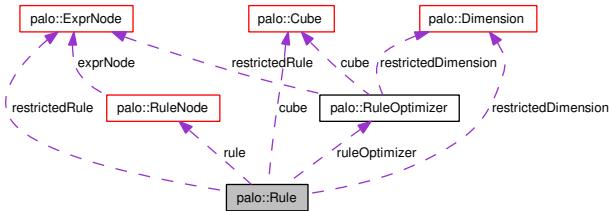
- `RootSaveLegacyHandler.h`

## 4.313 palo::Rule Class Reference

OLAP enterprise rule.

```
#include <Rule.h>
```

## Collaboration diagram for palo::Rule:



## Public Member Functions

- **Rule** (IdentifierType identifier, **Cube** \*cube, **RuleNode** \*ruleNode, const string &external, const string &comment, bool activeRule)  
*creates new rule from rule node*
  - **Rule** (IdentifierType identifier, **Cube** \*cube, **RuleNode** \*ruleNode, const string &external, const string &comment, time\_t timestamp, bool activeRule)  
*creates new rule from rule node*
  - virtual ~**Rule** ()  
*Destructor.*
  - bool **withinArea** (**CellPath** \*cellPath)  
*checks if cell path is within destination area*
  - bool **withinRestricted** (**CellPath** \*cellPath)  
*checks if cell path is within restricted area of optimized rule*
  - bool **within** (**CellPath** \*cellPath)  
*checks if cell path is within destination area and of correct type*
  - bool **contains** (**CellPath** \*cellPath)  
*checks if cell path is touched by destination area*
  - bool **containsRestricted** (**CellPath** \*cellPath)  
*checks if cell path is touched by restricted area of optimized rule*
  - **Cube::CellValueType getValue** (**CellPath** \*cellPath, **User** \*user, bool \*skip, bool \*usesDifferentDatabase, set< pair< **Rule** \*, IdentifiersType > > \*ruleHistory) const  
*returns value of computation*
  - void **appendRepresentation** (**StringBuffer** \*sb, bool names=false) const  
*appends a representation to the string buffer*

- bool **hasElement** (**Dimension** \*dimension, IdentifierType element) const  
*checks if elements is contained in rule*

#### getter and setter

- **Cube \* getCube** () const  
*gets cube of rule*
- IdentifierType **getIdentifier** () const  
*gets identifier of rule*
- const string & **getExternal** () const  
*gets external identifier of rule*
- void **setExternal** (const string &external)  
*sets external identifier of rule*
- const string & **getComment** () const  
*gets comment for a rule*
- void **setComment** (const string &comment)  
*sets comment for a rule*
- time\_t **getTimeStamp** () const  
*gets timestamp for a rule*
- void **setDefinition** (**RuleNode** \*node)  
*sets a new definition*
- bool **isActive** () const  
*return true if the rule is active*
- void  **setActive** (bool isActive)  
*activate or deactivate rule*
- **RuleNode::RuleOption getRuleOption** ()  
*returns the rule option*
- bool **isLinearRule** ()  
*linear rule*
- bool **isRestrictedRule** ()  
*restricted rule*

### 4.313.1 Member Function Documentation

#### 4.313.1.1 bool palo::Rule::contains (CellPath \* *cellPath*)

Returns true if the destination area is within a the sub-cube identified by a consolidated path.  
The documentation for this class was generated from the following files:

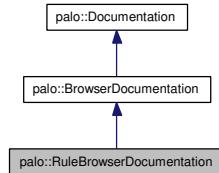
- Rule.h
- Rule.cpp

## 4.314 palo::RuleBrowserDocumentation Class Reference

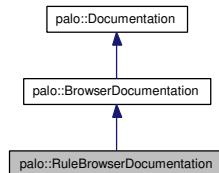
provides rule data documentation

```
#include <RuleBrowserDocumentation.h>
```

Inheritance diagram for palo::RuleBrowserDocumentation:



Collaboration diagram for palo::RuleBrowserDocumentation:



### Public Member Functions

- **RuleBrowserDocumentation** (**Database** \*database, **Cube** \*cube, const string &ruleString, const string &message)

*constructs a new rule data based documentation*

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

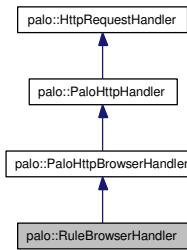
- **RuleBrowserDocumentation.h**
- **RuleBrowserDocumentation.cpp**

## 4.315 palo::RuleBrowserHandler Class Reference

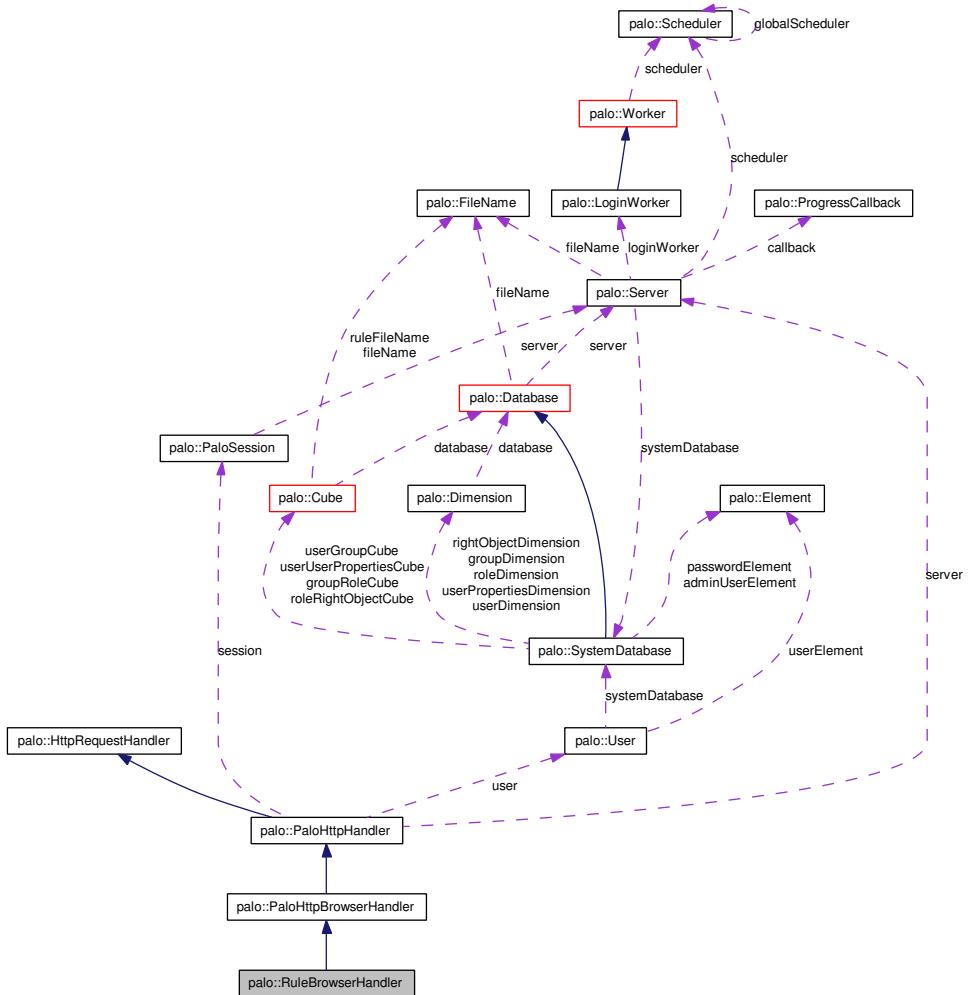
## cube browser

```
#include <RuleBrowserHandler.h>
```

## Inheritance diagram for palo::RuleBrowserHandler:



## Collaboration diagram for palo::RuleBrowserHandler:



## Public Member Functions

- virtual **HttpResponse** \* **handlePaloRequest** (const **HttpRequest** \*request)  
*virtual method to handle a request*

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

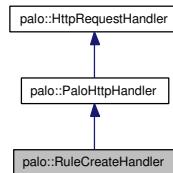
- **RuleBrowserHandler.h**
- **RuleBrowserHandler.cpp**

## 4.316 palo::RuleCreateHandler Class Reference

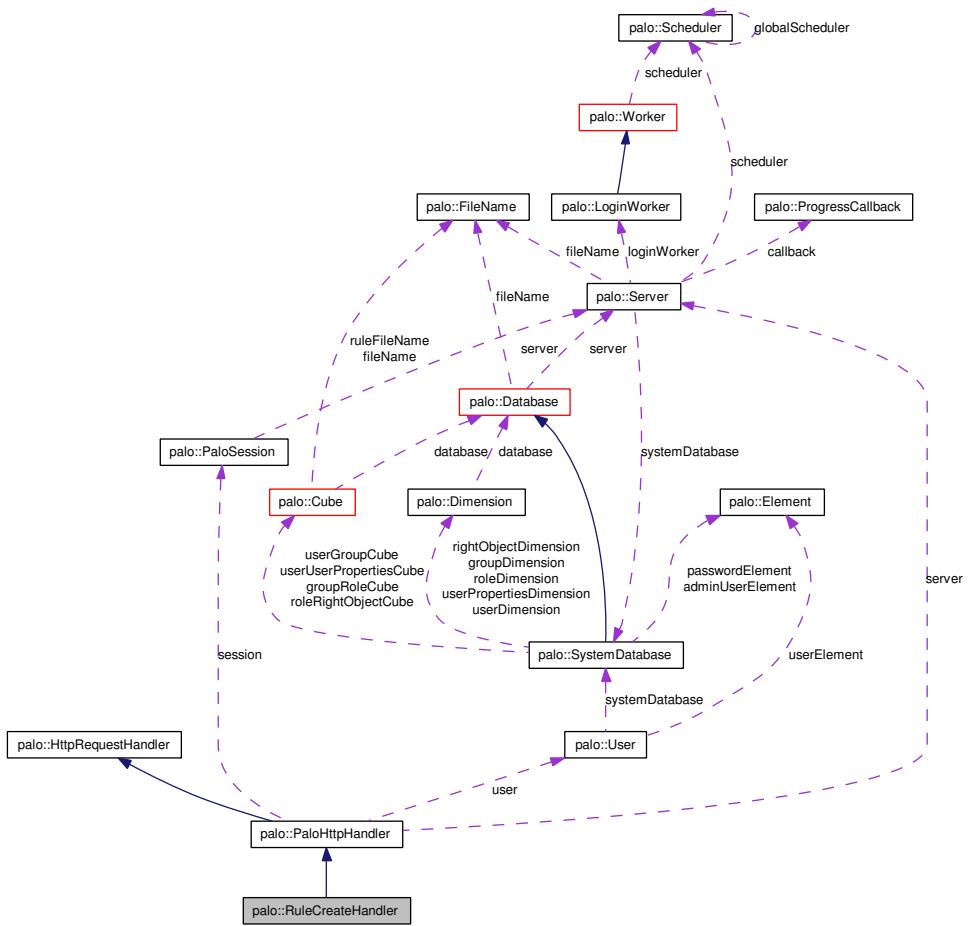
element browser

```
#include <RuleCreateHandler.h>
```

Inheritance diagram for palo::RuleCreateHandler:



Collaboration diagram for palo::RuleCreateHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

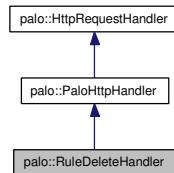
- **RuleCreateHandler.h**

## 4.317 palo::RuleDeleteHandler Class Reference

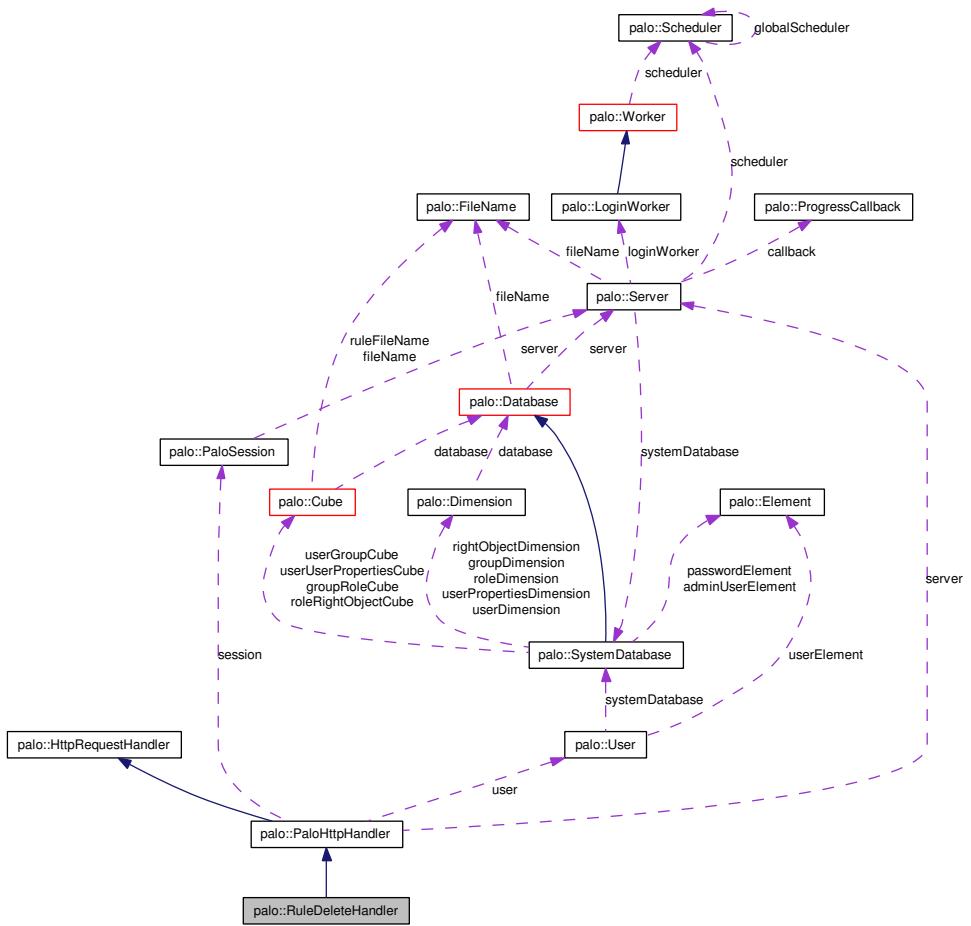
element browser

```
#include <RuleDeleteHandler.h>
```

Inheritance diagram for palo::RuleDeleteHandler:



Collaboration diagram for palo::RuleDeleteHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

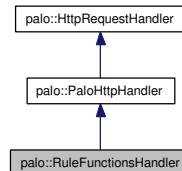
- RuleDeleteHandler.h

## 4.318 palo::RuleFunctionsHandler Class Reference

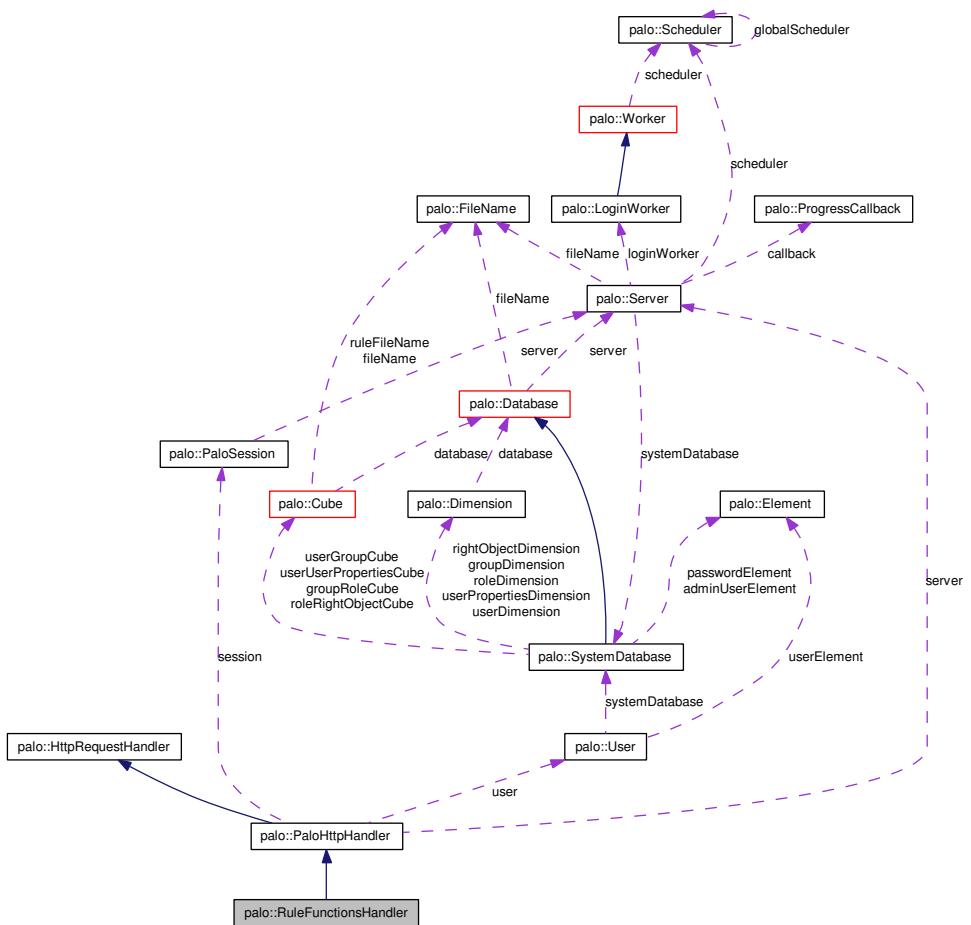
element browser

```
#include <RuleFunctionsHandler.h>
```

Inheritance diagram for palo::RuleFunctionsHandler:



Collaboration diagram for palo::RuleFunctionsHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

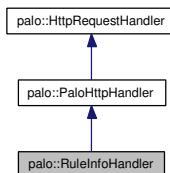
- RuleFunctionsHandler.h

## 4.319 palo::RuleInfoHandler Class Reference

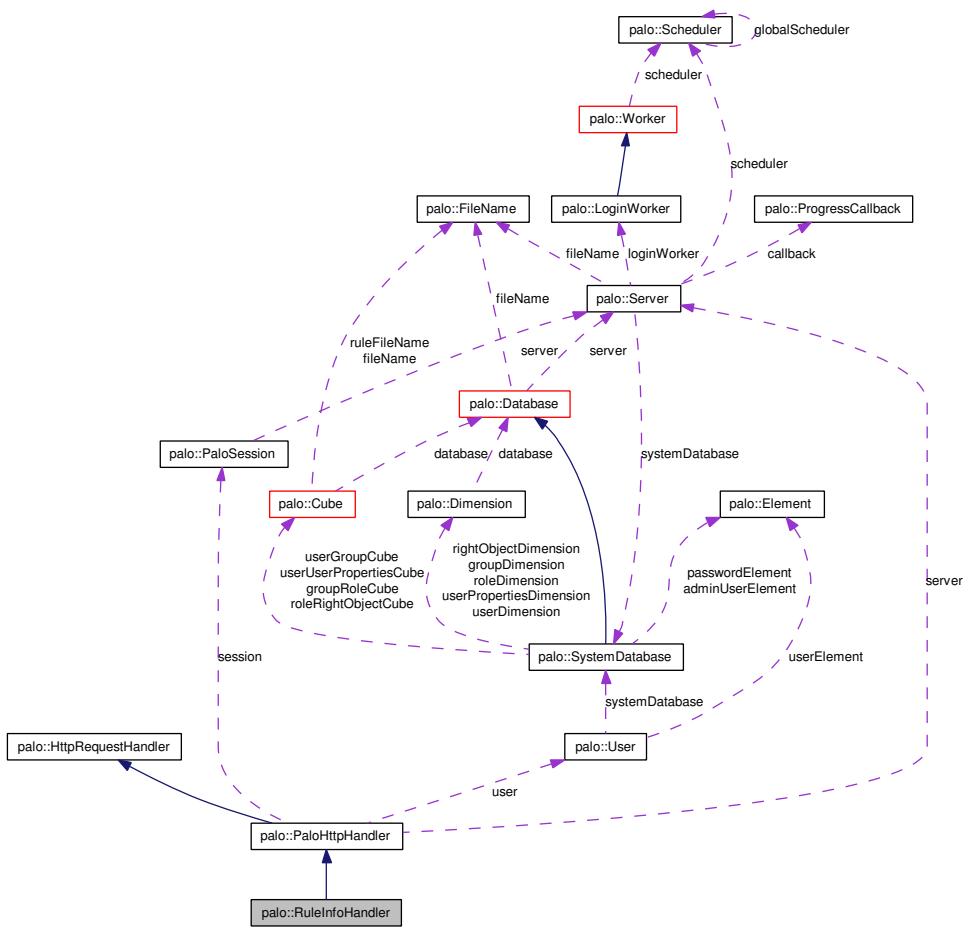
element browser

```
#include <RuleInfoHandler.h>
```

Inheritance diagram for palo::RuleInfoHandler:



Collaboration diagram for palo::RuleInfoHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

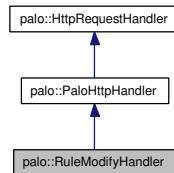
- **RuleInfoHandler.h**

## 4.320 palo::RuleModifyHandler Class Reference

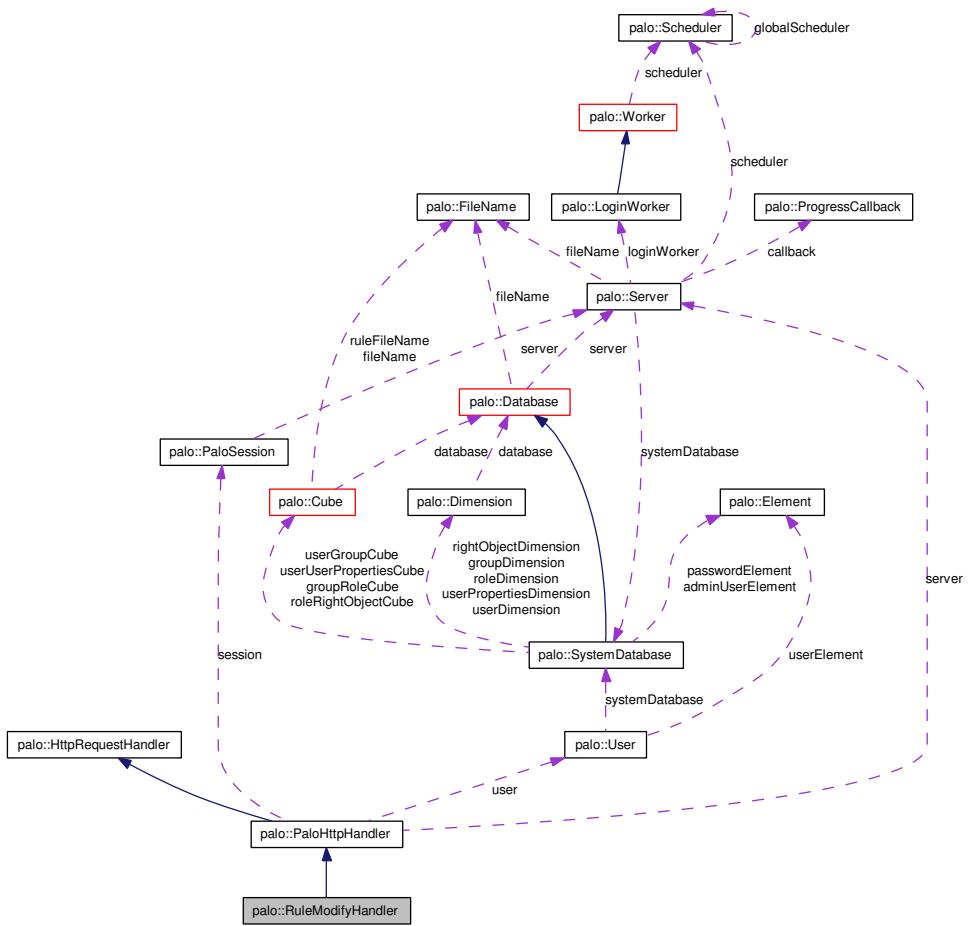
element browser

```
#include <RuleModifyHandler.h>
```

Inheritance diagram for palo::RuleModifyHandler:



Collaboration diagram for palo::RuleModifyHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

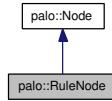
- RuleModifyHandler.h

## 4.321 palo::RuleNode Class Reference

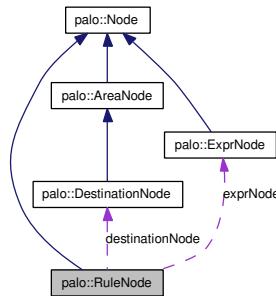
parser rule node

```
#include <RuleNode.h>
```

Inheritance diagram for palo::RuleNode:



Collaboration diagram for palo::RuleNode:



## Public Member Functions

- **RuleNode** (RuleOption ruleOption, **DestinationNode** \*destination, **ExprNode** \*expr)  
*constructs a new rule node*
- **~RuleNode ()**  
*destructs a rule node*
- **Node \* clone ()**  
*clones an expression node*
- bool **hasElement** (**Dimension** \*dimension, IdentifierType element) const  
*checks if element is involved in rule*
- void **appendXmlRepresentation** (**StringBuffer** \*, int, bool)  
*appends XML representation to string buffer*
- void **appendRepresentation** (**StringBuffer** \*, **Cube** \*) const  
*appends representation to string buffer*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **RuleValueType getValue** (**CellPath** \*cellPath, **User** \*user, bool \*isCachable, set< pair< **Rule** \*, IdentifiersType > > \*ruleHistory)

*returns the value of the underlying expression*

- **ExprNode \* getExprNode ()**  
*returns the underlying expression*
- **RuleOption getRuleOption ()**  
*returns the rule option*
- **AreaNode::Area \* getDestinationArea ()**  
*returns the destination area*
- **DestinationNode \* getDestinationNode ()**  
*returns the destination node*

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

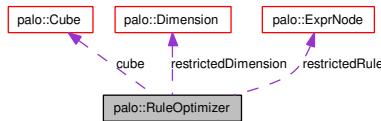
- **RuleNode.h**
- **RuleNode.cpp**

## 4.322 palo::RuleOptimizer Class Reference

rule optimizer

```
#include <RuleOptimizer.h>
```

Collaboration diagram for palo::RuleOptimizer:



### Public Member Functions

- **RuleOptimizer (Cube \*)**  
*constructs a new optimizer for a given cube*
- **~RuleOptimizer ()**  
*destroys a optimizer*
- **bool optimize (RuleNode \*)**  
*optimize a rule*
- **ExprNode \* getRestrictedRule () const**  
*returns optimized rule*
- **const set<IdentifierType> & getRestrictedIdentifiers () const**  
*returns restricted identifiers*
- **Dimension \* getRestrictedDimension () const**  
*returns restricted dimension*
- **bool isLinearRule ()**  
*returns true if rule is linear*

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

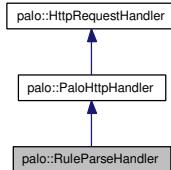
- **RuleOptimizer.h**
- **RuleOptimizer.cpp**

### 4.323 palo::RuleParseHandler Class Reference

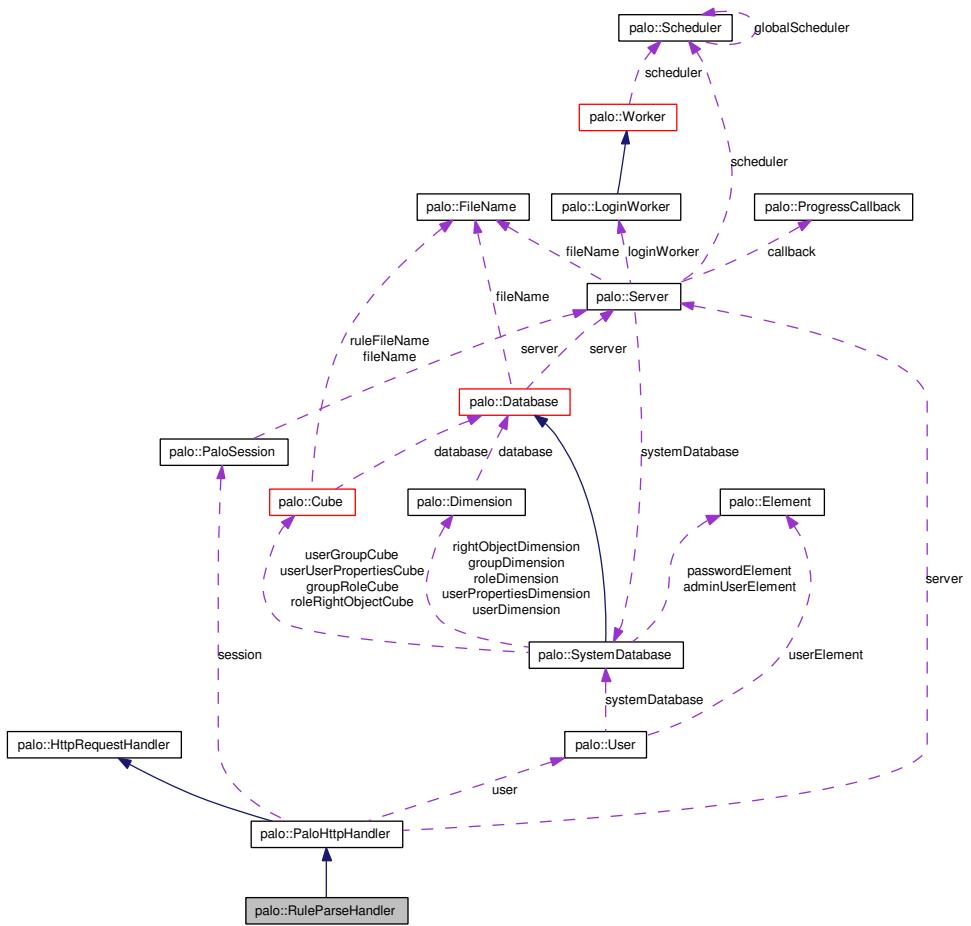
rule parser

```
#include <RuleParseHandler.h>
```

Inheritance diagram for palo::RuleParseHandler:



Collaboration diagram for palo::RuleParseHandler:



### Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

- **RuleParseHandler.h**

## 4.324 yy::RuleParser Class Reference

A Bison parser.

```
#include <RuleParser.h>
```

### Public Types

- **typedef location location\_type**  
*Symbol locations.*
- **typedef token::yypointer token\_type**  
*Token type.*
- **typedef int debug\_level\_type**  
*Type for debugging levels.*

### Public Member Functions

- **RuleParser (RuleParserDriver &driver\_yyarg)**  
*Build a parser object.*
- **virtual int parse ()**
- **std::ostream & debug\_stream () const**  
*The current debugging stream.*
- **void set\_debug\_stream (std::ostream &)**  
*Set the current debugging stream.*
- **debug\_level\_type debug\_level () const**  
*The current debugging level.*
- **void set\_debug\_level (debug\_level\_type l)**  
*Set the current debugging level.*

### Classes

- **union semantic\_type**  
*Symbol semantic values.*
- **struct token**  
*Tokens.*

### 4.324.1 Member Function Documentation

#### 4.324.1.1 int yy::RuleParser::parse () [virtual]

Parse.

**Returns:**

0 iff parsing succeeded.

Look-ahead and look-ahead in internal form.

Semantic value of the look-ahead.

Location of the look-ahead.

The locations where the error started and ended.

\$\$.

\$.

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

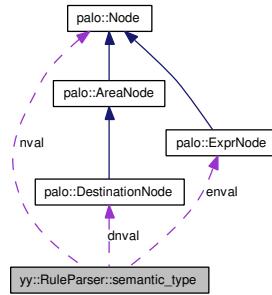
- RuleParser.h
- RuleParser.cpp

### 4.325 yy::RuleParser::semantic\_type Union Reference

Symbol semantic values.

```
#include <RuleParser.h>
```

Collaboration diagram for yy::RuleParser::semantic\_type:



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

- RuleParser.h

## 4.326 yy::RuleParser::token Struct Reference

Tokens.

```
#include <RuleParser.h>
```

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

- RuleParser.h

## 4.327 palo::Scheduler Class Reference

input-output scheduler

```
#include <Scheduler.h>
```

Collaboration diagram for palo::Scheduler:



### Public Member Functions

- **~Scheduler ()**  
 *deletes a scheduler*
- **semaphore\_t createSemaphore ()**  
 *creates a new semaphore*
- **void deleteSemaphore (semaphore\_t)**  
 *deletes a new semaphore*
- **void raiseAllSemaphore (semaphore\_t, const string \*)**  
 *raises semaphore for all waiting tasks*
- **void raiseOnceSemaphore (semaphore\_t)**  
 *raises semaphore for first waiting task*
- **void waitOnSemaphore (semaphore\_t, SemaphoreTask \*, IdentifierType)**  
 *waits for signal on semaphore*
- **void registerWorker (Worker \*worker)**  
 *registers a new worker*
- **void unregisterWorker (Worker \*worker)**  
 *unregisters a new worker*
- **void registerTimeoutWorker (Worker \*worker)**  
 *registers a worker for killing after a timeout*
- **bool addListenTask (ListenTask \*, int port)**  
 *adds a new listen task*
- **bool addListenTask (ListenTask \*, const string &address, int port)**  
 *adds a new listen task*
- **void removeListenTask (ListenTask \*)**  
 *removes a listen task*
- **bool addIoTask (IoTask \*)**

*adds a new read/write task*

- **void removeIoTask (IoTask \*)**  
*removes a read/write task*
- **bool addHandleTask (HandleTask \*)**  
*adds a new handle task*
- **void removeHandleTask (HandleTask \*)**  
*removes a handle task*
- **bool addSignalTask (SignalTask \*, signal\_t)**  
*adds a new signal task*
- **socket\_t removeSignalTask (SignalTask \*)**  
*removes a signal task*
- **void run ()**  
*starts scheduler, keeps running*
- **void beginShutdown ()**  
*starts shutdown sequence*
- **bool shutdownInProgress ()**  
*starts shutdown sequence*
- **void raiseSignal (signal\_t)**  
*called to raise a signal*

## Static Public Member Functions

- **static Scheduler \* getScheduler ()**  
*get the scheduler*

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

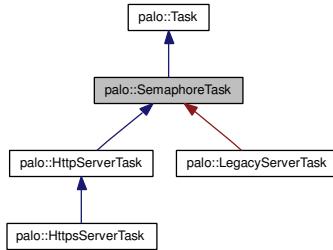
- **Scheduler.h**
- **Scheduler.cpp**

## 4.328 palo::SemaphoreTask Class Reference

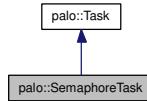
abstract base class for tasks waiting on a semaphore

```
#include <SemaphoreTask.h>
```

Inheritance diagram for palo::SemaphoreTask:



Collaboration diagram for palo::SemaphoreTask:



### Public Member Functions

- virtual void **handleSemaphoreRaised** (semaphore\_t, IdentifierType, const string \*)=0  
*semaphore raised callback*
- virtual void **handleSemaphoreDeleted** (semaphore\_t, IdentifierType)=0  
*semaphore deleted callback*

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

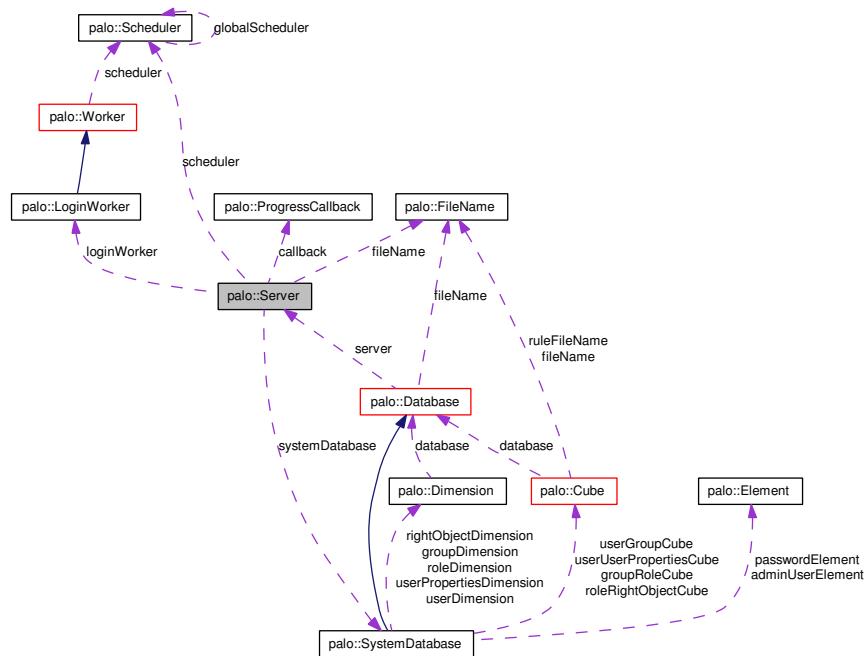
- **SemaphoreTask.h**

## 4.329 palo::Server Class Reference

OLAP server.

```
#include <Server.h>
```

Collaboration diagram for palo::Server:



## Public Member Functions

- **Server (Scheduler \*, const FileName &fileName)**  
*creates an empty server*
- **~Server ()**  
 *deletes an server*

### functions to save and load the server

- **bool isLoadable ()**  
*returns true if the server is loadable*
- **void loadServer (User \*user)**  
 *reads data from file*
- **void saveServer (User \*user)**  
*saves data to file*
- **void registerProgressCallback (ProgressCallback \*callback)**  
 *registers a progress callback*

- void **unregisterProgressCallback** ()
 

*unregisters a progress callback*

- void **makeProgress** ()
 

*calls the progress callback*

#### getter and setter

- uint32\_t **getToken** () const
 

*gets the token*
- **SystemDatabase \* getSystemDatabase** ()
 

*gets the system database*
- size\_t **sizeDatabases** ()
 

*gets number of databases*
- vector< **Database \*** > **getDatabases** (**User \*user**)
 

*gets list of database*

#### functions to update internal structures

- void **updateToken** ()
 

*increments the token*

#### functions to administrate the databases

- void **beginShutdown** (**User \***)
 

*shuts down the server*
- IdentifierType **fetchDatabaseIdentifier** ()
 

*returns a new database identifier*
- void **addDatabase** (**Database \***, bool notify)
 

*adds new database to server*
- void **removeDatabase** (**Database \***, bool notify)
 

*removes a database to server*
- void **renameDatabase** (**Database \***, const string &name, bool notify)
 

*renames a database*
- **Database \* addDatabase** (const string &name, **User \*user**)
 

*adds new database to server*
- void **deleteDatabase** (**Database \*database**, **User \*user**)
 

*deletes database*
- void **renameDatabase** (**Database \*database**, const string &name, **User \*user**)
 

*renames database*

*renames a database*

- void **loadDatabase** (**Database** \*database, **User** \*user)  
*loads database into memory*
- void **saveDatabase** (**Database** \*database, **User** \*user)  
*saves database*
- void **unloadDatabase** (**Database** \*database, **User** \*user)  
*unloads database from memory*
- **Database** \* **lookupDatabase** (IdentifierType identifier)  
*gets database by identifier*
- **Database** \* **lookupDatabaseByName** (const string &name)  
*gets database by name*
- **Database** \* **findDatabase** (IdentifierType identifier, **User** \*user, bool requireLoad=true)  
*gets database by identifier*
- **Database** \* **findDatabaseByName** (const string &name, **User** \*user, bool requireLoad=true)  
*gets database by name*

#### functions to administrate the system databases

- void **addSystemDatabase** ()  
*creates or loads the system database \_SYSTEM\_*

### Static Public Member Functions

- static const char \* **getRevision** ()  
*returns the revision of the server*
- static const char \* **getVersion** ()  
*returns the version of the server*
- static bool **isBlocking** ()  
*checks if server is currently locked*
- static void **setBlocking** (bool blocking)  
*sets or releases a global lock for the server*
- static IdentifierType **getActiveSession** ()  
*returns the active session*
- static void **setActiveSession** (IdentifierType identifier)  
*sets the active session*

- static semaphore\_t **getSemaphore** ()
 

*returns the active semaphore*
- static void **setSemaphore** (semaphore\_t semaphore)
 

*sets the active semaphore*
- static const string & **getEvent** ()
 

*returns the active event*
- static void **setEvent** (const string &event)
 

*returns the active event*
- static const string & **getUsername** (User \*user)
 

*returns the active user*
- static const string & **getRealUsername** ()
 

*returns the active user (for debugging)*
- static void  **setUsername** (const string &username)
 

*sets the active user*

#### 4.329.1 Detailed Description

An OALP server consists of OLAP databases.

#### 4.329.2 Member Function Documentation

##### 4.329.2.1 static const string& **palo::Server::getUsername** (User \* *user*) [inline, static]

If no user is holding a lock, returns the supplied user. Otherwise the user holding the lock is returned.

##### 4.329.2.2 Database\* **palo::Server::lookupDatabase** (IdentifierType *identifier*) [inline]

This function is defined here to allow inlining.

##### 4.329.2.3 Database\* **palo::Server::lookupDatabaseByName** (const string & *name*) [inline]

This function is defined here to allow inlining.

##### 4.329.2.4 Database\* **palo::Server::findDatabase** (IdentifierType *identifier*, User \* *user*, bool *requireLoad* = true) [inline]

This function is defined here to allow inlining.

**4.329.2.5 Database\* palo::Server::findDatabaseByName (const string & *name*,  
User \* *user*, bool *requireLoad* = true) [inline]**

This function is defined here to allow inlining.

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

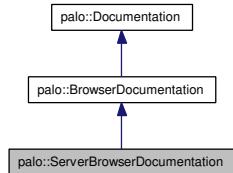
- [Server.h](#)
- [Server.cpp](#)

## 4.330 palo::ServerBrowserDocumentation Class Reference

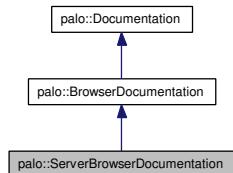
provides server data documentation

```
#include <ServerBrowserDocumentation.h>
```

Inheritance diagram for palo::ServerBrowserDocumentation:



Collaboration diagram for palo::ServerBrowserDocumentation:



### Public Member Functions

- **ServerBrowserDocumentation (Server \*server, const string &message)**  
*constructs a new server data based documentation*

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

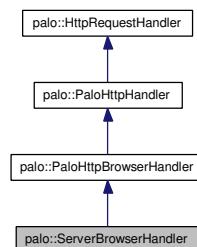
- **ServerBrowserDocumentation.h**
- **ServerBrowserDocumentation.cpp**

## 4.331 palo::ServerBrowserHandler Class Reference

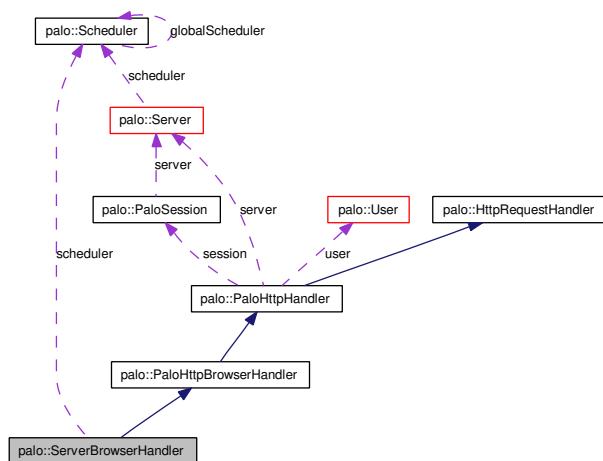
server browser

```
#include <ServerBrowserHandler.h>
```

Inheritance diagram for palo::ServerBrowserHandler:



Collaboration diagram for palo::ServerBrowserHandler:



### Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

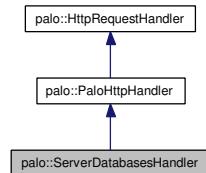
- **ServerBrowserHandler.h**

## 4.332 palo::ServerDatabasesHandler Class Reference

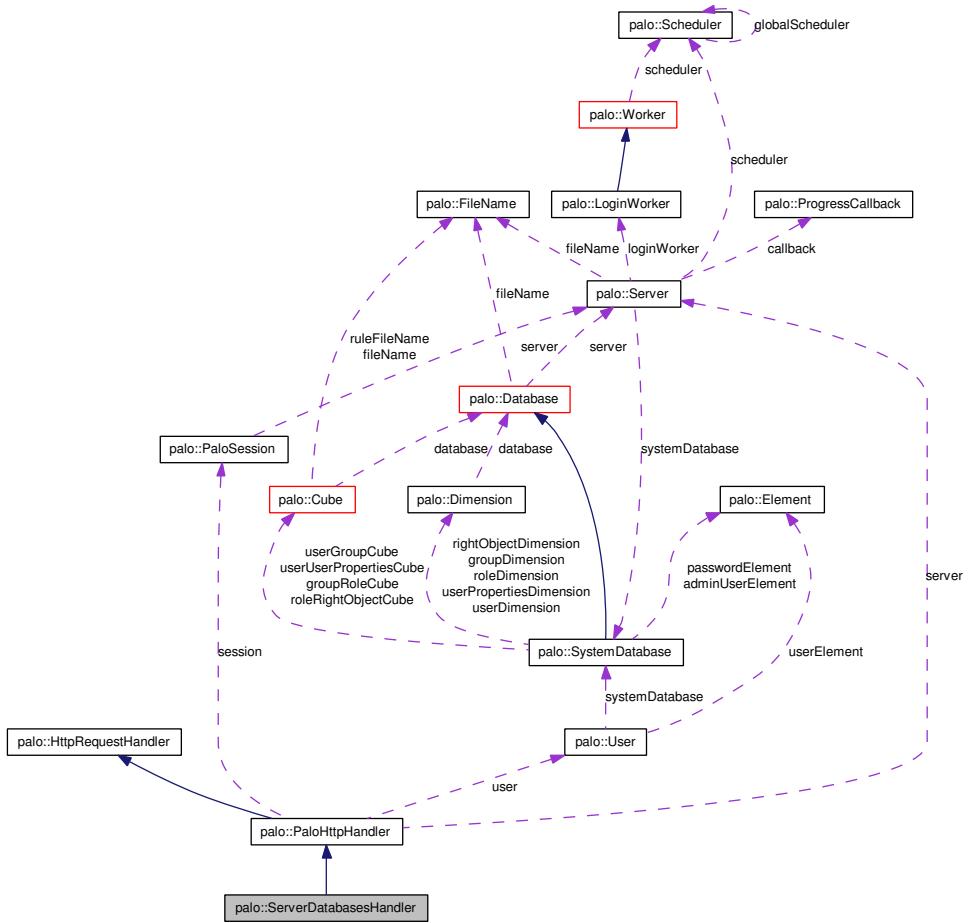
databases list

```
#include <ServerDatabasesHandler.h>
```

Inheritance diagram for palo::ServerDatabasesHandler:



Collaboration diagram for palo::ServerDatabasesHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

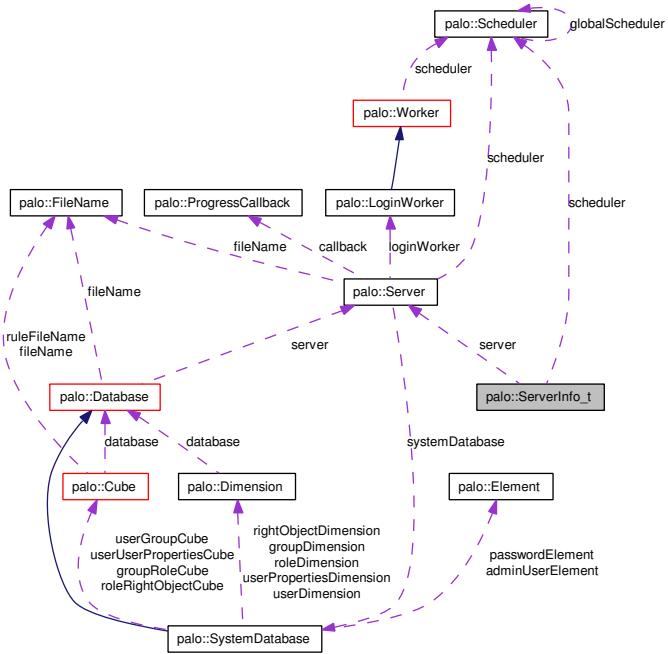
- **ServerDatabasesHandler.h**

## 4.333 palo::ServerInfo\_t Struct Reference

information about the server

```
#include <extension.h>
```

## Collaboration diagram for palo::ServerInfo\_t:



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

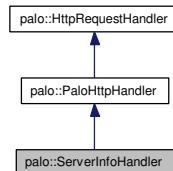
- extension.h

## 4.334 palo::ServerInfoHandler Class Reference

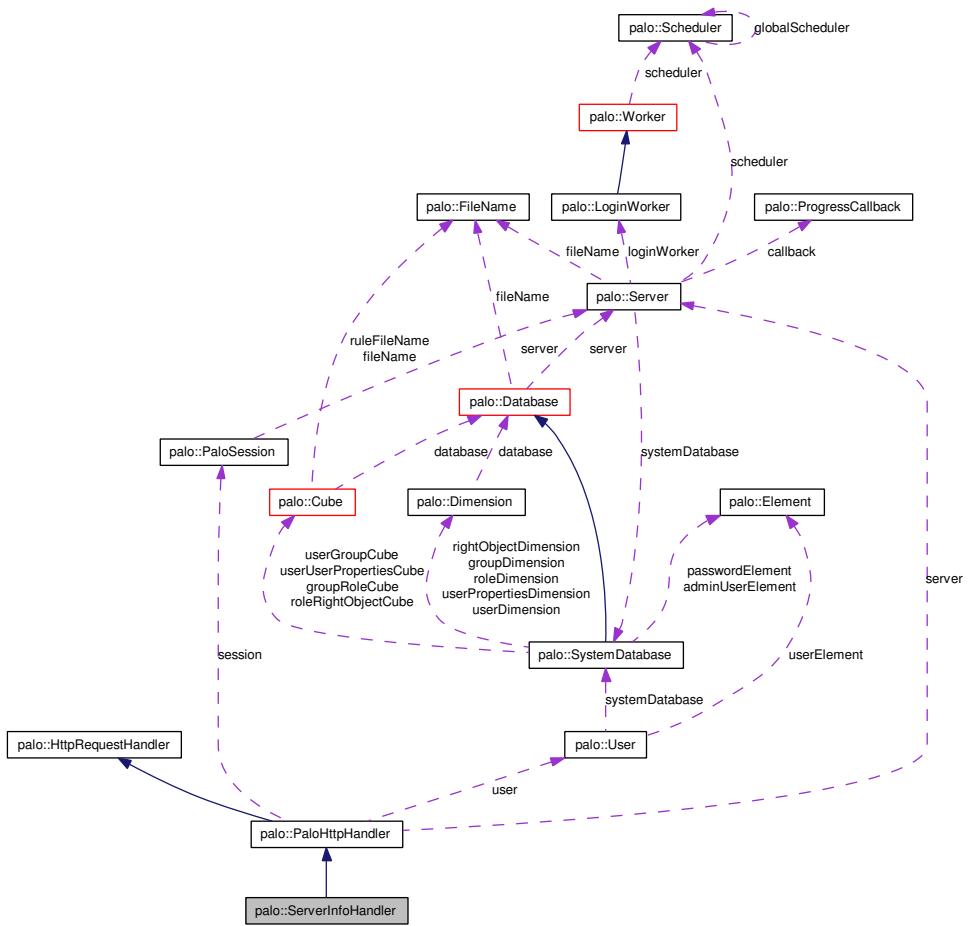
info an olap server

```
#include <ServerInfoHandler.h>
```

Inheritance diagram for palo::ServerInfoHandler:



Collaboration diagram for palo::ServerInfoHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

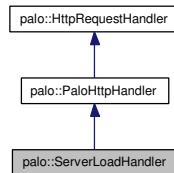
- **ServerInfoHandler.h**

4.335 palo::ServerLoadHandler Class Reference

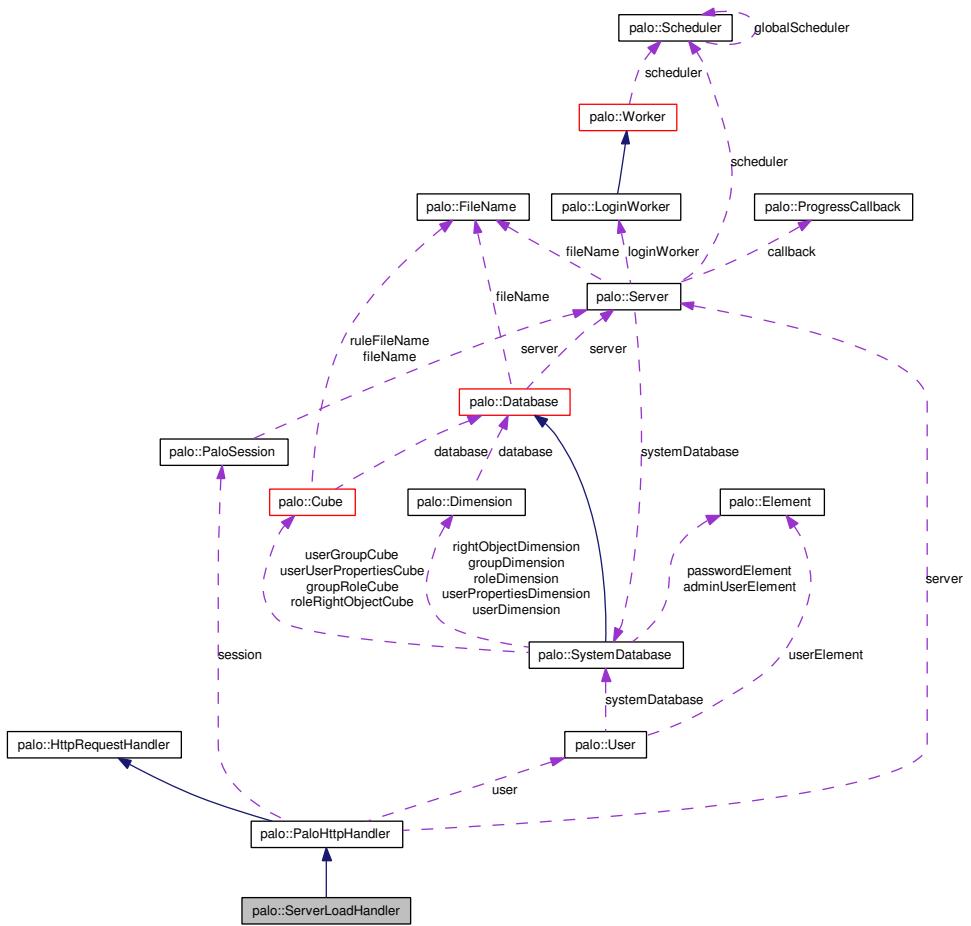
load an olap server

```
#include <ServerLoadHandler.h>
```

## Inheritance diagram for palo::ServerLoadHandler:



## Collaboration diagram for palo::ServerLoadHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

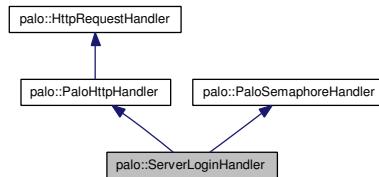
- **ServerLoadHandler.h**

## 4.336 palo::ServerLoginHandler Class Reference

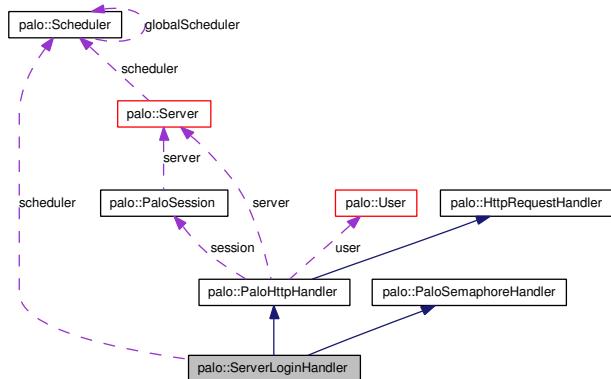
login to a palo server

```
#include <ServerLoginHandler.h>
```

Inheritance diagram for palo::ServerLoginHandler:



Collaboration diagram for palo::ServerLoginHandler:



## Public Member Functions

- **HttpResponse \* handleHttpRequest (const HttpRequest \*request)**  
*checks login and calls method handlePaloRequest in subclass*
- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*
- **HttpResponse \* handlePaloSemaphoreDeleted (const HttpRequest \*request, IdentifierType clientData)**  
*callback if semaphore is destroyed*
- **HttpResponse \* handlePaloSemaphoreRaised (const HttpRequest \*request, IdentifierType clientData, const string \*msg)**  
*callback if semaphore is raised*

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

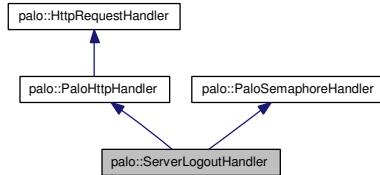
- **ServerLoginHandler.h**

### 4.337 palo::ServerLogoutHandler Class Reference

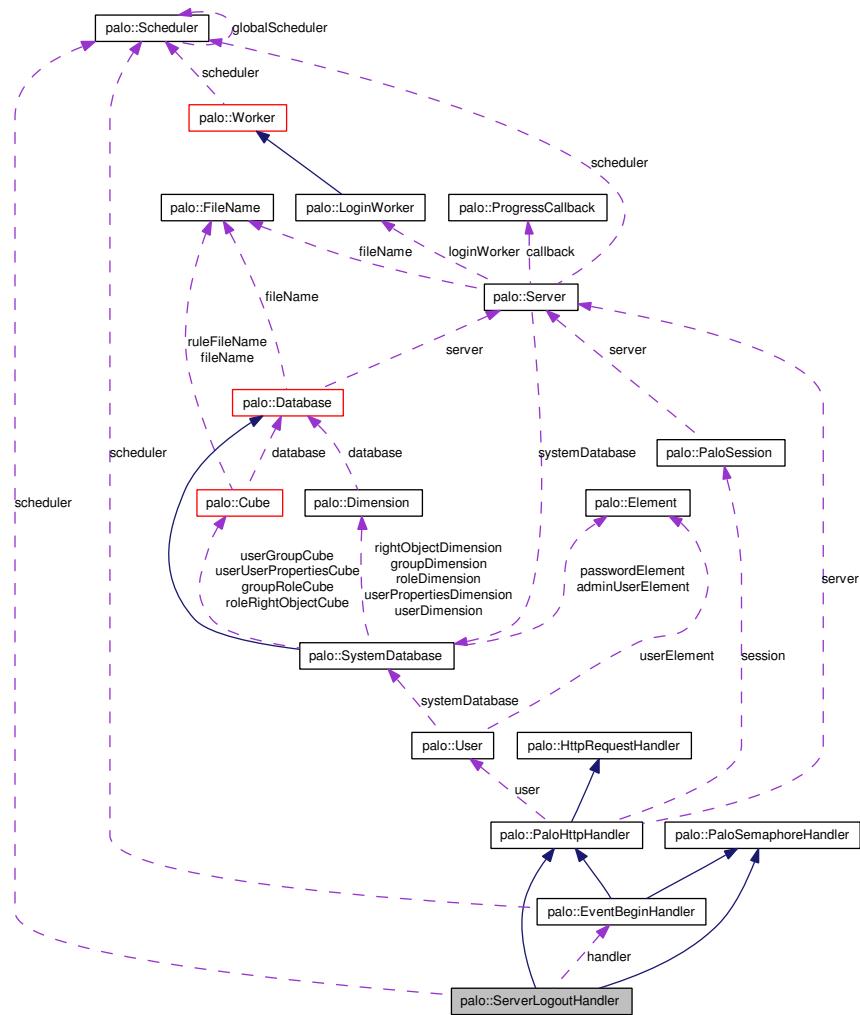
logout to a palo server

```
#include <ServerLogoutHandler.h>
```

Inheritance diagram for palo::ServerLogoutHandler:



Collaboration diagram for palo::ServerLogoutHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest** (const **HttpRequest** \*request)  
*virtual method to handle a request*
- **HttpResponse \* handlePaloSemaphoreDeleted** (const **HttpRequest** \*request, IdentifierType clientData)  
*callback if semaphore is destroyed*
- **HttpResponse \* handlePaloSemaphoreRaised** (const **HttpRequest** \*request, IdentifierType clientData, const string \*msg)  
*callback if semaphore is raised*

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

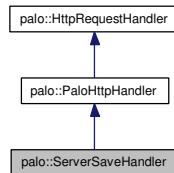
- **ServerLogoutHandler.h**

### 4.338 palo::ServerSaveHandler Class Reference

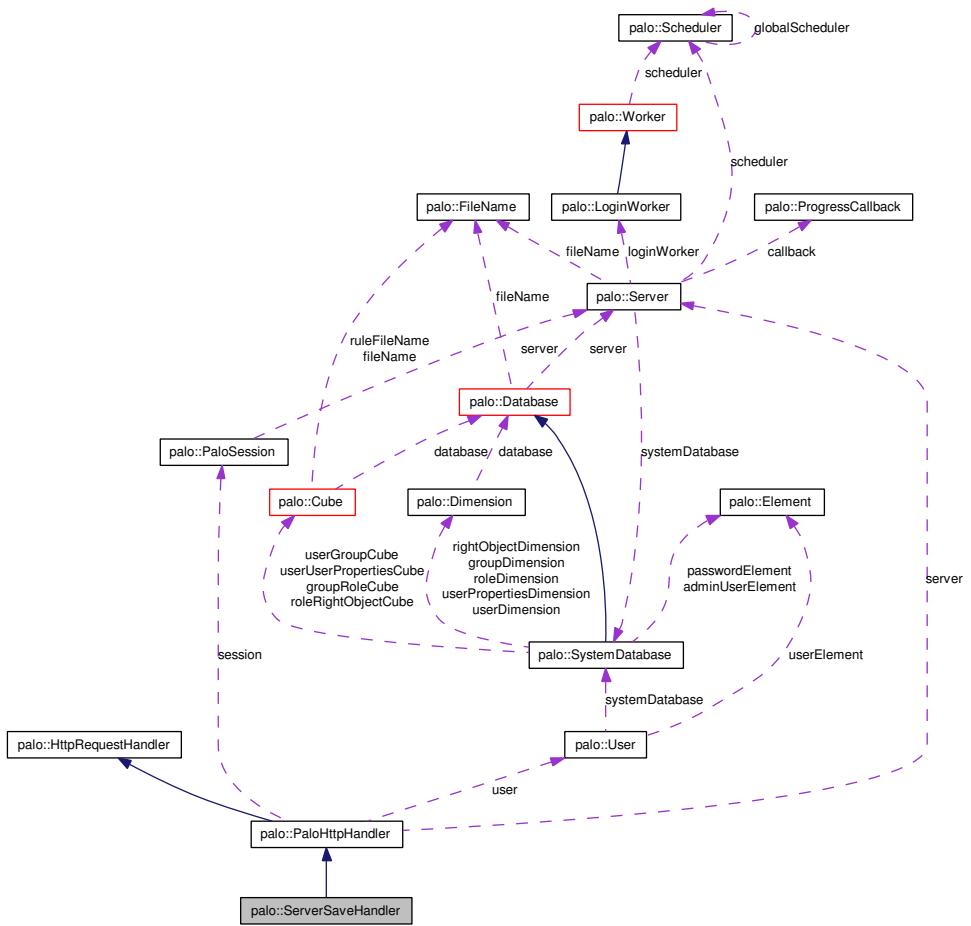
save an olap server

```
#include <ServerSaveHandler.h>
```

Inheritance diagram for palo::ServerSaveHandler:



Collaboration diagram for palo::ServerSaveHandler:



### Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

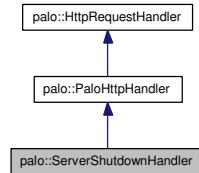
- **ServerSaveHandler.h**

### 4.339 palo::ServerShutdownHandler Class Reference

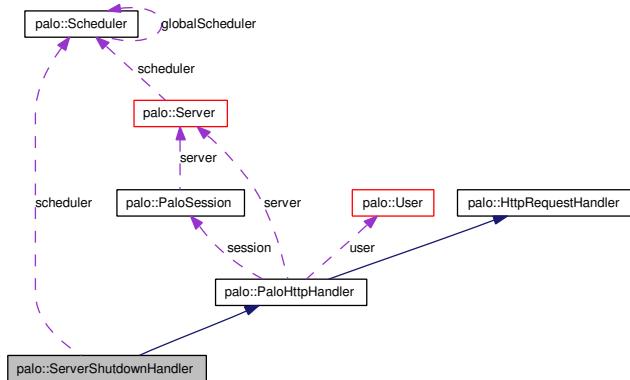
shutdown an olap server

```
#include <ServerShutdownHandler.h>
```

Inheritance diagram for palo::ServerShutdownHandler:



Collaboration diagram for palo::ServerShutdownHandler:



#### Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

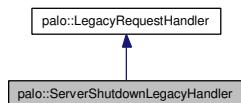
- **ServerShutdownHandler.h**

## 4.340 palo::ServerShutdownLegacyHandler Class Reference

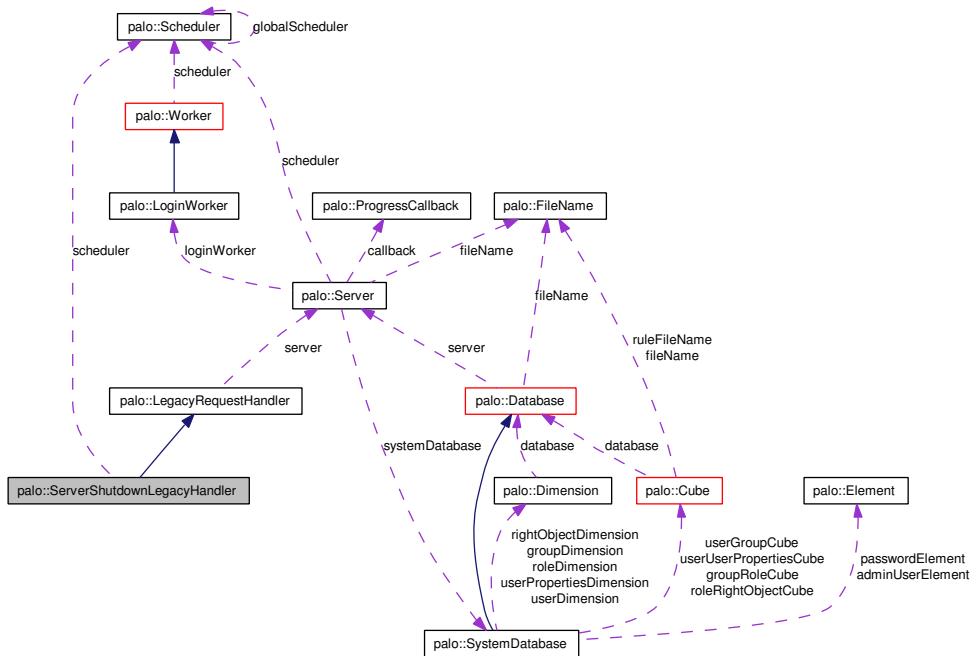
server\_shutdown

```
#include <ServerShutdownLegacyHandler.h>
```

Inheritance diagram for palo::ServerShutdownLegacyHandler:



Collaboration diagram for palo::ServerShutdownLegacyHandler:



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

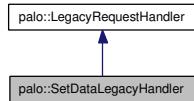
- [ServerShutdownLegacyHandler.h](#)

## 4.341 palo::SetDataLegacyHandler Class Reference

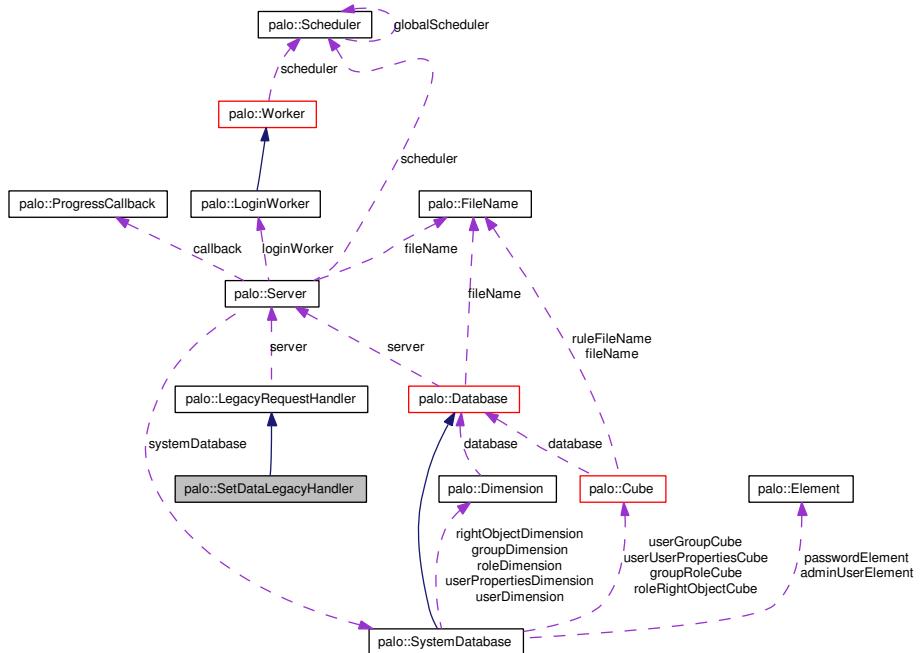
setdata

```
#include <SetDataLegacyHandler.h>
```

Inheritance diagram for palo::SetDataLegacyHandler:



Collaboration diagram for palo::SetDataLegacyHandler:



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

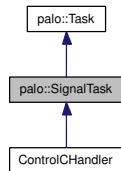
- [SetDataLegacyHandler.h](#)

## 4.342 palo::SignalTask Class Reference

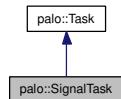
task used to handle signals

```
#include <SignalTask.h>
```

Inheritance diagram for palo::SignalTask:



Collaboration diagram for palo::SignalTask:



### Public Member Functions

- virtual void **handleSignal (signal\_t)=0**  
*called by scheduler to indicate arrival of a signal*

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

- **SignalTask.h**

## 4.343 yy::slice< T, S > Class Template Reference

Present a slice of the top of a stack.

```
#include <stack.hh>
```

```
template<class T, class S = stack<T>> class yy::slice< T, S >
```

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

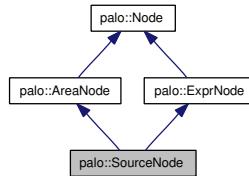
- stack.hh

## 4.344 palo::SourceNode Class Reference

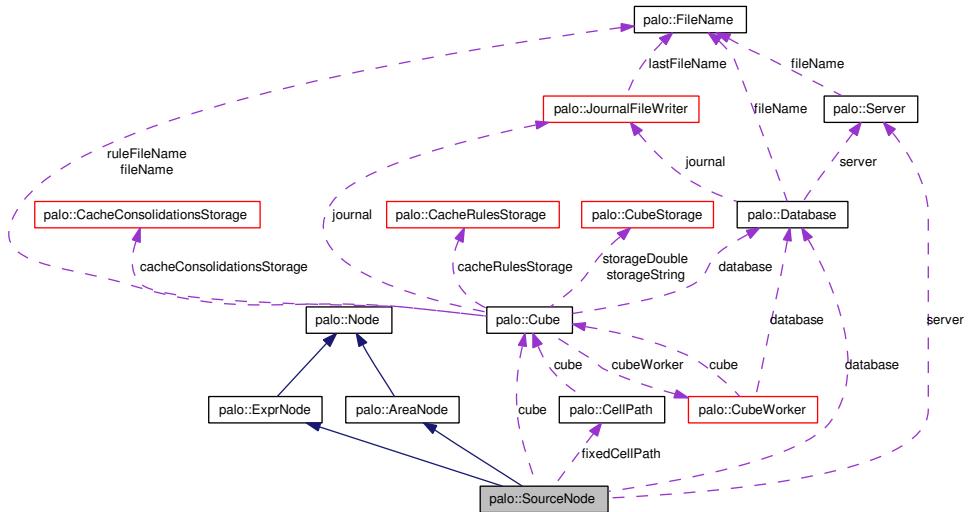
parser source node

```
#include <SourceNode.h>
```

Inheritance diagram for palo::SourceNode:



Collaboration diagram for palo::SourceNode:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **NodeType getNodeType () const**  
*returns the node type*
- **Node::ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*isCachable, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*
- **bool hasElement (Dimension \*, IdentifierType) const**

*checks if element is involved in rule*

- **bool isSimple () const**  
*returns true if rule is simple expression (constant or area)*
- **void appendRepresentation (StringBuffer \*sb, Cube \*cube) const**  
*appends representation to string buffer*
- **void appendXmlRepresentation (StringBuffer \*, int, bool)**  
*appends XML representation to string buffer*
- **bool validate (Server \*server, Database \*database, Cube \*cube, Node \*node, string &err)**  
*validates the expression*

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

- **SourceNode.h**
- **SourceNode.cpp**

## 4.345 palo::Statistics Class Reference

stores profiling information

```
#include <Statistics.h>
```

Collaboration diagram for palo::Statistics:



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

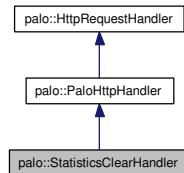
- **Statistics.h**
- **Statistics.cpp**

## 4.346 palo::StatisticsClearHandler Class Reference

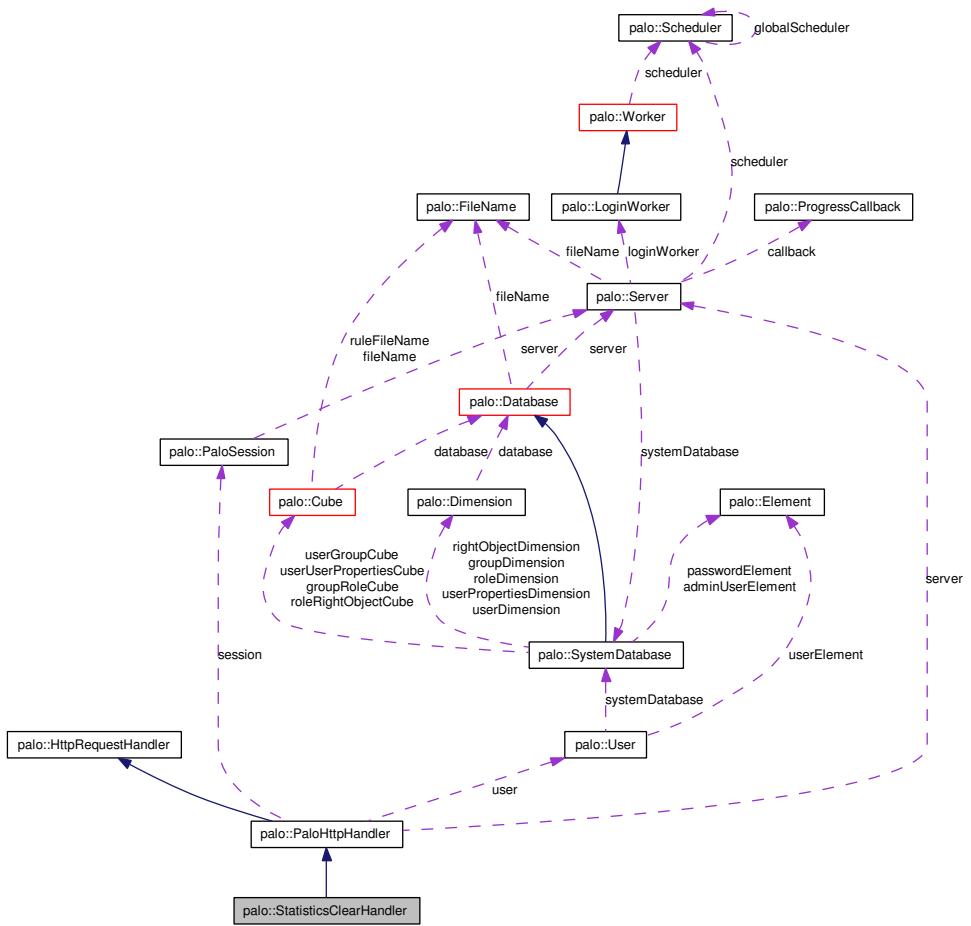
statistics clear

```
#include <StatisticsClearHandler.h>
```

## Inheritance diagram for palo::StatisticsClearHandler:



## Collaboration diagram for palo::StatisticsClearHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**  
*virtual method to handle a request*

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

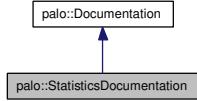
- **StatisticsClearHandler.h**

## 4.347 palo::StatisticsDocumentation Class Reference

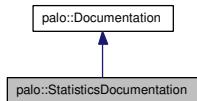
provides documentation from statistics

```
#include <StatisticsDocumentation.h>
```

Inheritance diagram for palo::StatisticsDocumentation:



Collaboration diagram for palo::StatisticsDocumentation:



### Public Member Functions

- **StatisticsDocumentation (const Statistics &)**  
*constructs a new statistics-based documentation*

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

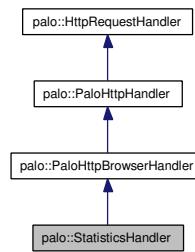
- **StatisticsDocumentation.h**
- **StatisticsDocumentation.cpp**

## 4.348 palo::StatisticsHandler Class Reference

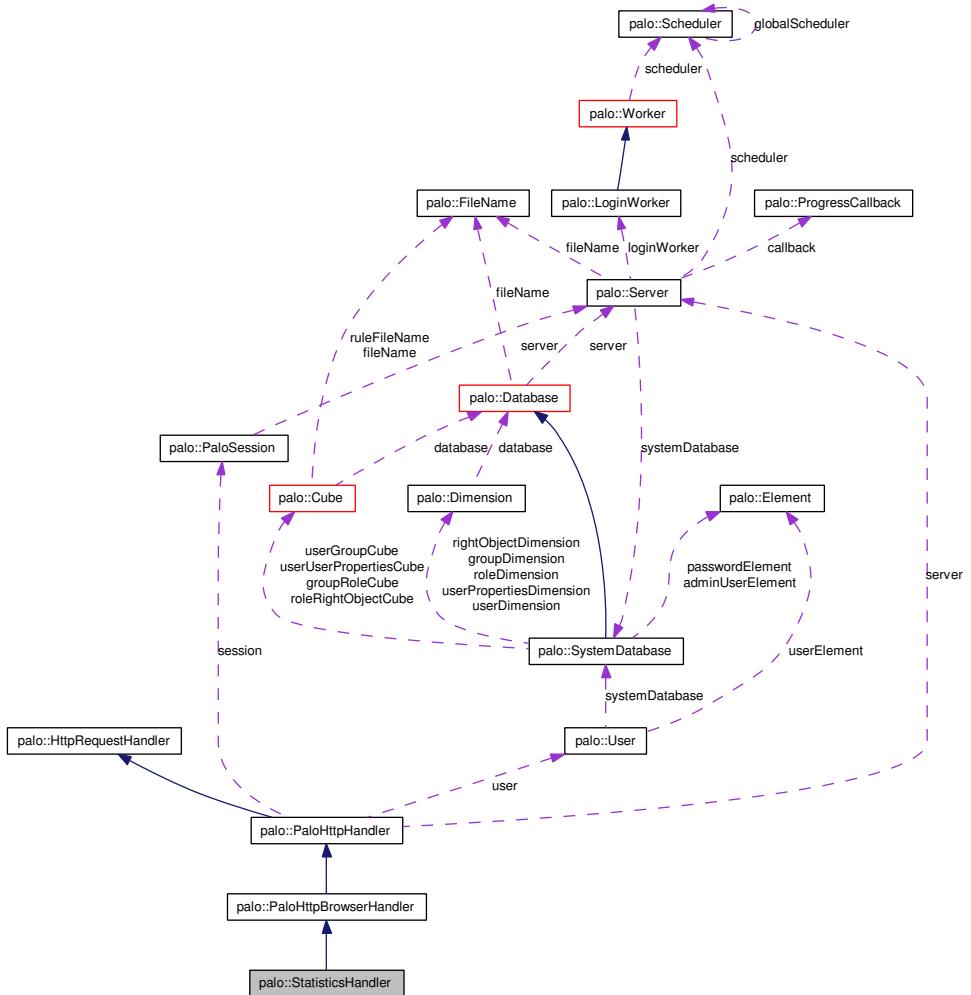
## server browser

```
#include <StatisticsHandler.h>
```

## Inheritance diagram for palo::StatisticsHandler:



## Collaboration diagram for palo::StatisticsHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**

*virtual method to handle a request*

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

- **StatisticsHandler.h**

## 4.349 palo::StringBuffer Struct Reference

string buffer with formatting routines

```
#include <StringBuffer.h>
```

### Public Member Functions

- void **initialize** ()  
*initializes the string buffer*
- void **free** ()  
*frees the string buffer*
- void **swap** (StringBuffer \*other)  
*swaps content with another string buffer*
- const char \* **c\_str** () const  
*returns pointer to the character buffer*
- const char \* **begin** () const  
*returns pointer to the beginning of the character buffer*
- const char \* **end** () const  
*returns pointer to the end of the character buffer*
- size\_t **length** () const  
*returns length of the character buffer*
- bool **empty** () const  
*returns true if buffer is empty*
- void **clear** ()  
*clears the buffer*
- StringBuffer & **operator=** (const string &str)  
*assigns text from a string*
- void **copy** (const StringBuffer &copy)  
*copies the string buffer*
- void **erase\_front** (size\_t len)  
*removes the first characters*
- void **appendEol** ()  
*appends eol character*
- void **appendChar** (char chr)  
*appends character*

- void **replaceText** (const char \*str, size\_t len)  
*replaces characters*
- void **replaceText** (const **StringBuffer** &buffer)  
*replaces characters*
- void **appendData** (const void \*str, size\_t len)  
*appends blob*
- void **appendText** (const char \*str, size\_t len)  
*appends characters*
- void **appendText** (const char \*str)  
*appends characters*
- void **appendText** (const string &str)  
*appends string*
- void **appendText** (const **StringBuffer** &buffer)  
*appends a string buffer*
- void **appendInteger2** (uint32\_t attr)  
*appends integer with two digits*
- void **appendInteger4** (uint32\_t attr)  
*appends integer with four digits*
- void **appendInteger** (uint8\_t attr)  
*appends unsigned integer with 8 bits*
- void **appendInteger** (uint32\_t attr)  
*appends unsigned integer with 32 bits*
- void **appendInteger** (uint64\_t attr)  
*appends unsigned integer with 64 bits*
- void **appendInteger** (int64\_t attr)  
*appends integer with 64 bits*
- void **appendInteger** (int32\_t attr)  
*appends integer with 32 bits*
- void **appendInteger** (int8\_t attr)  
*appends integer with 8 bits*
- void **appendDecimal** (double attr)  
*appends size\_t appends integer with 8 bits*
- void **appendTime** (dtime\_t attr)  
*appends time in standard format*

### 4.349.1 Detailed Description

#### Warning:

You must initialize the classes by calling initialize or by setting everything to 0. This can be done by using "new StringBuffer()". You must call free to free the allocated memory.

### 4.349.2 Member Function Documentation

#### 4.349.2.1 void palo::StringBuffer::initialize () [inline]

This method is implemented here in order to allow inlining.

#### Warning:

You must call initialize before using the string buffer.

#### 4.349.2.2 void palo::StringBuffer::free () [inline]

This method is implemented here in order to allow inlining.

#### Warning:

You must call free after using the string buffer.

#### 4.349.2.3 void palo::StringBuffer::swap (StringBuffer \* *other*) [inline]

This method is implemented here in order to allow inlining.

#### 4.349.2.4 const char\* palo::StringBuffer::c\_str () const [inline]

This method is implemented here in order to allow inlining.

#### 4.349.2.5 const char\* palo::StringBuffer::begin () const [inline]

This method is implemented here in order to allow inlining.

#### 4.349.2.6 const char\* palo::StringBuffer::end () const [inline]

This method is implemented here in order to allow inlining.

#### 4.349.2.7 size\_t palo::StringBuffer::length () const [inline]

This method is implemented here in order to allow inlining.

#### 4.349.2.8 bool palo::StringBuffer::empty () const [inline]

This method is implemented here in order to allow inlining.

**4.349.2.9 void palo::StringBuffer::clear () [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.10 StringBuffer& palo::StringBuffer::operator= (const string & str) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.11 void palo::StringBuffer::copy (const StringBuffer & copy) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.12 void palo::StringBuffer::erase\_front (size\_t len) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.13 void palo::StringBuffer::appendEol () [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.14 void palo::StringBuffer::appendChar (char chr) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.15 void palo::StringBuffer::replaceText (const char \* str, size\_t len) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.16 void palo::StringBuffer::replaceText (const StringBuffer & buffer) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.17 void palo::StringBuffer::appendData (const void \* str, size\_t len) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.18 void palo::StringBuffer::appendText (const char \* str, size\_t len) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.19 void palo::StringBuffer::appendText (const char \* str) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.20 void palo::StringBuffer::appendText (const string & str) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.21 void palo::StringBuffer::appendText (const StringBuffer & buffer) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.22 void palo::StringBuffer::appendInteger2 (uint32\_t attr) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.23 void palo::StringBuffer::appendInteger4 (uint32\_t attr) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.24 void palo::StringBuffer::appendInteger (uint8\_t attr) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.25 void palo::StringBuffer::appendInteger (uint32\_t attr) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.26 void palo::StringBuffer::appendInteger (uint64\_t attr) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.27 void palo::StringBuffer::appendInteger (int64\_t attr) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.28 void palo::StringBuffer::appendInteger (int32\_t attr) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.29 void palo::StringBuffer::appendInteger (int8\_t attr) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.30 void palo::StringBuffer::appendDecimal (double attr) [inline]**

This method is implemented here in order to allow inlining.

**4.349.2.31 void palo::StringBuffer::appendTime (dtime\_t attr) [inline]**

This method is implemented here in order to allow inlining.

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

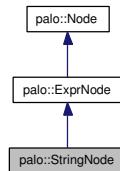
- **StringBuffer.h**

## 4.350 palo::StringNode Class Reference

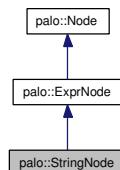
parser string node

```
#include <StringNode.h>
```

Inheritance diagram for palo::StringNode:



Collaboration diagram for palo::StringNode:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **NodeType getNodeType () const**  
*returns the node type*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*
- **bool isSimple () const**  
*returns true if rule is simple expression (constant or area)*
- **bool validate (Server \*, Database \*, Cube \*, Node \*, string &)**  
*validates the expression*
- **void appendXmlRepresentation (StringBuffer \*, int, bool)**  
*appends XML representation to string buffer*
- **void appendRepresentation (StringBuffer \*, Cube \*) const**  
*appends representation to string buffer*

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

- **StringNode.h**
- **StringNode.cpp**

## 4.351 palo::StringUtils Class Reference

string utilities

```
#include <StringUtils.h>
```

### Static Public Member Functions

- static bool **isSuffix** (const string &str, const string &postfix)  
*checks for a suffix*
- static bool **simpleSearch** (string text, string search)  
*search text*
- static uint32\_t **hashValue** (const uint8\_t \*key, size\_t length)  
*computes the hash value*
- static uint32\_t **hashValue** (const char \*str, size\_t length)  
*computes the hash value*
- static uint32\_t **hashValueLower** (const char \*key, size\_t length)  
*computes the hash value as lowercase*
- static uint32\_t **hashValue32** (const uint32\_t \*key, size\_t length)  
*computes the hash value*
- static string **convertToString** (double i)  
*converts double to string*
- static string **convertToString** (int64\_t i)  
*converts integer to string*
- static string **convertToString** (int32\_t i)  
*converts integer to string*
- static string **convertToString** (uint64\_t i)  
*converts unsigned integer to string*
- static string **convertToString** (uint32\_t i)  
*converts unsigned integer to string*
- static string **tolower** (const string &str)  
*converts size\_t to string converts string to lower case*
- static string **toupper** (const string &str)  
*converts string to upper case*
- static string **capitalization** (const string &str)  
*capitalization of a string*

- static string **escapeHtml** (const string &str)  
*escapes html special characters*
- static string **escapeXml** (const string &str)  
*escapes xml special characters*
- static string **escapeString** (const string &text)  
*escapes special characters by "*
- static string **escapeStringSingle** (const string &text)  
*escapes special characters by '*
- static long **stringToInteger** (const string &str)  
*converts string to integer*
- static unsigned long **stringToUnsignedInteger** (const string &str)  
*converts string to unsigned integer*
- static double **stringtoDouble** (const string &str)  
*converts string to double*
- static string **encodeToHex** (const string &str)  
*encodes a string to hex*
- static string **decodeHexToString** (const string &str)  
*decodes hex to a string*
- static string **encodeBase64** (const uint8\_t \*str, size\_t length)  
*encodes a string to base64*
- static void **decodeBase64** (const string &str, uint8\_t \*dest, size\_t &length)  
*decodes base64 to a string*
- static void **splitString** (const string &line, vector< string > \*elements, char separator)  
*splits string along separator*
- static string **getNextElement** (string &buffer, size\_t &pos, const char separator, bool quote=false)  
*extracts next element from string*

#### 4.351.1 Member Function Documentation

##### 4.351.1.1 static bool **palo::StringUtils::isSuffix** (const string & str, const string & postfix) [inline, static]

This method is implemented here in order to allow inlining.

**4.351.1.2 bool palo::StringUtils::simpleSearch (string *text*, string *search*) [static]**

Simple text search with wild cards.

**4.351.1.3 static uint32\_t palo::StringUtils::hashValue (const uint8\_t \* *key*, size\_t *length*) [inline, static]**

This method is implemented here in order to allow inlining.

**4.351.1.4 static uint32\_t palo::StringUtils::hashValue (const char \* *str*, size\_t *length*) [inline, static]**

This method is implemented here in order to allow inlining.

**4.351.1.5 static uint32\_t palo::StringUtils::hashValueLower (const char \* *key*, size\_t *length*) [inline, static]**

This method is implemented here in order to allow inlining.

**4.351.1.6 static uint32\_t palo::StringUtils::hashValue32 (const uint32\_t \* *key*, size\_t *length*) [inline, static]**

This method is implemented here in order to allow inlining.

**4.351.1.7 static string palo::StringUtils::convertToString (double *i*) [inline, static]**

This method is implemented here in order to allow inlining.

**4.351.1.8 static string palo::StringUtils::convertToString (int64\_t *i*) [inline, static]**

This method is implemented here in order to allow inlining.

**4.351.1.9 static string palo::StringUtils::convertToString (int32\_t *i*) [inline, static]**

This method is implemented here in order to allow inlining.

**4.351.1.10 static string palo::StringUtils::convertToString (uint64\_t *i*) [inline, static]**

This method is implemented here in order to allow inlining.

**4.351.1.11 static string palo::StringUtils::convertToString (uint32\_t *i*) [inline, static]**

This method is implemented here in order to allow inlining.

**4.351.1.12 static string palo::StringUtils::tolower (const string & *str*) [inline, static]**

This method is implemented here in order to allow inlining.

**4.351.1.13 static string palo::StringUtils::toupper (const string & *str*) [inline, static]**

This method is implemented here in order to allow inlining.

**4.351.1.14 static string palo::StringUtils::capitalization (const string & *str*) [inline, static]**

This method is implemented here in order to allow inlining.

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

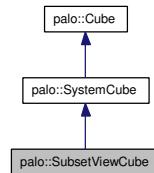
- **StringUtils.h**
- **StringUtils.cpp**

## 4.352 palo::SubsetViewCube Class Reference

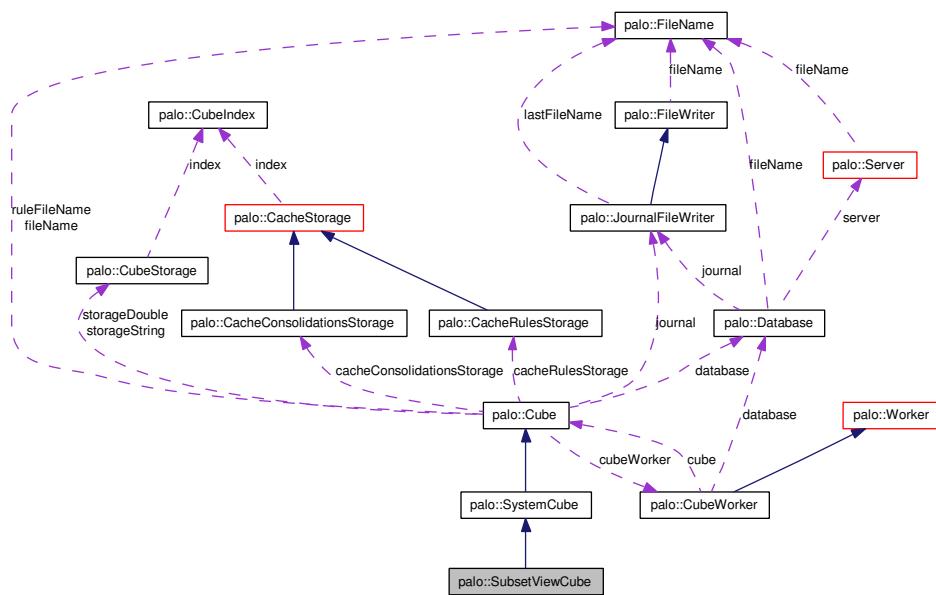
subset and view OLAP cube

```
#include <SubsetViewCube.h>
```

Inheritance diagram for palo::SubsetViewCube:



Collaboration diagram for palo::SubsetViewCube:



## Public Member Functions

- **SubsetViewCube** (IdentifierType identifier, const string &name, Database \*database, vector< Dimension \* > \*dimensions)
 

*creates empty cube*
- ItemType **getType** () const
 

*get type of cube*
- SystemCubeType **getSubType** () const
 

*get sub-type of cube*
- void **saveCubeType** (FileWriter \*file)
 

*save cube data*

#### 4.352.1 Detailed Description

An OLAP cube is an ordered list of elements

#### 4.352.2 Constructor & Destructor Documentation

**4.352.2.1 `palo::SubsetViewCube::SubsetViewCube (IdentifierType identifier, const string & name, Database * database, vector< Dimension * > * dimensions)`**

**Exceptions:**

*ParameterException* (p. 356) on double or missing dimensions

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

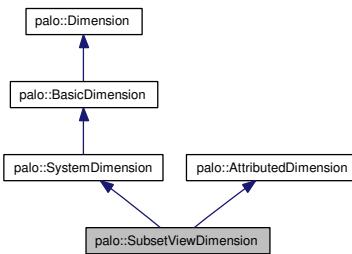
- `SubsetViewCube.h`
- `SubsetViewCube.cpp`

## 4.353 palo::SubsetViewDimension Class Reference

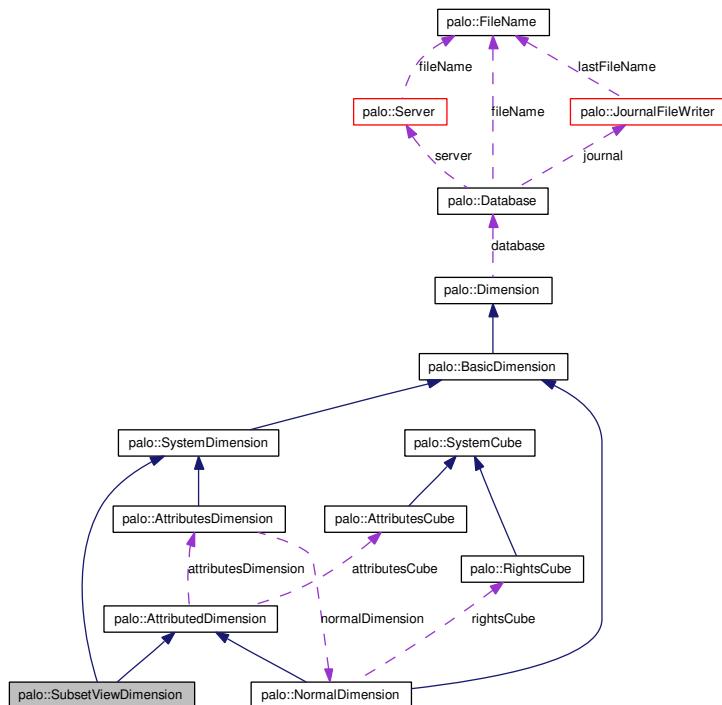
subset and view dimension

```
#include <SubsetViewDimension.h>
```

Inheritance diagram for palo::SubsetViewDimension:



Collaboration diagram for palo::SubsetViewDimension:



### Public Member Functions

- **SubsetViewDimension** (IdentifierType identifier, const string &name, Database \*database)
 

*creates new dimension with given identifier*
- void **saveDimensionType** (FileWriter \*file)
 

*saves dimension name and type to file*

- **Element \* addElement** (const string &name, **Element::ElementType** elementType, **User** \*user, bool useJournal=true)  
*adds (new) element (returns identifier of new element)*
- void **deleteElement** (**Element** \*element, **User** \*user, bool useJournal=true)  
*deletes element*
- void **changeElementName** (**Element** \*element, const string &name, **User** \*user)  
*changes name of element*
- void **changeElementType** (**Element** \*element, **Element::ElementType** elementType, **User** \*user, bool setConsolidated)  
*changes type of element*
- void **notifyAddDimension** ()  
*called after a dimension has been added to a database*
- void **beforeRemoveDimension** ()  
*called before a dimension has been removed from a database*
- void **notifyRenameDimension** (const string &oldName)  
*called after a dimension has been renamed*
- **SystemDimensionType getSubType** () const  
*returns the sub type of a system dimension*

## Protected Member Functions

- void **checkCubeAccessRight** (**User** \*user, **RightsType** minimumRight)  
*checks cube access*
- void **checkElementAccessRight** (**User** \*user, **RightsType** minimumRight)  
*checks element access*

### 4.353.1 Detailed Description

An OLAP dimension is an ordered list of elements

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

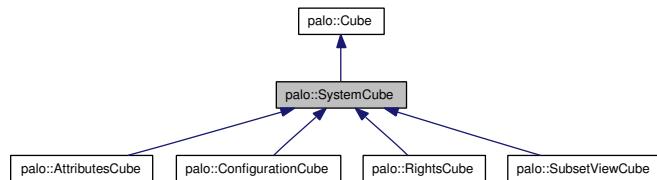
- **SubsetViewDimension.h**
- **SubsetViewDimension.cpp**

## 4.354 palo::SystemCube Class Reference

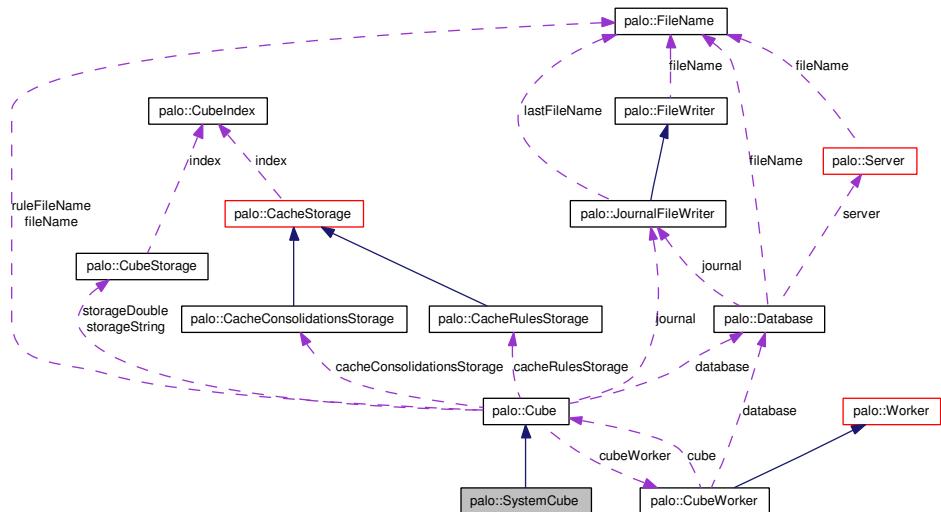
system OLAP cube

```
#include <SystemCube.h>
```

Inheritance diagram for palo::SystemCube:



Collaboration diagram for palo::SystemCube:



## Public Types

- enum **SystemCubeType**  
*sub types of a system cube*

## Public Member Functions

- **SystemCube** (IdentifierType identifier, const string &name, Database \*database, vector< Dimension \* > \*dimensions)  
*creates empty cube*
- ItemType **getType** () const  
*returns cube type*
- virtual **SystemCubeType getSubType** () const=0

*returns the sub type of a system cube*

- void **saveCube** ()  
*saves data to file*
- void **loadCube** (bool processJournal)  
*reads data from file*

#### 4.354.1 Detailed Description

An OLAP cube is an ordered list of elements

#### 4.354.2 Constructor & Destructor Documentation

**4.354.2.1 palo::SystemCube::SystemCube (IdentifierType *identifier*, const string & *name*, Database \* *database*, vector< Dimension \* > \* *dimensions*) [inline]**

**Exceptions:**

*ParameterException* (p. 356) on double or missing dimensions

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

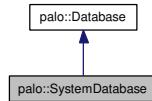
- SystemCube.h
- SystemCube.cpp

## 4.355 palo::SystemDatabase Class Reference

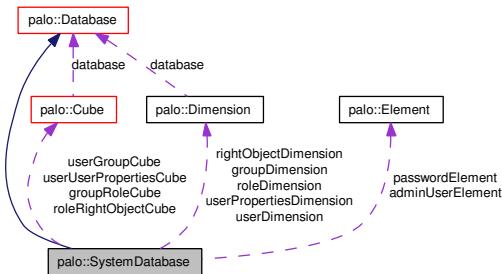
OLAP system database.

```
#include <SystemDatabase.h>
```

Inheritance diagram for palo::SystemDatabase:



Collaboration diagram for palo::SystemDatabase:



## Public Member Functions

- **SystemDatabase** (IdentifierType identifier, Server \*server, const string &name)  
*creates new database with given identifier*
- void **saveDatabaseType** (FileWriter \*)  
*saves data to file*
- ItemType **getType** ()  
*returns type of database*
- void **createSystemItems** (bool forceCreate=false)  
*checks and creates system dimensions and cubes*
- User \* **getUser** (const string &name, const string &password, bool useMD5=true)  
*gets user by name and password*
- User \* **getUser** (const string &name)  
*gets user by name*
- User \* **getUser** (IdentifierType)  
*gets user by identifier*
- User \* **getExternalUser** (const string &name, vector< string > \*groups)  
*get external users by name (and groups)*

- **Dimension \* getGroupDimension ()**  
*returns the system group dimension*
- **Dimension \* getUserDimension ()**  
*returns the system user dimension*
- **Dimension \* getUserPropertiesDimension ()**  
*returns the system user properties dimension*
- **Dimension \* getRoleDimension ()**  
*returns the system role dimension*
- **Dimension \* getRightsObjectDimension ()**  
*returns the system rights object dimension*
- **Cube \* getUserUserPropertiesCube ()**  
*returns the user user-properties cube*
- **Cube \* getUserGroupCube ()**  
*returns the user to group cube*
- **Cube \* getGroupRoleCube ()**  
*returns the group to role cube*
- **Cube \* getRoleRightObjectCube ()**  
*returns the role to right object cube*
- **Element \* getAdminUser ()**  
*returns the admin user*
- **void refreshUsers ()**  
*refreshes all user objects*

#### 4.355.1 Detailed Description

An OLAP database consists of dimensions and cubes

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

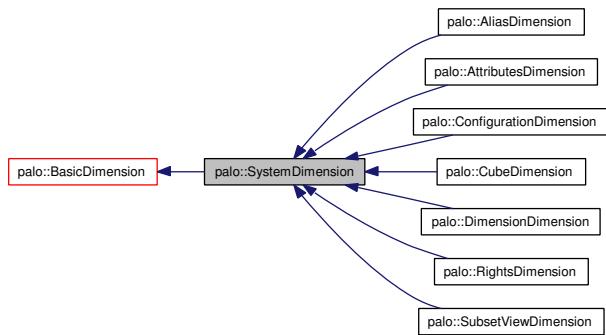
- **SystemDatabase.h**
- **SystemDatabase.cpp**

## 4.356 palo::SystemDimension Class Reference

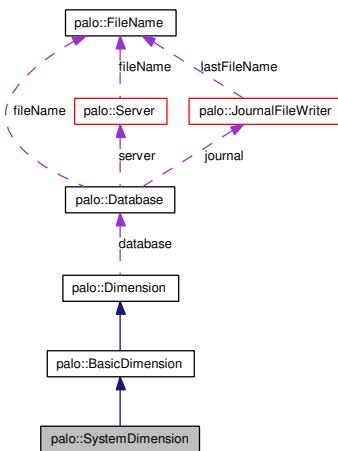
system OLAP dimension

```
#include <SystemDimension.h>
```

Inheritance diagram for palo::SystemDimension:



Collaboration diagram for palo::SystemDimension:



## Public Types

- enum **SystemDimensionType**

*sub type of a system cube*

## Public Member Functions

- **SystemDimension** (IdentifierType identifier, const string &name, Database \*database)  
*creates new dimension with given identifier*
- ItemType **getType** ()  
*returns dimension type*

- virtual **SystemDimensionType getSubType () const=0**  
*returns the sub type of a system dimension*

#### 4.356.1 Detailed Description

An OLAP dimension is an ordered list of elements

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

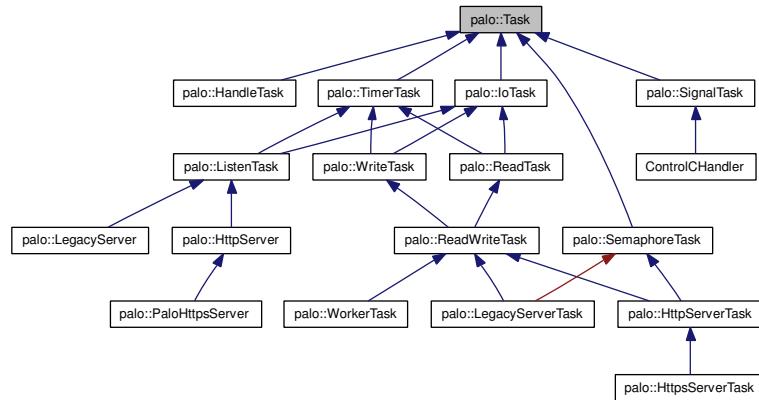
- **SystemDimension.h**

## 4.357 palo::Task Class Reference

abstract base class for tasks

```
#include <Task.h>
```

Inheritance diagram for palo::Task:



## Public Member Functions

- **Task ()**

*constructs a new task*

- **virtual ~Task ()**

*deletes a task*

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

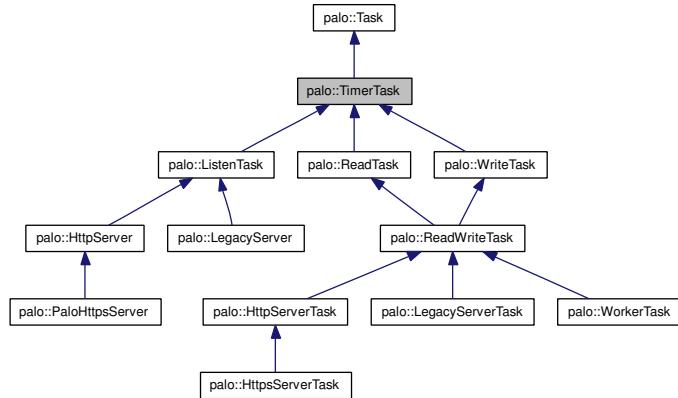
- **Task.h**
- **Task.cpp**

## 4.358 palo::TimerTask Class Reference

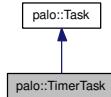
task used to handle timer events

```
#include <TimerTask.h>
```

Inheritance diagram for palo::TimerTask:



Collaboration diagram for palo::TimerTask:



## Public Member Functions

- void **handleTimeout ()**  
*called by scheduler to indicate timeout*

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

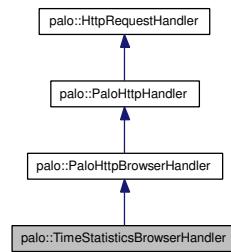
- **TimerTask.h**

## 4.359 palo::TimeStatisticsBrowserHandler Class Reference

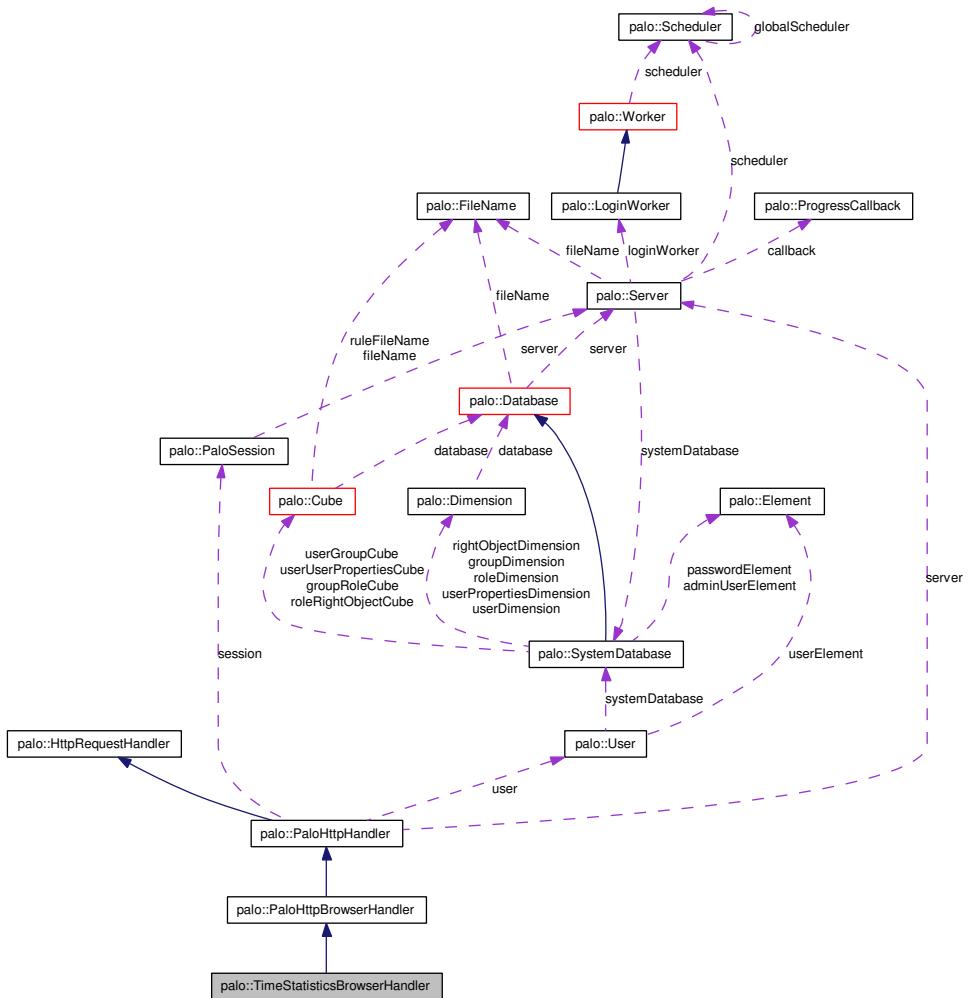
statistics browser handler

```
#include <TimeStatisticsBrowserHandler.h>
```

Inheritance diagram for palo::TimeStatisticsBrowserHandler:



Collaboration diagram for palo::TimeStatisticsBrowserHandler:



## Public Member Functions

- **HttpResponse \* handlePaloRequest (const HttpRequest \*request)**

*virtual method to handle a request*

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

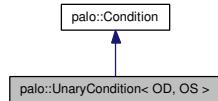
- **TimeStatisticsBrowserHandler.h**

## 4.360 palo::UnaryCondition< OD, OS > Class Template Reference

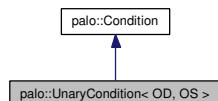
unary condition on double

```
#include <UnaryCondition.h>
```

Inheritance diagram for palo::UnaryCondition< OD, OS >:



Collaboration diagram for palo::UnaryCondition< OD, OS >:



**template<typename OD, typename OS> class palo::UnaryCondition< OD, OS >**

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

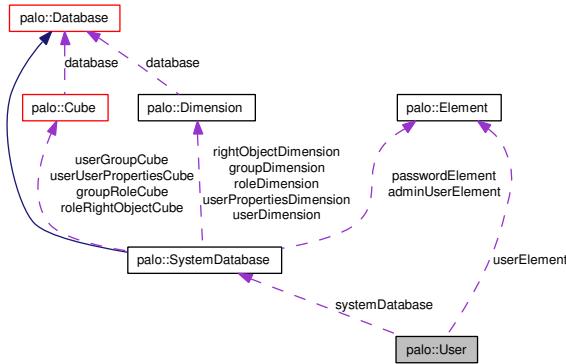
- **UnaryCondition.h**

## 4.361 palo::User Class Reference

OLAP user.

```
#include <User.h>
```

Collaboration diagram for palo::User:



## Public Member Functions

- **User (SystemDatabase \*, Element \*)**  
*creates empty OLAP user*
- IdentifierType **getIdentifier () const**  
*returns the identifier*
- bool **canLogin ()**  
*returns the true if the user has "role rights"*
- RightsType **getDimensionDataRight (Database \*, Dimension \*, Element \*)**  
*returns the "cell data" access right from the \_GROUP\_DIMENSION\_DATA\_<dim name> cube*
- RightsType **getCubeDataRight (Database \*, Cube \*)**  
*returns the "cell data" access right from the \_GROUP\_CUBE cube*
- RightsType **getMinimumDimensionDataRight (Database \*, Dimension \*)**  
*returns the minimum "cell data" access right from the \_GROUP\_DIMENSION\_DATA\_<dim name> cube*
- const string & **getName () const**  
*returns the user name*
- bool **isExternalUser ()**  
*checks for external user*
- void **refresh ()**  
*refresh the database rights*

- RightsType **getRoleUserRight ()**  
*returns the "rights" access right from the system database*
- RightsType **getRolePasswordRight ()**  
*returns the "rights" access right from the system database*
- RightsType **getRoleGroupRight ()**  
*returns the "rights" access right from the system database*
- RightsType **getRoleDatabaseRight ()**  
*returns the database access right from the system database*
- RightsType **getRoleCubeRight ()**  
*returns the cube access right from the system database*
- RightsType **getRoleDimensionRight ()**  
*returns the dimension access right from the system database*
- RightsType **getRoleElementRight ()**  
*returns the element access right from the system database*
- RightsType **getRoleRightsRight ()**  
*returns the "rights" access right from the system database*
- RightsType **getRoleCellDataRight ()**  
*returns the "cell data" access right from the system database*
- RightsType **getRoleSysOpRight ()**  
*returns the "system operations" access right from the system database*
- RightsType **getRoleEventProcessorRight ()**  
*returns the "event processor" access right from the system database*
- RightsType **getRoleSubSetViewRight ()**  
*returns the "sub-set view" access right from the system database*
- RightsType **getRoleUserInfoRight ()**  
*returns the "user info" access right from the system database*
- RightsType **getRoleRuleRight ()**  
*returns the "rule" access right from the system database*

## Static Public Member Functions

- static void **updateGlobalDatabaseToken (Database \*db)**  
*updates the global database token*

#### 4.361.1 Detailed Description

An OLAP user stores access rights of an user

#### 4.361.2 Member Function Documentation

##### 4.361.2.1 RightsType `palo::User::getRoleUserRight ()`

role rights

##### 4.361.2.2 RightsType `palo::User::getDimensionDataRight (Database * db, Dimension * dim, Element * element)`

data rights

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

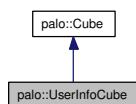
- `User.h`
- `User.cpp`

## 4.362 palo::UserInfoCube Class Reference

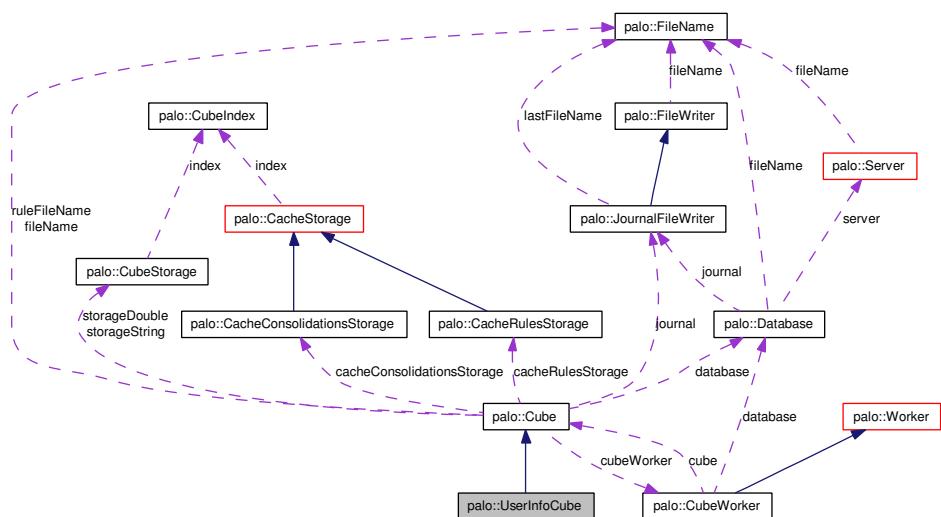
user info OLAP cube

```
#include <UserInfoCube.h>
```

Inheritance diagram for palo::UserInfoCube:



Collaboration diagram for palo::UserInfoCube:



### Public Member Functions

- **UserInfoCube** (IdentifierType identifier, const string &name, Database \*database, vector<Dimension \*> \*dimensions)
- creates empty cube*
- void **saveCubeType** (FileWriter \*file)
- saves cube name and type to file*
- ItemType **getType** () const
- returns cube type*

#### 4.362.1 Detailed Description

An OLAP cube is an ordered list of elements

### 4.362.2 Constructor & Destructor Documentation

**4.362.2.1 `palo::UserInfoCube::UserInfoCube (IdentifierType identifier, const string & name, Database * database, vector< Dimension * > * dimensions)`**

Exceptions:

*ParameterException* (p. 356) on double or missing dimensions

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

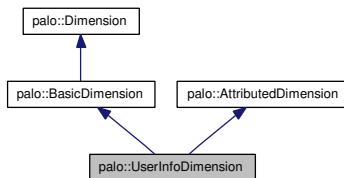
- `UserInfoCube.h`
- `UserInfoCube.cpp`

## 4.363 palo::UserInfoDimension Class Reference

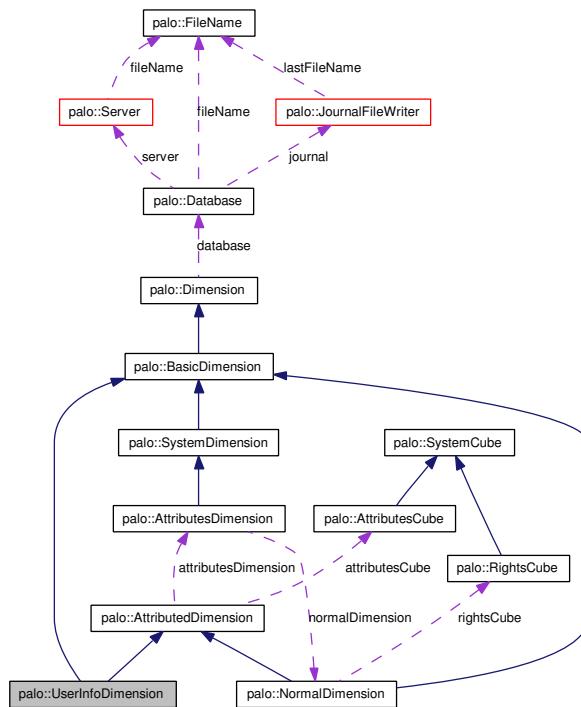
user info OLAP dimension

```
#include <UserInfoDimension.h>
```

Inheritance diagram for palo::UserInfoDimension:



Collaboration diagram for palo::UserInfoDimension:



## Public Member Functions

- **`UserinfoDimension`** (`IdentifierType identifier, const string &name, Database *database`)  
*creates new dimension with given identifier*
- **`void notifyAddDimension ()`**  
*called after a dimension has been added to a database*
- **`void beforeRemoveDimension ()`**  
*called before a dimension has been removed from a database*

- void **notifyRenameDimension** (const string &oldName)  
*called after a dimension has been renamed*
- virtual void **checkElementAccessRight** (User \*user, RightsType minimumRight)  
*checks element access*
- void **saveDimensionType** (FileWriter \*file)  
*saves dimension name and type to file*
- ItemType **getType** ()  
*returns dimension type*

#### 4.363.1 Detailed Description

An OLAP dimension is an ordered list of elements

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

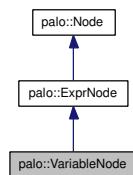
- **UserInfoDimension.h**
- **UserInfoDimension.cpp**

## 4.364 palo::VariableNode Class Reference

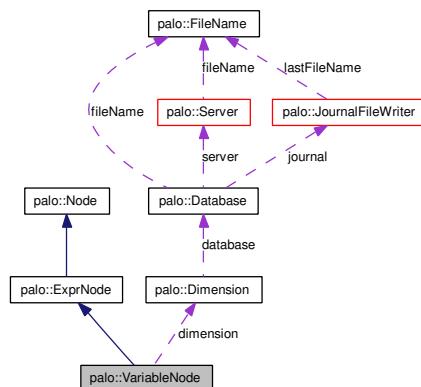
parser variable node

```
#include <VariableNode.h>
```

Inheritance diagram for palo::VariableNode:



Collaboration diagram for palo::VariableNode:



## Public Member Functions

- **Node \* clone ()**  
*clones an expression node*
- **ValueType getValueType ()**  
*returns the value type of the underlying expression*
- **RuleValueType getValue (CellPath \*cellPath, User \*user, bool \*, set< pair< Rule \*, IdentifiersType > > \*ruleHistory)**  
*returns the value of the underlying expression*
- **bool validate (Server \*, Database \*, Cube \*, Node \*, string &)**  
*validates the expression*
- **void appendXmlRepresentation (StringBuffer \*, int, bool)**  
*appends XML representation to string buffer*
- **void appendRepresentation (StringBuffer \*, Cube \*) const**  
*appends representation to string buffer*

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

- **VariableNode.h**
- **VariableNode.cpp**

## 4.365 `palo::Vector< EL >` Struct Template Reference

POD vector.

```
#include <Vector.h>
```

### Public Member Functions

- `void initialize ()`  
*initializes a new vector*
- `void free ()`  
*frees the buffer*
- `void copy (const Vector< EL > *copy)`  
*copies a vector*
- `void copy (const Vector< EL > &copy)`  
*copies a vector*
- `size_t size () const`  
*size of the vector*
- `bool empty () const`  
*tests if vector is empty*
- `void clear ()`  
*clears the vector*
- `void push_back (const EL &element)`  
*adds a new element at the end*
- `void pop_back ()`  
*removes an element from the end*
- `EL & at (size_t pos)`  
*returns the element at a given position*
- `const EL & at (size_t pos) const`  
*returns the element at a given position*
- `EL * begin () const`  
*returns a pointer to element array*
- `EL * end () const`  
*returns a pointer to behind the last element*

#### 4.365.1 Detailed Description

`template<class EL> struct palo::Vector< EL >`

**Warning:**

You must initialize the classes by calling initialize or by setting everything to 0. This can be done by using "new Vector()". You must call free to free the allocated memory.

#### 4.365.2 Member Function Documentation

**4.365.2.1 template<class EL> void palo::Vector< EL >::initialize () [inline]**

This method is implemented here in order to allow inlining.

**4.365.2.2 template<class EL> void palo::Vector< EL >::free () [inline]**

Frees the internal buffer. It is possible to call `push_back` afterwards. A new buffer will be allocated.

This method is implemented here in order to allow inlining.

**4.365.2.3 template<class EL> void palo::Vector< EL >::copy (const Vector< EL > \* *copy*) [inline]**

This method is implemented here in order to allow inlining.

**4.365.2.4 template<class EL> void palo::Vector< EL >::copy (const Vector< EL > & *copy*) [inline]**

This method is implemented here in order to allow inlining.

**4.365.2.5 template<class EL> size\_t palo::Vector< EL >::size () const [inline]**

This method is implemented here in order to allow inlining.

**4.365.2.6 template<class EL> bool palo::Vector< EL >::empty () const [inline]**

This method is implemented here in order to allow inlining.

**4.365.2.7 template<class EL> void palo::Vector< EL >::clear () [inline]**

This method is implemented here in order to allow inlining.

**4.365.2.8 template<class EL> void palo::Vector< EL >::push\_back (const EL & *element*) [inline]**

This method is implemented here in order to allow inlining.

**4.365.2.9 template<class EL> void palo::Vector< EL >::pop\_back () [inline]**

This method is implemented here in order to allow inlining.

**4.365.2.10 template<class EL> EL& palo::Vector< EL >::at (size\_t pos) [inline]**

This method is implemented here in order to allow inlining.

**Warning:**

No boundary checks are performed.

**4.365.2.11 template<class EL> const EL& palo::Vector< EL >::at (size\_t pos)  
const [inline]**

This method is implemented here in order to allow inlining.

**Warning:**

No boundary checks are performed.

**4.365.2.12 template<class EL> EL\* palo::Vector< EL >::begin () const [inline]**

This method is implemented here in order to allow inlining.

**4.365.2.13 template<class EL> EL\* palo::Vector< EL >::end () const [inline]**

This method is implemented here in order to allow inlining.

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

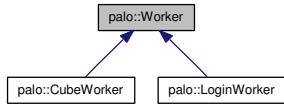
- **Vector.h**

## 4.366 palo::Worker Class Reference

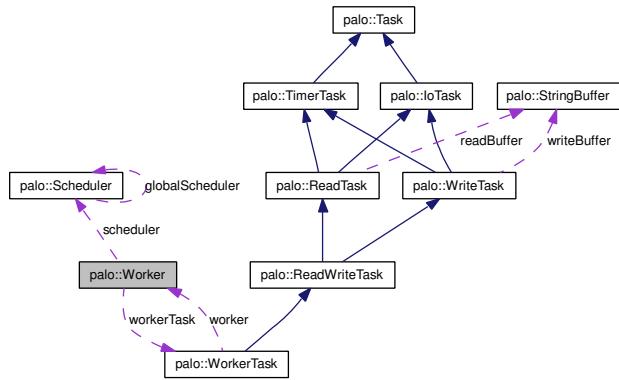
worker

```
#include <Worker.h>
```

Inheritance diagram for palo::Worker:



Collaboration diagram for palo::Worker:



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

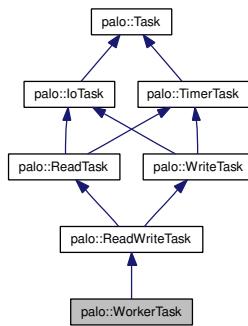
- [Worker.h](#)
- [Worker.cpp](#)

## 4.367 palo::WorkerTask Class Reference

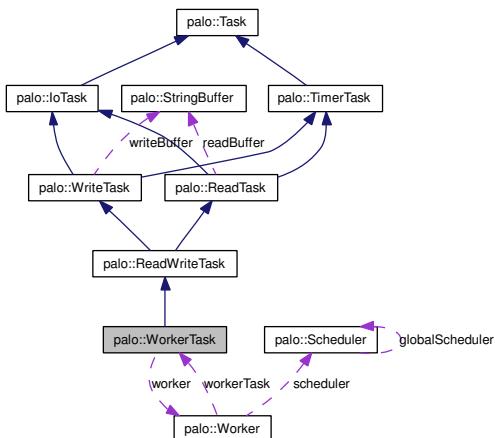
worker task

```
#include <WorkerTask.h>
```

Inheritance diagram for palo::WorkerTask:



Collaboration diagram for palo::WorkerTask:



## Protected Member Functions

- void **handleHangup** (`socket_t`)  
*called by scheduler to indicate hangup*
- bool **handleRead** ()  
*called by scheduler to indicate available data*
- bool **canHandleRead** ()  
*called by scheduler to check if the task wants to read*
- void **setWriteBuffer** (`StringBuffer *sb`, `bool ownBuffer=true`)  
*sets an active write buffer*

- **void completedWriteBuffer ()**  
*called if write buffer has been sent*

#### 4.367.1 Member Function Documentation

##### 4.367.1.1 **void palo::WorkerTask::handleHangup (socket\_t fd)** [protected, virtual]

This callback is called by the scheduler if the connection has been closed.

Reimplemented from **palo::IoTask** (p. 299).

##### 4.367.1.2 **bool palo::WorkerTask::handleRead ()** [protected, virtual]

This callback is called by the scheduler if there is new data available. The task must try to read data from the connection in a non-blocking way.

Reimplemented from **palo::IoTask** (p. 298).

##### 4.367.1.3 **bool palo::WorkerTask::canHandleRead ()** [protected, virtual]

This function is used by the scheduler to check if the task is ready to receive new data. The scheduler will only check connection for new data if this function returns true.

Reimplemented from **palo::IoTask** (p. 298).

##### 4.367.1.4 **void palo::WorkerTask::completedWriteBuffer ()** [protected, virtual]

This called is called if the current write buffer has been sent completely to the client.

Implements **palo::WriteTask** (p. 459).

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

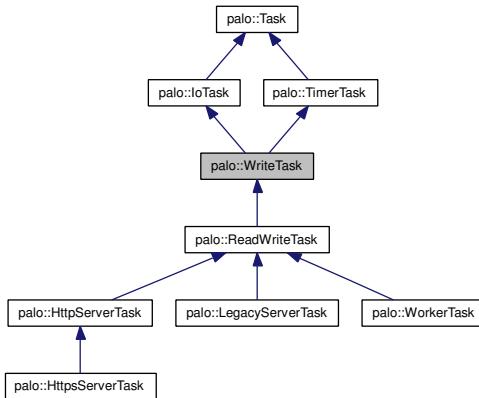
- **WorkerTask.h**
- **WorkerTask.cpp**

## 4.368 palo::WriteTask Class Reference

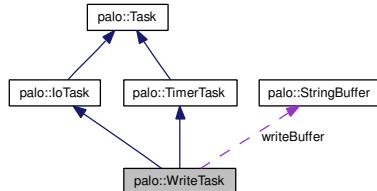
abstract base class for output tasks

```
#include <WriteTask.h>
```

Inheritance diagram for palo::WriteTask:



Collaboration diagram for palo::WriteTask:



### Public Member Functions

- **WriteTask (socket\_t writeSocket)**  
*constructs a new output task*
- **~WriteTask ()**  
*deletes an output task*
- **bool canHandleWrite ()**  
*called by scheduler to check if task wants to write*
- **bool handleWrite ()**  
*called by scheduler to indicate that data can be written*

### Protected Member Functions

- **bool hasWriteBuffer () const**

*checks for presence of an active write buffer*

- **void setWriteBuffer (StringBuffer \*, bool ownBuffer=true)**  
*sets an active write buffer*
- **virtual void completedWriteBuffer ()=0**  
*called if write buffer has been sent*

## Protected Attributes

- **StringBuffer \* writeBuffer**  
*the current write buffer*
- **bool ownBuffer**  
*if true, the resource writeBuffer is owned by the write task*
- **size\_t writeLength**  
*number of bytes already written*

### 4.368.1 Detailed Description

The class provides an abstract base class for all output tasks. In addition to the callbacks and methods defined by **IoTask** (p. 297), it defines a virtual method `compledWriteBuffer`, which is called by `handleWrite` as soon as the current write buffer has been sent to the client, and a member `writeBuffer` which is used to store the data.

### 4.368.2 Member Function Documentation

#### 4.368.2.1 bool palo::WriteTask::canHandleWrite () [virtual]

This function is used by the scheduler to check if the task is ready to send data. The scheduler will only check connection for writability if this function returns true.

Reimplemented from **palo::IoTask** (p. 299).

Reimplemented in **palo::HttpsServerTask** (p. 296), **palo::ReadWriteTask** (p. 361), and **palo::LegacyServerTask** (p. 311).

#### 4.368.2.2 bool palo::WriteTask::handleWrite () [virtual]

This callback is called by the scheduler if the connection can consume data. The task must try to write data to the connection in a non-blocking way.

Reimplemented from **palo::IoTask** (p. 299).

Reimplemented in **palo::HttpsServerTask** (p. 296), and **palo::ReadWriteTask** (p. 362).

**4.368.2.3 virtual void palo::WriteTask::completedWriteBuffer () [protected, pure virtual]**

This called is called if the current write buffer has been sent completely to the client.

Implemented in **palo::HttpServerTask** (p. 294), **palo::WorkerTask** (p. 456), and **palo::LegacyServerTask** (p. 312).

### 4.368.3 Member Data Documentation

**4.368.3.1 bool palo::WriteTask::ownBuffer [protected]**

If true, the writeBuffer is deleted as soon as it has been sent to the client. If false, the writeBuffer is kept alive.

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

- **WriteTask.h**
- **WriteTask.cpp**



# Chapter 5

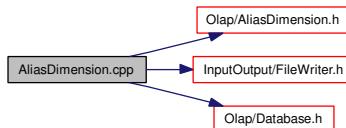
# Palo File Documentation

## 5.1 AliasDimension.cpp File Reference

palo alias dimension

```
#include "Olap/AliasDimension.h"  
#include "InputOutput/FileWriter.h"  
#include "Olap/Database.h"
```

Include dependency graph for AliasDimension.cpp:



## Namespaces

- namespace **palo**

### 5.1.1 Detailed Description

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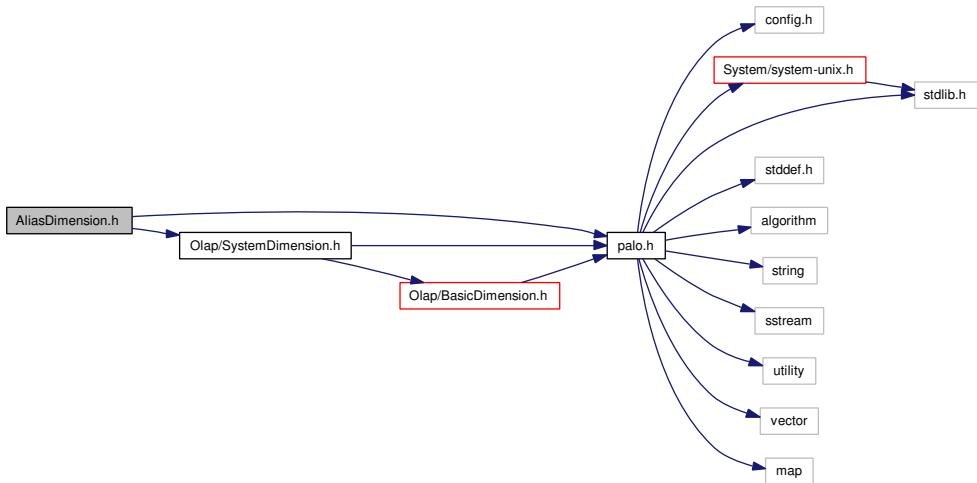
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.2 AliasDimension.h File Reference

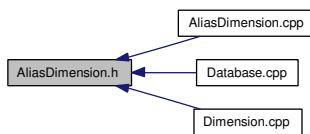
palo alias dimension

```
#include "palo.h"
#include "Olap/SystemDimension.h"
```

Include dependency graph for AliasDimension.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::AliasDimension**  
*alias OLAP dimension*

### 5.2.1 Detailed Description

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**Author:**

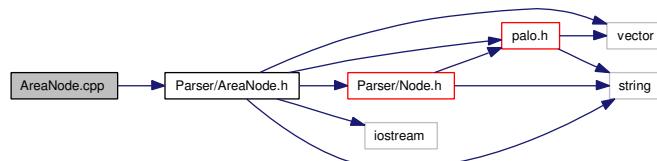
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.3 AreaNode.cpp File Reference

base class for parser source or destination node

```
#include "Parser/AreaNode.h"
```

Include dependency graph for AreaNode.cpp:



## Namespaces

- namespace **palo**

### 5.3.1 Detailed Description

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#### Author:

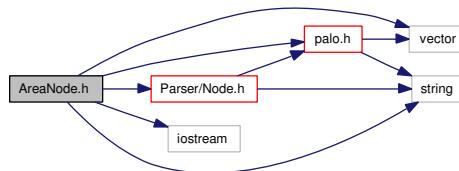
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.4 AreaNode.h File Reference

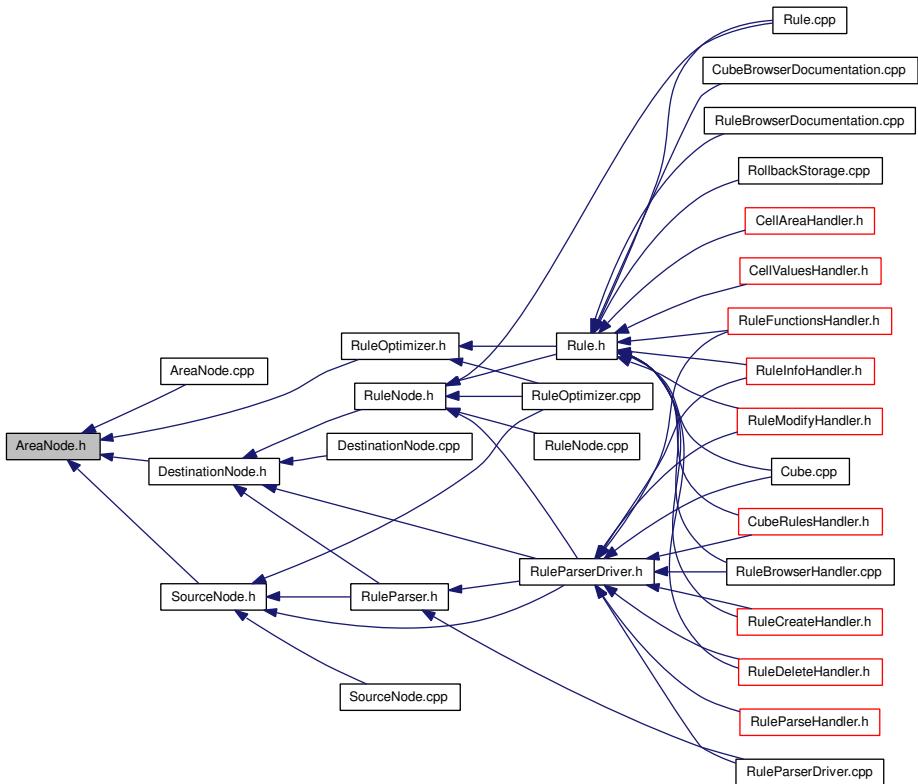
base class for parser source or destination node

```
#include "palo.h"
#include <iostream>
#include <string>
#include <vector>
#include "Parser/Node.h"
```

Include dependency graph for AreaNode.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::AreaNode**

*base class for parser source or destination node*

### 5.4.1 Detailed Description

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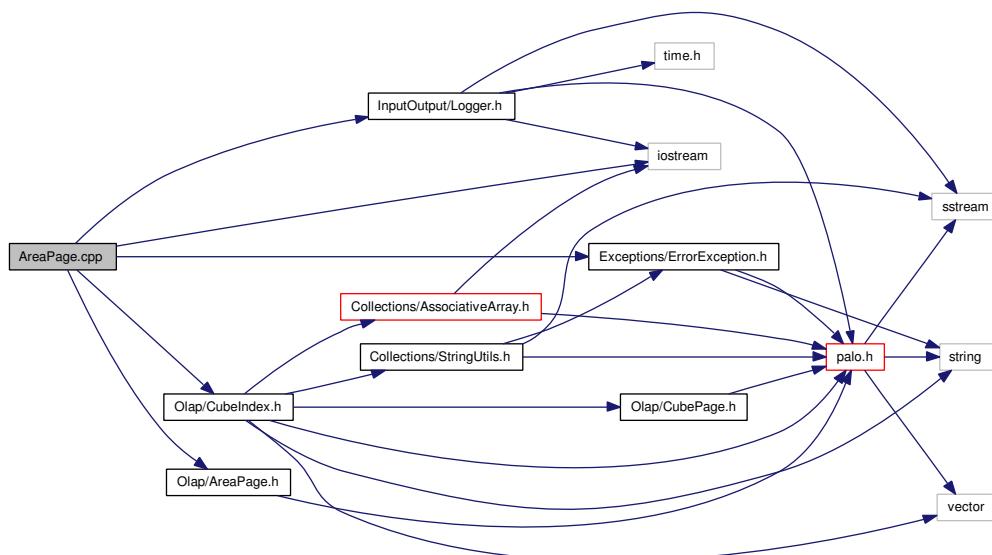
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.5 AreaPage.cpp File Reference

palo area page

```
#include "Olap/AreaPage.h"
#include <iostream>
#include "Exceptions/ErrorException.h"
#include "InputOutput/Logger.h"
#include "Olap/CubeIndex.h"
```

Include dependency graph for AreaPage.cpp:



## Namespaces

- namespace **palo**

### 5.5.1 Detailed Description

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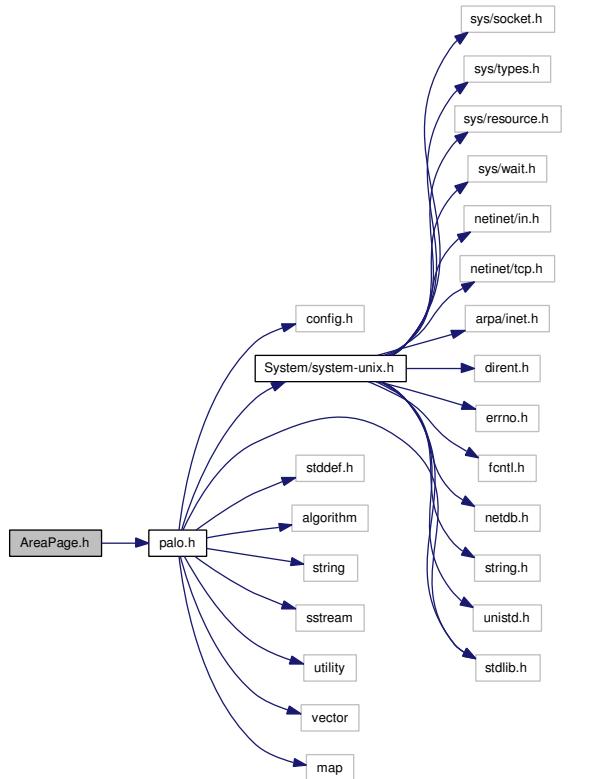
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.6 AreaPage.h File Reference

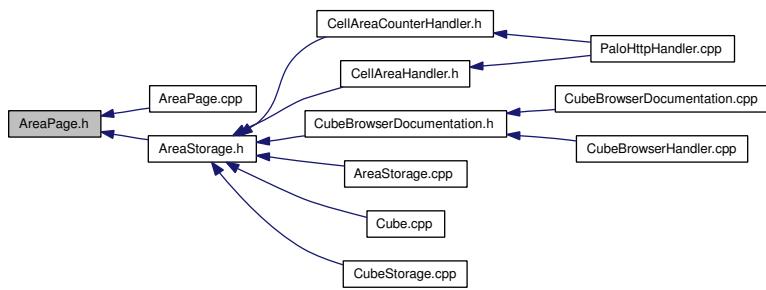
palo area page

```
#include "palo.h"
```

Include dependency graph for AreaPage.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::AreaPage**

*palo cube page*

### 5.6.1 Detailed Description

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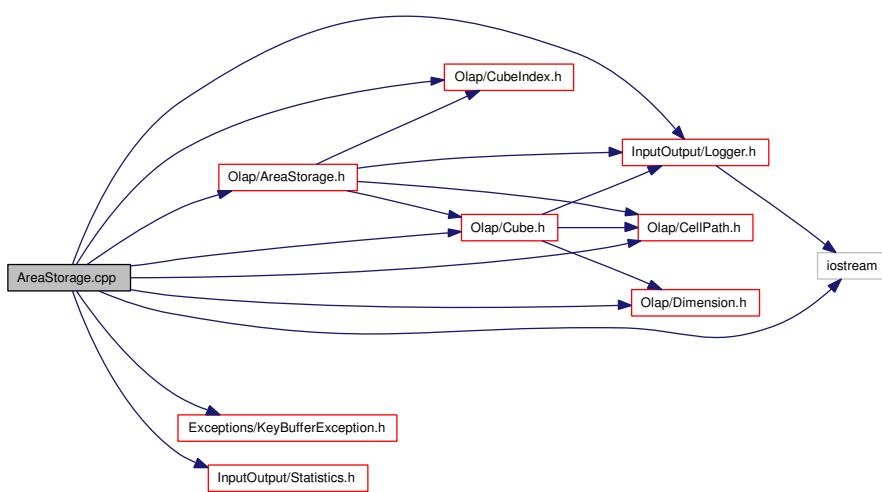
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.7 AreaStorage.cpp File Reference

palo area storage

```
#include "Olap/AreaStorage.h"
#include "Exceptions/KeyBufferException.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Statistics.h"
#include "Olap/CellPath.h"
#include "Olap/Cube.h"
#include "Olap/CubeIndex.h"
#include "Olap/Dimension.h"
#include <iostream>
```

Include dependency graph for AreaStorage.cpp:



## Namespaces

- namespace **palo**

### 5.7.1 Detailed Description

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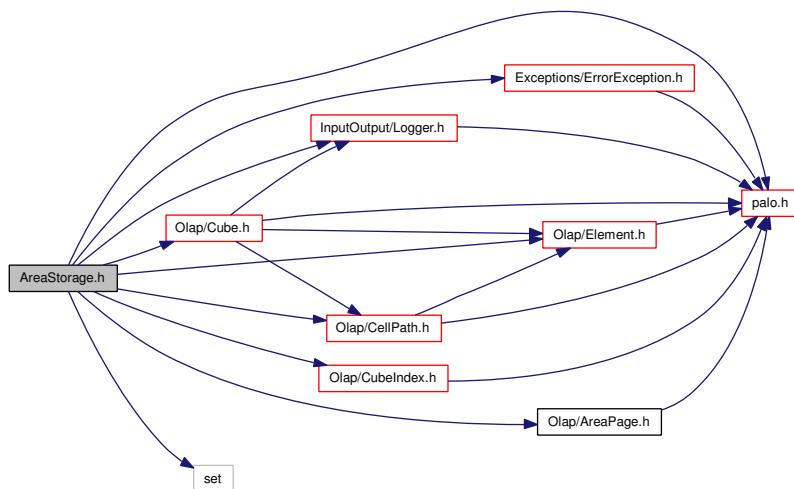
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.8 AreaStorage.h File Reference

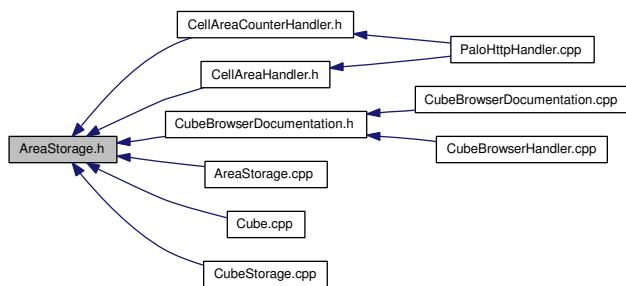
palo area storage

```
#include "palo.h"
#include <set>
#include "Exceptions/ErrorException.h"
#include "InputOutput/Logger.h"
#include "Olap/CellPath.h"
#include "Olap/Cube.h"
#include "Olap/CubeIndex.h"
#include "Olap/AreaPage.h"
#include "Olap/Element.h"
```

Include dependency graph for AreaStorage.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::AreaStorage**  
*palo area storage*

### 5.8.1 Detailed Description

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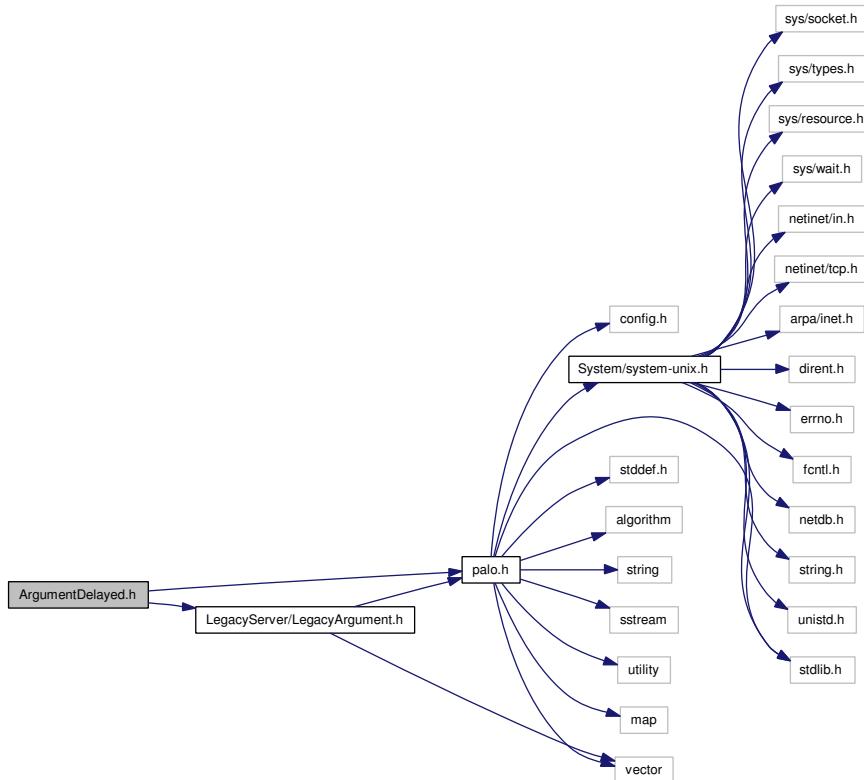
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.9 ArgumentDelayed.h File Reference

*legacy argument delayed*

```
#include "palo.h"
#include "LegacyServer/LegacyArgument.h"
```

Include dependency graph for ArgumentDelayed.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ArgumentDelayed**  
*legacy argument delayed*

### 5.9.1 Detailed Description

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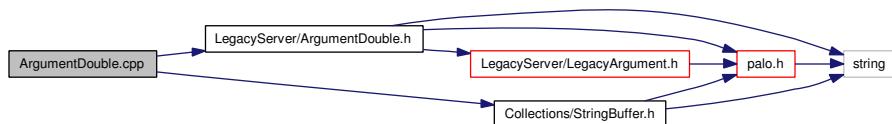
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.10 ArgumentDouble.cpp File Reference

legacy argument double

```
#include "LegacyServer/ArgumentDouble.h"
#include "Collections/StringBuffer.h"
```

Include dependency graph for ArgumentDouble.cpp:



### Namespaces

- namespace **palo**

#### 5.10.1 Detailed Description

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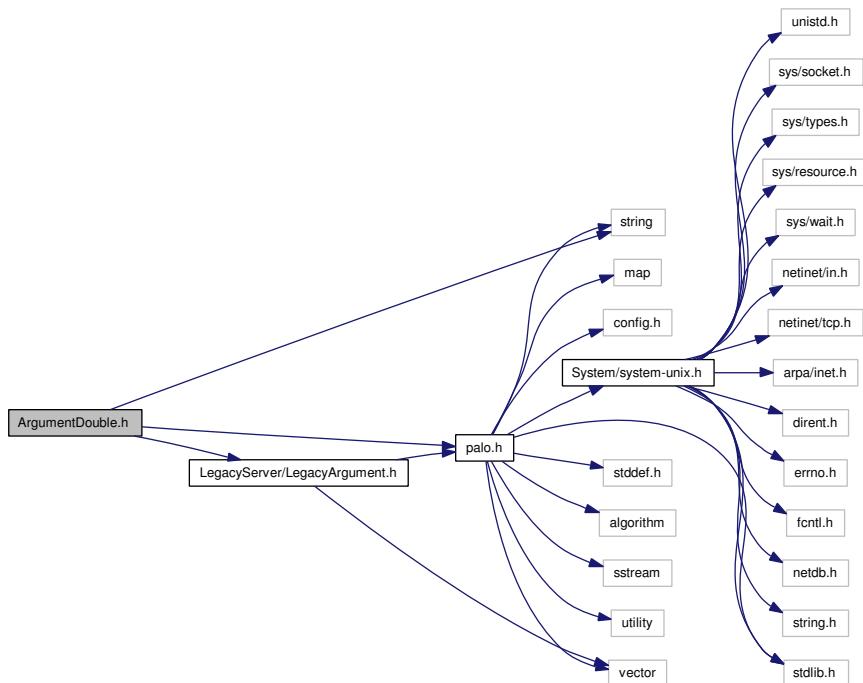
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## 5.11 ArgumentDouble.h File Reference

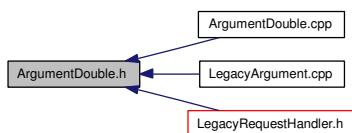
legacy argument double

```
#include "palo.h"
#include <string>
#include "LegacyServer/LegacyArgument.h"
```

Include dependency graph for ArgumentDouble.h:



This graph shows which files directly or indirectly include this file:



## Namespace

- namespace **palo**

## Classes

- class **palo::ArgumentDouble**  
*legacy argument double*

### 5.11.1 Detailed Description

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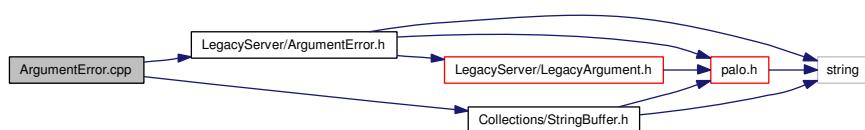
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.12 ArgumentError.cpp File Reference

legacy argument error

```
#include "LegacyServer/ArgumentError.h"
#include "Collections/StringBuffer.h"
```

Include dependency graph for ArgumentError.cpp:



## Namespaces

- namespace **palo**

### 5.12.1 Detailed Description

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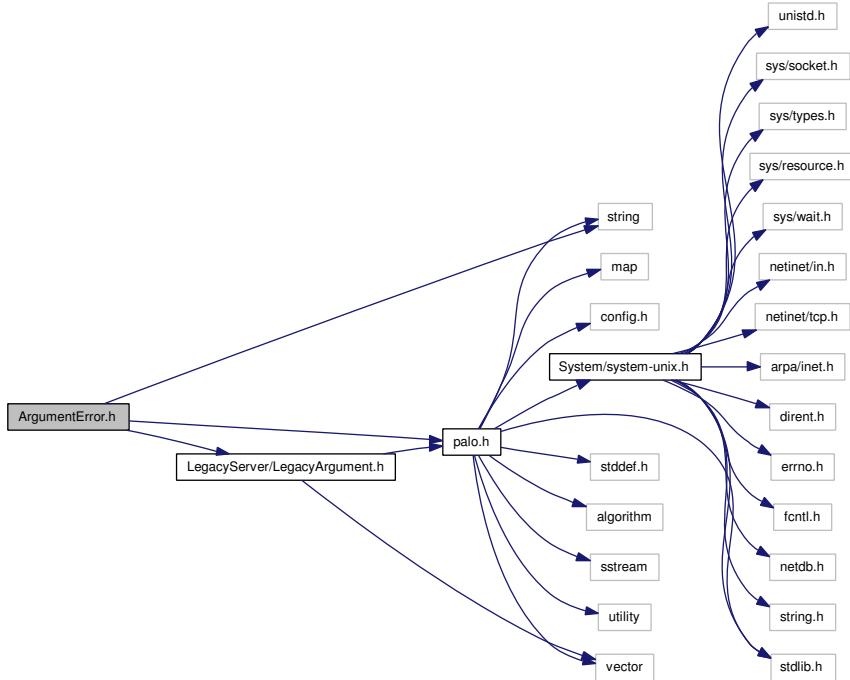
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## 5.13 ArgumentError.h File Reference

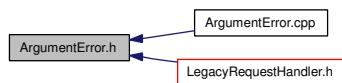
legacy argument error

```
#include "palo.h"
#include <string>
#include "LegacyServer/LegacyArgument.h"
```

Include dependency graph for ArgumentError.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ArgumentError**

*legacy argument error*

### 5.13.1 Detailed Description

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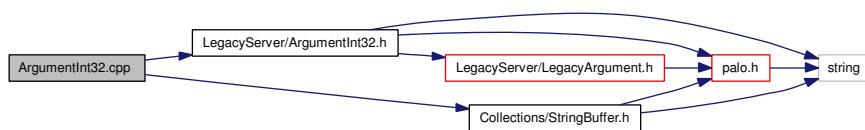
## 5.14 ArgumentInt32.cpp File Reference

legacy argument integer

```
#include "LegacyServer/ArgumentInt32.h"
```

```
#include "Collections/StringBuffer.h"
```

Include dependency graph for ArgumentInt32.cpp:



### Namespaces

- namespace **palo**

#### 5.14.1 Detailed Description

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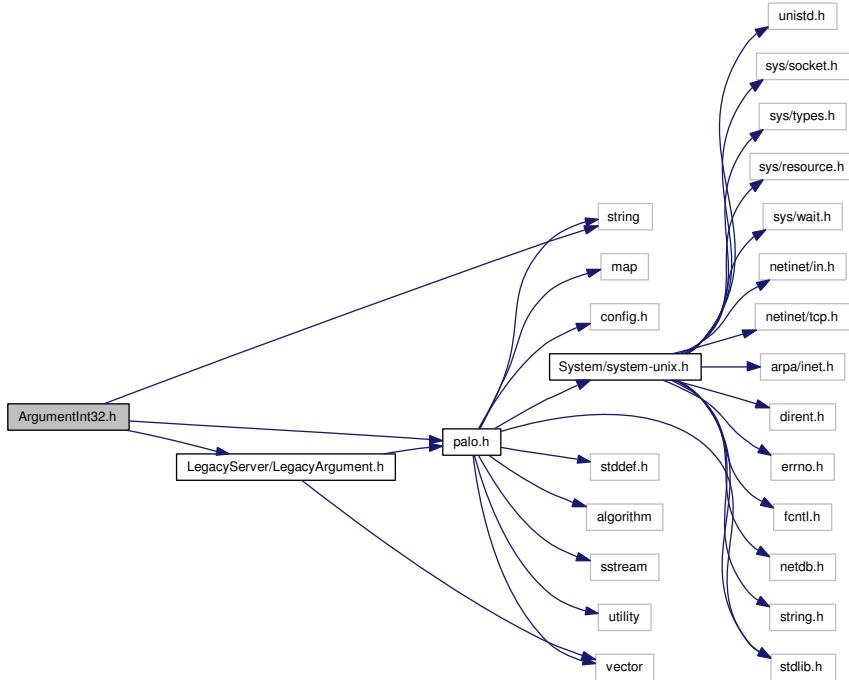
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## 5.15 ArgumentInt32.h File Reference

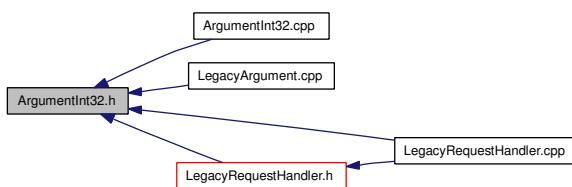
legacy argument integer

```
#include "palo.h"
#include <string>
#include "LegacyServer/LegacyArgument.h"
```

Include dependency graph for ArgumentInt32.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ArgumentInt32**  
*legacy argument integer*

### **5.15.1 Detailed Description**

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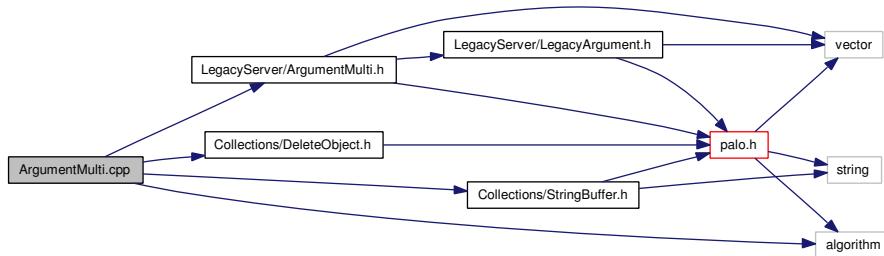
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.16 ArgumentMulti.cpp File Reference

legacy argument vector

```
#include "LegacyServer/ArgumentMulti.h"
#include <algorithm>
#include "Collections/DeleteObject.h"
#include "Collections/StringBuffer.h"
```

Include dependency graph for ArgumentMulti.cpp:



## Namespaces

- namespace **palo**

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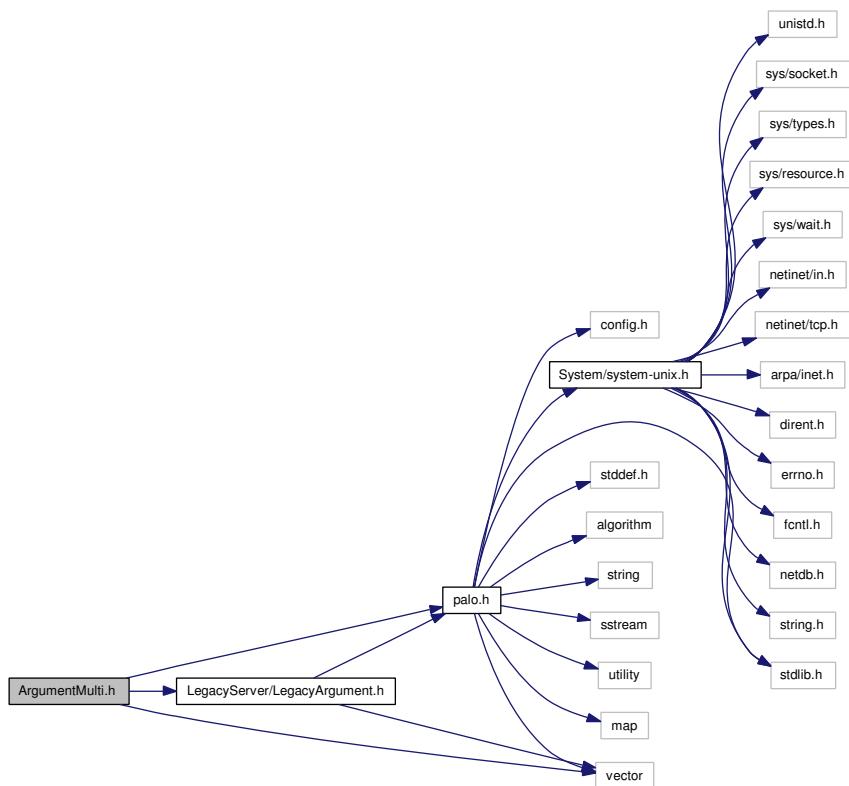
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## 5.17 ArgumentMulti.h File Reference

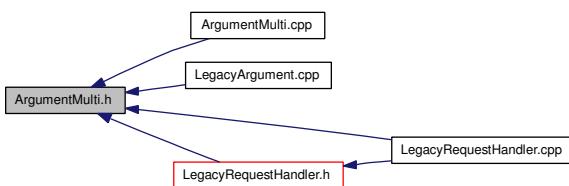
legacy argument vector

```
#include "palo.h"
#include <vector>
#include "LegacyServer/LegacyArgument.h"
```

Include dependency graph for ArgumentMulti.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ArgumentMulti**

*legacy argument vector*

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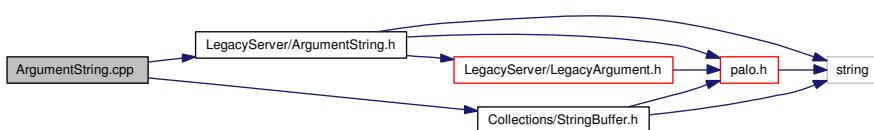
## 5.18 ArgumentString.cpp File Reference

legacy argument string

```
#include "LegacyServer/ArgumentString.h"
```

```
#include "Collections/StringBuffer.h"
```

Include dependency graph for ArgumentString.cpp:



### Namespaces

- namespace **palo**

#### 5.18.1 Detailed Description

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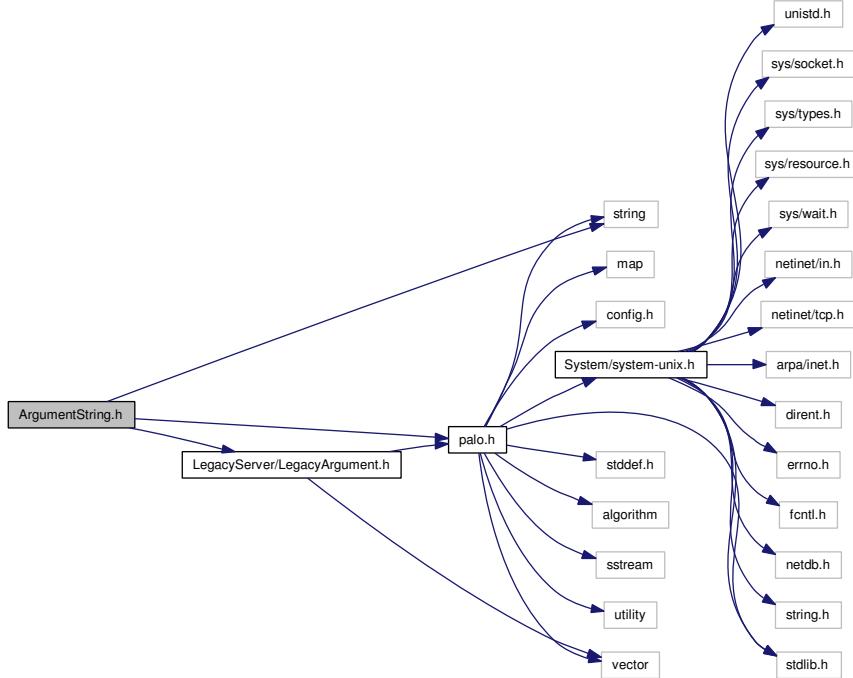
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.19 ArgumentString.h File Reference

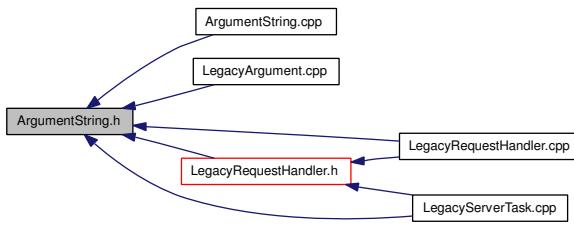
legacy argument string

```
#include "palo.h"
#include <string>
#include "LegacyServer/LegacyArgument.h"
```

Include dependency graph for ArgumentString.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ArgumentString**

*legacy argument string*

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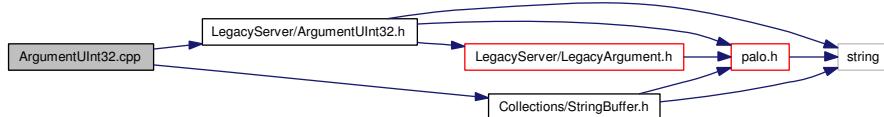
## 5.20 ArgumentUInt32.cpp File Reference

legacy argument unsigned integer

```
#include "LegacyServer/ArgumentUInt32.h"
```

```
#include "Collections/StringBuffer.h"
```

Include dependency graph for ArgumentUInt32.cpp:



### Namespaces

- namespace **palo**

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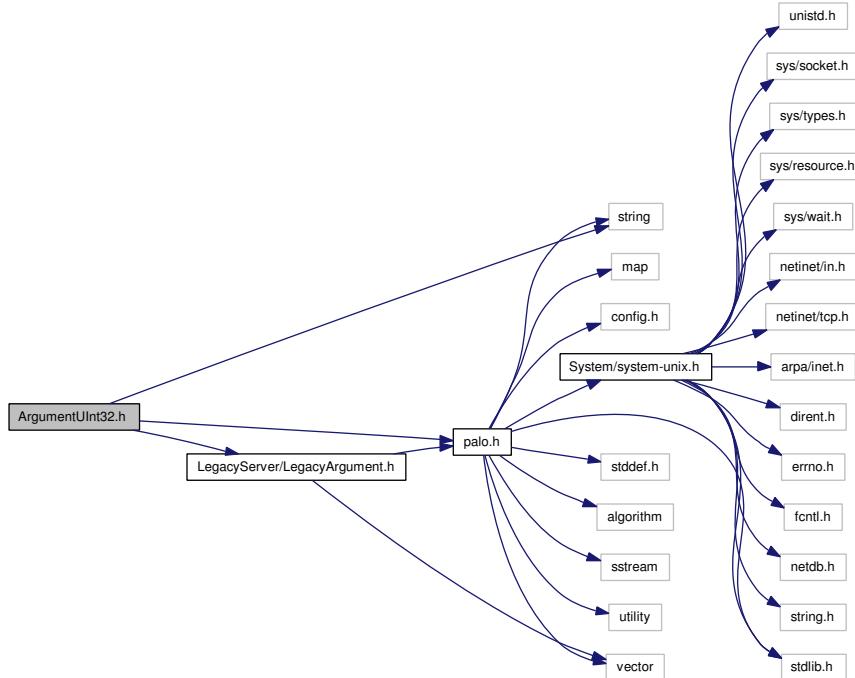
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.21 ArgumentUInt32.h File Reference

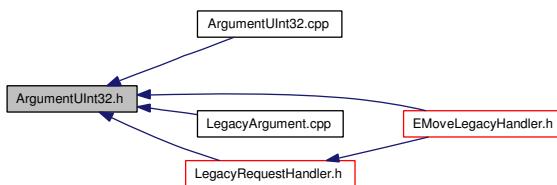
legacy argument unsigned integer

```
#include "palo.h"
#include <string>
#include "LegacyServer/LegacyArgument.h"
```

Include dependency graph for ArgumentUInt32.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ArgumentUInt32**  
*legacy argument unsigned integer*

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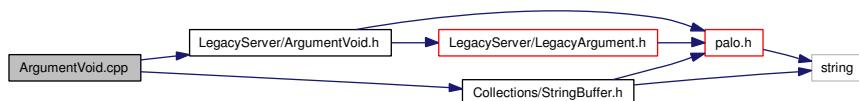
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.22 ArgumentVoid.cpp File Reference

legacy argument void

```
#include "LegacyServer/ArgumentVoid.h"
#include "Collections/StringBuffer.h"
```

Include dependency graph for ArgumentVoid.cpp:



## Namespaces

- namespace **palo**

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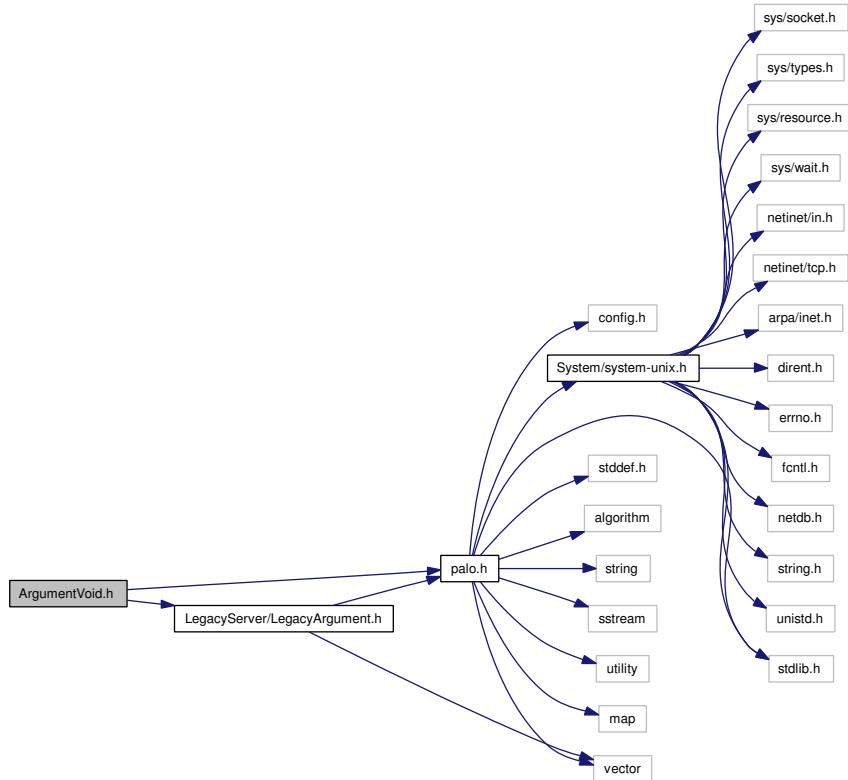
#### Author:

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 Achim Brandt, triagens GmbH, Cologne, Germany

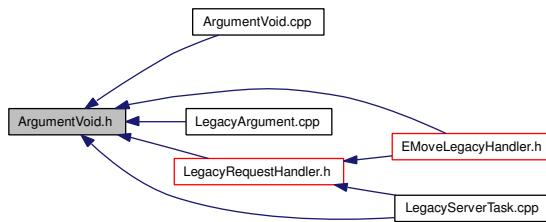
## 5.23 ArgumentVoid.h File Reference

```
legacy argument void
#include "palo.h"
#include "LegacyServer/LegacyArgument.h"
```

Include dependency graph for ArgumentVoid.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ArgumentVoid**

*legacy argument void*

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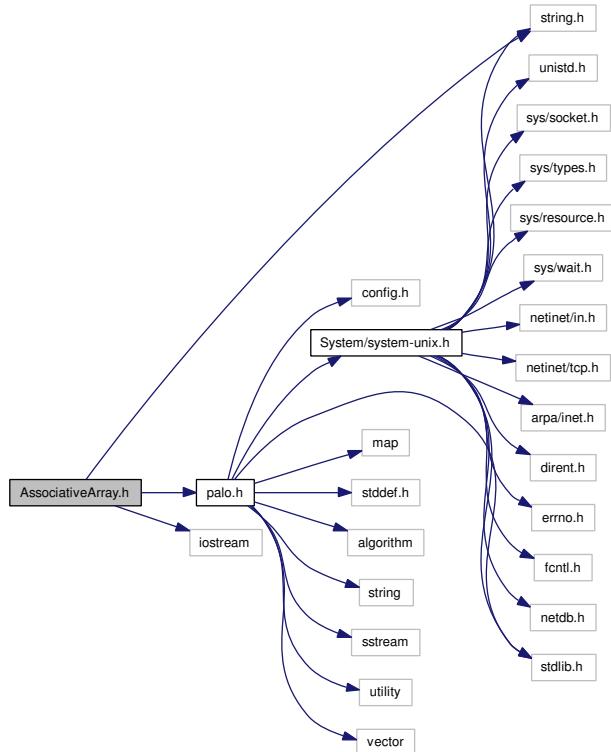
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.24 AssociativeArray.h File Reference

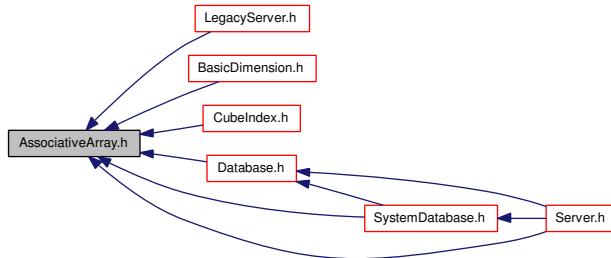
associative array for POD data

```
#include "palo.h"
#include <string.h>
#include <iostream>
```

Include dependency graph for AssociativeArray.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::AssociativeArray< KEY, ELEMENT, DESC >**  
*associative array for POD data*

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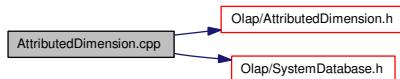
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.25 AttributedDimension.cpp File Reference

palo attributed dimension

```
#include "Olap/AttributedDimension.h"
#include "Olap/SystemDatabase.h"
```

Include dependency graph for AttributedDimension.cpp:



### Namespaces

- namespace **palo**

#### 5.25.1 Detailed Description

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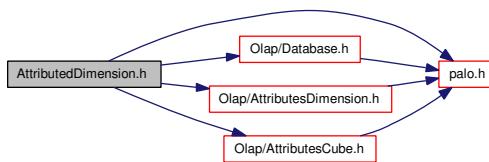
Frank Celler, triagens GmbH, Cologne, Germany  
 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.26 AttributedDimension.h File Reference

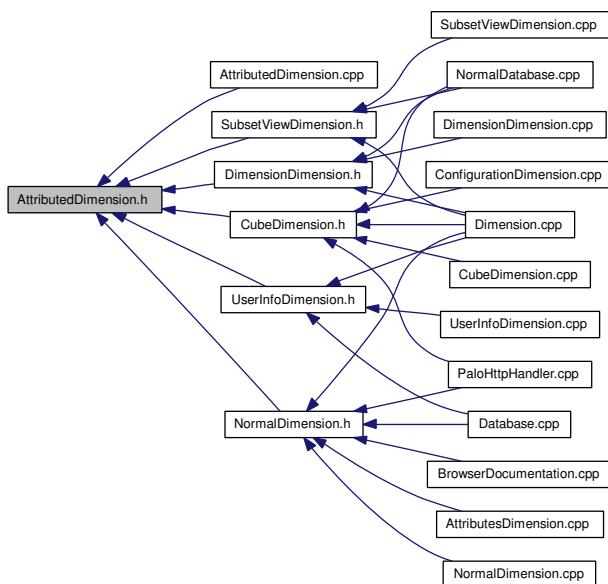
palo attributed dimension

```
#include "palo.h"
#include "Olap/Database.h"
#include "Olap/AttributesDimension.h"
#include "Olap/AttributesCube.h"
```

Include dependency graph for AttributedDimension.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::AttributedDimension**  
*normal OLAP dimension*

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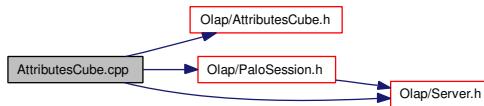
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.27 AttributesCube.cpp File Reference

palo attributes cube

```
#include "Olap/AttributesCube.h"
#include "Olap/PaloSession.h"
#include "Olap/Server.h"
```

Include dependency graph for AttributesCube.cpp:



## Namespaces

- namespace **palo**

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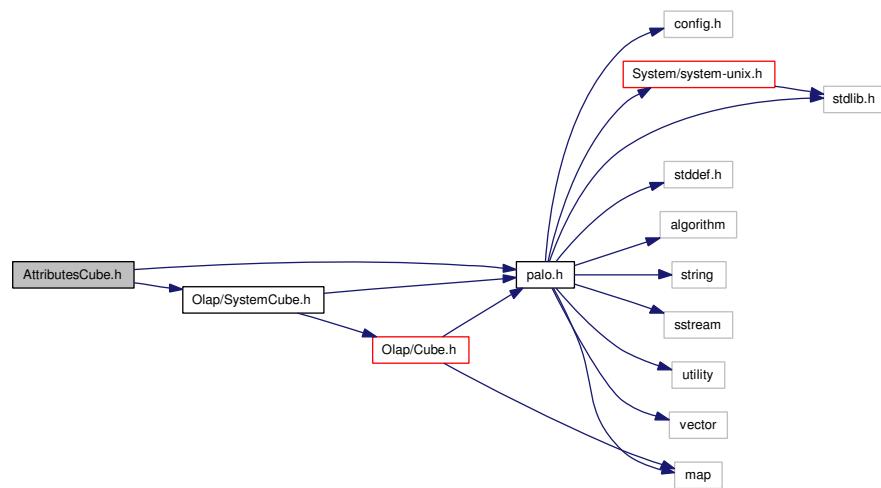
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 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.28 AttributesCube.h File Reference

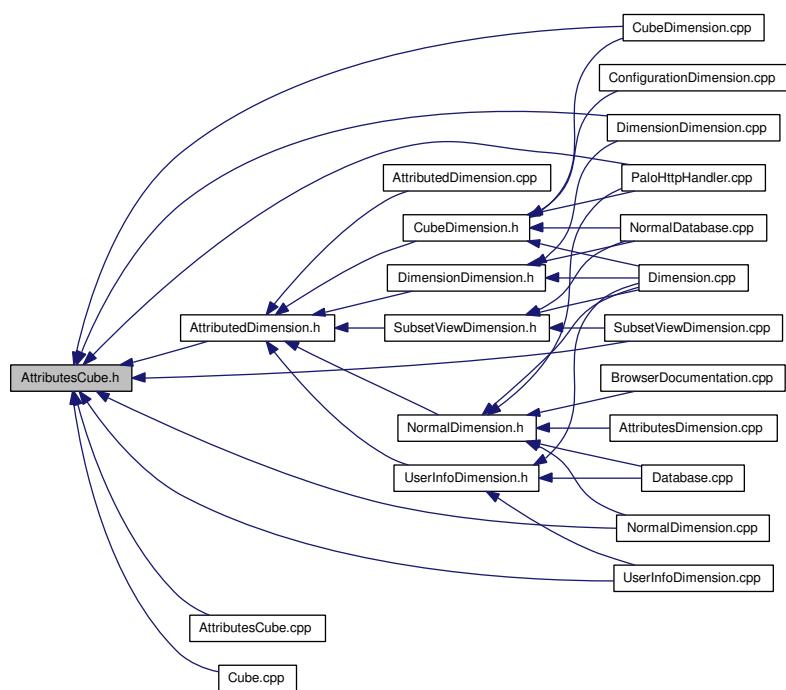
palo attributes cube

```
#include "palo.h"  
#include "Olap/SystemCube.h"
```

Include dependency graph for AttributesCube.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::AttributesCube**  
*attributes OLAP cube*

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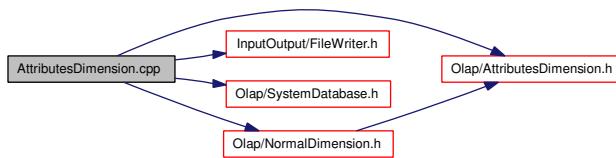
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.29 AttributesDimension.cpp File Reference

palo attributes dimension

```
#include "Olap/AttributesDimension.h"
#include "InputOutput/FileWriter.h"
#include "Olap/SystemDatabase.h"
#include "Olap/NormalDimension.h"
```

Include dependency graph for AttributesDimension.cpp:



## Namespaces

- namespace **palo**

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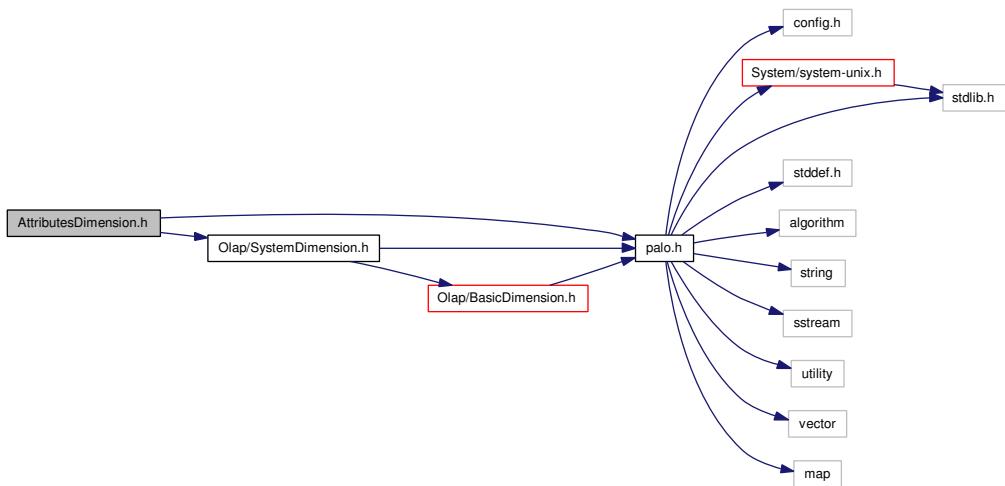
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## 5.30 AttributesDimension.h File Reference

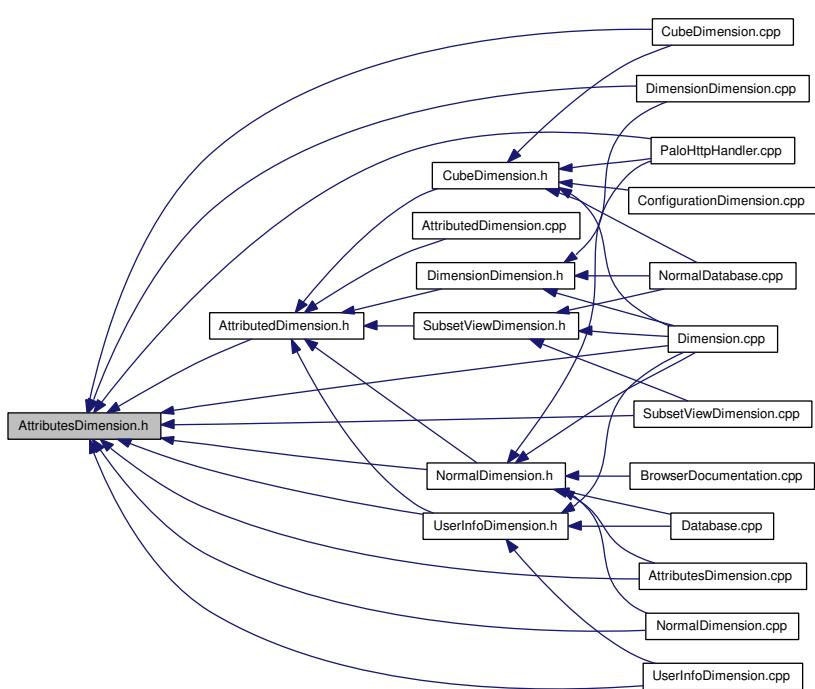
palo attribute dimension

```
#include "palo.h"
#include "Olap/SystemDimension.h"
```

Include dependency graph for AttributesDimension.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::AttributesDimension**  
*alias OLAP dimension*

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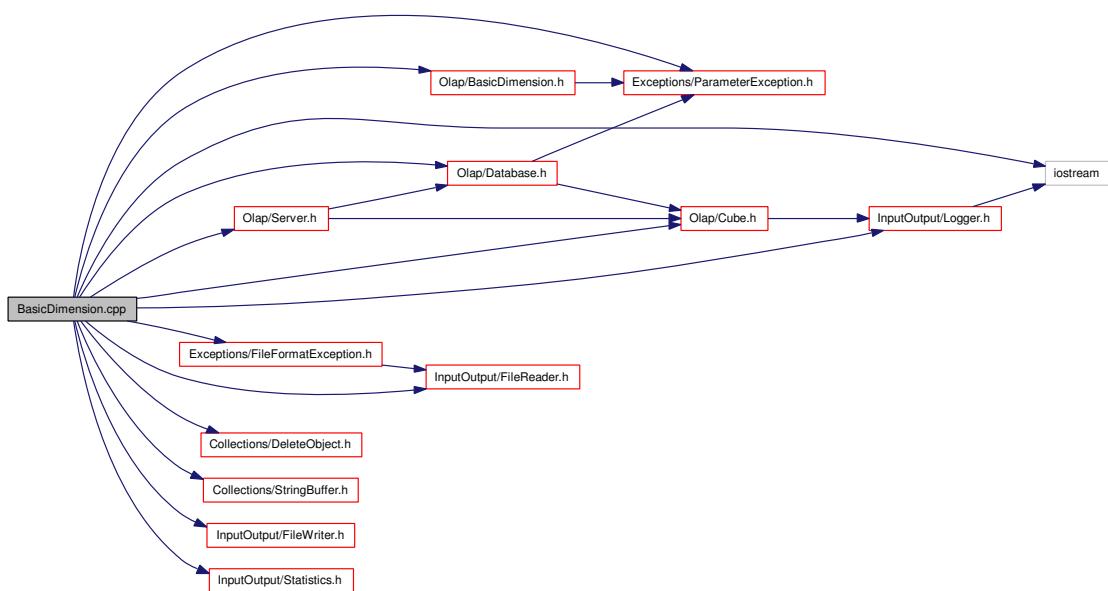
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.31 BasicDimension.cpp File Reference

palo base dimension

```
#include "Olap/BasicDimension.h"
#include <iostream>
#include "Exceptions/FileFormatException.h"
#include "Exceptions/ParameterException.h"
#include "Collections/DeleteObject.h"
#include "Collections/StringBuffer.h"
#include "InputOutput/FileReader.h"
#include "InputOutput/FileWriter.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Statistics.h"
#include "Olap/Cube.h"
#include "Olap/Database.h"
#include "Olap/Server.h"
```

Include dependency graph for BasicDimension.cpp:



## Namespaces

- namespace **palo**

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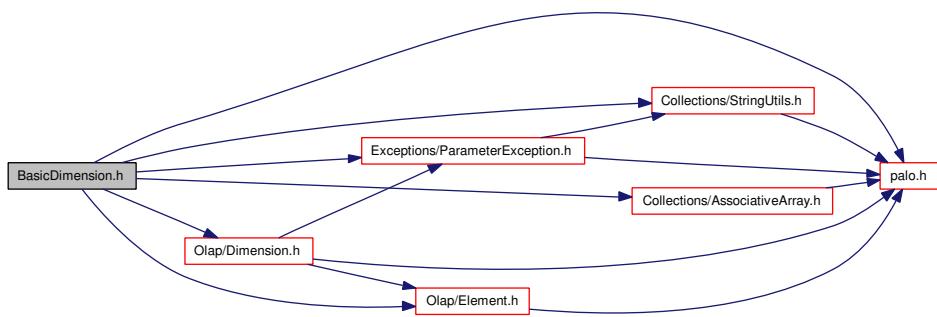
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

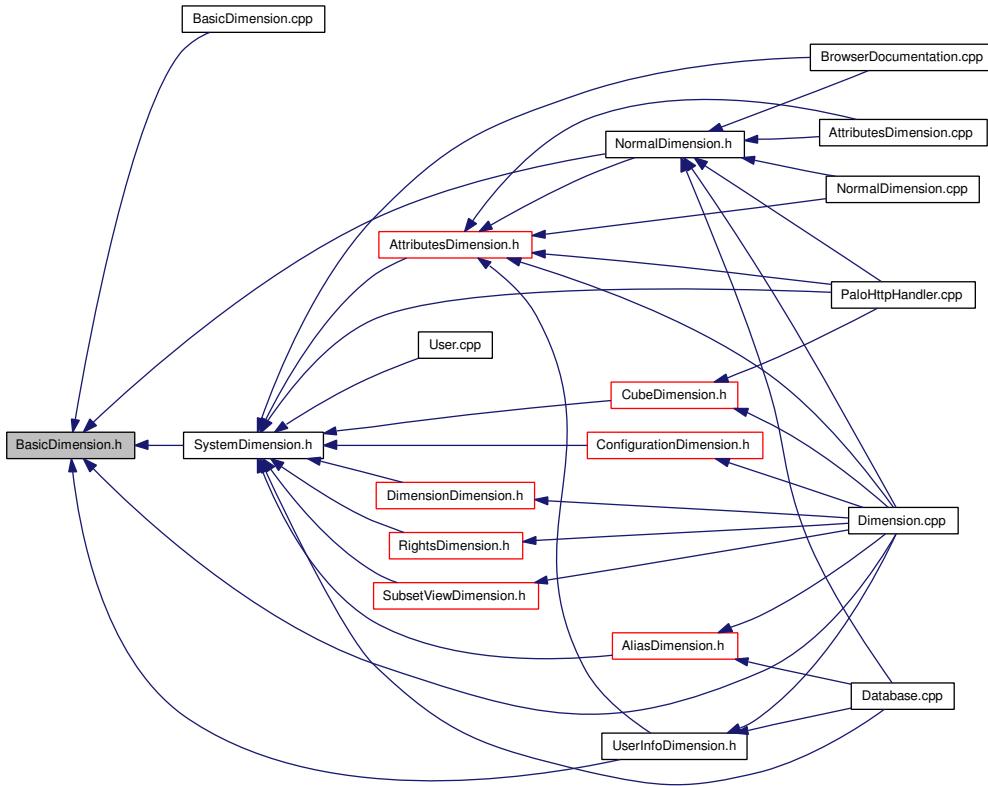
## 5.32 BasicDimension.h File Reference

```
palo basic dimension
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "Collections/AssociativeArray.h"
#include "Collections/StringUtils.h"
#include "Olap/Dimension.h"
#include "Olap/Element.h"
```

Include dependency graph for BasicDimension.h:



This graph shows which files directly or indirectly include this file:



## Nam espaces

- namespace **palo**

## Classes

- class **palo::BasicDimension**  
*basic dimension*

### 5.32.1 Detailed Description

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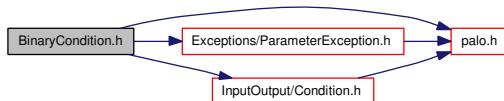
Achim Brandt, triagens GmbH, Cologne, Germany

### 5.33 BinaryCondition.h File Reference

binary condition on double

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "InputOutput/Condition.h"
```

Include dependency graph for BinaryCondition.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::BinaryCondition< OP >**  
*binary condition on double*

### 5.33.1 Detailed Description

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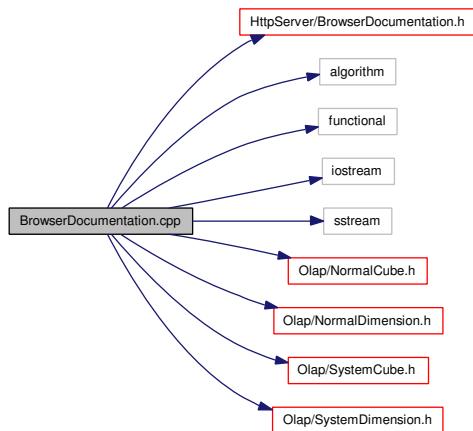
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.34 BrowserDocumentation.cpp File Reference

provides data documentation

```
#include "HttpServer/BrowserDocumentation.h"
#include <algorithm>
#include <functional>
#include <iostream>
#include <sstream>
#include "Olap/NormalCube.h"
#include "Olap/NormalDimension.h"
#include "Olap/SystemCube.h"
#include "Olap/SystemDimension.h"
```

Include dependency graph for BrowserDocumentation.cpp:



## Namespaces

- namespace **palo**

### 5.34.1 Detailed Description

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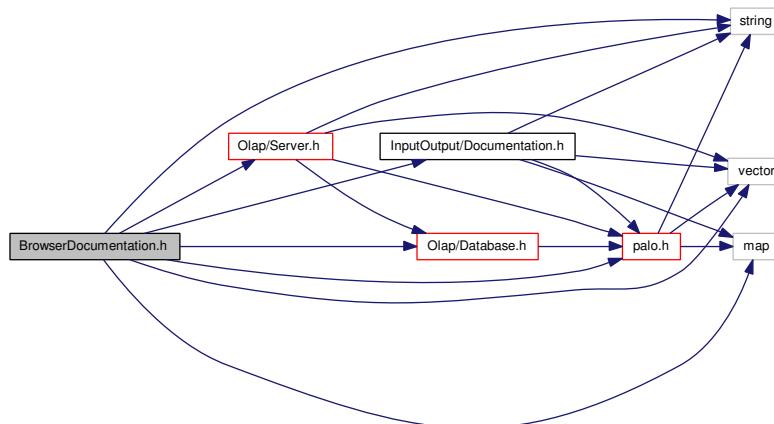
Achim Brandt, triagens GmbH, Cologne, Germany

### 5.35 BrowserDocumentation.h File Reference

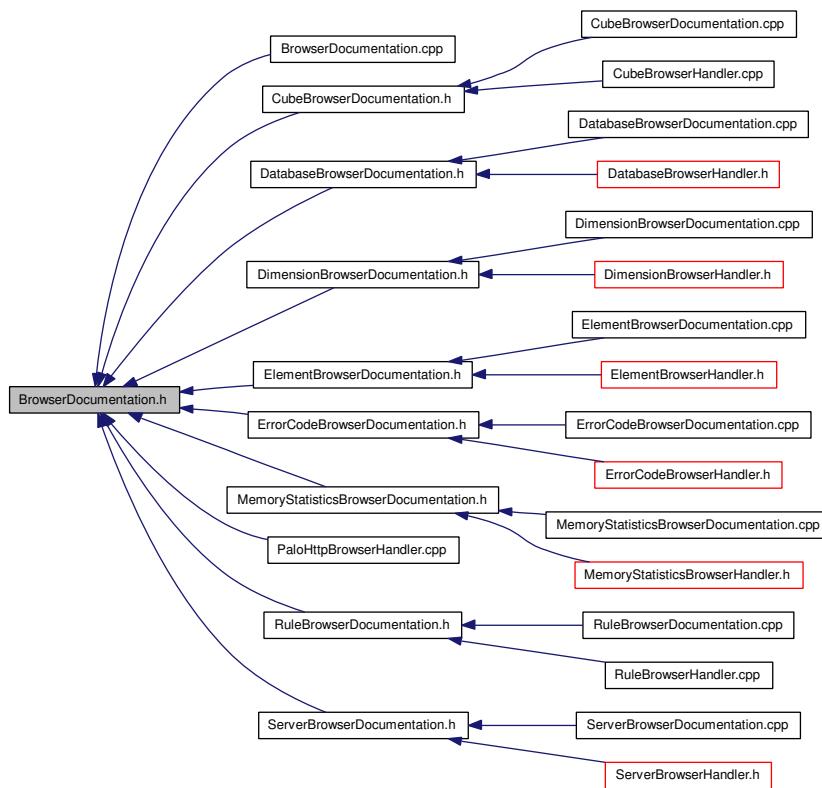
provides data documentation

```
#include "palo.h"
#include <string>
#include <map>
#include <vector>
#include "InputOutput/Documentation.h"
#include "Olap/Server.h"
#include "Olap/Database.h"
```

Include dependency graph for BrowserDocumentation.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::BrowserDocumentation**  
*provides data documentation*

### 5.35.1 Detailed Description

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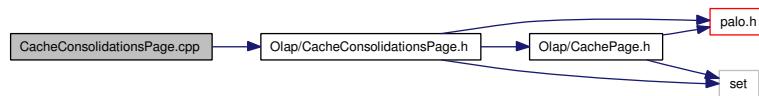
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.36 CacheConsolidationsPage.cpp File Reference

palo cache consolidations page

```
#include "Olap/CacheConsolidationsPage.h"
```

Include dependency graph for CacheConsolidationsPage.cpp:



### Namespaces

- namespace **palo**

#### 5.36.1 Detailed Description

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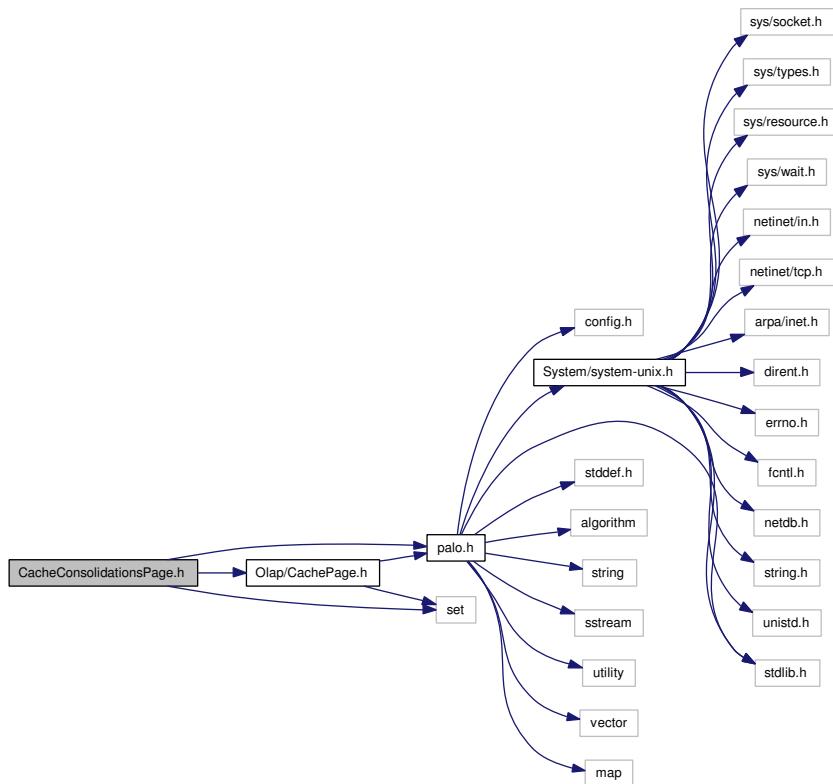
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

### 5.37 CacheConsolidationsPage.h File Reference

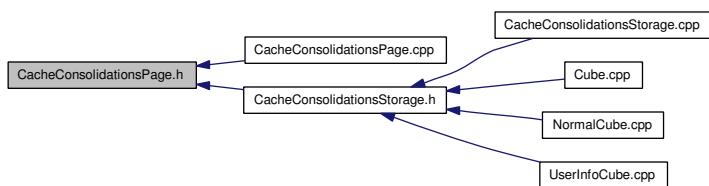
palo cache consolidations page

```
#include "palo.h"
#include "Olap/CachePage.h"
#include <set>
```

Include dependency graph for CacheConsolidationsPage.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CacheConsolidationsPage**  
*palo cache page*

### 5.37.1 Detailed Description

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#### Author:

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.38 CacheConsolidationsStorage.cpp File Reference

palo cache consolidations storage

```
#include "Olap/CacheConsolidationsStorage.h"
```

Include dependency graph for CacheConsolidationsStorage.cpp:



### Namespaces

- namespace **palo**

#### 5.38.1 Detailed Description

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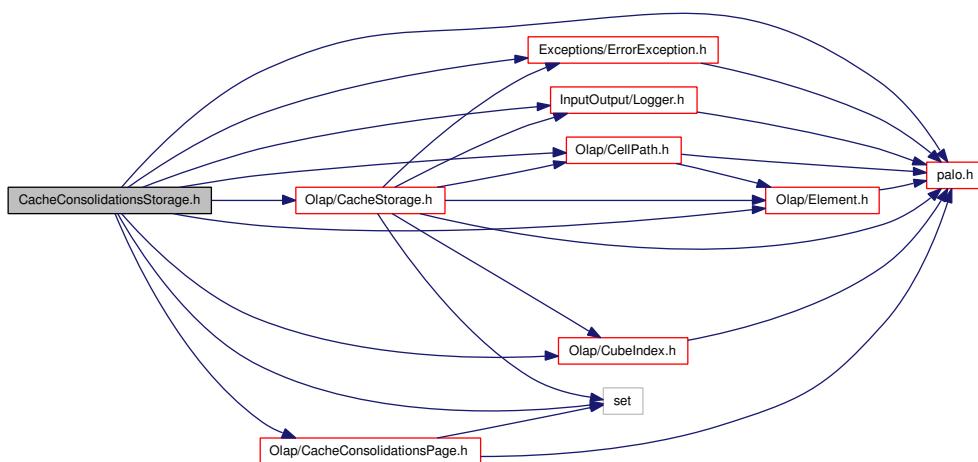
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.39 CacheConsolidationsStorage.h File Reference

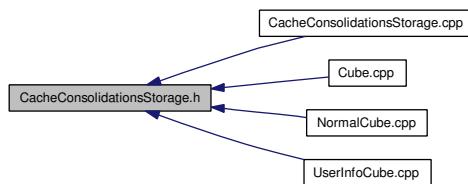
palo cache consolidations storage

```
#include "palo.h"
#include <set>
#include "Exceptions/ErrorException.h"
#include "InputOutput/Logger.h"
#include "Olap/CellPath.h"
#include "Olap/CubeIndex.h"
#include "Olap/CacheStorage.h"
#include "Olap/CacheConsolidationsPage.h"
#include "Olap/Element.h"
```

Include dependency graph for CacheConsolidationsStorage.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CacheConsolidationsStorage**  
*palo cache storage*

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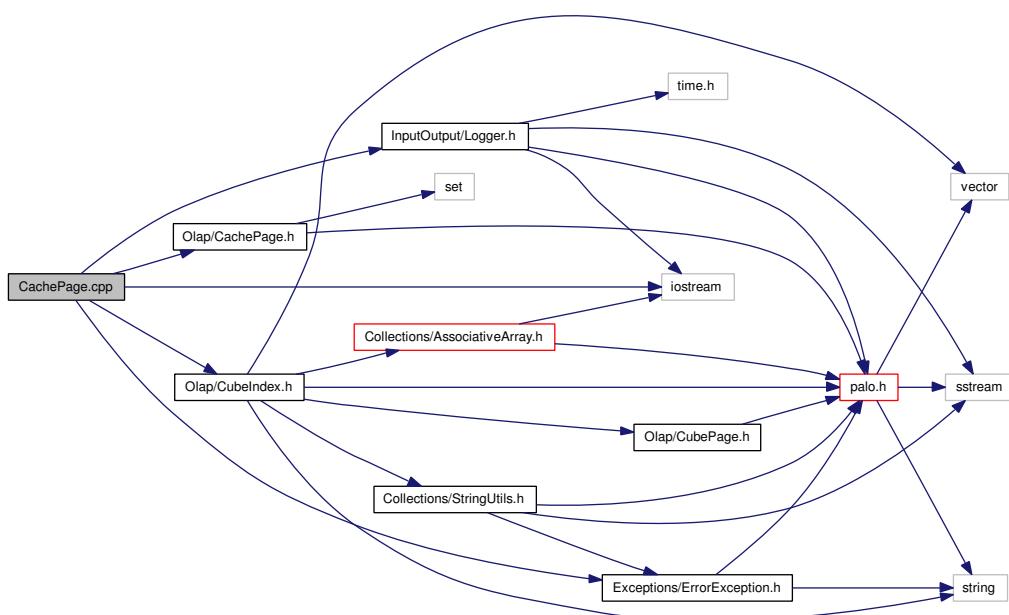
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.40 CachePage.cpp File Reference

palo cache page

```
#include "Olap/CachePage.h"
#include <iostream>
#include "Exceptions/ErrorException.h"
#include "InputOutput/Logger.h"
#include "Olap/CubeIndex.h"
```

Include dependency graph for CachePage.cpp:



## Namespaces

- namespace **palo**

### 5.40.1 Detailed Description

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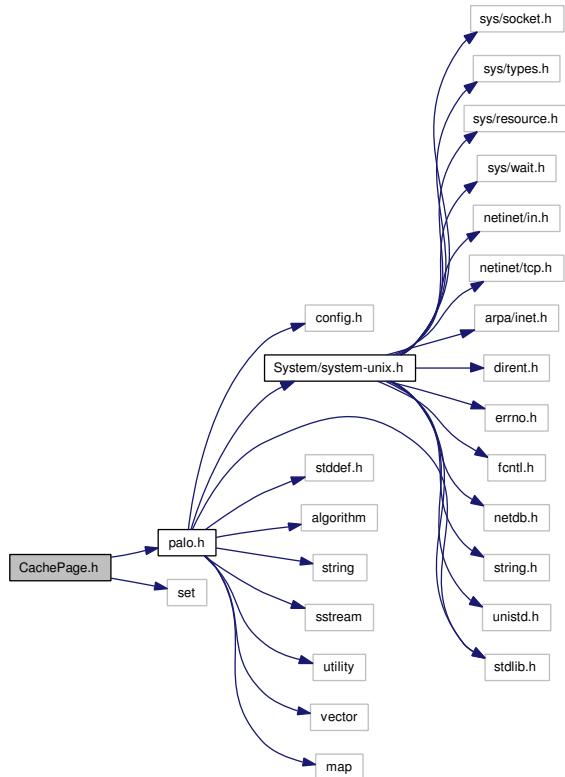
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.41 CachePage.h File Reference

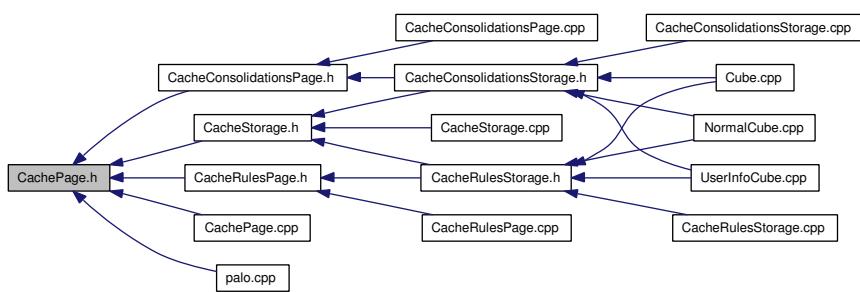
palo cache page

```
#include "palo.h"
#include <set>
```

Include dependency graph for CachePage.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CachePage**

*palo cache page*

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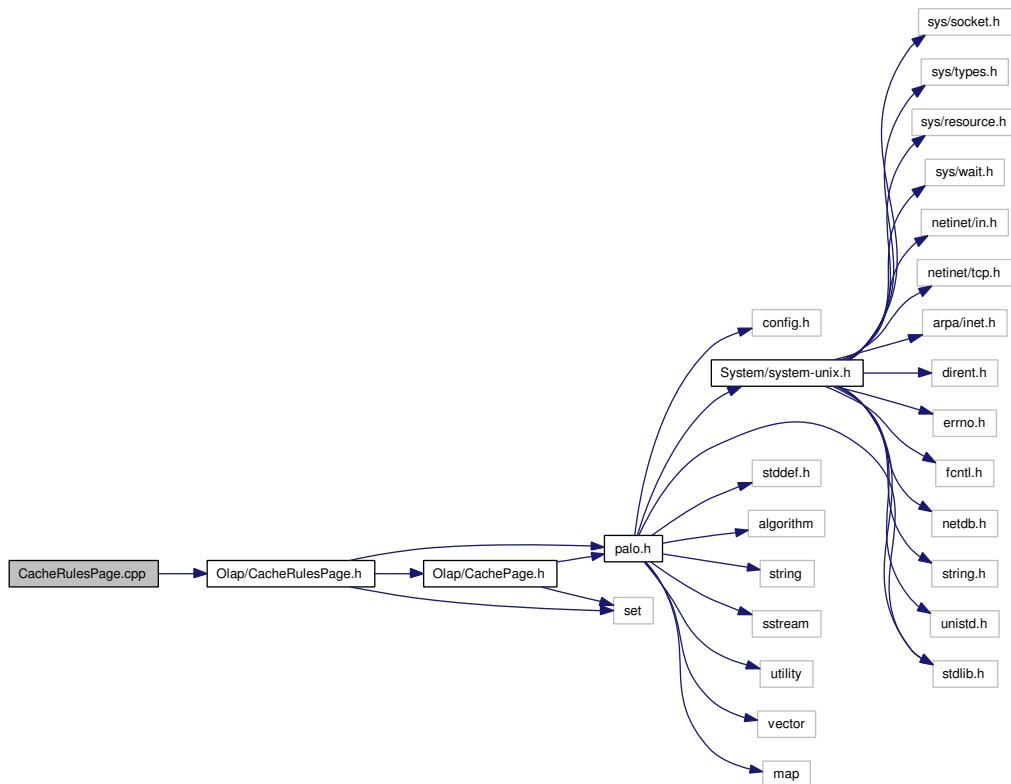
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.42 CacheRulesPage.cpp File Reference

palo cache rules page

```
#include "Olap/CacheRulesPage.h"
```

Include dependency graph for CacheRulesPage.cpp:



## Namespaces

- namespace **palo**

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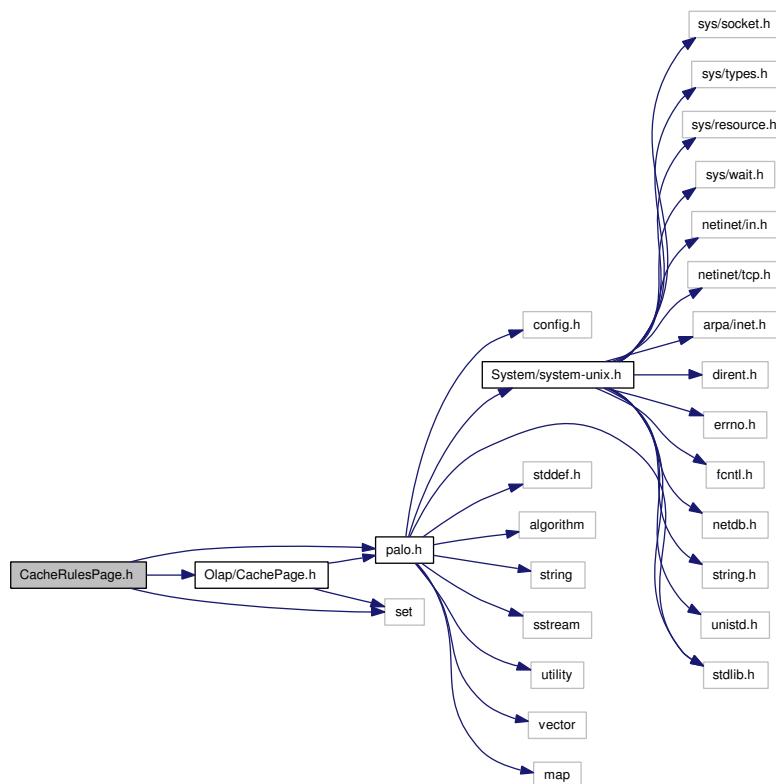
Frank Celler, triagens GmbH, Cologne, Germany  
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## 5.43 CacheRulesPage.h File Reference

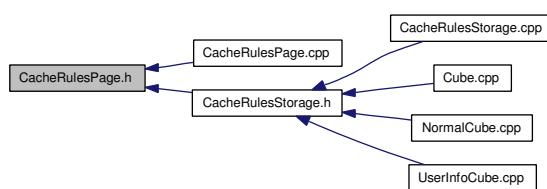
palo cache rules page

```
#include "palo.h"
#include "Olap/CachePage.h"
#include <set>
```

Include dependency graph for CacheRulesPage.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CacheRulesPage**

*palo cache page*

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#### **Author:**

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.44 CacheRulesStorage.cpp File Reference

palo cache rules storage

```
#include "Olap/CacheRulesStorage.h"
```

Include dependency graph for CacheRulesStorage.cpp:



### Namespaces

- namespace **palo**

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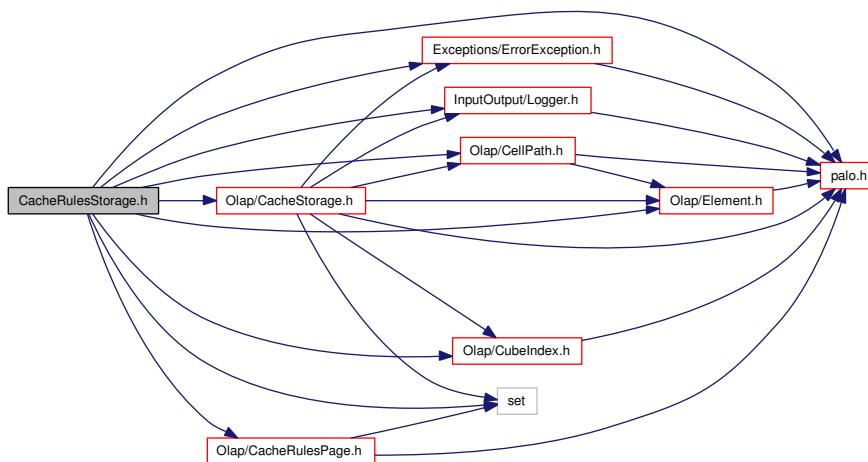
Frank Celler, triagens GmbH, Cologne, Germany  
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## 5.45 CacheRulesStorage.h File Reference

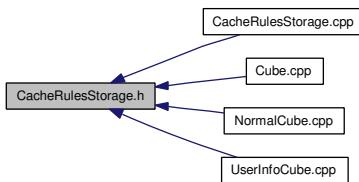
palo cache rules storage

```
#include "palo.h"
#include <set>
#include "Exceptions/ErrorException.h"
#include "InputOutput/Logger.h"
#include "Olap/CellPath.h"
#include "Olap/CubeIndex.h"
#include "Olap/CacheStorage.h"
#include "Olap/CacheRulesPage.h"
#include "Olap/Element.h"
```

Include dependency graph for CacheRulesStorage.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CacheRulesStorage**

*palo cache storage*

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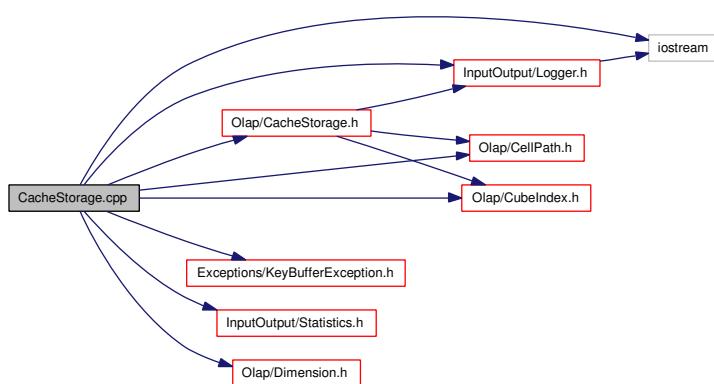
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.46 CacheStorage.cpp File Reference

palo cache storage

```
#include "Olap/CacheStorage.h"
#include "Exceptions/KeyBufferException.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Statistics.h"
#include "Olap/CellPath.h"
#include "Olap/CubeIndex.h"
#include "Olap/Dimension.h"
#include <iostream>
```

Include dependency graph for CacheStorage.cpp:



## Namespaces

- namespace **palo**

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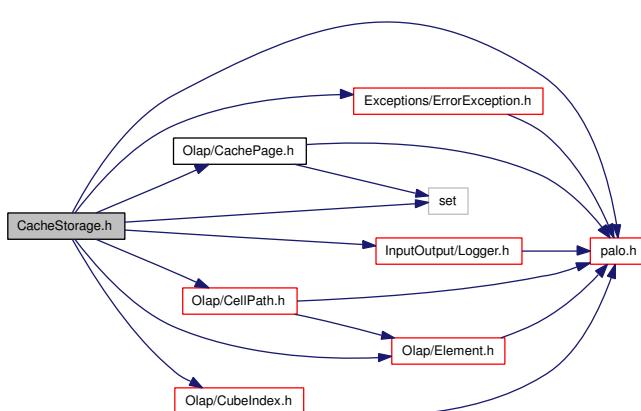
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.47 CacheStorage.h File Reference

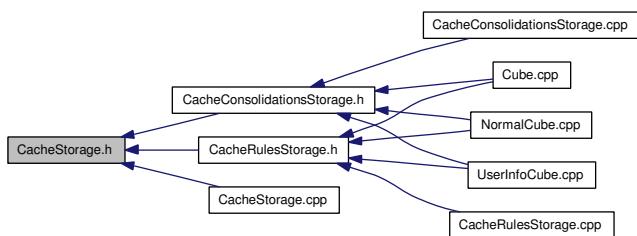
palo cache storage

```
#include "palo.h"
#include <set>
#include "Exceptions/ErrorException.h"
#include "InputOutput/Logger.h"
#include "Olap/CellPath.h"
#include "Olap/CubeIndex.h"
#include "Olap/CachePage.h"
#include "Olap/Element.h"
```

Include dependency graph for CacheStorage.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CacheStorage**

*palo cache storage*

### 5.47.1 Detailed Description

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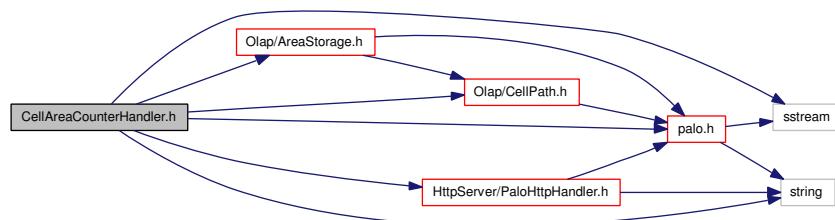
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.48 CellAreaCounterHandler.h File Reference

cell area counter

```
#include "palo.h"
#include <string>
#include <sstream>
#include "Olap/CellPath.h"
#include "Olap/AreaStorage.h"
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for CellAreaCounterHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CellAreaCounterHandler**  
*cell area*

#### 5.48.1 Detailed Description

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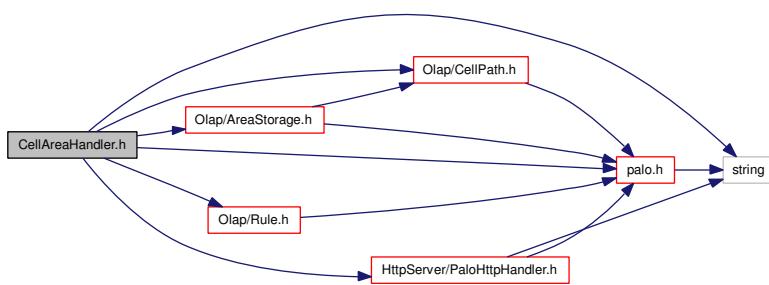
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.49 CellAreaHandler.h File Reference

cell area

```
#include "palo.h"
#include <string>
#include "Olap/AreaStorage.h"
#include "Olap/CellPath.h"
#include "Olap/Rule.h"
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for CellAreaHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CellAreaHandler**  
*cell area*

#### 5.49.1 Detailed Description

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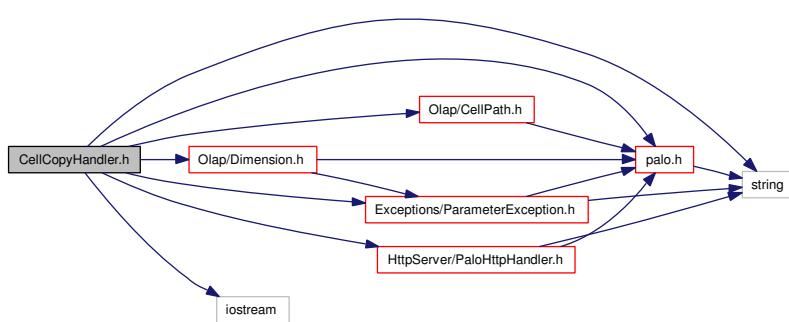
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.50 CellCopyHandler.h File Reference

```
cell copy
#include "palo.h"
#include <string>
#include <iostream>
#include "Olap/CellPath.h"
#include "Olap/Dimension.h"
#include "Exceptions/ParameterException.h"
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for CellCopyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CellCopyHandler**  
*cell replace*

#### 5.50.1 Detailed Description

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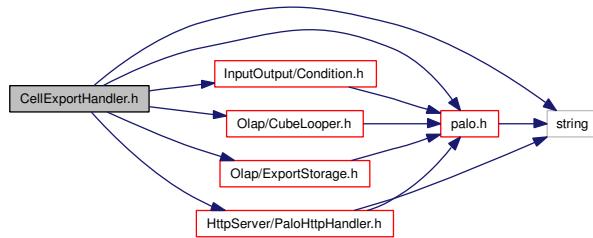
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.51 CellExportHandler.h File Reference

cell export

```
#include "palo.h"
#include <string>
#include "InputOutput/Condition.h"
#include "Olap/CubeLooper.h"
#include "Olap/ExportStorage.h"
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for CellExportHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CellExportHandler**  
*cell export*

#### 5.51.1 Detailed Description

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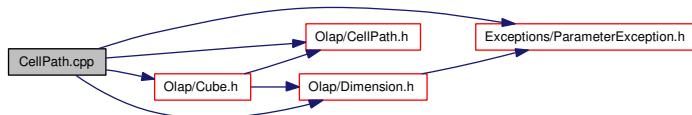
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.52 CellPath.cpp File Reference

palo cell path

```
#include "Olap/CellPath.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Cube.h"
#include "Olap/Dimension.h"
```

Include dependency graph for CellPath.cpp:



## Namespaces

- namespace **palo**

### 5.52.1 Detailed Description

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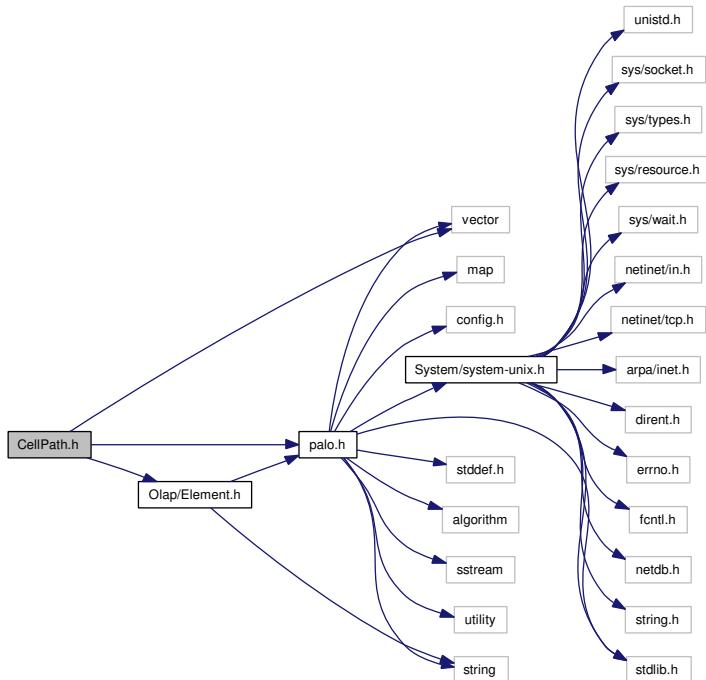
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.53 CellPath.h File Reference

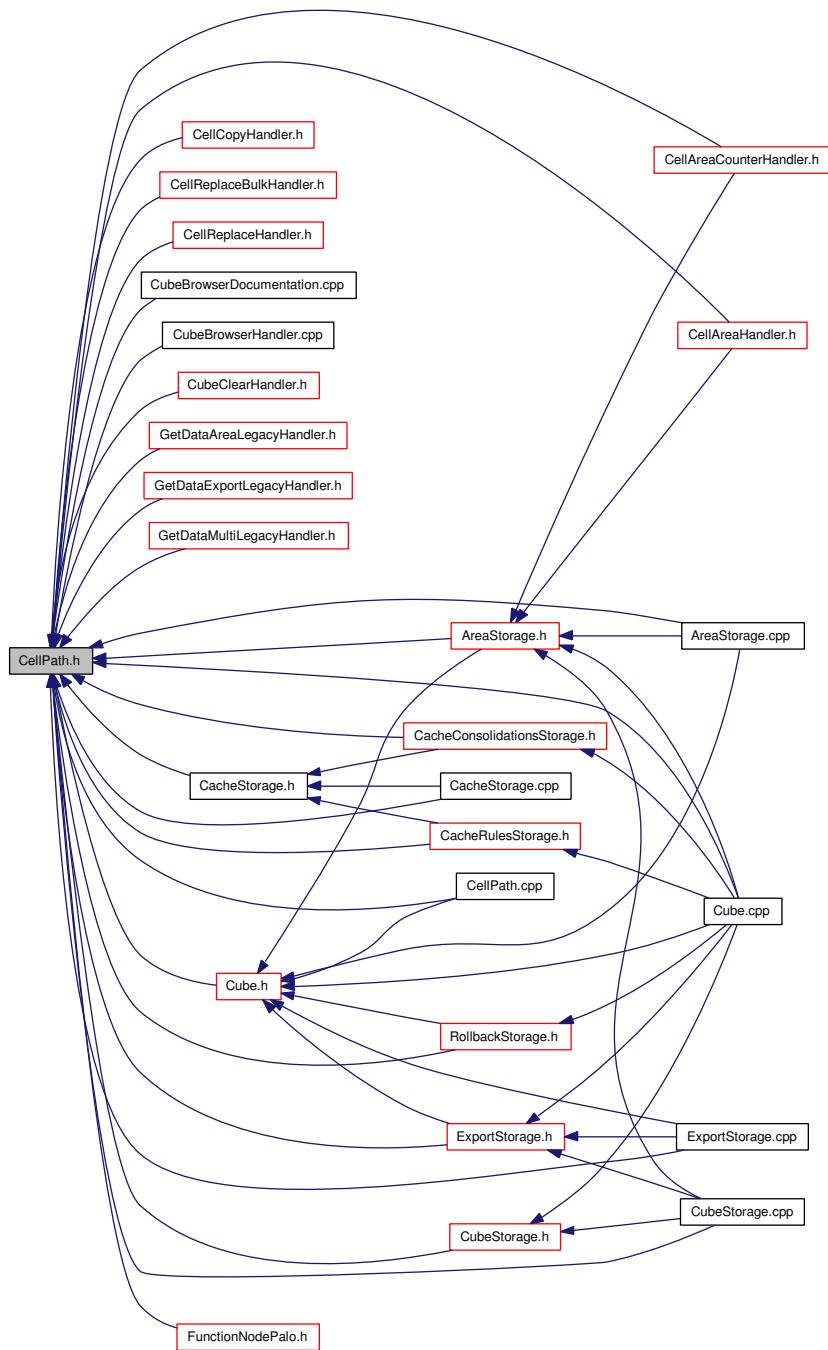
palo cell path

```
#include "palo.h"
#include <vector>
#include "Olap/Element.h"
```

Include dependency graph for CellPath.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CellPath**

*OLAP cell path.*

### 5.53.1 Detailed Description

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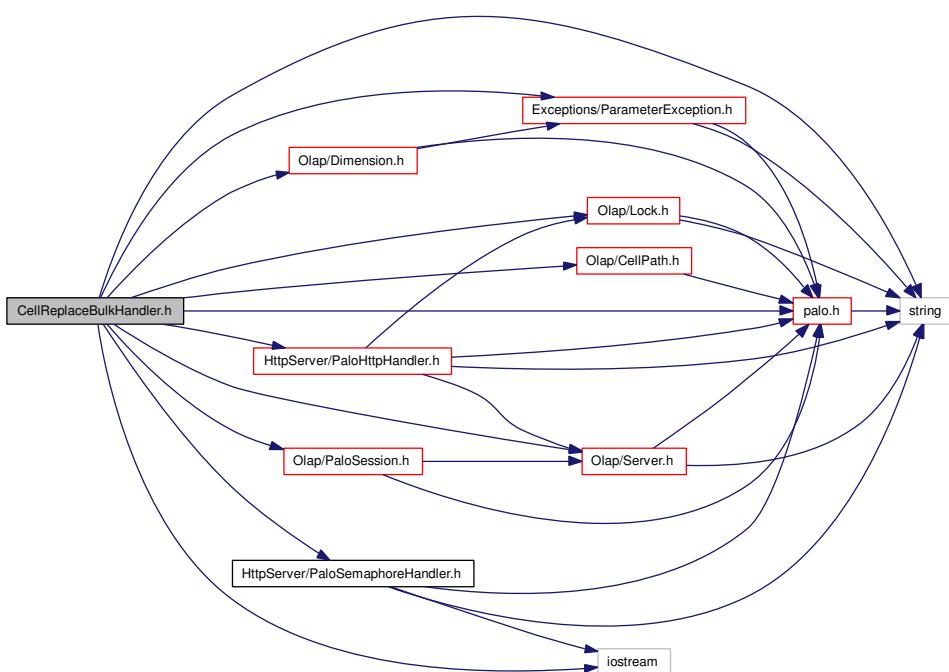
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.54 CellReplaceBulkHandler.h File Reference

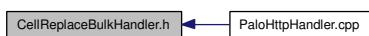
cell replace bulk

```
#include "palo.h"
#include <string>
#include <iostream>
#include "Exceptions/ParameterException.h"
#include "Olap/CellPath.h"
#include "Olap/Dimension.h"
#include "Olap/Lock.h"
#include "Olap/PaloSession.h"
#include "Olap/Server.h"
#include "HttpServer/PaloHttpHandler.h"
#include "HttpServer/PaloSemaphoreHandler.h"
```

Include dependency graph for CellReplaceBulkHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CellReplaceBulkHandler**  
*cell replace bulk*

### 5.54.1 Detailed Description

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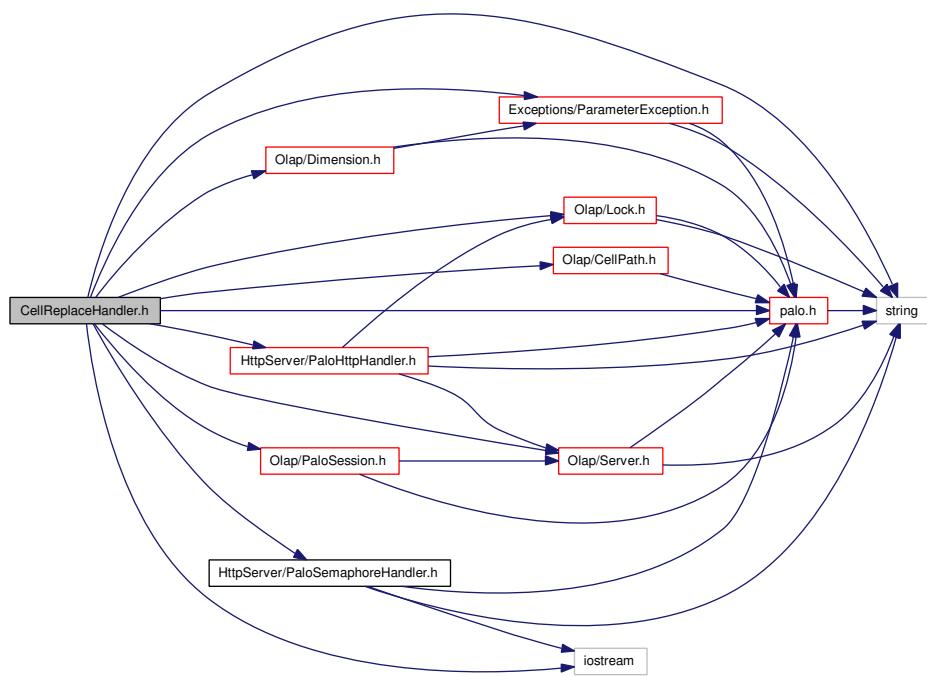
#### Author:

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.55 CellReplaceHandler.h File Reference

```
cell replace
#include "palo.h"
#include <string>
#include <iostream>
#include "Exceptions/ParameterException.h"
#include "Olap/CellPath.h"
#include "Olap/Dimension.h"
#include "Olap/Lock.h"
#include "Olap/PaloSession.h"
#include "Olap/Server.h"
#include "HttpServer/PaloHttpHandler.h"
#include "HttpServer/PaloSemaphoreHandler.h"
```

Include dependency graph for CellReplaceHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CellReplaceHandler**  
*cell replace*

### 5.55.1 Detailed Description

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## 5.56 CellValueHandler.h File Reference

```
cell value

#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"

Include dependency graph for CellValueHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CellValueHandler**  
*cell value*

#### 5.56.1 Detailed Description

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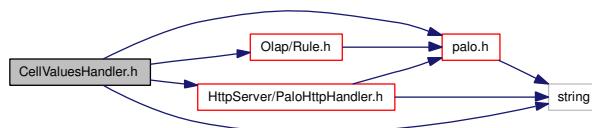
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.57 CellValuesHandler.h File Reference

cells values

```
#include "palo.h"
#include <string>
#include "Olap/Rule.h"
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for CellValuesHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CellValuesHandler**  
*cells value*

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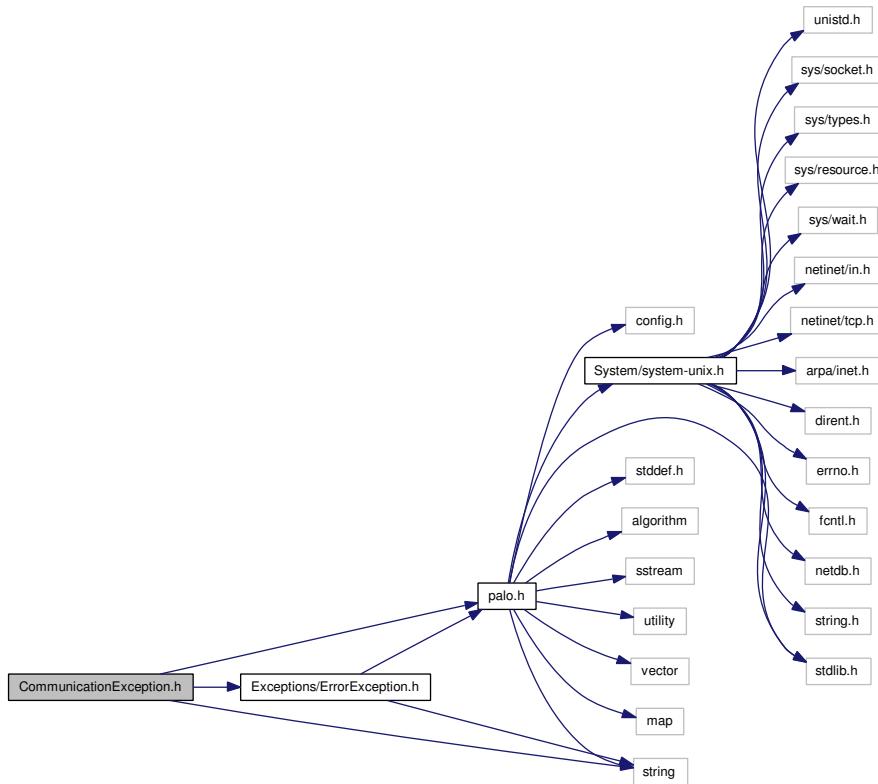
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.58 CommunicationException.h File Reference

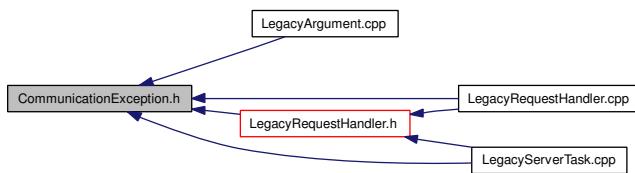
communication exception

```
#include "palo.h"
#include <string>
#include "Exceptions/ErrorException.h"
```

Include dependency graph for CommunicationException.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CommunicationException**

*communication exception*

### 5.58.1 Detailed Description

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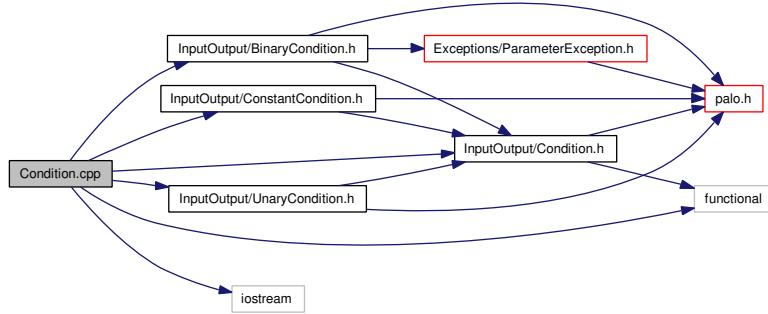
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.59 Condition.cpp File Reference

```
condition on double

#include "InputOutput/Condition.h"
#include <functional>
#include <iostream>
#include "InputOutput/BinaryCondition.h"
#include "InputOutput/ConstantCondition.h"
#include "InputOutput/UnaryCondition.h"
```

Include dependency graph for Condition.cpp:



## Namespaces

- namespace **palo**

### 5.59.1 Detailed Description

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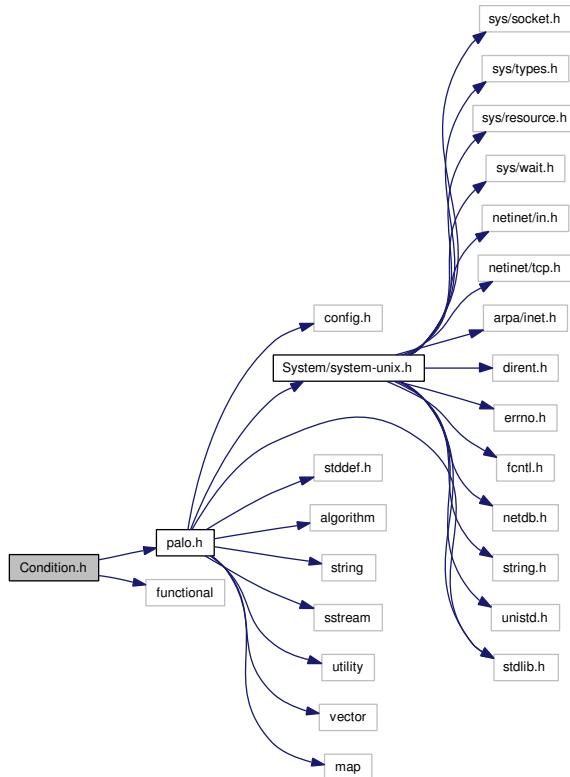
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## 5.60 Condition.h File Reference

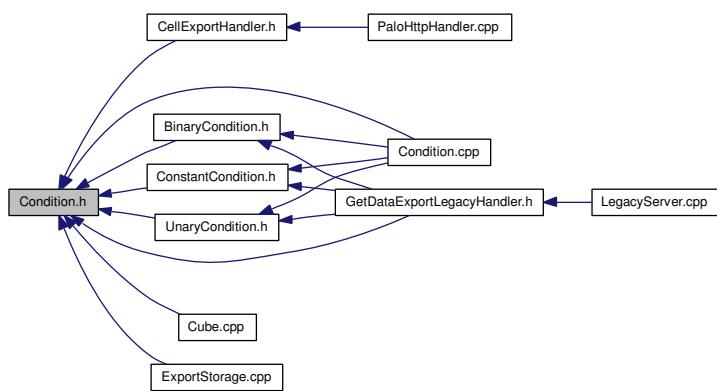
condition on double

```
#include "palo.h"
#include <functional>
```

Include dependency graph for Condition.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::Condition**  
*condition on double*

### 5.60.1 Detailed Description

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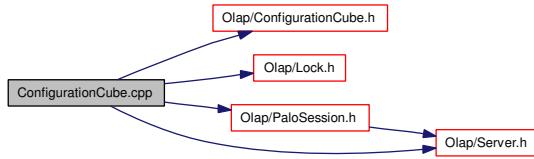
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.61 ConfigurationCube.cpp File Reference

palo configuration cube

```
#include "Olap/ConfigurationCube.h"
#include "Olap/Lock.h"
#include "Olap/PaloSession.h"
#include "Olap/Server.h"
```

Include dependency graph for ConfigurationCube.cpp:



## Namespaces

- namespace **palo**

### 5.61.1 Detailed Description

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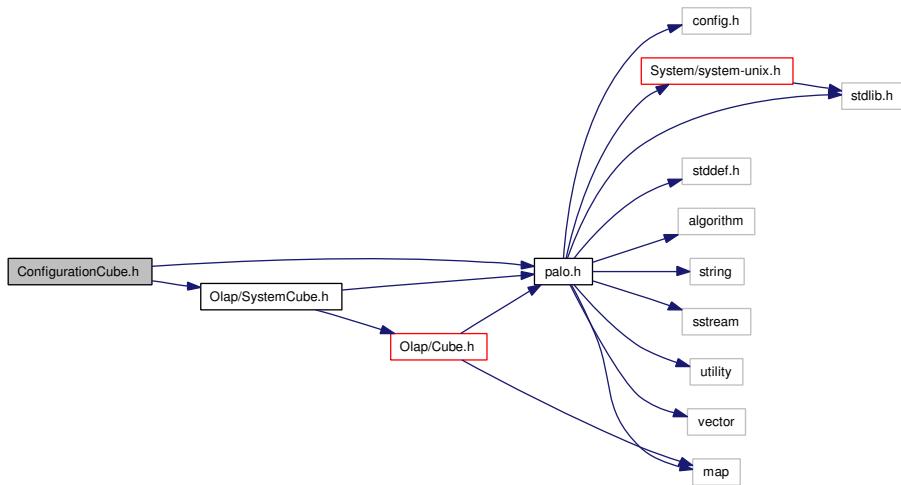
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 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.62 ConfigurationCube.h File Reference

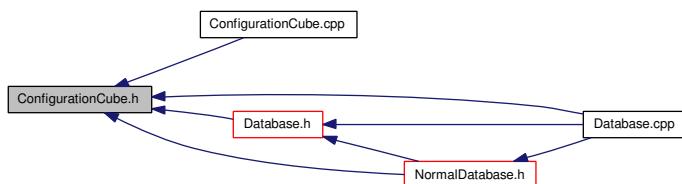
palo configuration cube

```
#include "palo.h"
#include "Olap/SystemCube.h"
```

Include dependency graph for ConfigurationCube.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ConfigurationCube**  
*configuration OLAP cube*

### 5.62.1 Detailed Description

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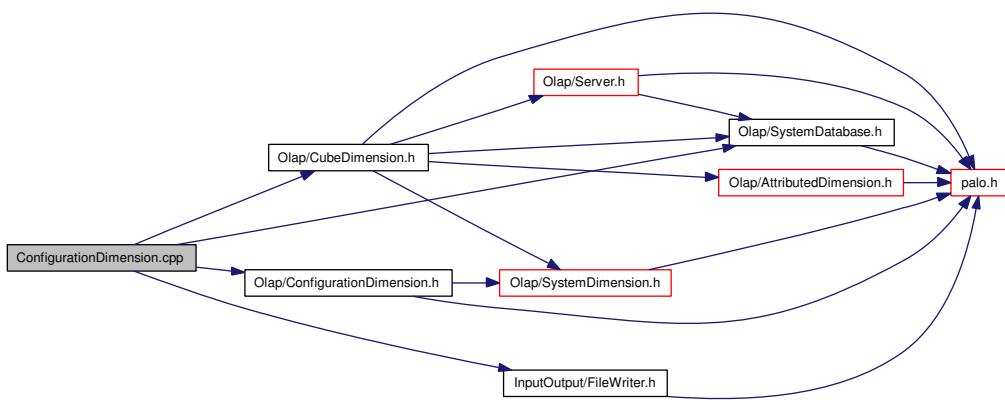
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.63 ConfigurationDimension.cpp File Reference

## palo configuration dimension

```
#include "Olap/CubeDimension.h"  
#include "InputOutput/FileWriter.h"  
#include "Olap/SystemDatabase.h"  
#include "Olap/ConfigurationDimension.h"
```

Include dependency graph for ConfigurationDimension.cpp:



## Namespaces

- namespace **palo**

### 5.63.1 Detailed Description

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**Author:**

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.64 ConfigurationDimension.h File Reference

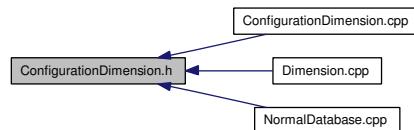
palo configuration dimension

```
#include "palo.h"
#include "Olap/SystemDimension.h"
```

Include dependency graph for ConfigurationDimension.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ConfigurationDimension**  
*alias OLAP dimension*

### 5.64.1 Detailed Description

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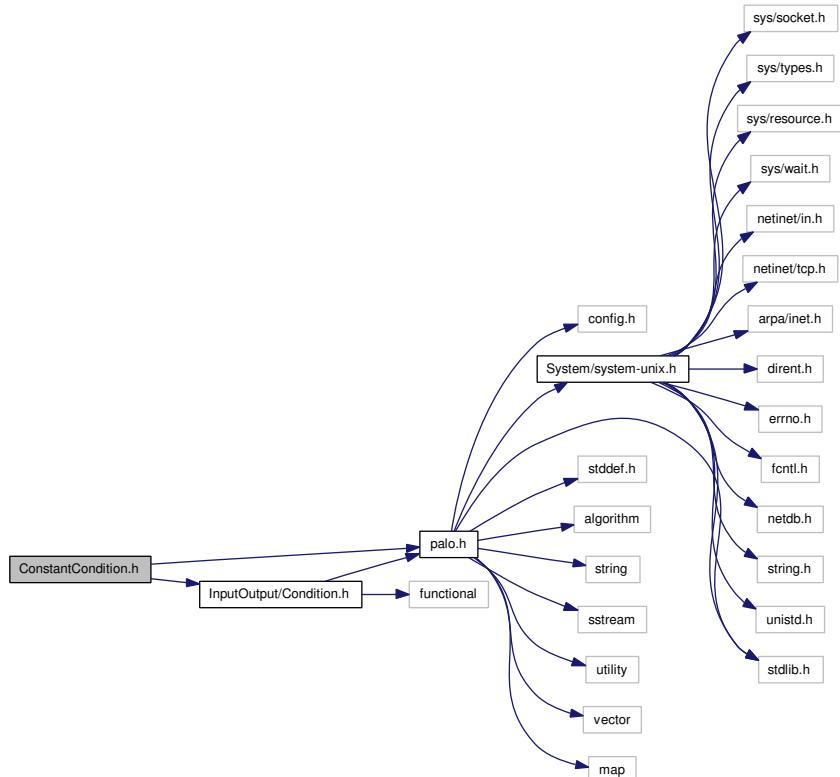
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.65 ConstantCondition.h File Reference

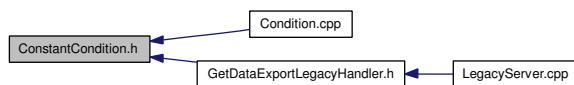
constant condition on double

```
#include "palo.h"
#include "InputOutput/Condition.h"
```

Include dependency graph for ConstantCondition.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ConstantCondition< VAL >**  
*constant condition on double*

### 5.65.1 Detailed Description

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.66 Cube.cpp File Reference

```
palo cube

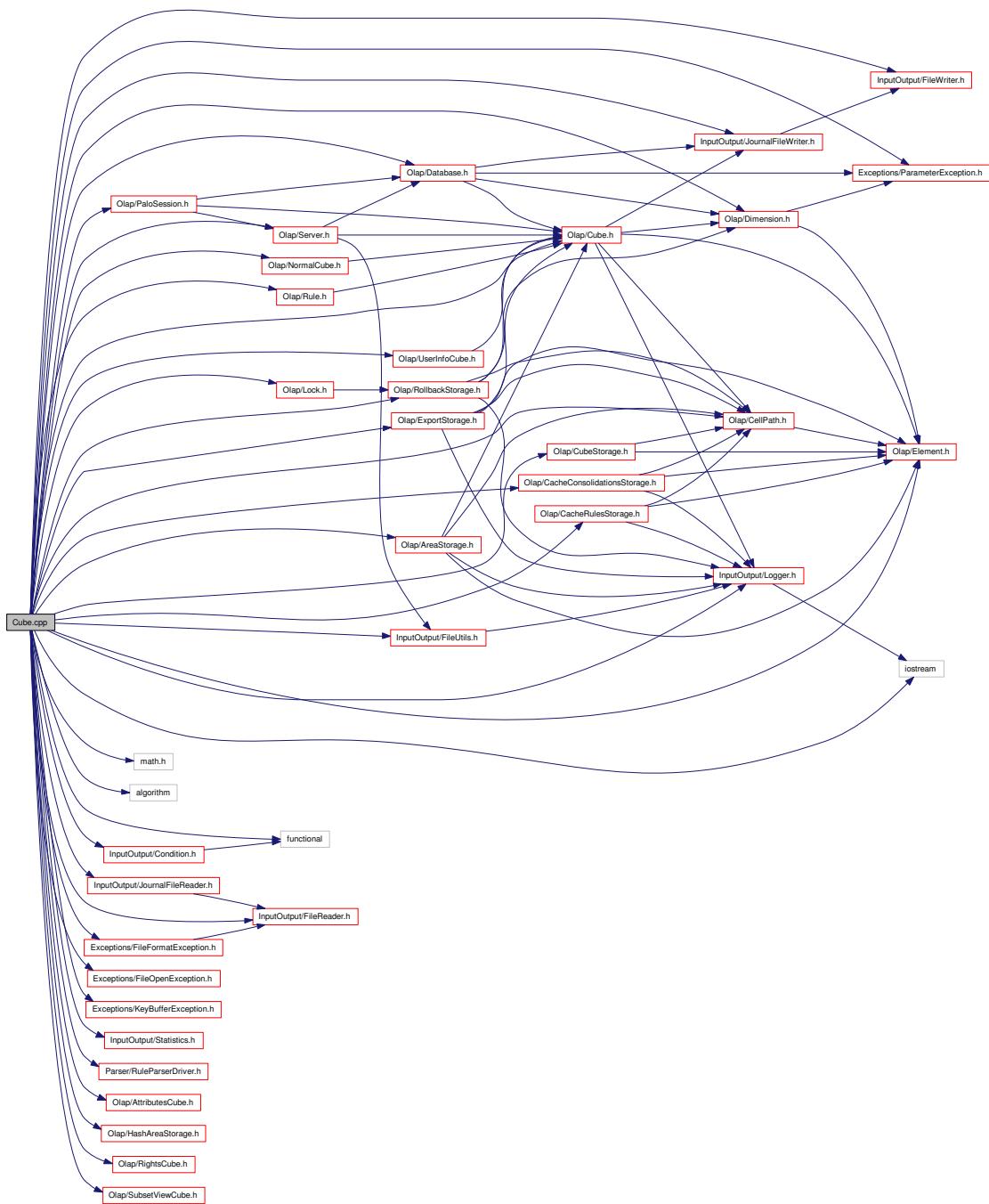
#include "Olap/Cube.h"

#include <math.h>
#include <algorithm>
#include <functional>
#include <iostream>

#include "Exceptions/ParameterException.h"
#include "Exceptions/FileFormatException.h"
#include "Exceptions/FileOpenException.h"
#include "Exceptions/KeyBufferException.h"
#include "InputOutput/Condition.h"
#include "InputOutput/FileReader.h"
#include "InputOutput/FileWriter.h"
#include "InputOutput/FileUtils.h"
#include "InputOutput/JournalFileReader.h"
#include "InputOutput/JournalFileWriter.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Statistics.h"
#include "Parser/RuleParserDriver.h"
#include "Olap/AreaStorage.h"
#include "Olap/AttributesCube.h"
#include "Olap/CacheConsolidationsStorage.h"
#include "Olap/CacheRulesStorage.h"
#include "Olap/CellPath.h"
#include "Olap/CubeStorage.h"
#include "Olap/Database.h"
#include "Olap/Dimension.h"
#include "Olap/Element.h"
#include "Olap/ExportStorage.h"
#include "Olap/HashAreaStorage.h"
#include "Olap/Lock.h"
#include "Olap/NormalCube.h"
#include "Olap/PaloSession.h"
#include "Olap/RightsCube.h"
#include "Olap/RollbackStorage.h"
```

```
#include "Olap/Rule.h"
#include "Olap/Server.h"
#include "Olap/SubsetViewCube.h"
#include "Olap/UserInfoCube.h"
```

Include dependency graph for Cube.cpp:



## Namespaces

- namespace **palo**

### 5.66.1 Detailed Description

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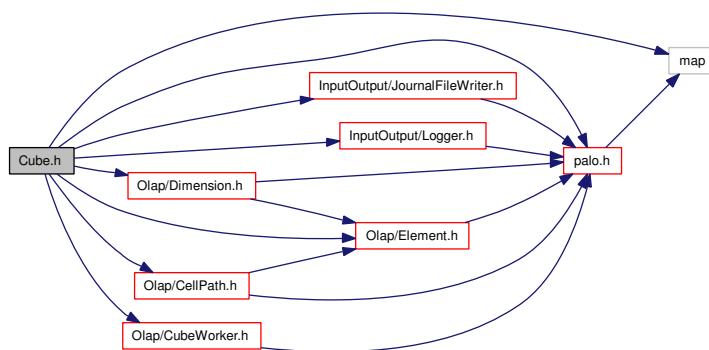
#### Author:

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Achim Brandt, triagens GmbH, Cologne, Germany

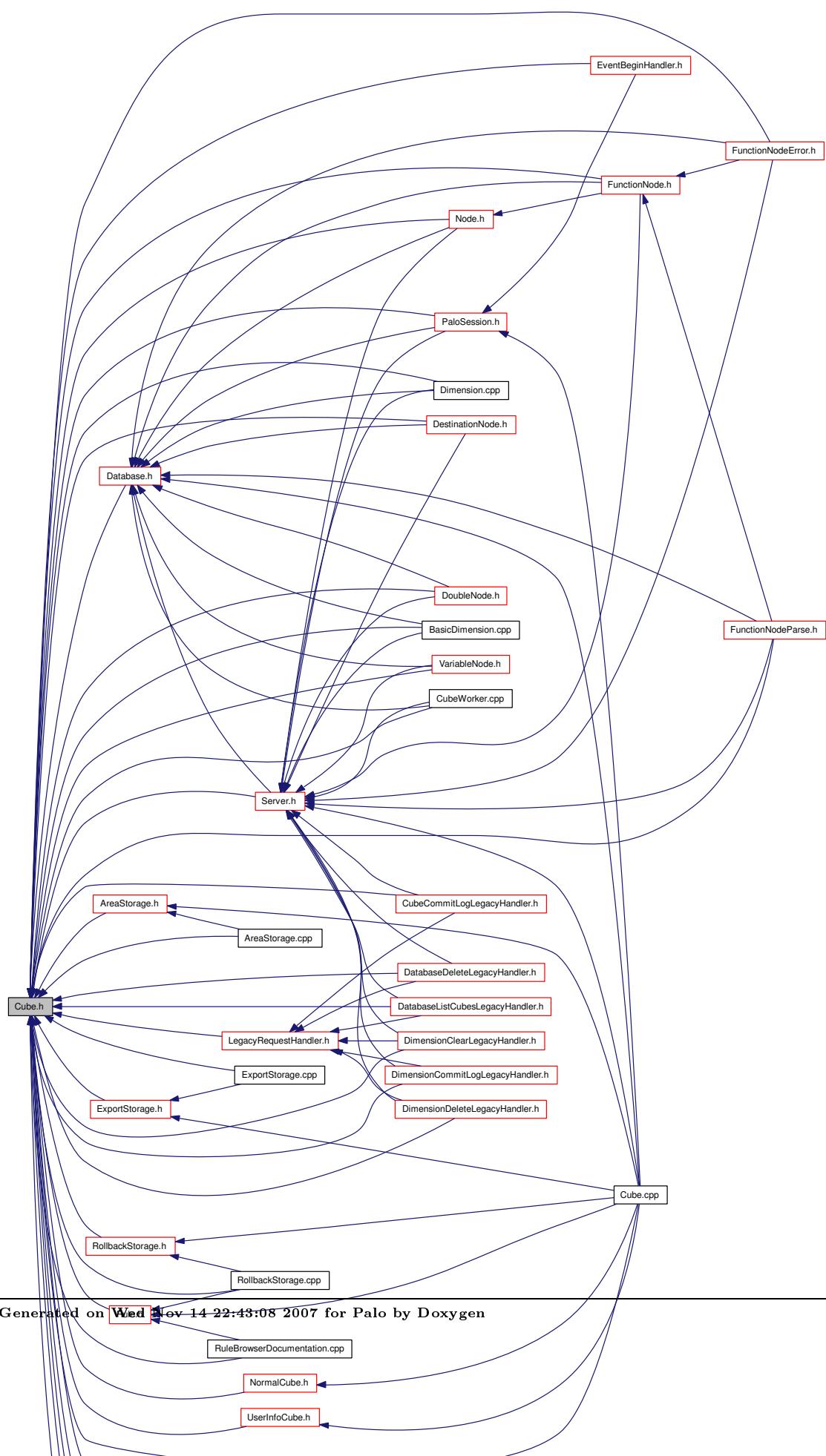
## 5.67 Cube.h File Reference

```
palo cube  
#include "palo.h"  
#include <map>  
#include "InputOutput/JournalFileWriter.h"  
#include "InputOutput/Logger.h"  
#include "Olap/CellPath.h"  
#include "Olap/CubeWorker.h"  
#include "Olap/Dimension.h"  
#include "Olap/Element.h"
```

Include dependency graph for Cube.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::Cube**  
*OLAP cube.*
- struct **palo::Cube::CellValueType**  
*a cell value*

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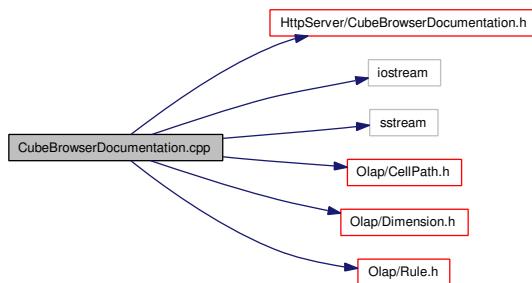
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.68 CubeBrowserDocumentation.cpp File Reference

provides cube data documentation

```
#include "HttpServer/CubeBrowserDocumentation.h"
#include <iostream>
#include <sstream>
#include "Olap/CellPath.h"
#include "Olap/Dimension.h"
#include "Olap/Rule.h"
```

Include dependency graph for CubeBrowserDocumentation.cpp:



## Namespaces

- namespace **palo**

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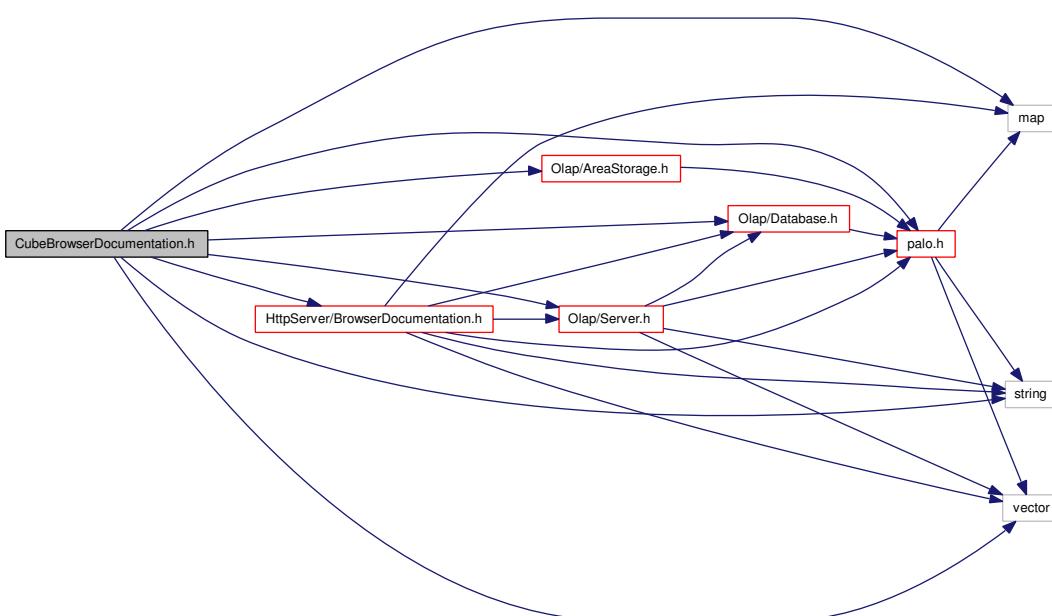
Frank Celler, triagens GmbH, Cologne, Germany  
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## 5.69 CubeBrowserDocumentation.h File Reference

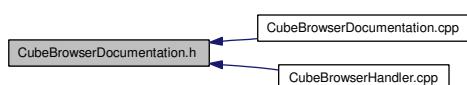
provides cube data documentation

```
#include "palo.h"
#include <string>
#include <map>
#include <vector>
#include "HttpServer/BrowserDocumentation.h"
#include "Olap/Server.h"
#include "Olap/Database.h"
#include "Olap/AreaStorage.h"
```

Include dependency graph for CubeBrowserDocumentation.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CubeBrowserDocumentation**

*provides cube data documentation*

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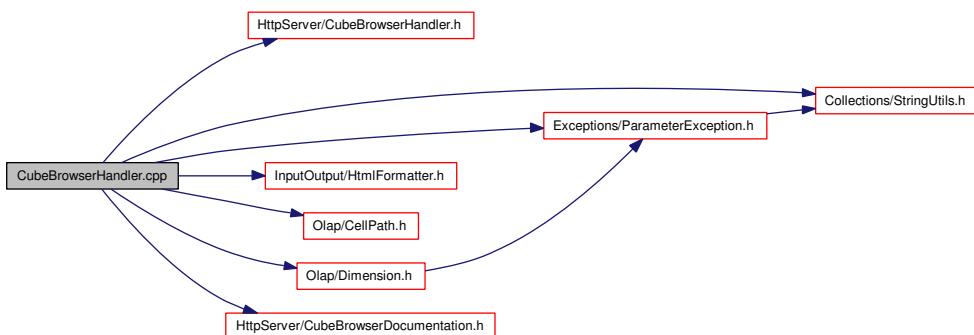
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.70 CubeBrowserHandler.cpp File Reference

provides cube browser

```
#include "HttpServer/CubeBrowserHandler.h"
#include "Exceptions/ParameterException.h"
#include "Collections/StringUtils.h"
#include "InputOutput/HtmlFormatter.h"
#include "Olap/CellPath.h"
#include "Olap/Dimension.h"
#include "HttpServer/CubeBrowserDocumentation.h"
```

Include dependency graph for CubeBrowserHandler.cpp:



## Namespaces

- namespace **palo**

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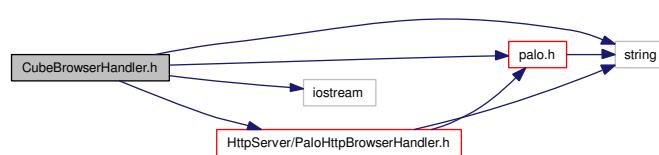
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.71 CubeBrowserHandler.h File Reference

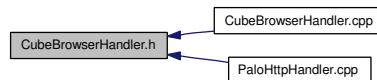
```
cube browser

#include "palo.h"
#include <string>
#include <iostream>
#include "HttpServer/PaloHttpBrowserHandler.h"

Include dependency graph for CubeBrowserHandler.h:
```



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CubeBrowserHandler**  
*cube browser*

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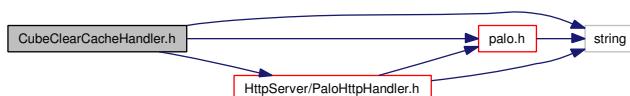
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.72 CubeClearCacheHandler.h File Reference

cube clear cache handler

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for CubeClearCacheHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CubeClearCacheHandler**  
*clear all caches of a cube*

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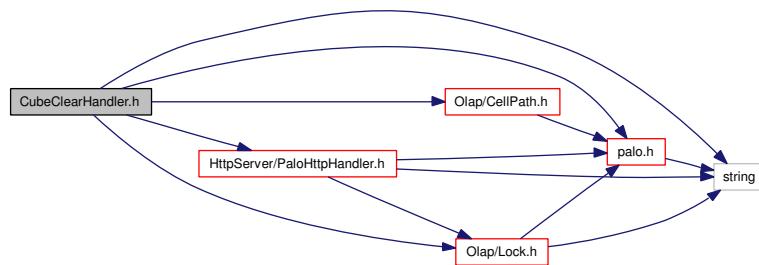
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.73 CubeClearHandler.h File Reference

```
cube clear

#include "palo.h"
#include <string>
#include "Olap/CellPath.h"
#include "Olap/Lock.h"
#include "HttpServer/PaloHttpHandler.h"

Include dependency graph for CubeClearHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CubeClearHandler**  
*cube clear*

#### 5.73.1 Detailed Description

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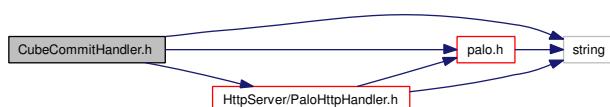
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.74 CubeCommitHandler.h File Reference

cube commit handler

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for CubeCommitHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CubeCommitHandler**  
*commit a cube lock*

#### 5.74.1 Detailed Description

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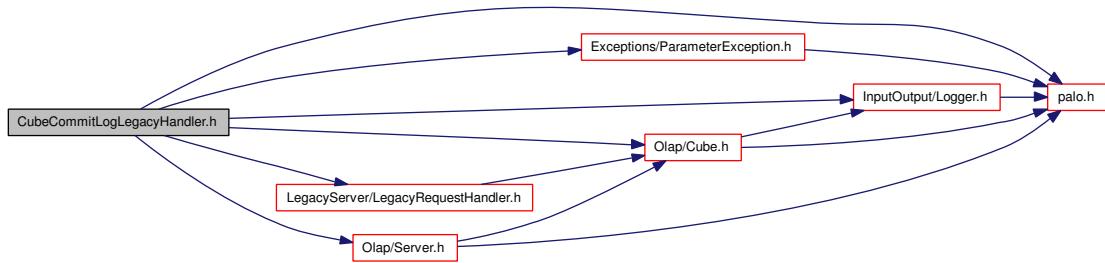
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.75 CubeCommitLogLegacyHandler.h File Reference

```
cube_commit_log
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "InputOutput/Logger.h"
#include "Olap/Server.h"
#include "Olap/Cube.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for CubeCommitLogLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CubeCommitLogLegacyHandler**  
`cube_commit_log`

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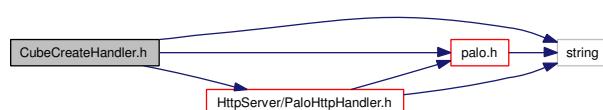
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.76 CubeCreateHandler.h File Reference

```
cube create

#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"

Include dependency graph for CubeCreateHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CubeCreateHandler**  
*cube create*

#### 5.76.1 Detailed Description

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.77 CubeDeleteHandler.h File Reference

```
cube delete

#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"

Include dependency graph for CubeDeleteHandler.h:
```



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CubeDeleteHandler**  
*cube delete*

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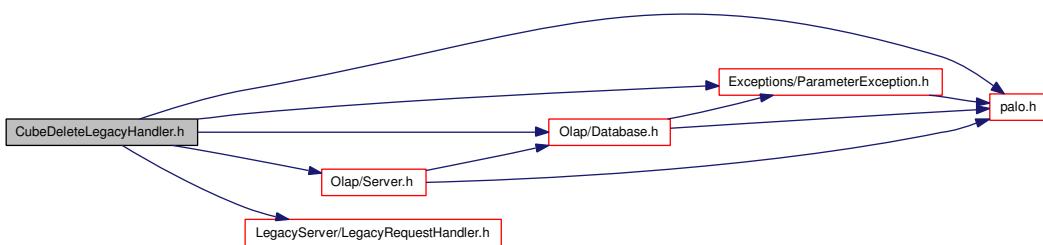
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.78 CubeDeleteLegacyHandler.h File Reference

```
cube_delete
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Database.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for CubeDeleteLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CubeDeleteLegacyHandler**  
`cube_delete`

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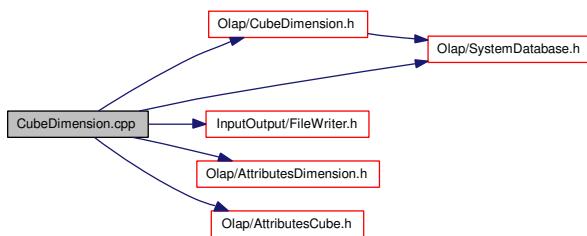
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.79 CubeDimension.cpp File Reference

palo cube dimension

```
#include "Olap/CubeDimension.h"
#include "InputOutput/FileWriter.h"
#include "Olap/SystemDatabase.h"
#include "Olap/AttributesDimension.h"
#include "Olap/AttributesCube.h"
```

Include dependency graph for CubeDimension.cpp:



## Namespaces

- namespace **palo**

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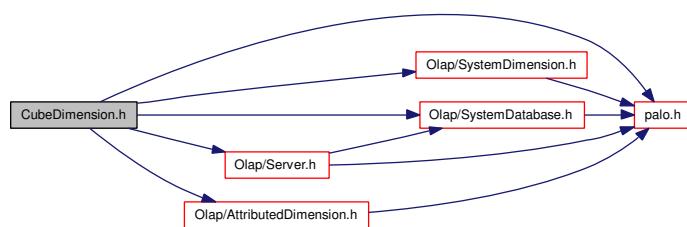
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.80 CubeDimension.h File Reference

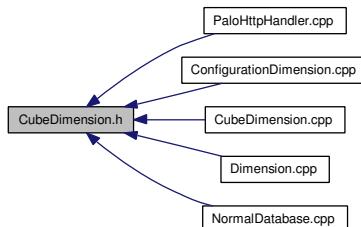
palo cube dimension

```
#include "palo.h"
#include "Olap/SystemDimension.h"
#include "Olap/SystemDatabase.h"
#include "Olap/Server.h"
#include "Olap/AttributedDimension.h"
```

Include dependency graph for CubeDimension.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CubeDimension**  
*cube dimension*

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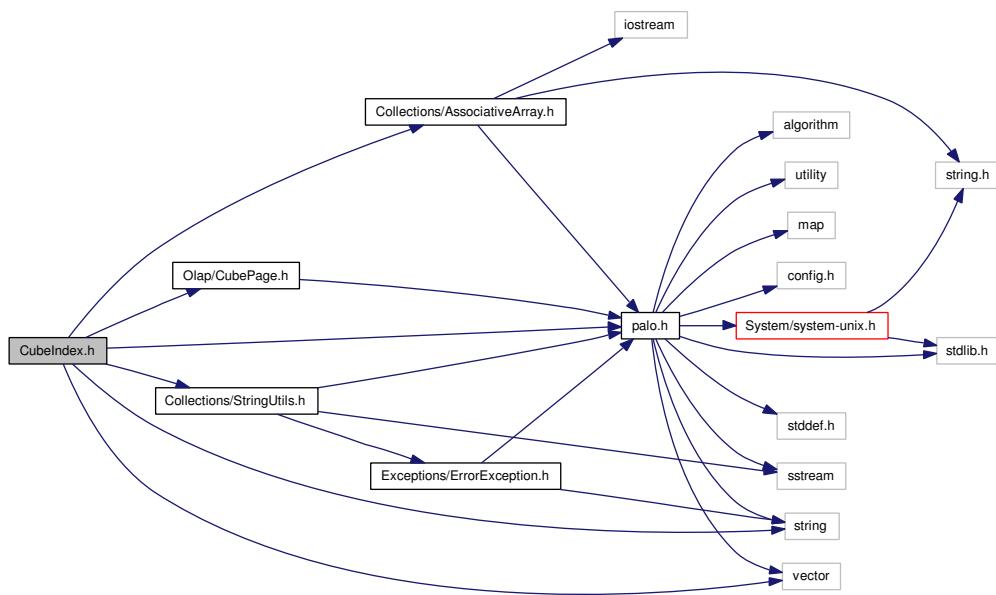
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.81 CubeIndex.h File Reference

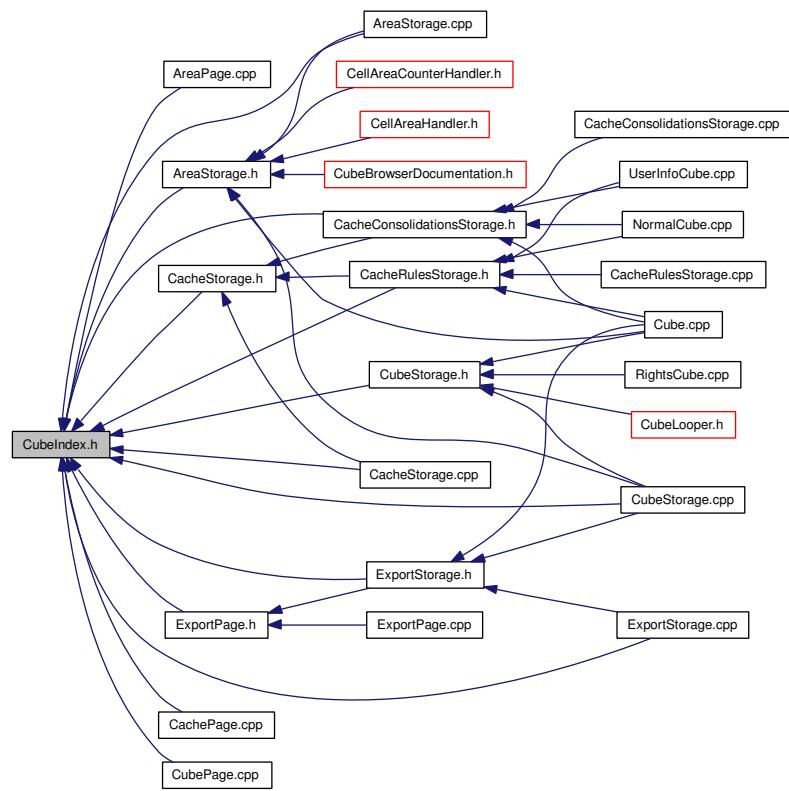
palo cube index

```
#include "palo.h"
#include <string>
#include <vector>
#include "Collections/AssociativeArray.h"
#include "Collections/StringUtils.h"
#include "Olap/CubePage.h"
```

Include dependency graph for CubeIndex.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CubeIndex**  
 $OLAP$  cube index.

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## 5.82 CubeInfoHandler.h File Reference

```
cube info

#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"

Include dependency graph for CubeInfoHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CubeInfoHandler**  
*cube info*

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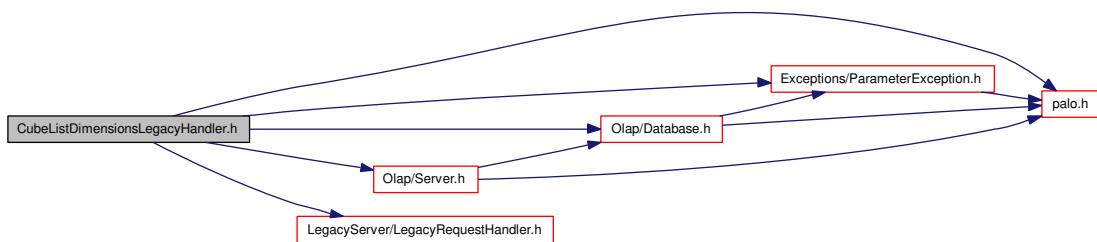
## 5.83 CubeListDimensionsLegacyHandler.h File Reference

```

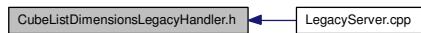
cube_list_dimensions
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Database.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"

```

Include dependency graph for CubeListDimensionsLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CubeListDimensionsLegacyHandler**  
`cube_list_dimensions`

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.84 CubeLoadHandler.h File Reference

cube load handler

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for CubeLoadHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CubeLoadHandler**  
*load a cube*

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## 5.85 CubeLoadLegacyHandler.h File Reference

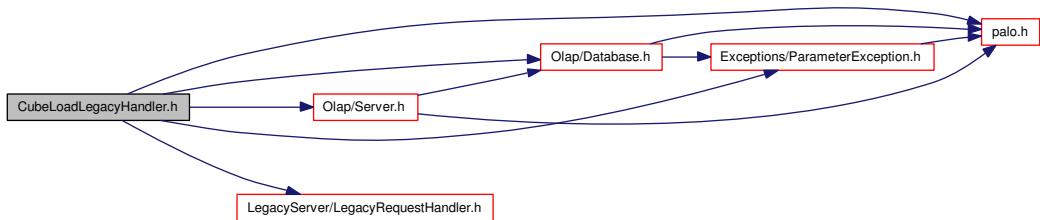
```

cube_load

#include "palo.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"

```

Include dependency graph for CubeLoadLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CubeLoadLegacyHandler**

*cube\_load*

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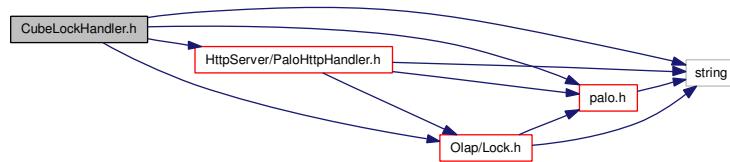
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.86 CubeLockHandler.h File Reference

cube lock handler

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
#include "Olap/Lock.h"
```

Include dependency graph for CubeLockHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CubeLockHandler**  
*load a cube*

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**Author:**

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.87 CubeLocksHandler.h File Reference

```
cube locks handler
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
Include dependency graph for CubeLocksHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CubeLocksHandler**  
*load a cube*

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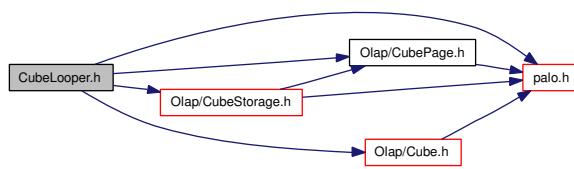
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.88 CubeLooper.h File Reference

palo cube

```
#include "palo.h"
#include "Olap/CubePage.h"
#include "Olap/CubeStorage.h"
#include "Olap/Cube.h"
```

Include dependency graph for CubeLooper.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CubeLooper**  
*OLAP cube looper.*

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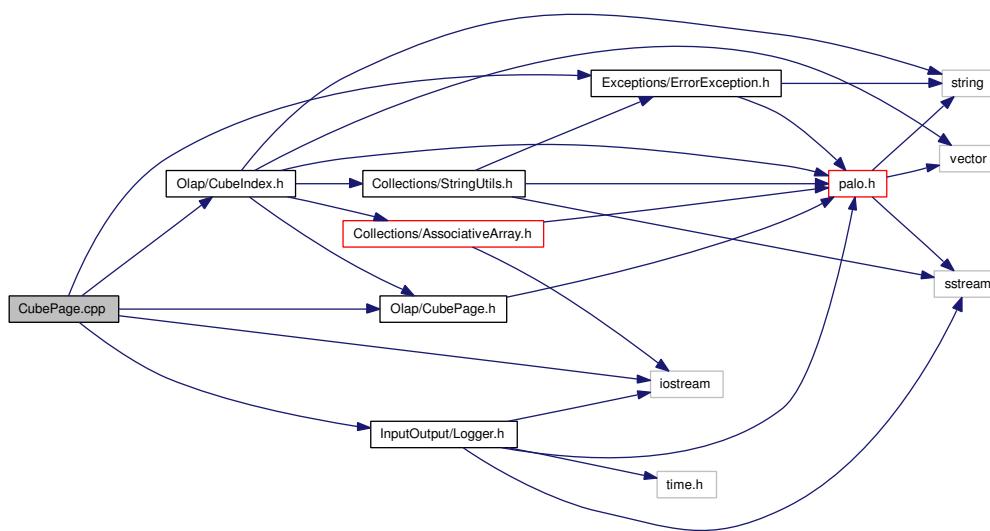
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.89 CubePage.cpp File Reference

palo cube page

```
#include "Olap/CubePage.h"
#include <iostream>
#include "Exceptions/ErrorException.h"
#include "InputOutput/Logger.h"
#include "Olap/CubeIndex.h"
```

Include dependency graph for CubePage.cpp:



## Namespaces

- namespace **palo**

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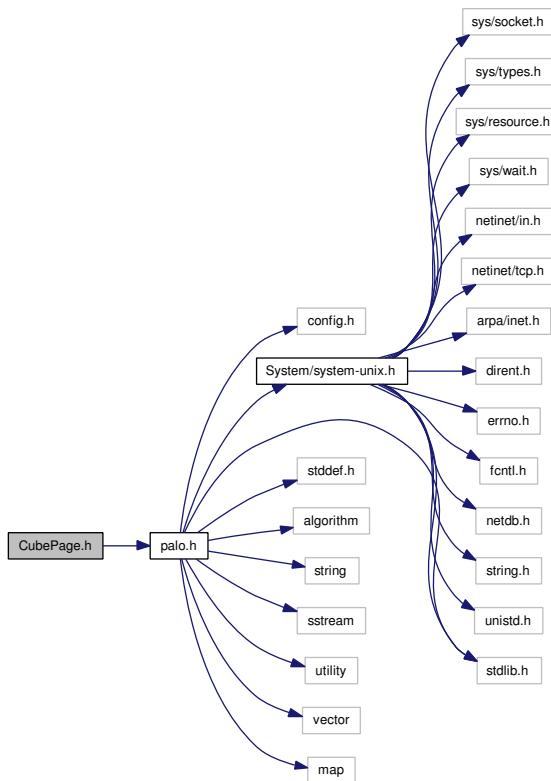
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.90 CubePage.h File Reference

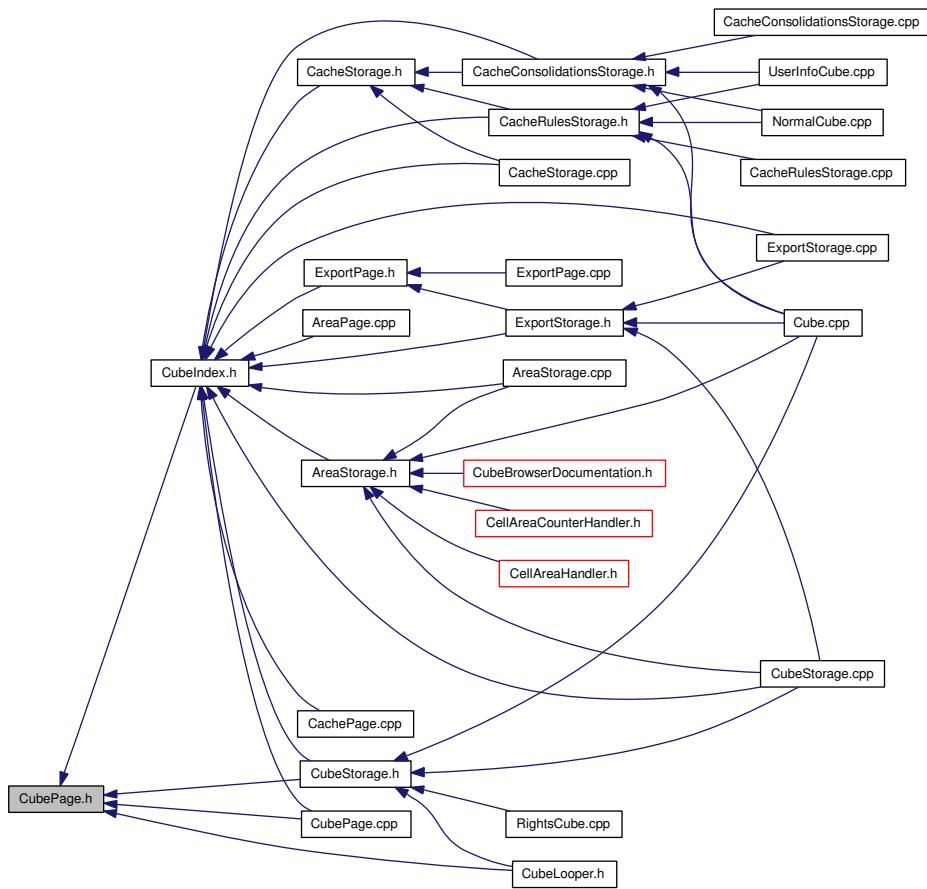
palo cube page

```
#include "palo.h"
```

Include dependency graph for CubePage.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CubePage**

*palo cube page*

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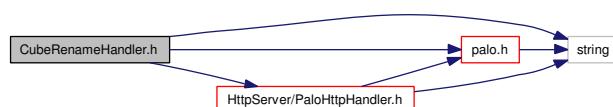
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.91 CubeRenameHandler.h File Reference

cube rename

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for CubeRenameHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CubeRenameHandler**  
*cube rename*

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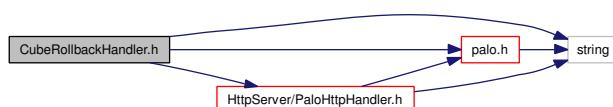
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.92 CubeRollbackHandler.h File Reference

cube rollback handler

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for CubeRollbackHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CubeRollbackHandler**  
*commit a cube lock*

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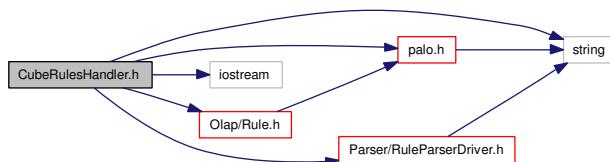
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.93 CubeRulesHandler.h File Reference

```
cube rules handler

#include "palo.h"
#include <string>
#include <iostream>
#include "Olap/Rule.h"
#include "Parser/RuleParserDriver.h"

Include dependency graph for CubeRulesHandler.h:
```



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CubeRulesHandler**  
*element browser*

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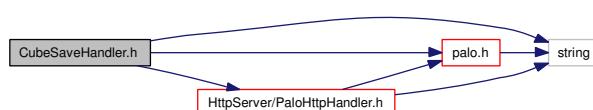
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.94 CubeSaveHandler.h File Reference

cube save handler

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for CubeSaveHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::CubeSaveHandler**  
*save a cube*

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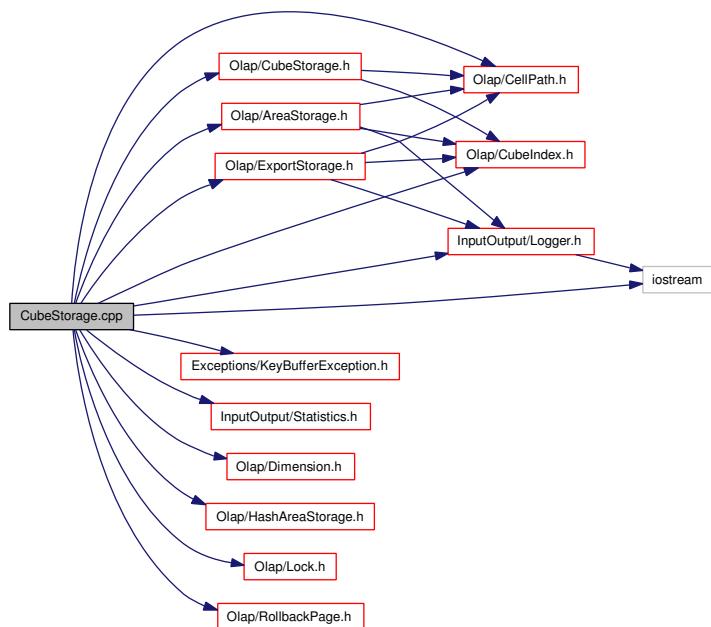
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.95 CubeStorage.cpp File Reference

palo cube storage

```
#include "Olap/CubeStorage.h"
#include "Exceptions/KeyBufferException.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Statistics.h"
#include "Olap/AreaStorage.h"
#include "Olap/CellPath.h"
#include "Olap/CubeIndex.h"
#include "Olap/Dimension.h"
#include "Olap/ExportStorage.h"
#include "Olap/HashAreaStorage.h"
#include "Olap/Lock.h"
#include "Olap/RollbackPage.h"
#include <iostream>
```

Include dependency graph for CubeStorage.cpp:



## Namespaces

- namespace **palo**

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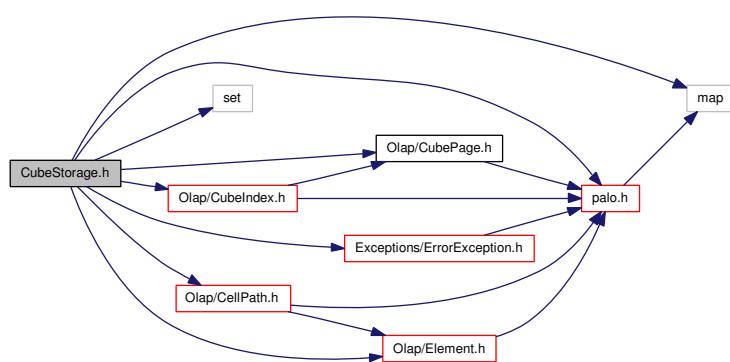
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## 5.96 CubeStorage.h File Reference

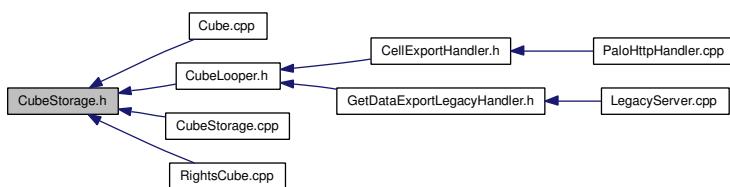
palo cube storage

```
#include "palo.h"
#include <set>
#include <map>
#include "Exceptions/ErrorException.h"
#include "Olap/CellPath.h"
#include "Olap/CubeIndex.h"
#include "Olap/CubePage.h"
#include "Olap/Element.h"
```

Include dependency graph for CubeStorage.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CubeStorage**  
*palo cube storage*

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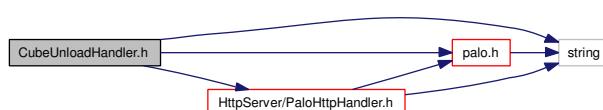
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.97 CubeUnloadHandler.h File Reference

cube unload handler

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for CubeUnloadHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CubeUnloadHandler**  
*unload a cube*

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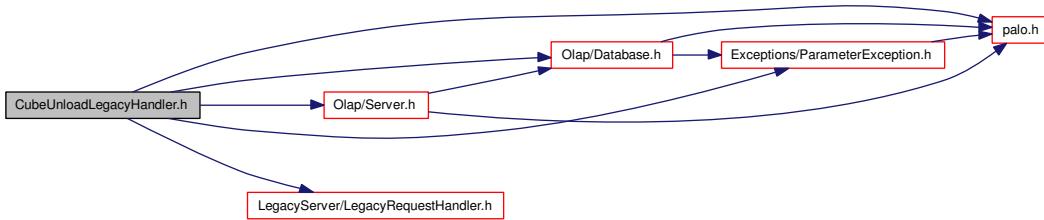
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.98 CubeUnloadLegacyHandler.h File Reference

```
cube_unload

#include "palo.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for CubeUnloadLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CubeUnloadLegacyHandler**  
*cube\_unload*

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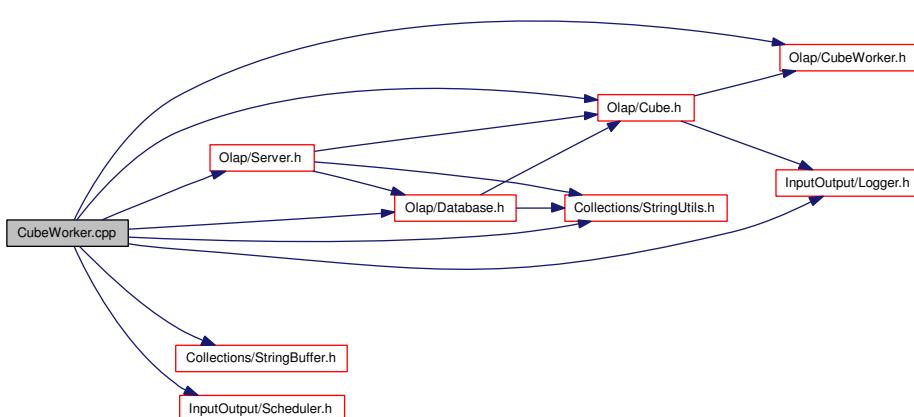
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.99 CubeWorker.cpp File Reference

cube worker

```
#include "Olap/CubeWorker.h"
#include "Collections/StringBuffer.h"
#include "Collections/StringUtils.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Scheduler.h"
#include "Olap/Cube.h"
#include "Olap/Database.h"
#include "Olap/Server.h"
```

Include dependency graph for CubeWorker.cpp:



## Namespaces

- namespace **palo**

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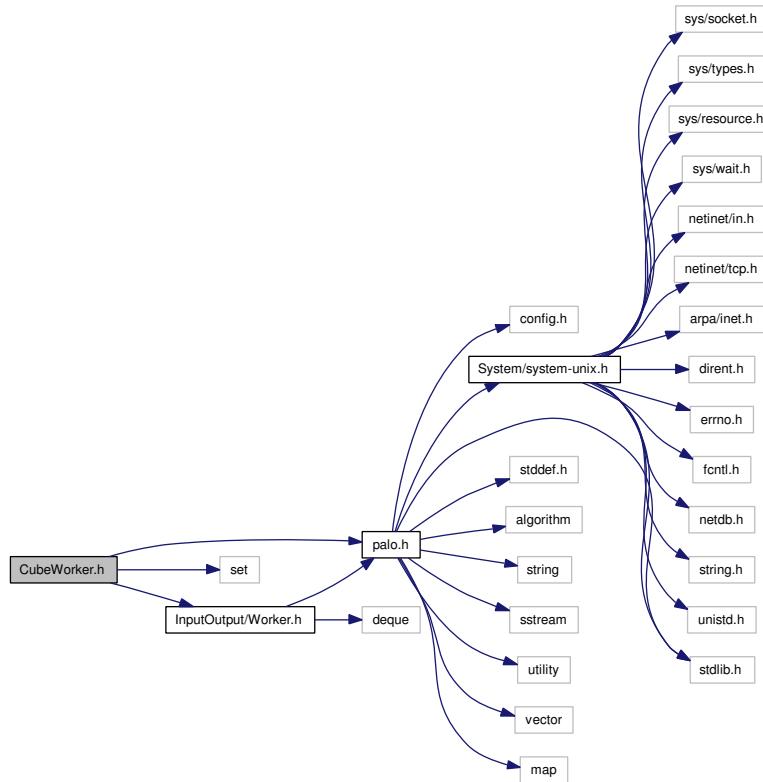
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.100 CubeWorker.h File Reference

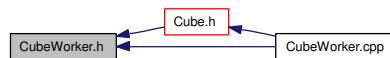
cube worker

```
#include "palo.h"
#include <set>
#include "InputOutput/Worker.h"
```

Include dependency graph for CubeWorker.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::CubeWorker**  
*cube worker*

### 5.100.1 Detailed Description

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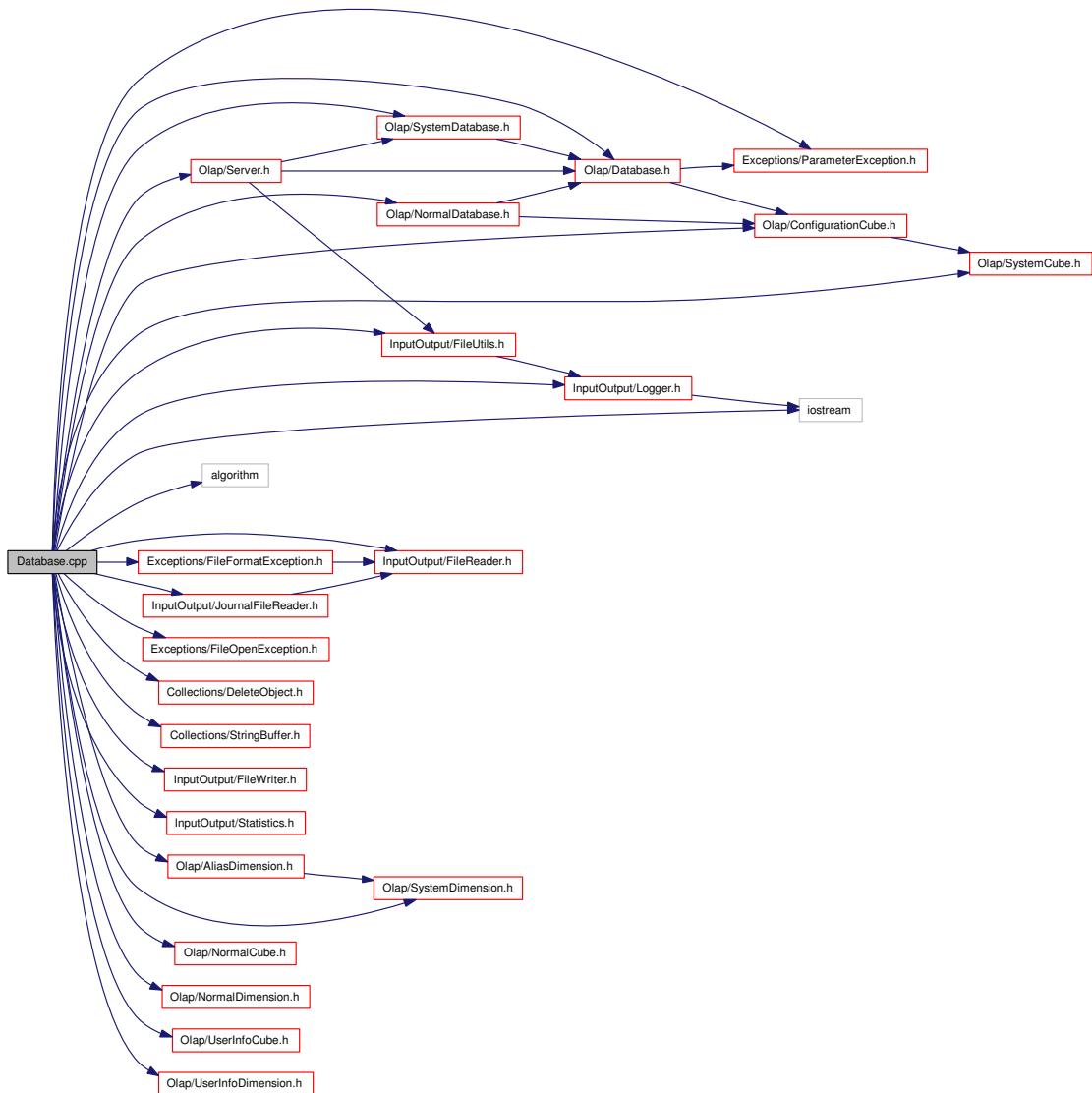
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.101 Database.cpp File Reference

```
palo database

#include "Olap/Database.h"
#include <algorithm>
#include <iostream>
#include "Exceptions/FileFormatException.h"
#include "Exceptions/FileOpenException.h"
#include "Exceptions/ParameterException.h"
#include "Collections/DeleteObject.h"
#include "Collections/StringBuffer.h"
#include "InputOutput/FileReader.h"
#include "InputOutput/FileWriter.h"
#include "InputOutput/FileUtils.h"
#include "InputOutput/JournalFileReader.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Statistics.h"
#include "Olap/AliasDimension.h"
#include "Olap/ConfigurationCube.h"
#include "Olap/NormalCube.h"
#include "Olap/NormalDatabase.h"
#include "Olap/NormalDimension.h"
#include "Olap/Server.h"
#include "Olap/SystemCube.h"
#include "Olap/SystemDimension.h"
#include "Olap/SystemDatabase.h"
#include "Olap/UserInfoCube.h"
#include "Olap/UserInfoDimension.h"

Include dependency graph for Database.cpp:
```



## Namespaces

- namespace **palo**

### 5.101.1 Detailed Description

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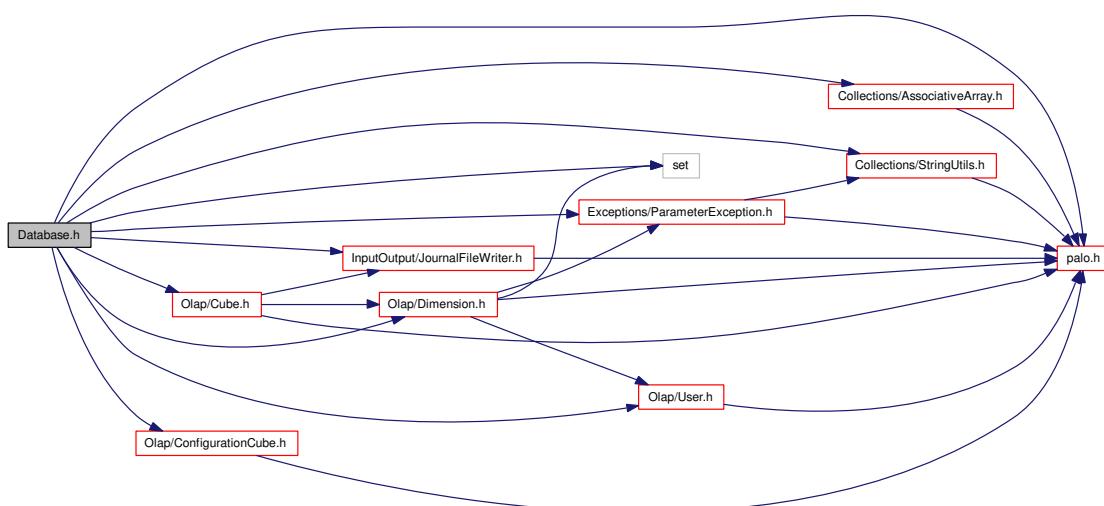
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.102 Database.h File Reference

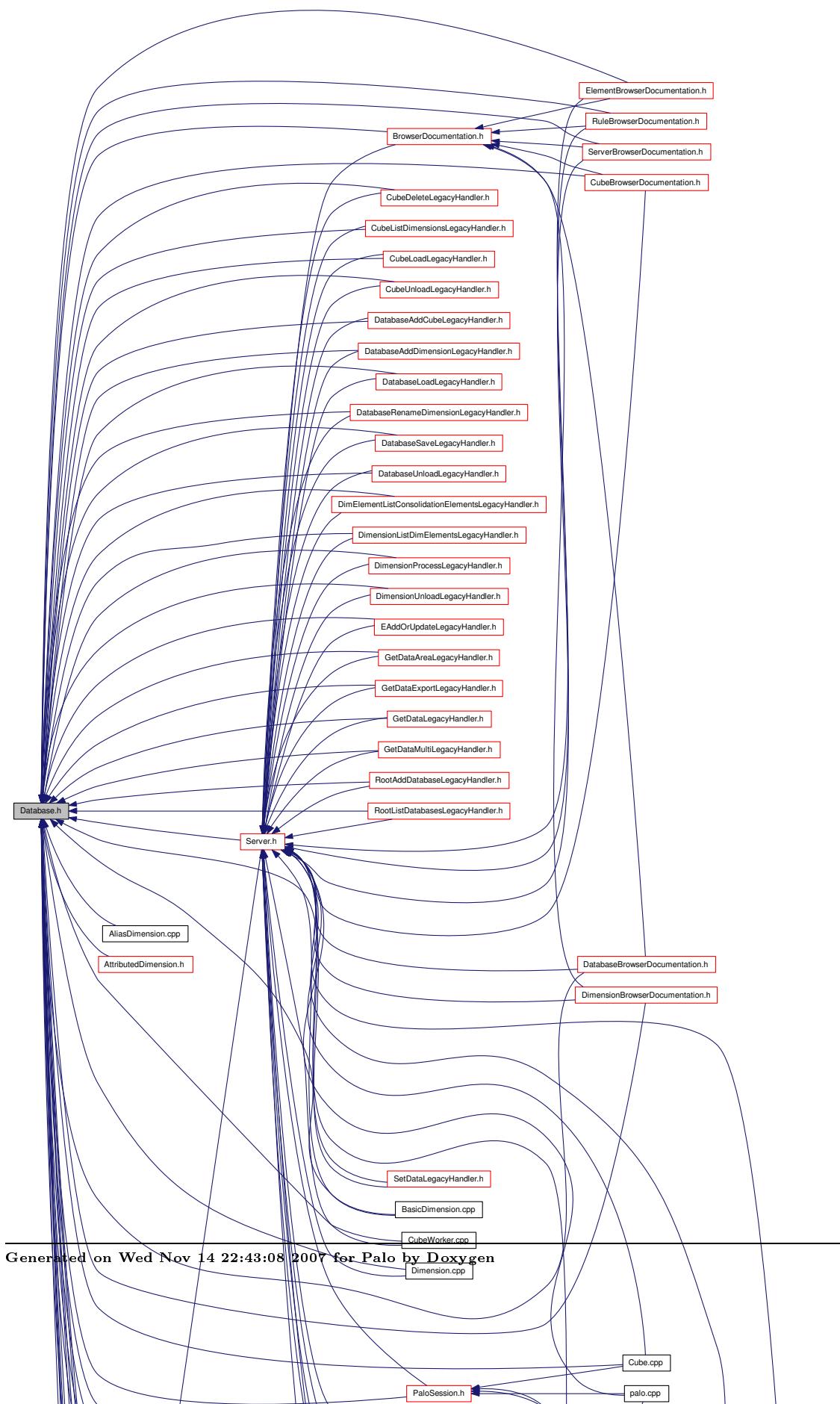
palo database

```
#include "palo.h"
#include <set>
#include "Exceptions/ParameterException.h"
#include "Collections/AssociativeArray.h"
#include "Collections/StringUtils.h"
#include "InputOutput/JournalFileWriter.h"
#include "Olap/Cube.h"
#include "Olap/ConfigurationCube.h"
#include "Olap/Dimension.h"
#include "Olap/User.h"
```

Include dependency graph for Database.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::Database**

*OLAP database.*

### 5.102.1 Detailed Description

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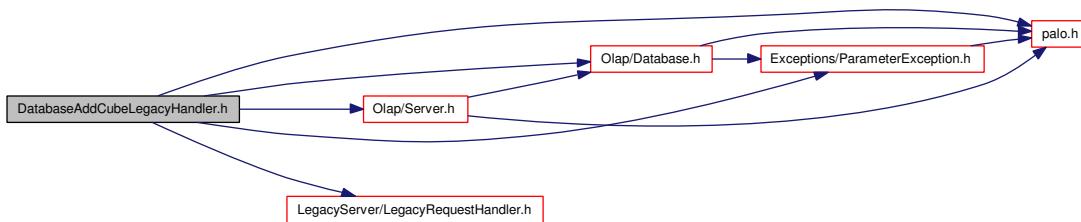
#### Author:

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.103 DatabaseAddCubeLegacyHandler.h File Reference

```
database_add_cube
#include "palo.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for DatabaseAddCubeLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DatabaseAddCubeLegacyHandler**  
`database_add_cube`

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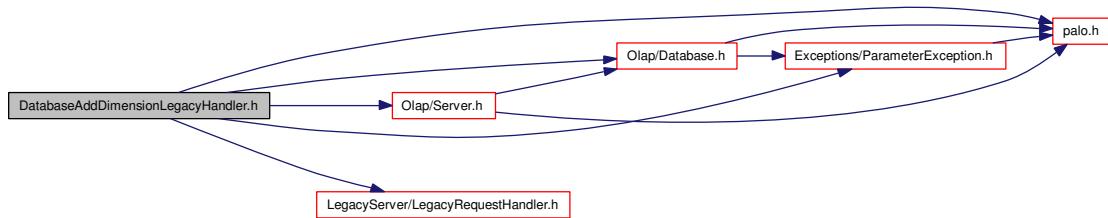
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.104 DatabaseAddDimensionLegacyHandler.h File Reference

```
database_add_dimension
#include "palo.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for DatabaseAddDimensionLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DatabaseAddDimensionLegacyHandler**  
`database_add_dimension`

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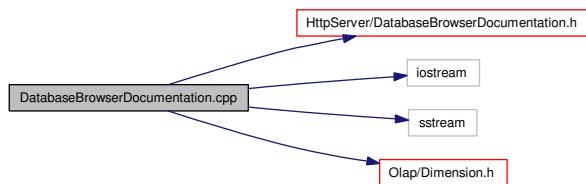
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.105 DatabaseBrowserDocumentation.cpp File Reference

provides database data documentation

```
#include "HttpServer/DatabaseBrowserDocumentation.h"
#include <iostream>
#include <sstream>
#include "Olap/Dimension.h"
```

Include dependency graph for DatabaseBrowserDocumentation.cpp:



## Namespaces

- namespace **palo**

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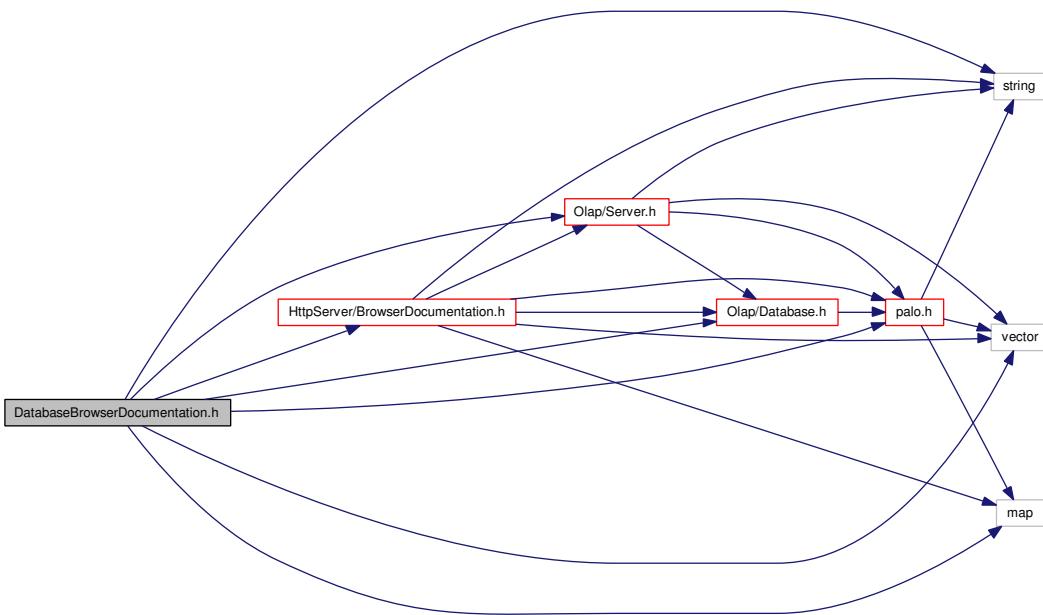
Frank Celler, triagens GmbH, Cologne, Germany  
 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.106 DatabaseBrowserDocumentation.h File Reference

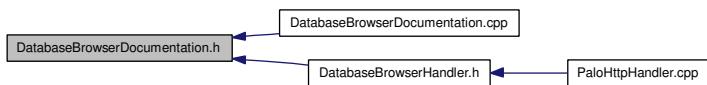
provides database data documentation

```
#include "palo.h"
#include <string>
#include <map>
#include <vector>
#include "HttpServer/BrowserDocumentation.h"
#include "Olap/Server.h"
#include "Olap/Database.h"
```

Include dependency graph for DatabaseBrowserDocumentation.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DatabaseBrowserDocumentation**

*provides database data documentation*

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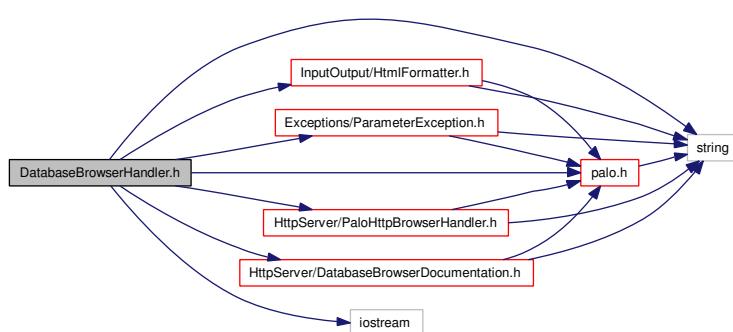
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.107 DatabaseBrowserHandler.h File Reference

database browser

```
#include "palo.h"
#include <string>
#include <iostream>
#include "InputOutput/HtmlFormatter.h"
#include "Exceptions/ParameterException.h"
#include "HttpServer/PaloHttpBrowserHandler.h"
#include "HttpServer/DatabaseBrowserDocumentation.h"
```

Include dependency graph for DatabaseBrowserHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DatabaseBrowserHandler**  
*database browser*

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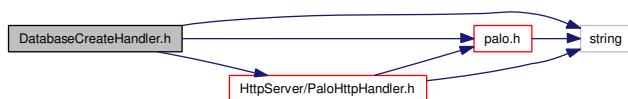
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.108 DatabaseCreateHandler.h File Reference

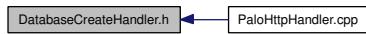
database create

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for DatabaseCreateHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DatabaseCreateHandler**  
*database create*

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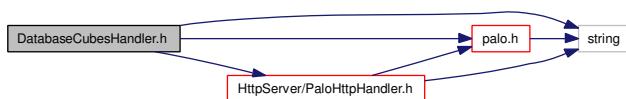
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.109 DatabaseCubesHandler.h File Reference

cubes list

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for DatabaseCubesHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DatabaseCubesHandler**  
*cubes list*

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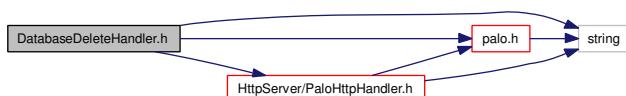
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.110 DatabaseDeleteHandler.h File Reference

database delete

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for DatabaseDeleteHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DatabaseDeleteHandler**  
*database delete*

#### 5.110.1 Detailed Description

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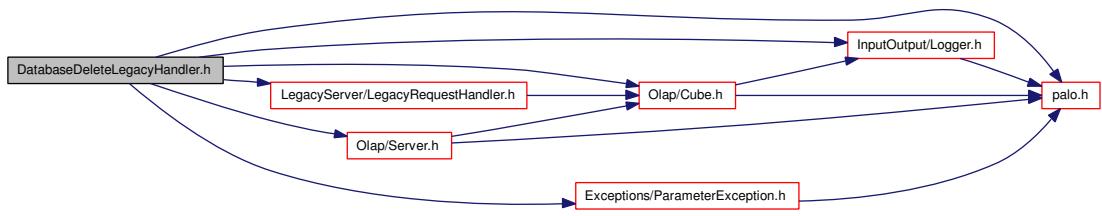
### 5.111 DatabaseDeleteLegacyHandler.h File Reference

```
database_delete

#include "palo.h"

#include "InputOutput/Logger.h"
#include "Olap/Server.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Cube.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for DatabaseDeleteLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DatabaseDeleteLegacyHandler**  
`database_delete`

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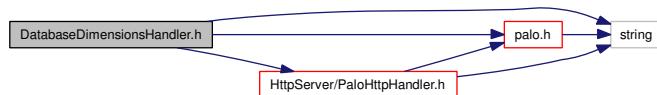
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.112 DatabaseDimensionsHandler.h File Reference

dimensions list

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for DatabaseDimensionsHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DatabaseDimensionsHandler**  
*dimensions list*

#### 5.112.1 Detailed Description

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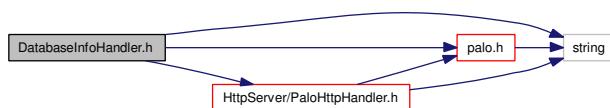
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.113 DatabaseInfoHandler.h File Reference

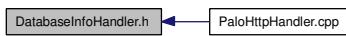
```
database info

#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"

Include dependency graph for DatabaseInfoHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DatabaseInfoHandler**  
*database info*

#### 5.113.1 Detailed Description

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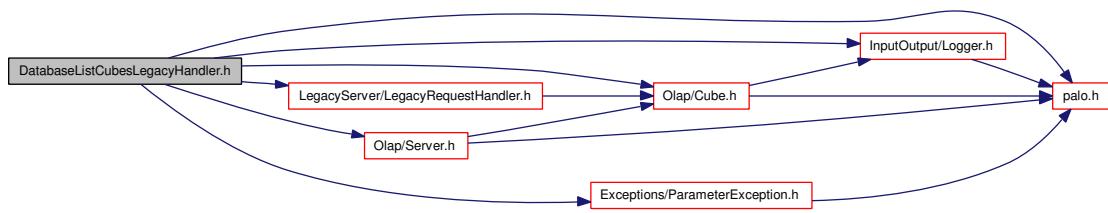
## 5.114 DatabaseListCubesLegacyHandler.h File Reference

```
database_list_cubes

#include "palo.h"

#include "InputOutput/Logger.h"
#include "Olap/Server.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Cube.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for DatabaseListCubesLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DatabaseListCubesLegacyHandler**  
`database_list_cubes`

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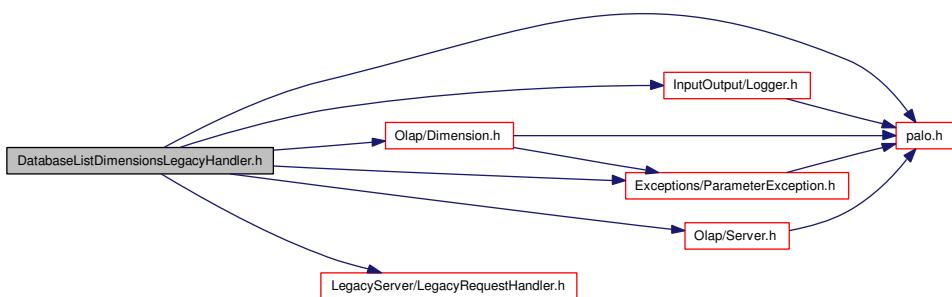
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.115 DatabaseListDimensionsLegacyHandler.h File Reference

```
database_list_dimensions
#include "palo.h"
#include "InputOutput/Logger.h"
#include "Olap/Dimension.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for DatabaseListDimensionsLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DatabaseListDimensionsLegacyHandler**  
*database\_list\_dimensions*

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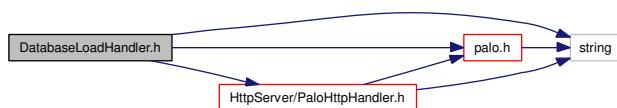
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.116 DatabaseLoadHandler.h File Reference

database load handler

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for DatabaseLoadHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DatabaseLoadHandler**  
*load a database*

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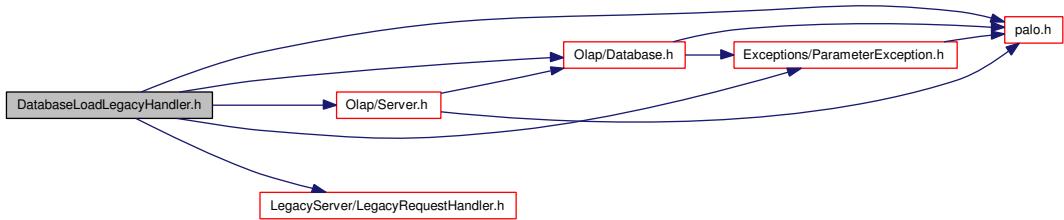
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.117 DatabaseLoadLegacyHandler.h File Reference

```
database_load

#include "palo.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for DatabaseLoadLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DatabaseLoadLegacyHandler**  
*database\_load*

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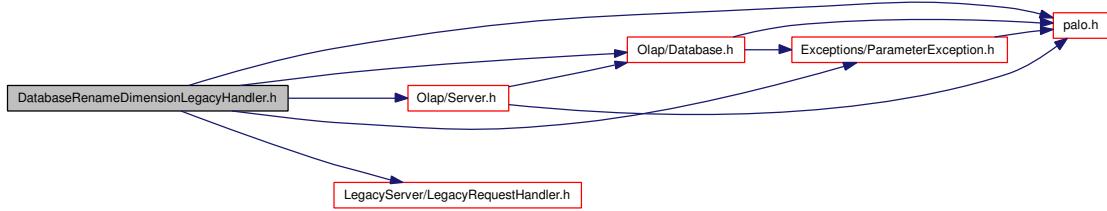
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.118 DatabaseRenameDimensionLegacyHandler.h File Reference

```
database_rename_dimension
#include "palo.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for DatabaseRenameDimensionLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DatabaseRenameDimensionLegacyHandler**  
*database\_rename\_dimension*

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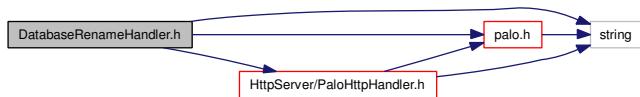
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.119 DatabaseRenameHandler.h File Reference

```
database rename

#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"

Include dependency graph for DatabaseRenameHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DatabaseRenameHandler**  
*database rename*

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.120 DatabaseSaveHandler.h File Reference

database save handler

```
#include "palo.h"
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for DatabaseSaveHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DatabaseSaveHandler**  
*save a database*

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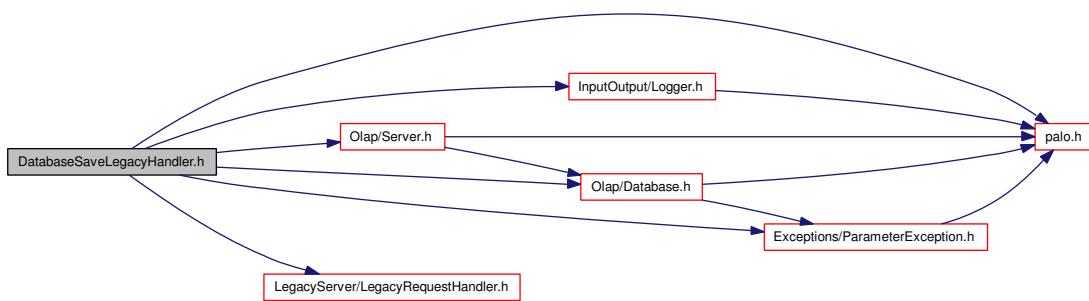
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.121 DatabaseSaveLegacyHandler.h File Reference

```
database_save

#include "palo.h"
#include "InputOutput/Logger.h"
#include "Olap/Server.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Database.h"
#include "LegacyServer/LegacyRequestHandler.h"

Include dependency graph for DatabaseSaveLegacyHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DatabaseSaveLegacyHandler**  
*database\_save*

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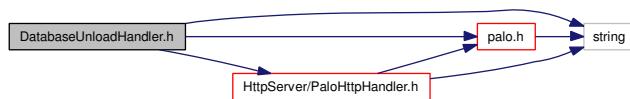
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## 5.122 DatabaseUnloadHandler.h File Reference

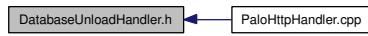
database unload handler

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for DatabaseUnloadHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DatabaseUnloadHandler**  
*unload a database*

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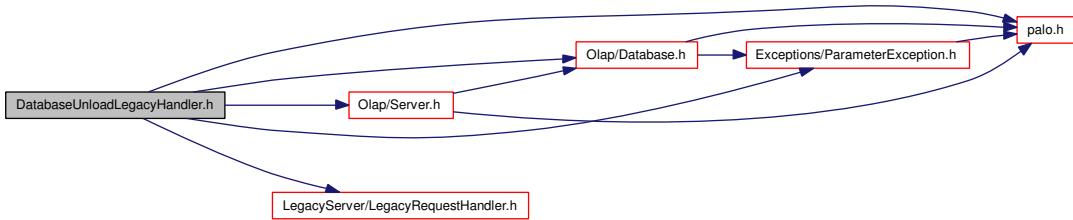
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.123 DatabaseUnloadLegacyHandler.h File Reference

```
database_unload

#include "palo.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for DatabaseUnloadLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DatabaseUnloadLegacyHandler**  
`database_unload`

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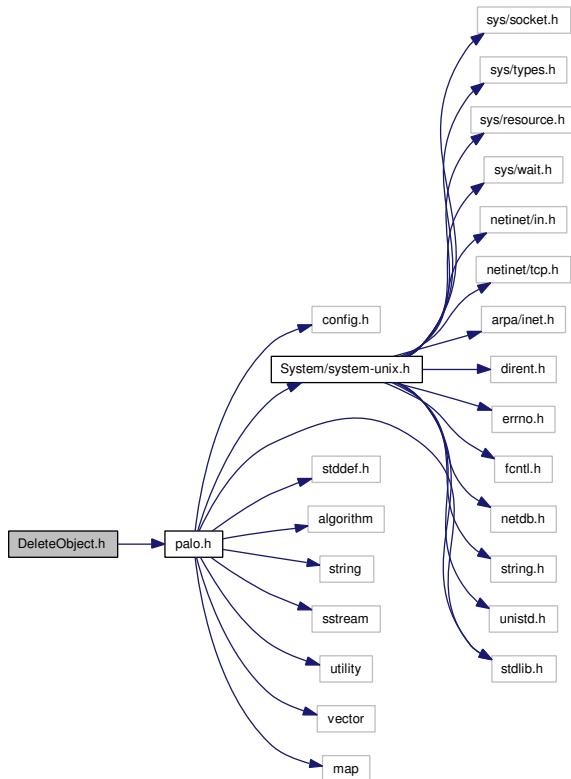
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.124 DeleteObject.h File Reference

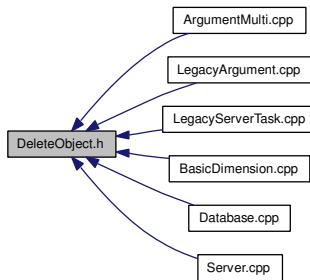
delete object helper

```
#include "palo.h"
```

Include dependency graph for DeleteObject.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- struct **palo::DeleteObject**

*delete object helper*

### 5.124.1 Detailed Description

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.125 DestinationNode.cpp File Reference

parser destination node

```
#include "Parser/DestinationNode.h"
```

Include dependency graph for DestinationNode.cpp:



## Namespaces

- namespace **palo**

### 5.125.1 Detailed Description

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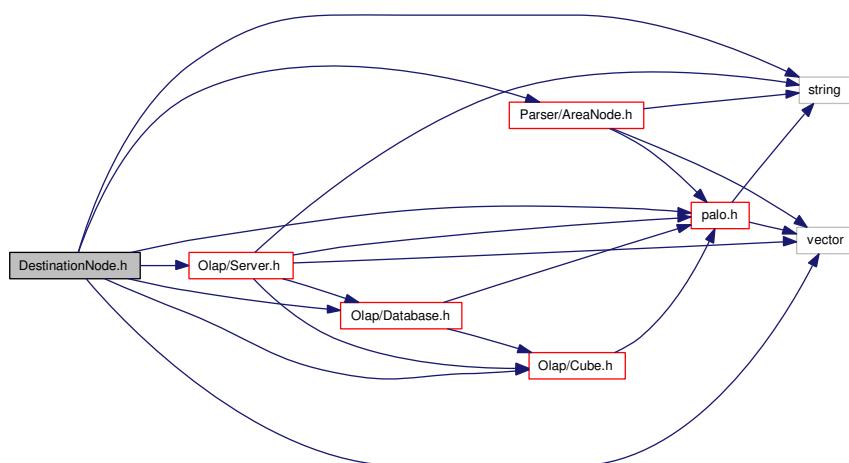
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.126 DestinationNode.h File Reference

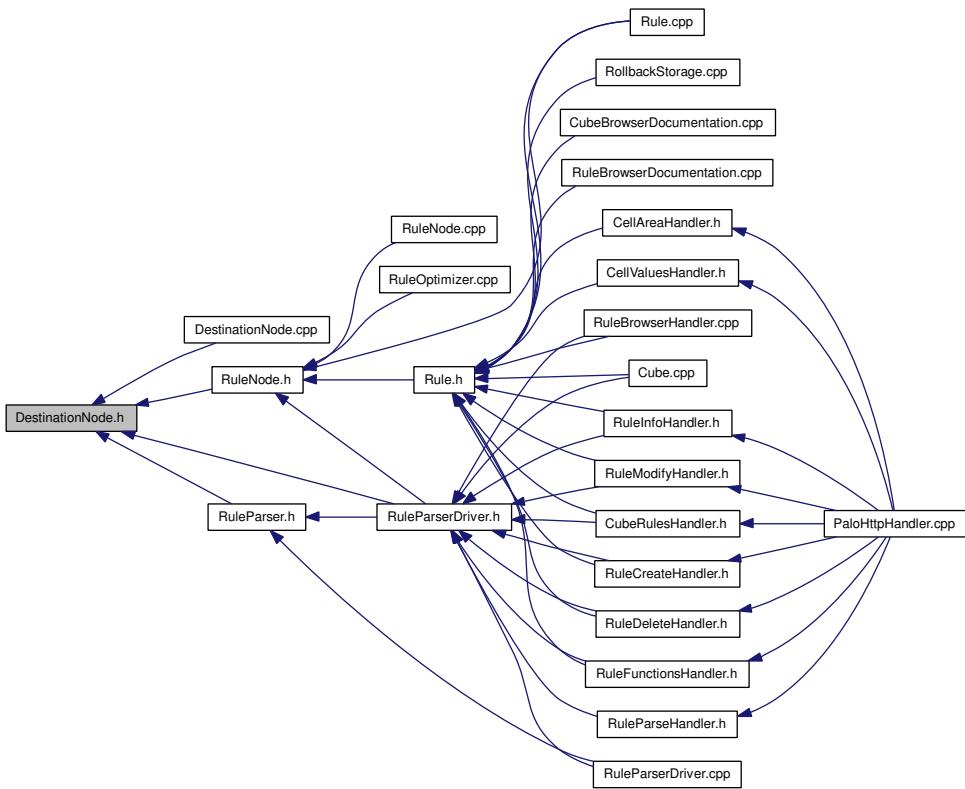
parser destination node

```
#include "palo.h"
#include <string>
#include <vector>
#include "Olap/Server.h"
#include "Olap/Database.h"
#include "Olap/Cube.h"
#include "Parser/AreaNode.h"
```

Include dependency graph for DestinationNode.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DestinationNode**  
*parser destination node*

### 5.126.1 Detailed Description

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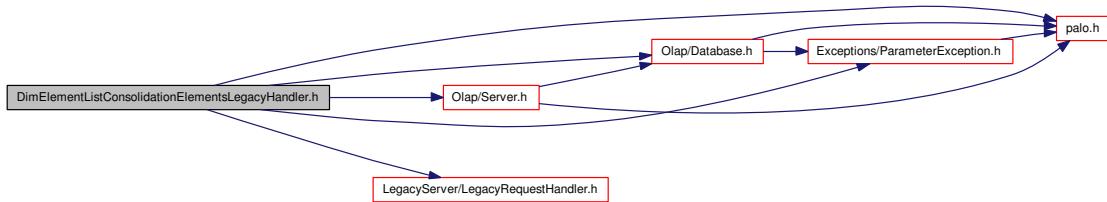
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.127 DimElementListConsolidationElementsLegacyHandler.h File Reference

```
dim_element_list_consolidation_elements
#include "palo.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for DimElementListConsolidationElementsLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DimElementListConsolidationElementsLegacyHandler**  
`dim_element_list_consolidation_elements`

#### 5.127.1 Detailed Description

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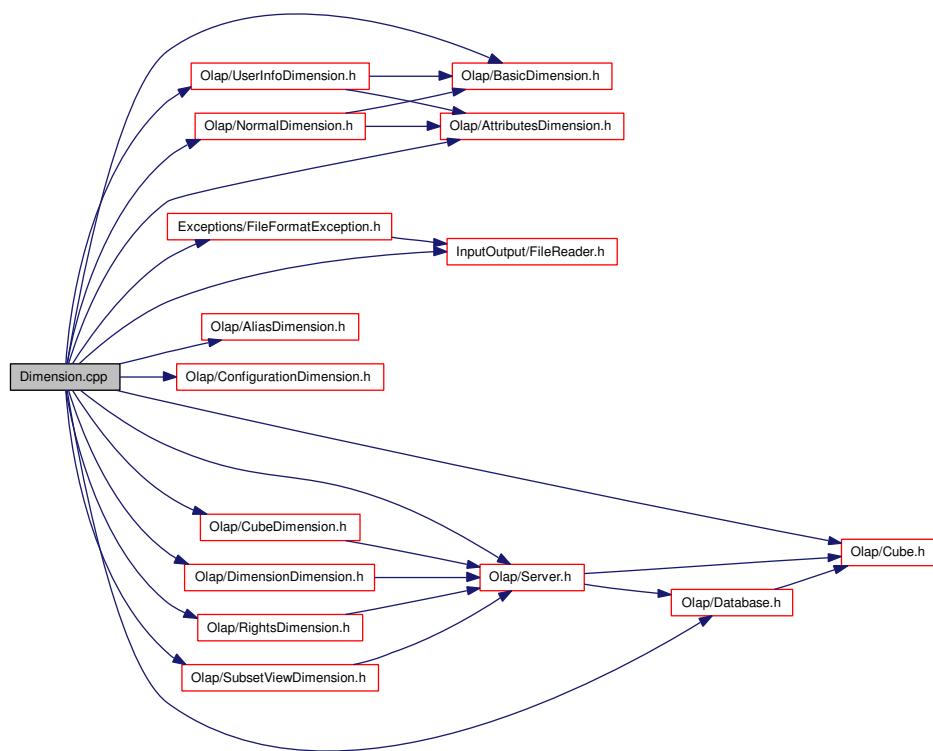
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**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.128 Dimension.cpp File Reference

```
palo dimension
#include "Olap/BasicDimension.h"
#include "Exceptions/FileFormatException.h"
#include "InputOutput/FileReader.h"
#include "Olap/AliasDimension.h"
#include "Olap/AttributesDimension.h"
#include "Olap/ConfigurationDimension.h"
#include "Olap/Cube.h"
#include "Olap/CubeDimension.h"
#include "Olap/Database.h"
#include "Olap/DimensionDimension.h"
#include "Olap/NormalDimension.h"
#include "Olap/RightsDimension.h"
#include "Olap/Server.h"
#include "Olap/SubsetViewDimension.h"
#include "Olap/UserInfoDimension.h"
Include dependency graph for Dimension.cpp:
```



## Namespaces

- namespace **palo**

### 5.128.1 Detailed Description

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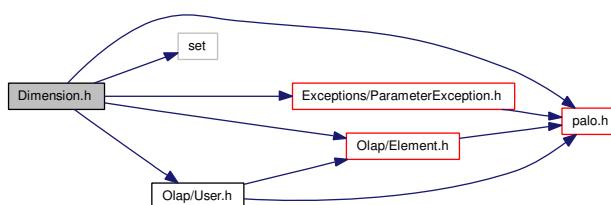
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.129 Dimension.h File Reference

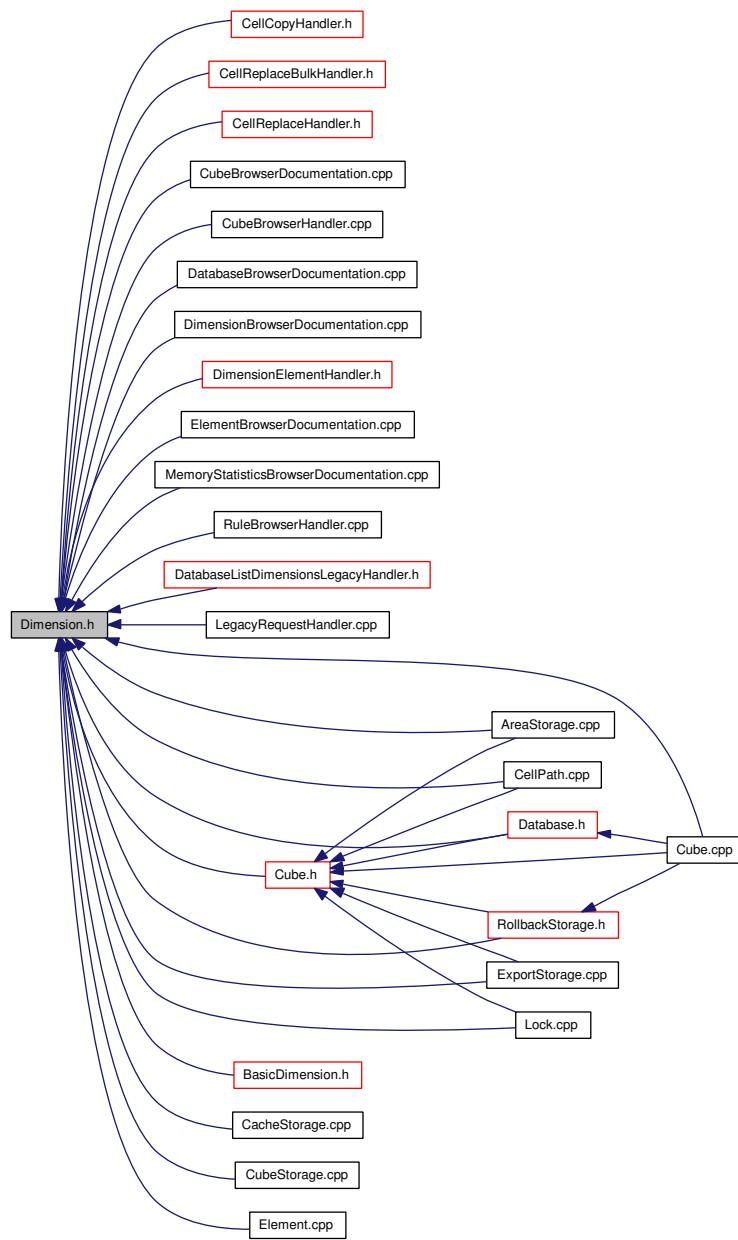
abstract class for palo dimension

```
#include "palo.h"
#include <set>
#include "Exceptions/ParameterException.h"
#include "Olap/Element.h"
#include "Olap/User.h"
```

Include dependency graph for Dimension.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::Dimension**

*abstract super class for OLAP dimension*

### 5.129.1 Detailed Description

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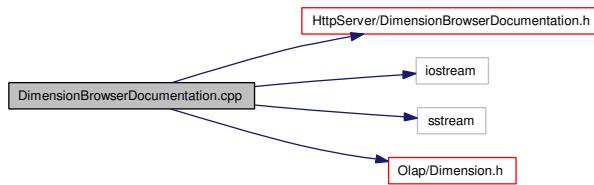
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.130 DimensionBrowserDocumentation.cpp File Reference

provides dimension data documentation

```
#include "HttpServer/DimensionBrowserDocumentation.h"
#include <iostream>
#include <sstream>
#include "Olap/Dimension.h"
```

Include dependency graph for DimensionBrowserDocumentation.cpp:



## Namespaces

- namespace **palo**

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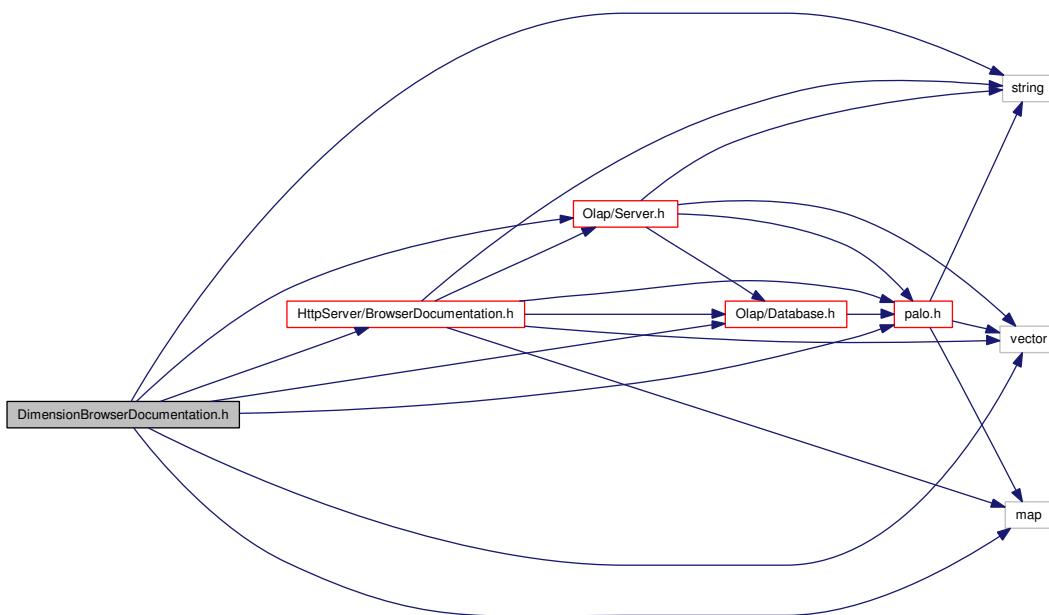
Frank Celler, triagens GmbH, Cologne, Germany  
 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.131 DimensionBrowserDocumentation.h File Reference

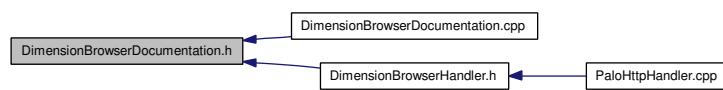
provides dimension data documentation

```
#include "palo.h"
#include <string>
#include <map>
#include <vector>
#include "HttpServer/BrowserDocumentation.h"
#include "Olap/Server.h"
#include "Olap/Database.h"
```

Include dependency graph for DimensionBrowserDocumentation.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DimensionBrowserDocumentation**

*provides dimension data documentation*

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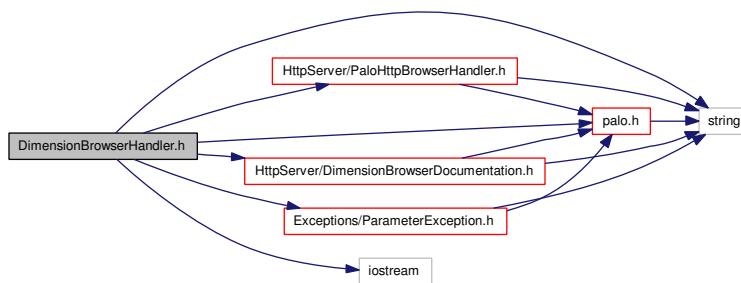
#### **Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.132 DimensionBrowserHandler.h File Reference

```
dimension browser
#include "palo.h"
#include <string>
#include <iostream>
#include "HttpServer/PaloHttpBrowserHandler.h"
#include "HttpServer/DimensionBrowserDocumentation.h"
#include "Exceptions/ParameterException.h"
```

Include dependency graph for DimensionBrowserHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DimensionBrowserHandler**  
*dimension browser*

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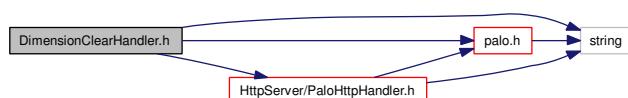
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.133 DimensionClearHandler.h File Reference

dimension clear

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for DimensionClearHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DimensionClearHandler**  
*dimension clear*

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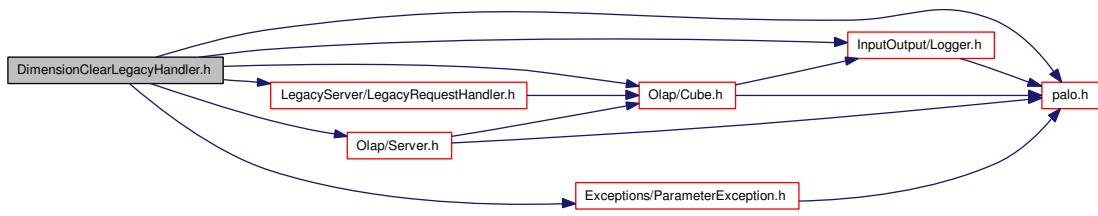
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.134 DimensionClearLegacyHandler.h File Reference

```
dimension_clear

#include "palo.h"
#include "InputOutput/Logger.h"
#include "Olap/Server.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Cube.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for DimensionClearLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DimensionClearLegacyHandler**  
*dimension\_clear*

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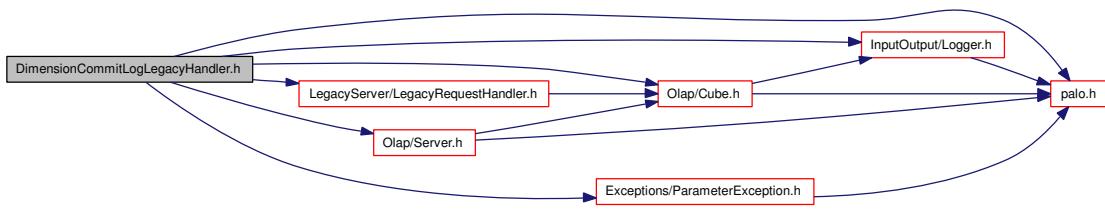
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.135 DimensionCommitLogLegacyHandler.h File Reference

```
dimension_commit_log

#include "palo.h"
#include "InputOutput/Logger.h"
#include "Olap/Server.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Cube.h"
#include "LegacyServer/LegacyRequestHandler.h"

Include dependency graph for DimensionCommitLogLegacyHandler.h:
```



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DimensionCommitLogLegacyHandler**  
*dimension\_commit\_log*

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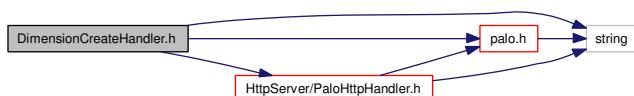
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.136 DimensionCreateHandler.h File Reference

dimension create

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for DimensionCreateHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DimensionCreateHandler**  
*dimension create*

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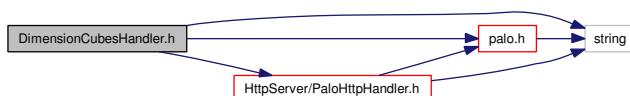
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.137 DimensionCubesHandler.h File Reference

dimension list cubes

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for DimensionCubesHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DimensionCubesHandler**  
*dimension list cubes*

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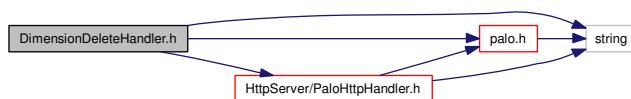
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.138 DimensionDeleteHandler.h File Reference

dimension delete

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for DimensionDeleteHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DimensionDeleteHandler**  
*dimension delete*

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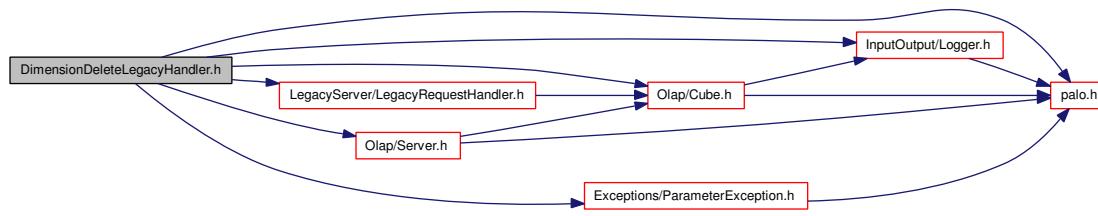
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.139 DimensionDeleteLegacyHandler.h File Reference

```
dimension_delete

#include "palo.h"
#include "InputOutput/Logger.h"
#include "Olap/Server.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Cube.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for DimensionDeleteLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DimensionDeleteLegacyHandler**  
`dimension_delete`

### 5.139.1 Detailed Description

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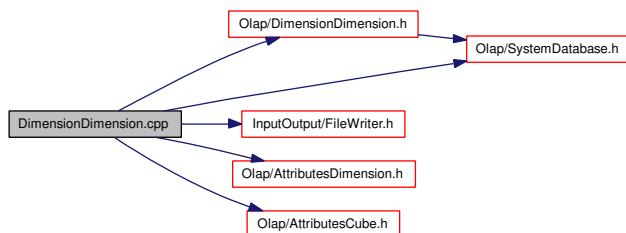
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.140 DimensionDimension.cpp File Reference

palo dimension dimension

```
#include "Olap/DimensionDimension.h"
#include "InputOutput/FileWriter.h"
#include "Olap/SystemDatabase.h"
#include "Olap/AttributesDimension.h"
#include "Olap/AttributesCube.h"
```

Include dependency graph for DimensionDimension.cpp:



## Namespaces

- namespace **palo**

### 5.140.1 Detailed Description

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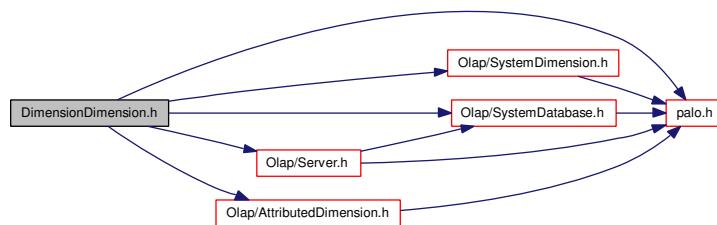
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.141 DimensionDimension.h File Reference

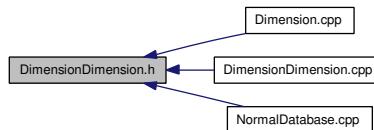
palo dimension dimension

```
#include "palo.h"
#include "Olap/SystemDimension.h"
#include "Olap/SystemDatabase.h"
#include "Olap/Server.h"
#include "Olap/AttributedDimension.h"
```

Include dependency graph for DimensionDimension.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DimensionDimension**  
*dimension dimension (dimension of all normal dimensions)*

### 5.141.1 Detailed Description

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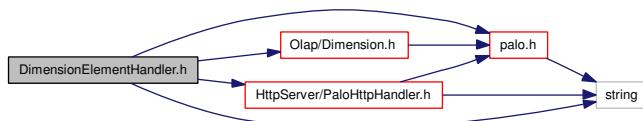
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.142 DimensionElementHandler.h File Reference

dimension element

```
#include "palo.h"
#include <string>
#include "Olap/Dimension.h"
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for DimensionElementHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DimensionElementHandler**  
*dimension element*

### 5.142.1 Detailed Description

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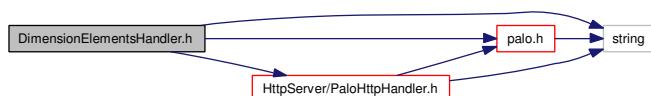
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.143 DimensionElementsHandler.h File Reference

dimension elements

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for DimensionElementsHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DimensionElementsHandler**  
*dimension elements*

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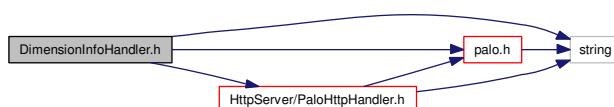
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.144 DimensionInfoHandler.h File Reference

dimension info

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for DimensionInfoHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DimensionInfoHandler**  
*dimension info*

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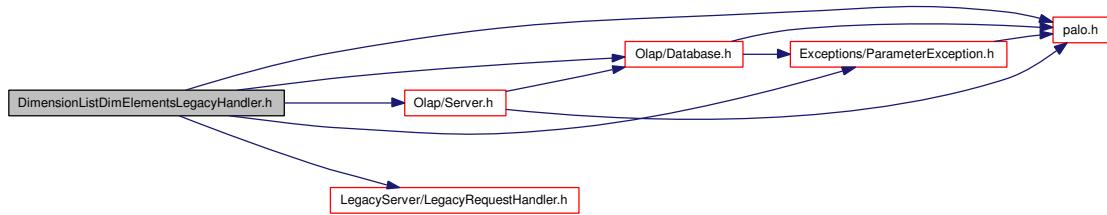
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.145 DimensionListDimElementsLegacyHandler.h File Reference

```
dimension_list_dim_elements
#include "palo.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for DimensionListDimElementsLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DimensionListDimElementsLegacyHandler**  
*dimension\_list\_dim\_elements*

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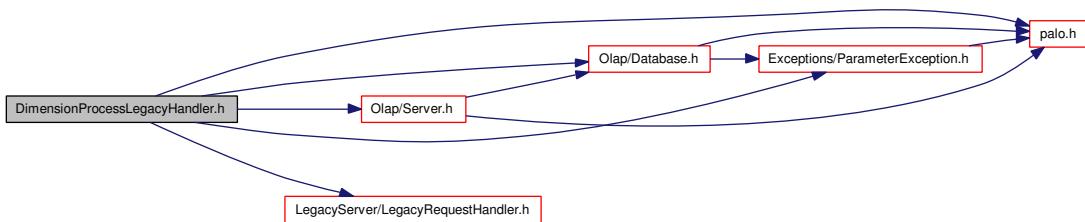
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.146 DimensionProcessLegacyHandler.h File Reference

```
dimension_process
#include "palo.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for DimensionProcessLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DimensionProcessLegacyHandler**

*dimension\_process*

#### 5.146.1 Detailed Description

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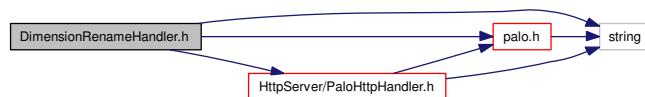
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.147 DimensionRenameHandler.h File Reference

dimension rename

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for DimensionRenameHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DimensionRenameHandler**  
*dimension rename*

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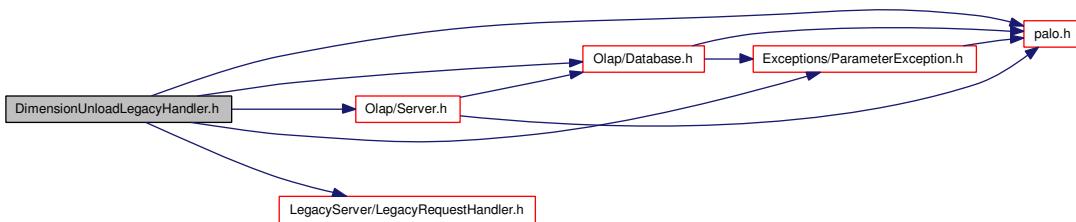
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.148 DimensionUnloadLegacyHandler.h File Reference

```
dimension_unload
#include "palo.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for DimensionUnloadLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DimensionUnloadLegacyHandler**

*dimension\_unload*

### 5.148.1 Detailed Description

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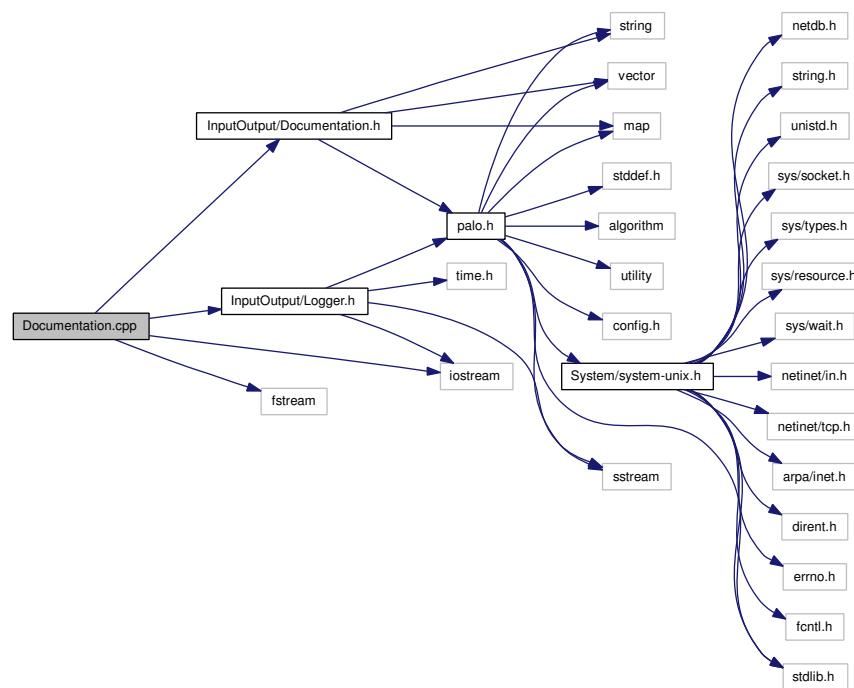
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.149 Documentation.cpp File Reference

abstract class for documentation data

```
#include "InputOutput/Documentation.h"
#include "InputOutput/Logger.h"
#include <iostream>
#include <fstream>
```

Include dependency graph for Documentation.cpp:



## Namespaces

- namespace **palo**

### 5.149.1 Detailed Description

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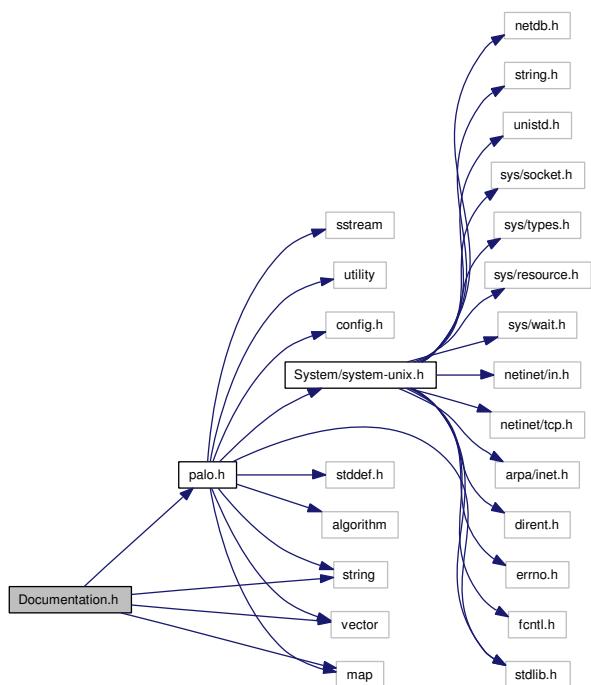
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.150 Documentation.h File Reference

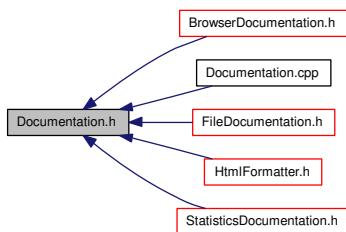
abstract class for documentation data

```
#include "palo.h"
#include <string>
#include <map>
#include <vector>
```

Include dependency graph for Documentation.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::Documentation**  
*abstract class for documentation data*

### 5.150.1 Detailed Description

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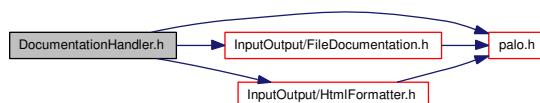
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.151 DocumentationHandler.h File Reference

documentation handler

```
#include "palo.h"
#include "InputOutput/FileDocumentation.h"
#include "InputOutput/HtmlFormatter.h"
```

Include dependency graph for DocumentationHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::DocumentationHandler**  
*api documentation*

#### 5.151.1 Detailed Description

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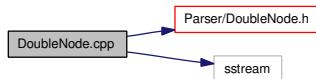
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.152 DoubleNode.cpp File Reference

```
parser double node  
#include "Parser/DoubleNode.h"  
#include <sstream>  
Include dependency graph for DoubleNode.cpp:
```



### Namespaces

- namespace **palo**

#### 5.152.1 Detailed Description

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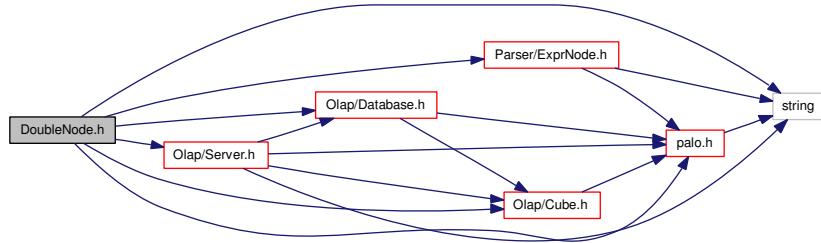
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Achim Brandt, triagens GmbH, Cologne, Germany

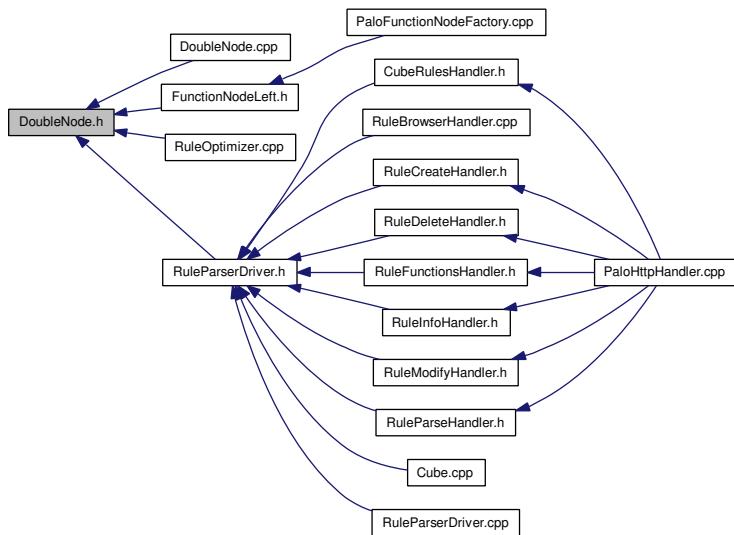
### 5.153 DoubleNode.h File Reference

```
parser double node
#include "palo.h"
#include <string>
#include "Parser/ExprNode.h"
#include "Olap/Server.h"
#include "Olap/Database.h"
#include "Olap/Cube.h"
```

Include dependency graph for DoubleNode.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::DoubleNode**

*parser double node*

### 5.153.1 Detailed Description

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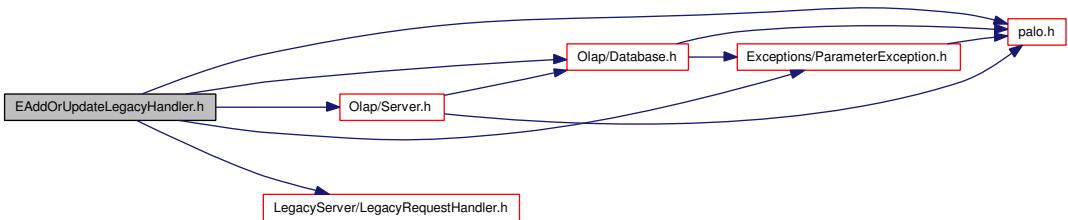
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.154 EAddOrUpdateLegacyHandler.h File Reference

```
eadd_or_update

#include "palo.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for EAddOrUpdateLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::EAddOrUpdateLegacyHandler**  
*eadd\_or\_update*

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## 5.155 EChildCountLegacyHandler.h File Reference

echildcount

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for EChildCountLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::EChildCountLegacyHandler**  
*echildcount*

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.156 EChildNameLegacyHandler.h File Reference

echildname

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for EChildNameLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::EChildNameLegacyHandler**  
*echildname*

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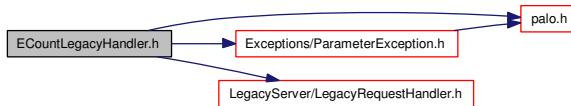
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.157 ECountLegacyHandler.h File Reference

ecount

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for ECountLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ECountLegacyHandler**

*ecount*

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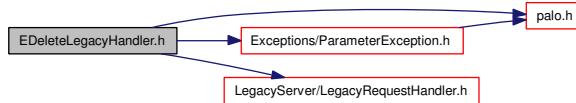
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## 5.158 EDeleteLegacyHandler.h File Reference

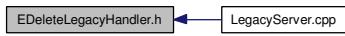
*edele*

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for EDeleteLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::EDeleteLegacyHandler**  
*edele*

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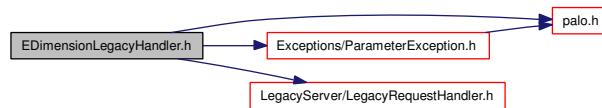
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.159 EDimensionLegacyHandler.h File Reference

*edimension*

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for EDimensionLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::EDimensionLegacyHandler**  
*edimension*

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.160 EFirstLegacyHandler.h File Reference

efirst

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for EFirstLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::EFirstLegacyHandler**  
*efirst*

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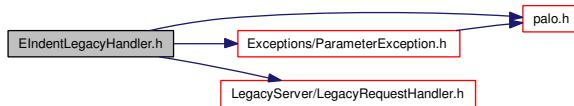
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.161 EIndentLegacyHandler.h File Reference

eindent

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for EIndentLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::EIndentLegacyHandler**  
*eindent*

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.162 EIndexLegacyHandler.h File Reference

eindex

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for EIndexLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::EIndexLegacyHandler**

*eindex*

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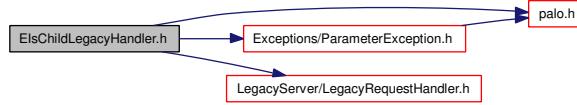
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## 5.163 EIsChildLegacyHandler.h File Reference

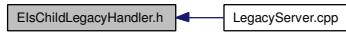
eischild

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for EIsChildLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::EIsChildLegacyHandler**  
*eischild*

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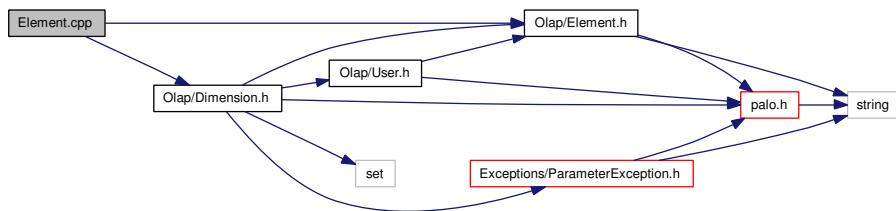
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.164 Element.cpp File Reference

palo element

```
#include "Olap/Element.h"
#include "Olap/Dimension.h"
```

Include dependency graph for Element.cpp:



### Namespaces

- namespace **palo**

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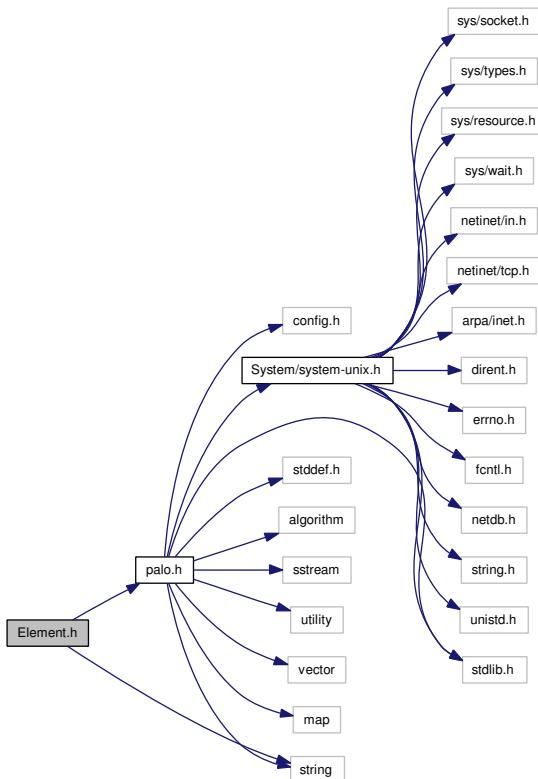
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## 5.165 Element.h File Reference

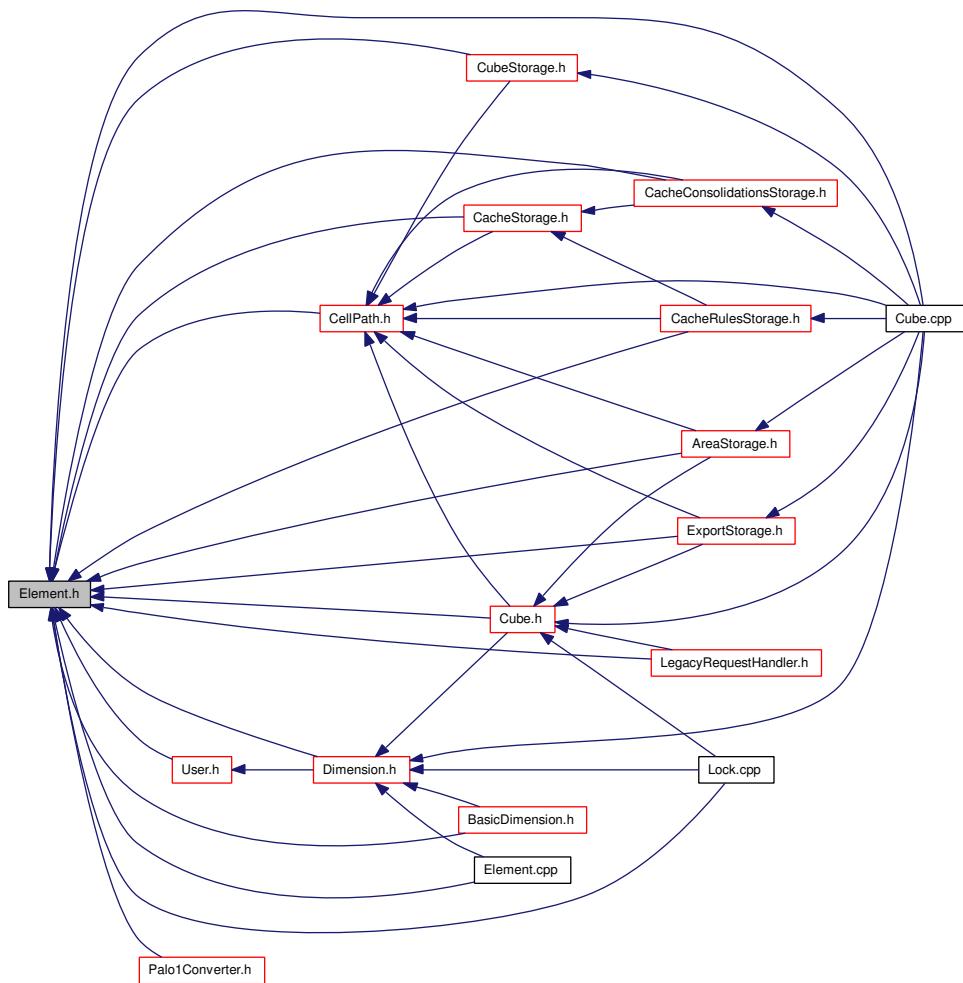
palo element

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

Include dependency graph for Element.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::Element**  
*palo element*

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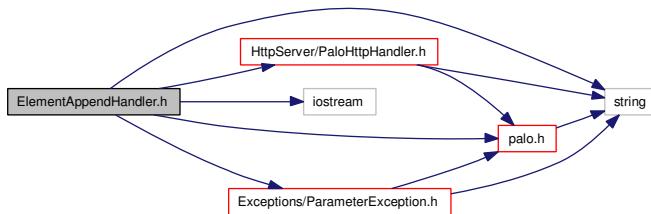
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.166 ElementAppendHandler.h File Reference

```
element append

#include "palo.h"
#include <string>
#include <iostream>
#include "HttpServer/PaloHttpHandler.h"
#include "Exceptions/ParameterException.h"
```

Include dependency graph for ElementAppendHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ElementAppendHandler**  
*element append*

#### 5.166.1 Detailed Description

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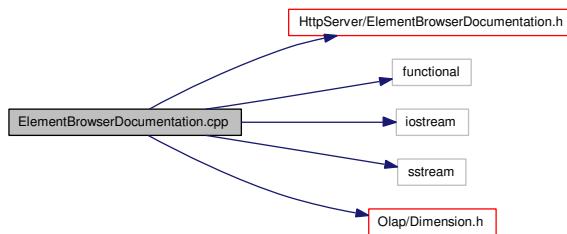
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.167 ElementBrowserDocumentation.cpp File Reference

provides element data documentation

```
#include "HttpServer/ElementBrowserDocumentation.h"
#include <functional>
#include <iostream>
#include <sstream>
#include "Olap/Dimension.h"
```

Include dependency graph for ElementBrowserDocumentation.cpp:



## Namespaces

- namespace **palo**

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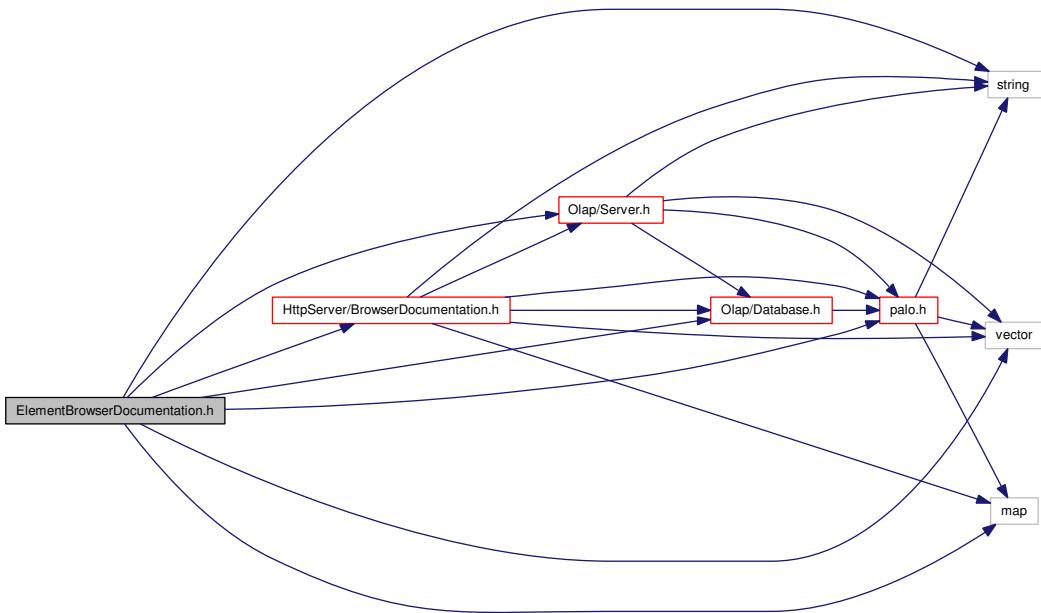
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.168 ElementBrowserDocumentation.h File Reference

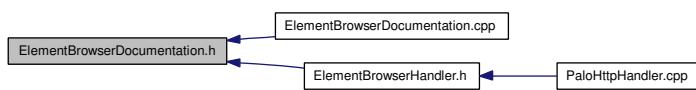
provides element data documentation

```
#include "palo.h"
#include <string>
#include <map>
#include <vector>
#include "HttpServer/BrowserDocumentation.h"
#include "Olap/Server.h"
#include "Olap/Database.h"
```

Include dependency graph for ElementBrowserDocumentation.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ElementBrowserDocumentation**

*provides element data documentation*

### 5.168.1 Detailed Description

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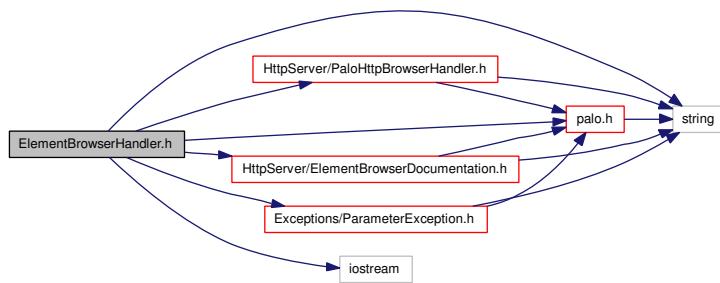
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.169 ElementBrowserHandler.h File Reference

element browser

```
#include "palo.h"
#include <string>
#include <iostream>
#include "HttpServer/PaloHttpBrowserHandler.h"
#include "HttpServer/ElementBrowserDocumentation.h"
#include "Exceptions/ParameterException.h"
```

Include dependency graph for ElementBrowserHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ElementBrowserHandler**  
*element browser*

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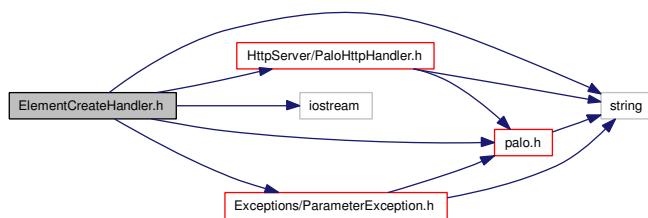
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.170 ElementCreateHandler.h File Reference

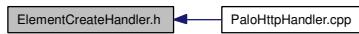
```
element create

#include "palo.h"
#include <string>
#include <iostream>
#include "HttpServer/PaloHttpHandler.h"
#include "Exceptions/ParameterException.h"

Include dependency graph for ElementCreateHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ElementCreateHandler**  
*element create*

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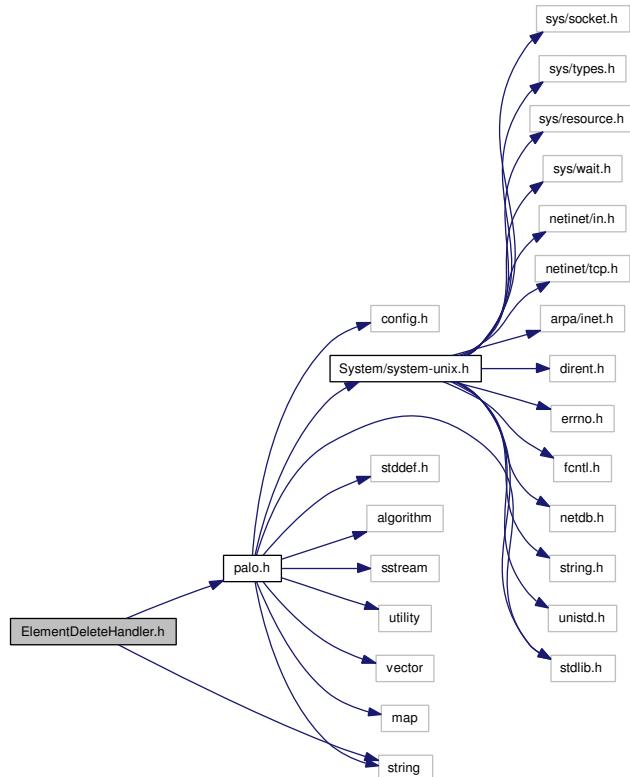
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.171 ElementDeleteHandler.h File Reference

element delete

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

Include dependency graph for ElementDeleteHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ElementDeleteHandler**

*element delete*

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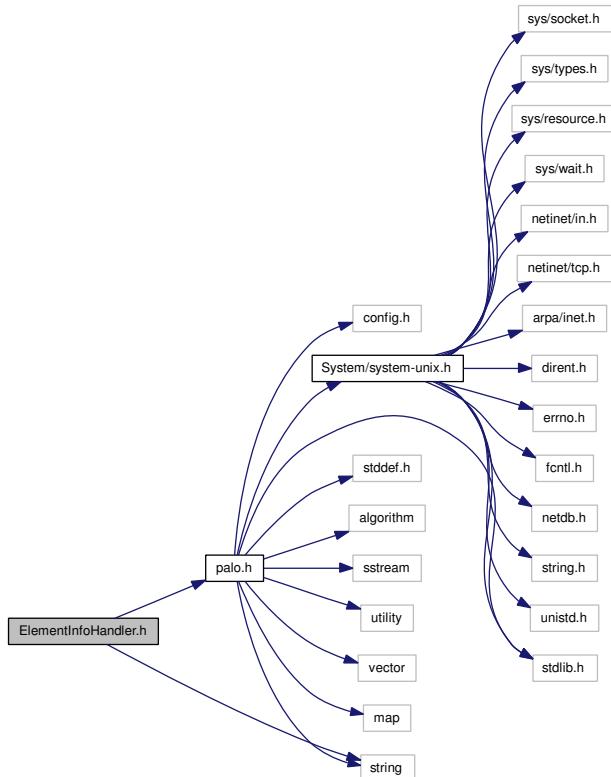
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.172 ElementInfoHandler.h File Reference

## element info

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

Include dependency graph for ElementInfoHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ElementInfoHandler**  
*element info*

### 5.172.1 Detailed Description

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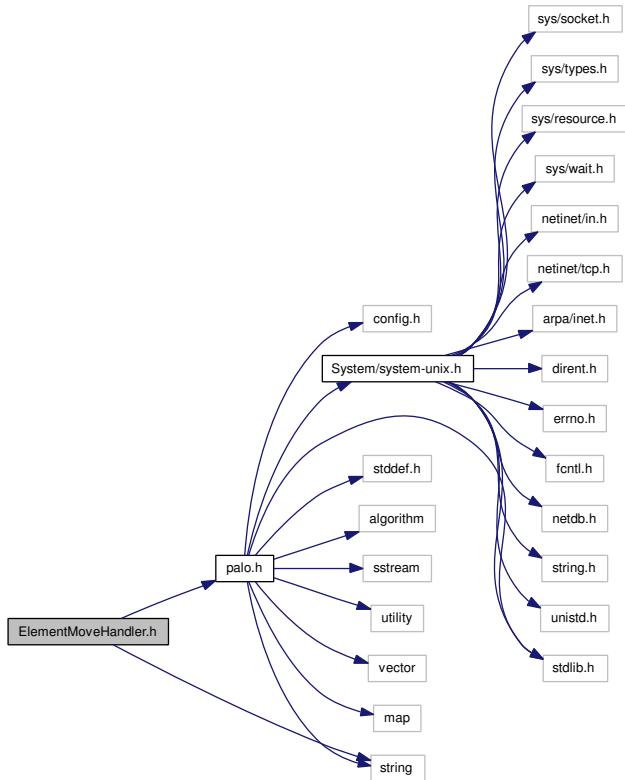
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.173 ElementMoveHandler.h File Reference

element move

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

Include dependency graph for ElementMoveHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ElementMoveHandler**

*element move*

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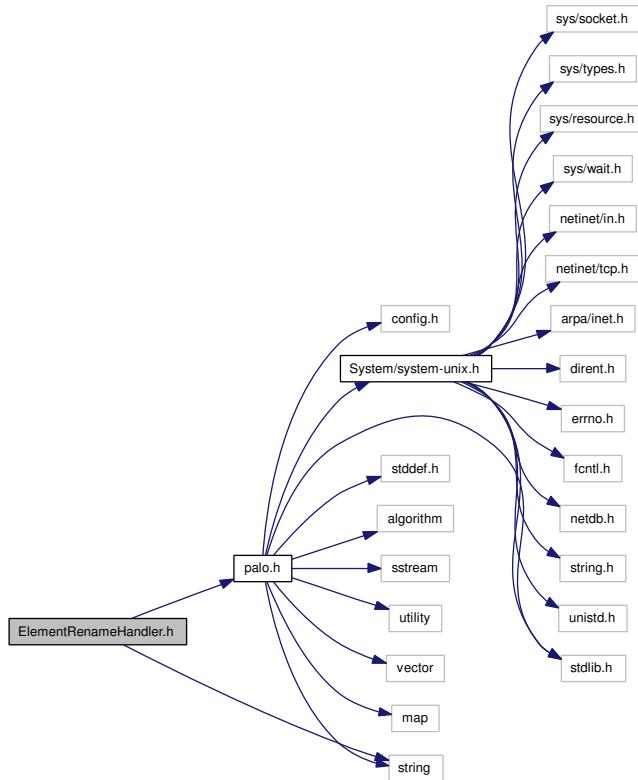
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.174 ElementRenameHandler.h File Reference

element rename

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

Include dependency graph for ElementRenameHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ElementRenameHandler**

*element rename*

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.175 ELevelLegacyHandler.h File Reference

elevel

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for ELevelLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ELevelLegacyHandler**  
*elevel*

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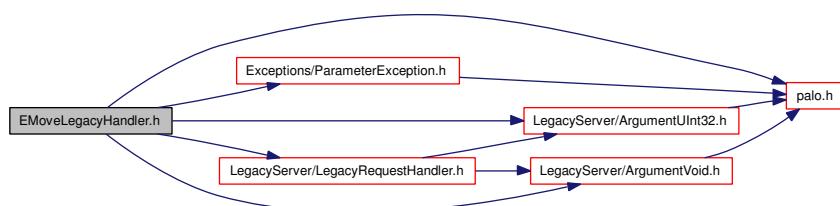
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.176 EMoveLegacyHandler.h File Reference

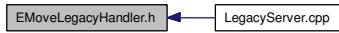
*emove*

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
#include "LegacyServer/ArgumentUInt32.h"
#include "LegacyServer/ArgumentVoid.h"
```

Include dependency graph for EMoveLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::EMoveLegacyHandler**

*emove*

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.177 ENameLegacyHandler.h File Reference

```
ename
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"

Include dependency graph for ENameLegacyHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ENameLegacyHandler**

*ename*

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.178 ENextLegacyHandler.h File Reference

enext

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for ENextLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ENextLegacyHandler**

*enext*

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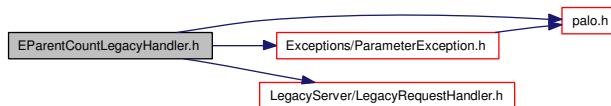
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.179 EParentCountLegacyHandler.h File Reference

*eparentcount*

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for EParentCountLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::EParentCountLegacyHandler**  
*eparentcount*

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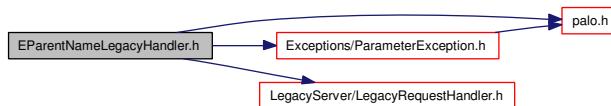
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.180 EParentNameLegacyHandler.h File Reference

```
eparentname
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"

Include dependency graph for EParentNameLegacyHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::EParentNameLegacyHandler**  
*eparentname*

#### 5.180.1 Detailed Description

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**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.181 EPrevLegacyHandler.h File Reference

```
eprev
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"

Include dependency graph for EPrevLegacyHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::EPrevLegacyHandler**

*eprev*

#### 5.181.1 Detailed Description

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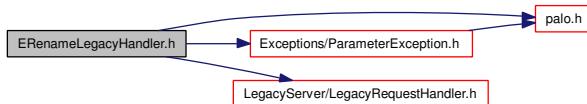
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.182 ERenameLegacyHandler.h File Reference

erename

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for ERenameLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ERenameLegacyHandler**

*erename*

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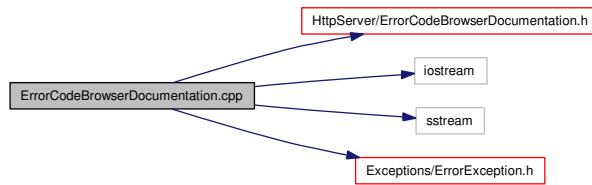
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.183 ErrorCodeBrowserDocumentation.cpp File Reference

provides documentation of error codes

```
#include "HttpServer/ErrorCodeBrowserDocumentation.h"
#include <iostream>
#include <sstream>
#include "Exceptions/ErrorException.h"
```

Include dependency graph for ErrorCodeBrowserDocumentation.cpp:



## Namespaces

- namespace **palo**

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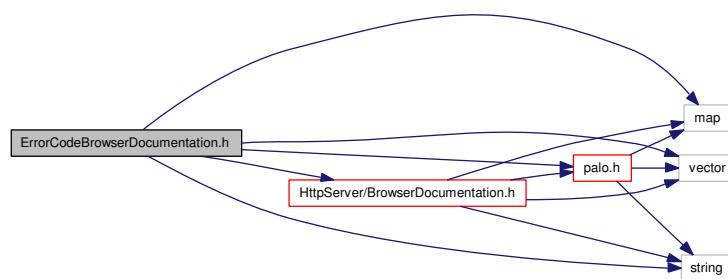
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 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.184 ErrorCodeBrowserDocumentation.h File Reference

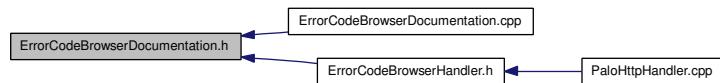
provides documentation of error codes

```
#include "palo.h"
#include <string>
#include <map>
#include <vector>
#include "HttpServer/BrowserDocumentation.h"
```

Include dependency graph for ErrorCodeBrowserDocumentation.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace `palo`

### Classes

- class `palo::ErrorCodeBrowserDocumentation`  
*provides documentation for error codes*

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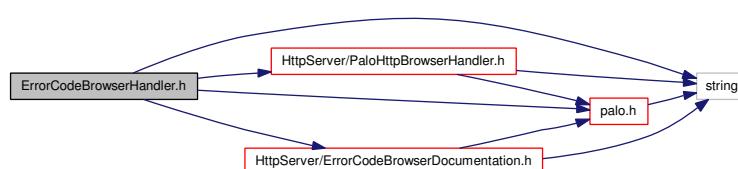
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.185 ErrorCodeBrowserHandler.h File Reference

error code browser handler

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpBrowserHandler.h"
#include "HttpServer/ErrorCodeBrowserDocumentation.h"
```

Include dependency graph for ErrorCodeBrowserHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ErrorCodeBrowserHandler**  
*error code browser handler*

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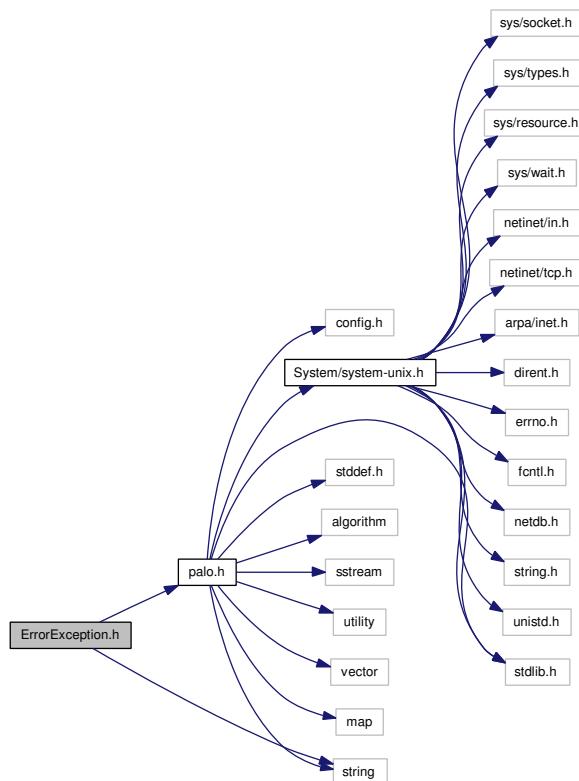
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.186 ErrorException.h File Reference

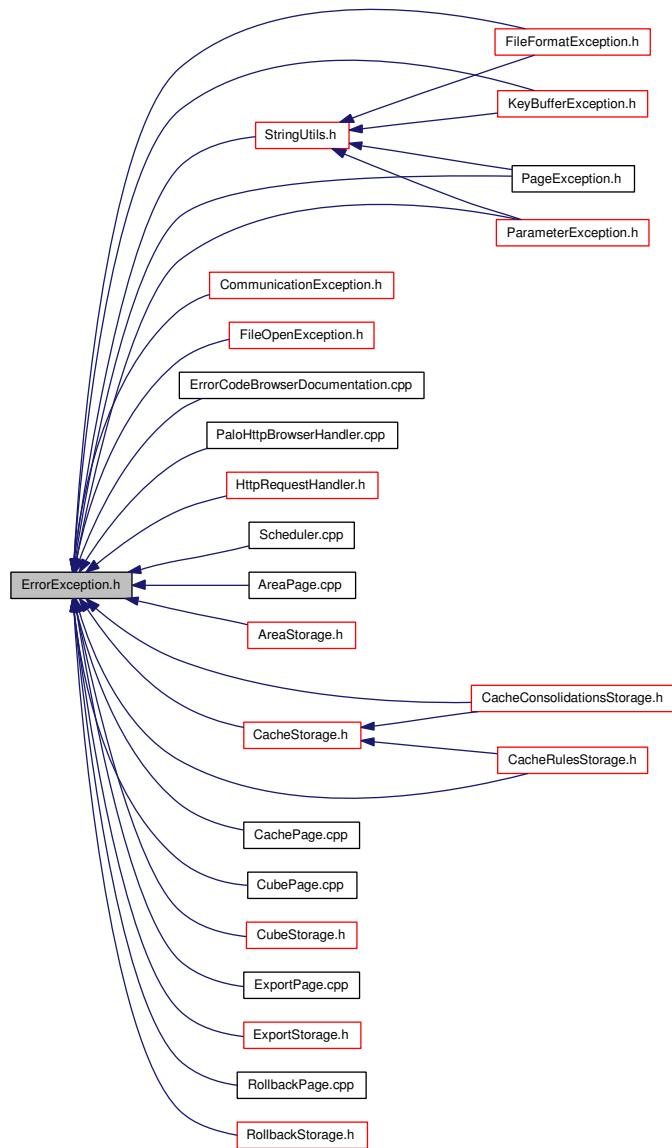
base class for error exceptions

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

Include dependency graph for ErrorException.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ErrorException**  
*base class for error exceptions*

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**Author:**

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.187 ESiblingLegacyHandler.h File Reference

*esibling*

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for ESiblingLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ESiblingLegacyHandler**  
*esibling*

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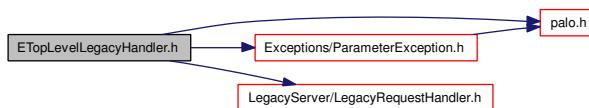
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.188 ETopLevelLegacyHandler.h File Reference

```
etoplevel
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"

Include dependency graph for ETopLevelLegacyHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ETopLevelLegacyHandler**  
*etoplevel*

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**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.189 ETypeLegacyHandler.h File Reference

```
etyp
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"

Include dependency graph for ETypeLegacyHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ETypeLegacyHandler**  
*etyp*

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**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.190 EventBeginHandler.cpp File Reference

push rule begin

```
#include "HttpServer/EventBeginHandler.h"
```

Include dependency graph for EventBeginHandler.cpp:



## Namespaces

- namespace **palo**

### 5.190.1 Detailed Description

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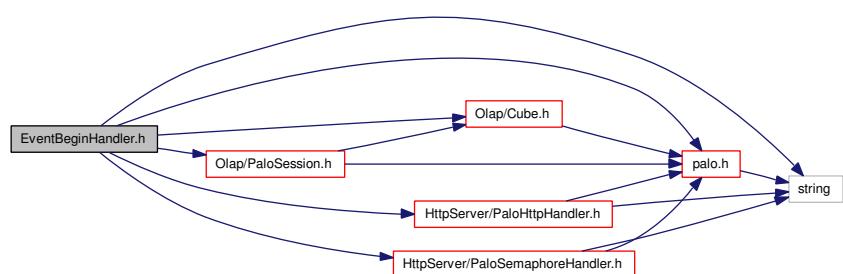
#### Author:

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Achim Brandt, triagens GmbH, Cologne, Germany

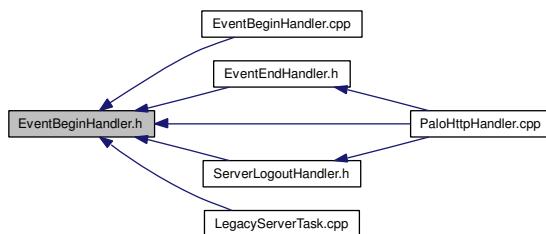
## 5.191 EventBeginHandler.h File Reference

```
push rule begin
#include "palo.h"
#include <string>
#include "Olap/Cube.h"
#include "Olap/PaloSession.h"
#include "HttpServer/PaloHttpHandler.h"
#include "HttpServer/PaloSemaphoreHandler.h"
```

Include dependency graph for EventBeginHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::EventBeginHandler**  
*database info*

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## 5.192 EventEndHandler.h File Reference

```
push rule end
#include "palo.h"
#include <string>
#include "HttpServer/EventBeginHandler.h"

Include dependency graph for EventEndHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::EventEndHandler**  
*database info*

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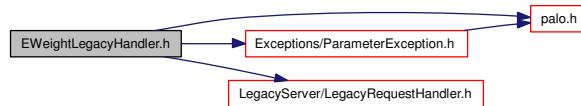
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.193 EWeightLegacyHandler.h File Reference

eweighting

```
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for EWeightLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::EWeightLegacyHandler**  
*eweighting*

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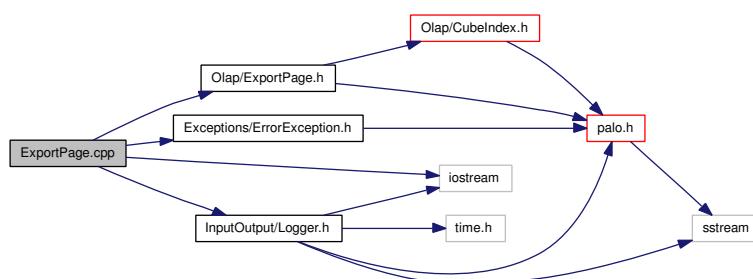
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.194 ExportPage.cpp File Reference

palo export page

```
#include "Olap/ExportPage.h"
#include <iostream>
#include "Exceptions/ErrorException.h"
#include "InputOutput/Logger.h"
```

Include dependency graph for ExportPage.cpp:



## Namespaces

- namespace **palo**

### 5.194.1 Detailed Description

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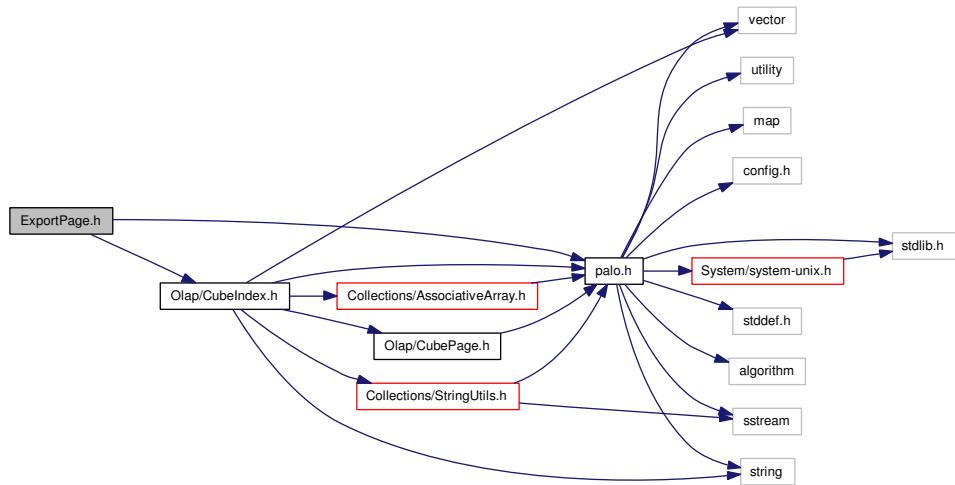
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.195 ExportPage.h File Reference

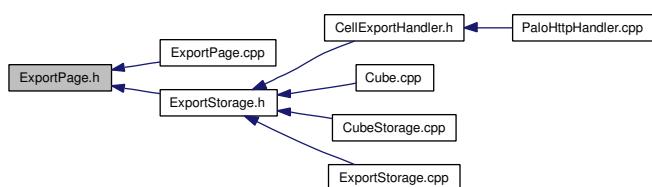
palo export page

```
#include "palo.h"
#include "Olap/CubeIndex.h"
```

Include dependency graph for ExportPage.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ExportPage**  
*palo cube page*

### 5.195.1 Detailed Description

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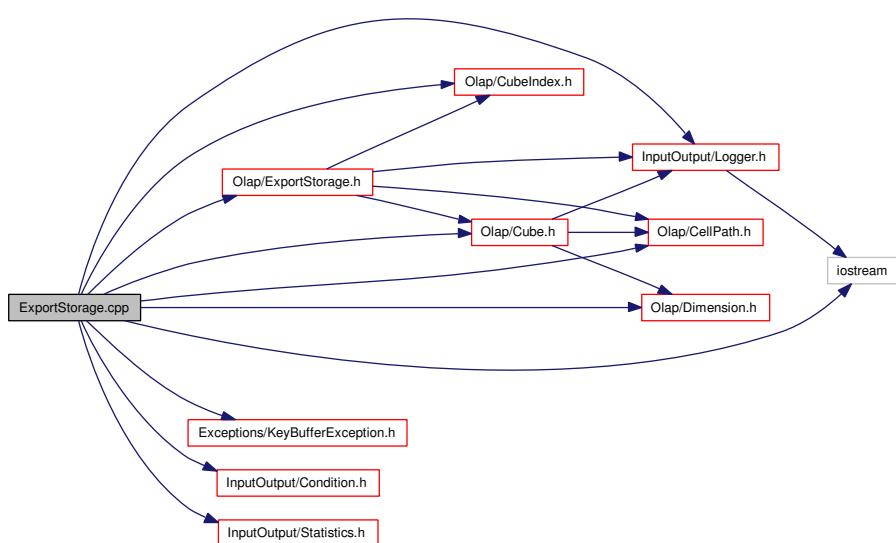
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.196 ExportStorage.cpp File Reference

## palo export storage

```
#include "Olap/ExportStorage.h"
#include "Exceptions/KeyBufferException.h"
#include "InputOutput/Condition.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Statistics.h"
#include "Olap/CellPath.h"
#include "Olap/Cube.h"
#include "Olap/CubeIndex.h"
#include "Olap/Dimension.h"
#include <iostream>
```

Include dependency graph for ExportStorage.cpp:



## Namespaces

- namespace **palo**

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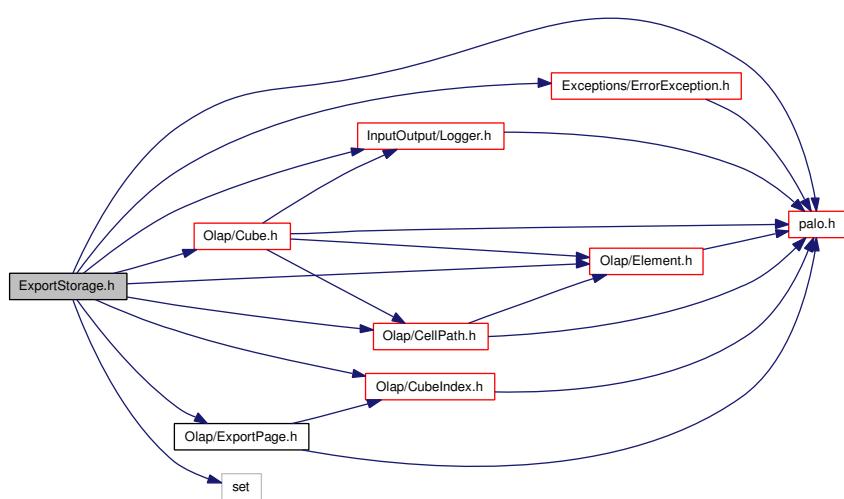
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.197 ExportStorage.h File Reference

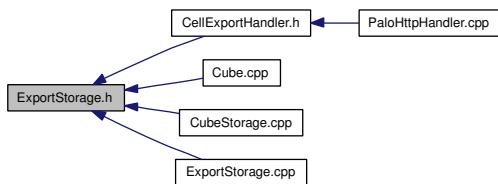
palo export storage

```
#include "palo.h"
#include <set>
#include "Exceptions/ErrorException.h"
#include "InputOutput/Logger.h"
#include "Olap/CellPath.h"
#include "Olap/Cube.h"
#include "Olap/CubeIndex.h"
#include "Olap/ExportPage.h"
#include "Olap/Element.h"
```

Include dependency graph for ExportStorage.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ExportStorage**

*palo export storage*

### 5.197.1 Detailed Description

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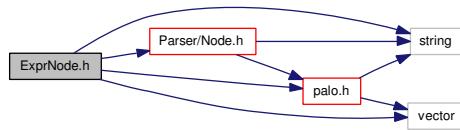
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.198 ExprNode.h File Reference

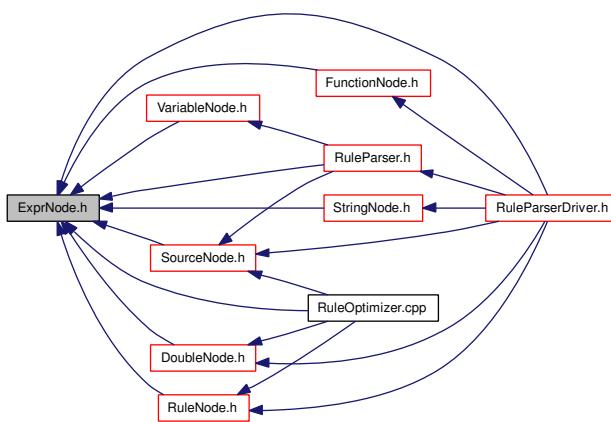
parser expression node

```
#include "palo.h"
#include <string>
#include <vector>
#include "Parser/Node.h"
```

Include dependency graph for ExprNode.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ExprNode**

*parser expression node*

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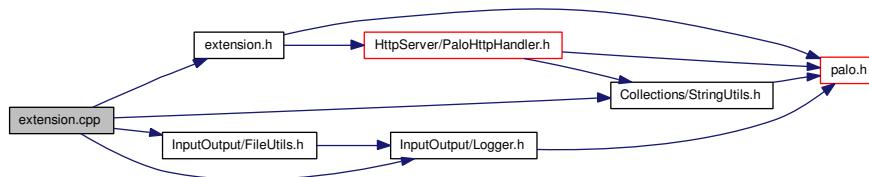
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.199 extension.cpp File Reference

support for dynamic extensions

```
#include "extension.h"
#include "Collections/StringUtils.h"
#include "InputOutput/FileUtils.h"
#include "InputOutput/Logger.h"
```

Include dependency graph for extension.cpp:



## Namespaces

- namespace **palo**

## Functions

- `vector< ServerInfo_t * > palo::CheckExternalModules (Scheduler *scheduler, Server *server, const string &directory)`  
*checks the existance of external modules*
- `void palo::CloseExternalModules ()`  
*checks the existance of external modules*

## Variables

- `vector< ServerInfo_t * > palo::ExternalModules`  
*vector of external modules*

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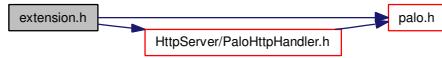
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.200 extension.h File Reference

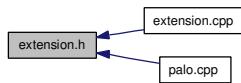
support for dynamic extensions

```
#include "palo.h"
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for extension.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- struct **palo::ServerInfo\_t**  
*information about the server*

## Defines

- #define **INIT\_EXTENSION**(a) InitExtension\_fptr InitExtension = &a  
*init function*

## Typedefs

- typedef HttpServer \*(\*) **palo::InitHttpInterface\_fptr** (Scheduler \*, Server \*, const string &templateDirectory, const string &address, int port, bool admin, bool requireUserLogin, Encryption\_e, int https)  
*init function for an http interface*
- typedef HttpServer \*(\*) **palo::InitHttpsInterface\_fptr** (Scheduler \*, Server \*, const string &rootfile, const string &keyfile, const string &password, const string &dhfile, const string &templateDirectory, const string &address, int port, Encryption\_e)  
*init function for an https interface*
- typedef LegacyServer \*(\*) **palo::InitLegacyInterface\_fptr** (Scheduler \*, Server \*, const string &address, int port)

*init function for a legacy interface*

- `typedef void(*) palo::InitHttpExtensions_fptr (Scheduler *, Server *, HttpServer *, bool admin, bool https)`

*init function for additional http commands*

- `typedef void(*) palo::CloseExtension_fptr ()`

*close extension function*

## Functions

- `vector< ServerInfo_t * > palo::CheckExternalModules (Scheduler *scheduler, Server *server, const string &directory)`  
*checks the existance of external modules*
- `void palo::CloseExternalModules ()`  
*checks the existance of external modules*

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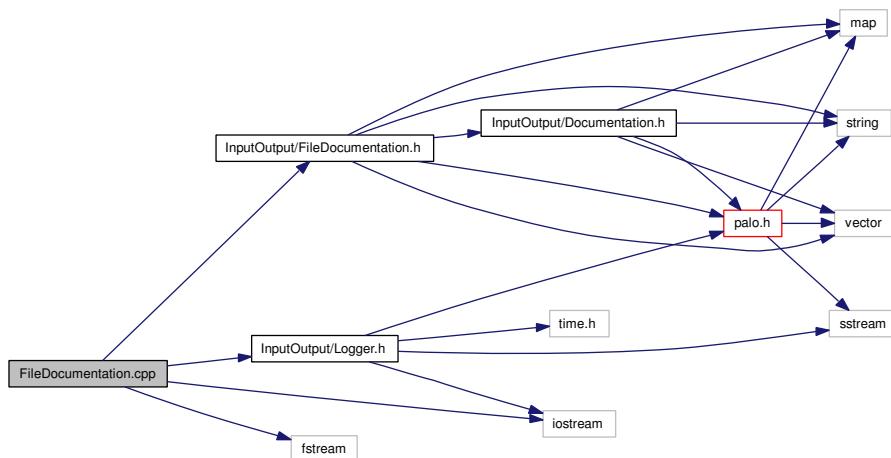
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.201 FileDocumentation.cpp File Reference

reads documentation entries from a file

```
#include "InputOutput/FileDocumentation.h"  
#include "InputOutput/Logger.h"  
#include <iostream>  
#include <fstream>
```

Include dependency graph for FileDocumentation.cpp:



## Namespaces

- namespace **palo**

### 5.201.1 Detailed Description

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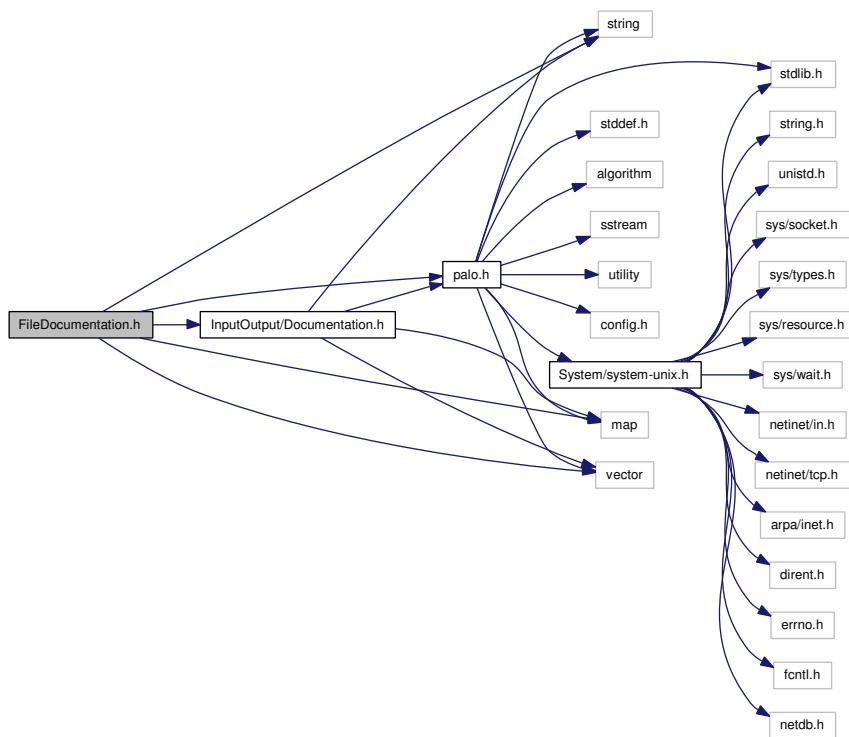
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.202 FileDocumentation.h File Reference

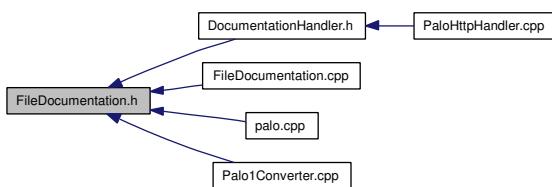
reads documentation entries from a file

```
#include "palo.h"
#include <string>
#include <map>
#include <vector>
#include "InputOutput/Documentation.h"
```

Include dependency graph for FileDocumentation.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FileDocumentation**  
*provides documentation from a file*

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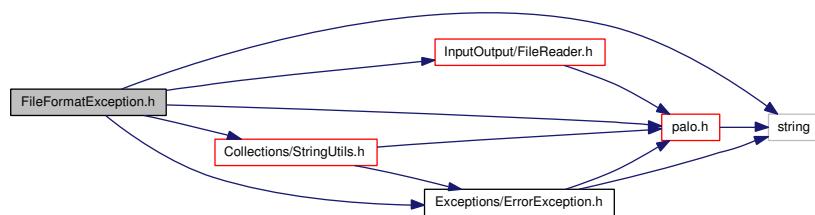
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## 5.203 FileFormatException.h File Reference

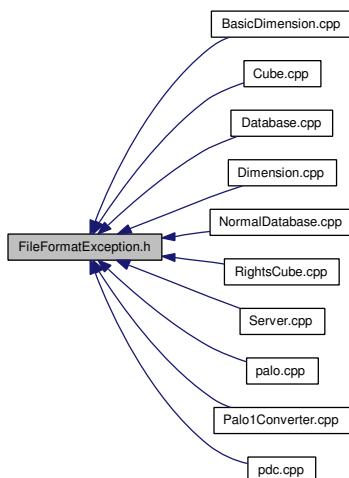
palo file format exception

```
#include "palo.h"
#include <string>
#include "Exceptions/ErrorException.h"
#include "InputOutput/FileReader.h"
#include "Collections/StringUtils.h"
```

Include dependency graph for FileFormatException.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FileFormatException**  
*palo file format exception*

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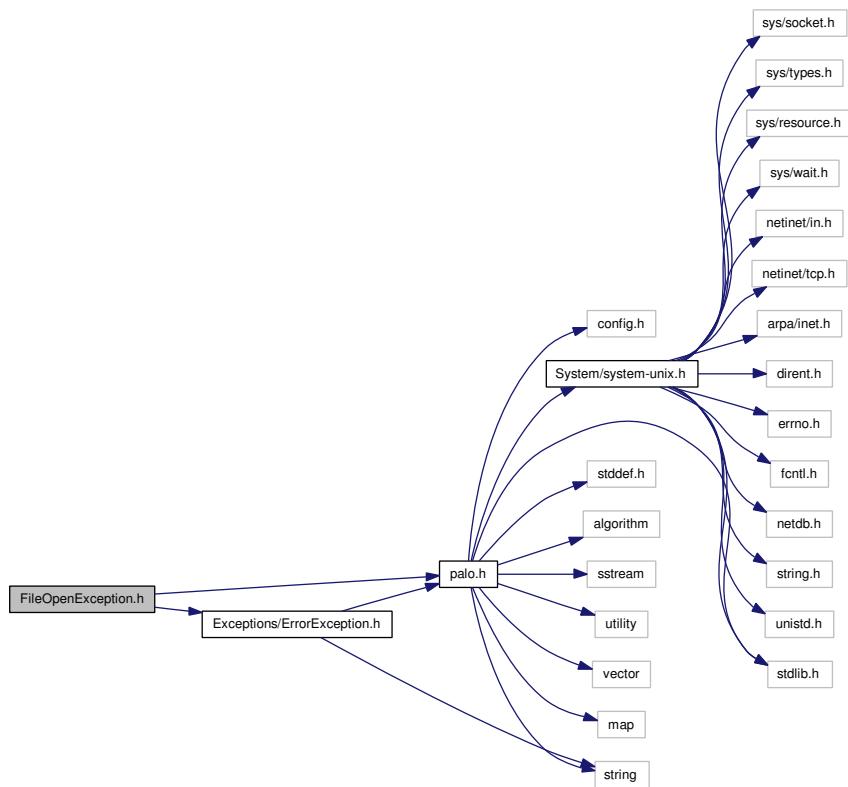
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.204 FileOpenException.h File Reference

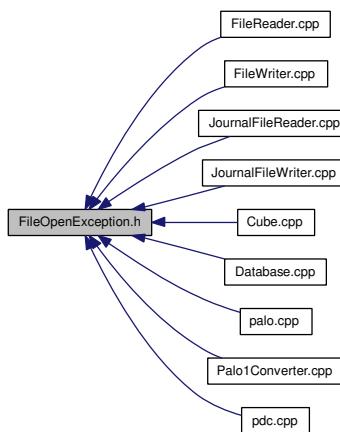
file open exception

```
#include "palo.h"
#include "Exceptions/ErrorException.h"
```

Include dependency graph for FileOpenException.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FileOpenException**  
*file open exception*

### 5.204.1 Detailed Description

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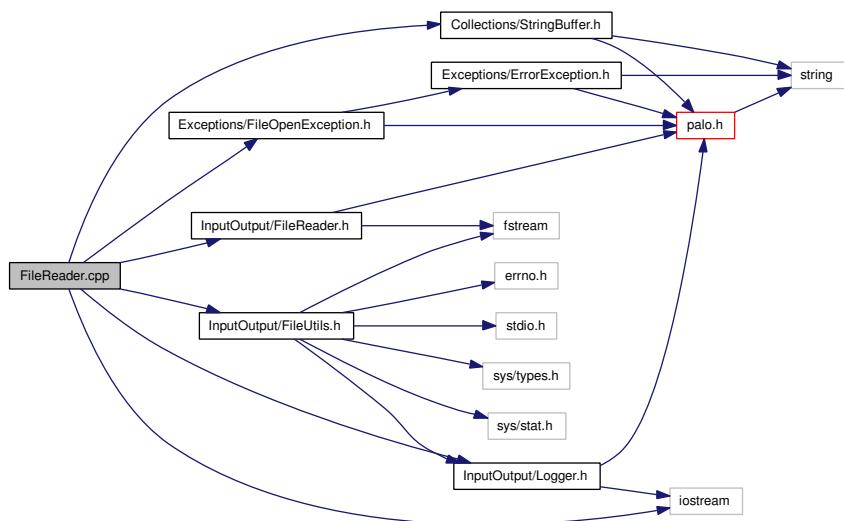
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.205 FileReader.cpp File Reference

reads csv data from files

```
#include "InputOutput/FileReader.h"
#include "Exceptions/FileOpenException.h"
#include "Collections/StringBuffer.h"
#include "InputOutput/FileUtils.h"
#include "InputOutput/Logger.h"
#include <iostream>
```

Include dependency graph for FileReader.cpp:



## Namespaces

- namespace **palo**

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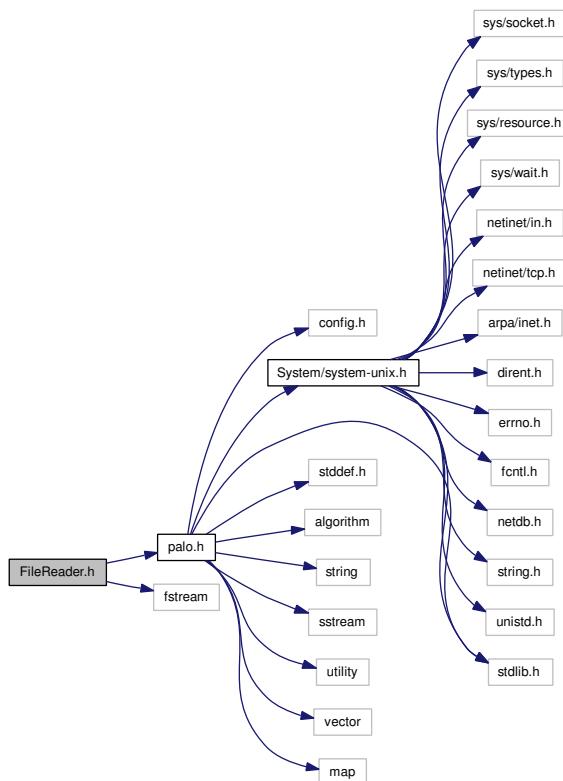
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.206 FileReader.h File Reference

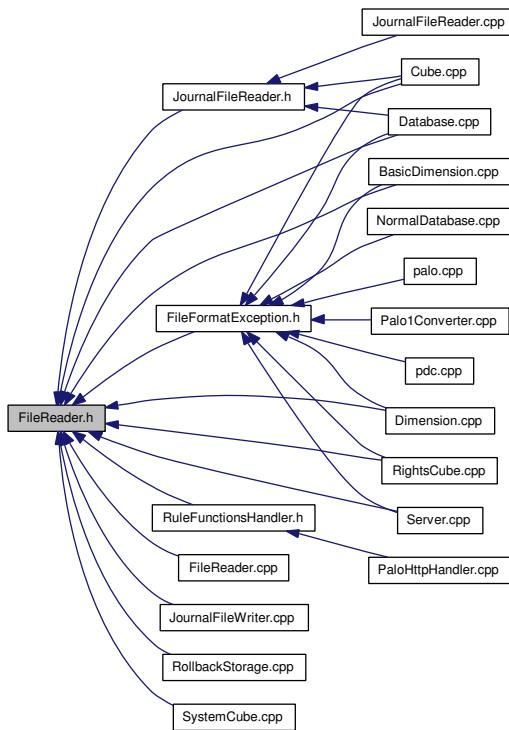
read a data file

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

Include dependency graph for FileReader.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FileReader**  
*read a data file*

### 5.206.1 Detailed Description

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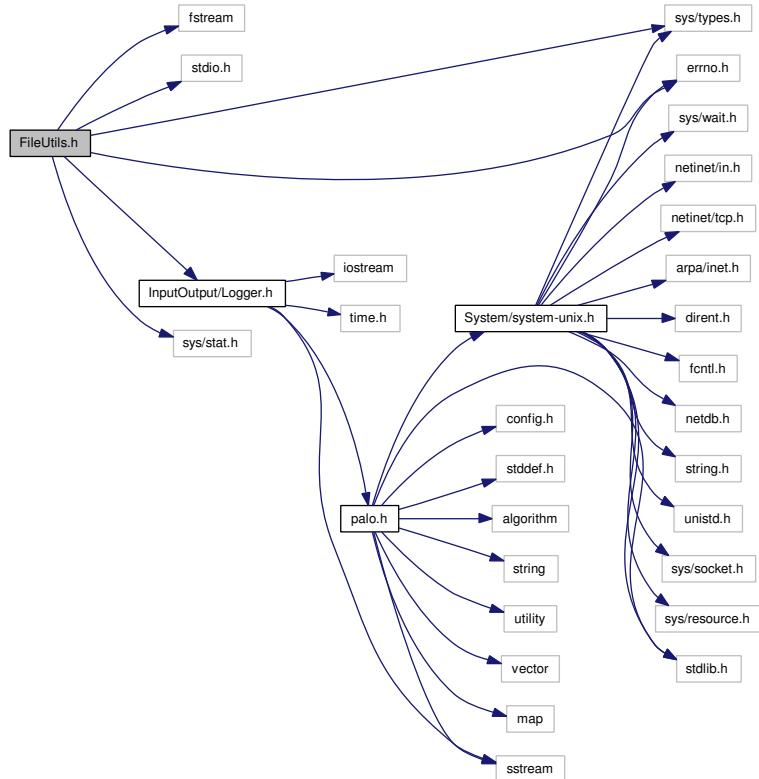
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.207 FileUtils.h File Reference

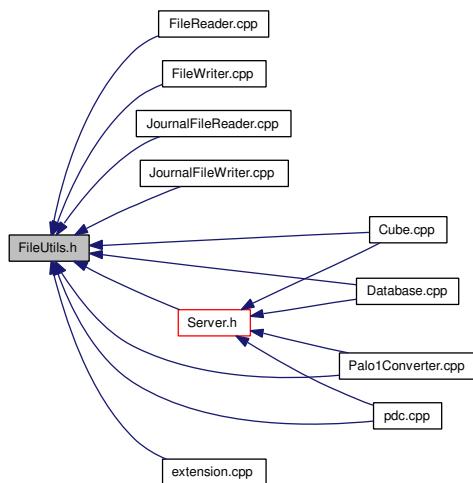
collections of file functions

```
#include <fstream>
#include <stdio.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <errno.h>
#include "InputOutput/Logger.h"
```

Include dependency graph for FileUtils.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FileUtils**

*collections of file functions*

### 5.207.1 Detailed Description

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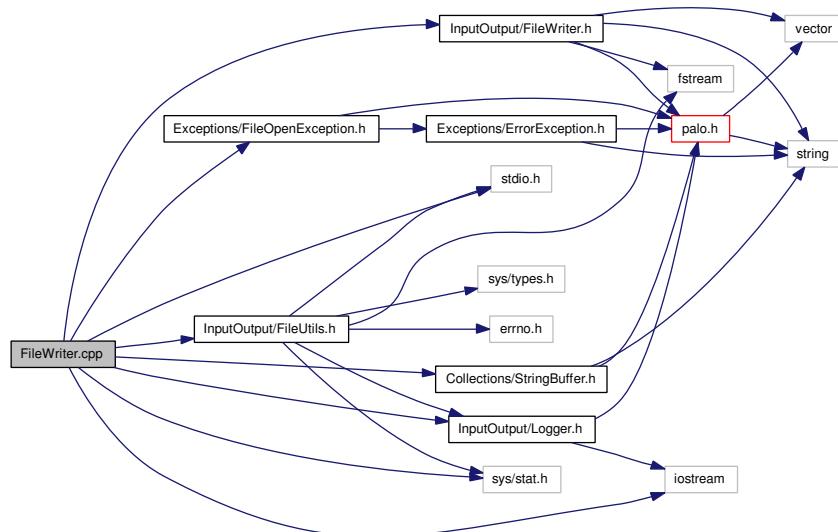
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.208 FileWriter.cpp File Reference

writes csv data to files

```
#include "InputOutput/FileWriter.h"
#include "Exceptions/FileOpenException.h"
#include "Collections/StringBuffer.h"
#include "InputOutput/FileUtils.h"
#include "InputOutput/Logger.h"
#include <stdio.h>
#include <sys/stat.h>
#include <iostream>
```

Include dependency graph for FileWriter.cpp:



## Namespaces

- namespace `palo`

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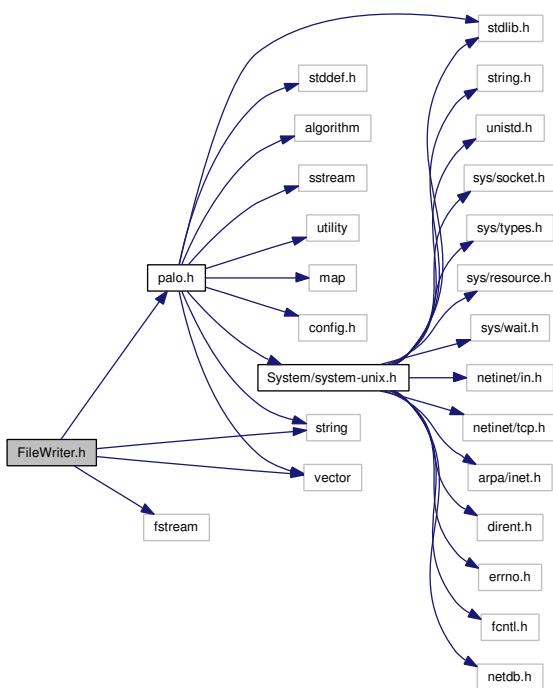
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.209 FileWriter.h File Reference

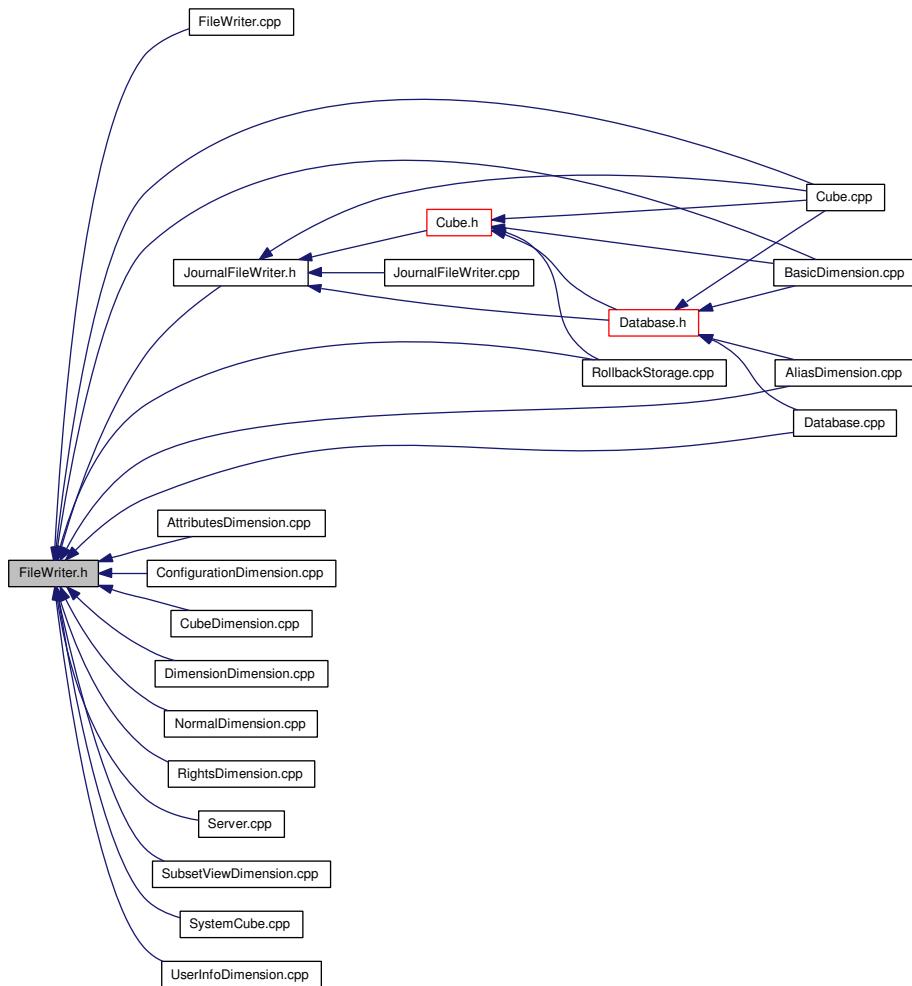
write a data file

```
#include "palo.h"
#include <string>
#include <vector>
#include <iostream>
```

Include dependency graph for FileWriter.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FileWriter**

*file a data writer*

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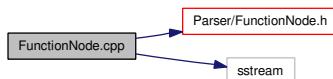
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.210 FunctionNode.cpp File Reference

parser function node

```
#include "Parser/FunctionNode.h"
#include <sstream>
```

Include dependency graph for FunctionNode.cpp:



## Namespaces

- namespace **palo**

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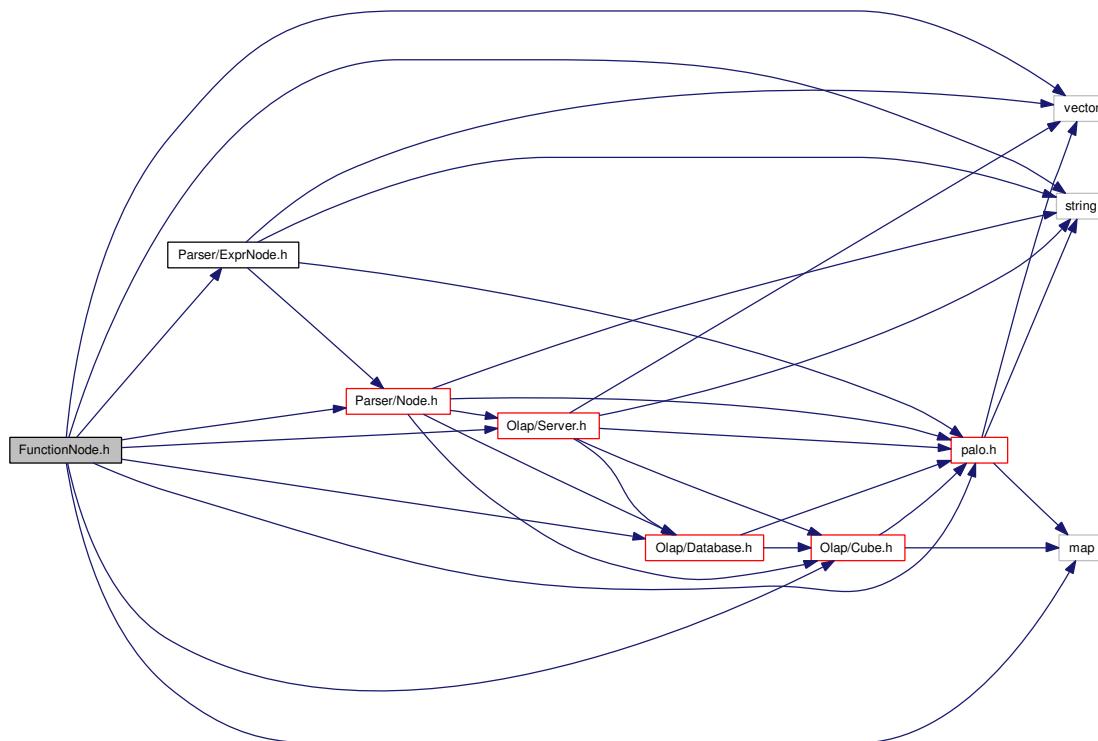
Frank Celler, triagens GmbH, Cologne, Germany  
 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.211 FunctionNode.h File Reference

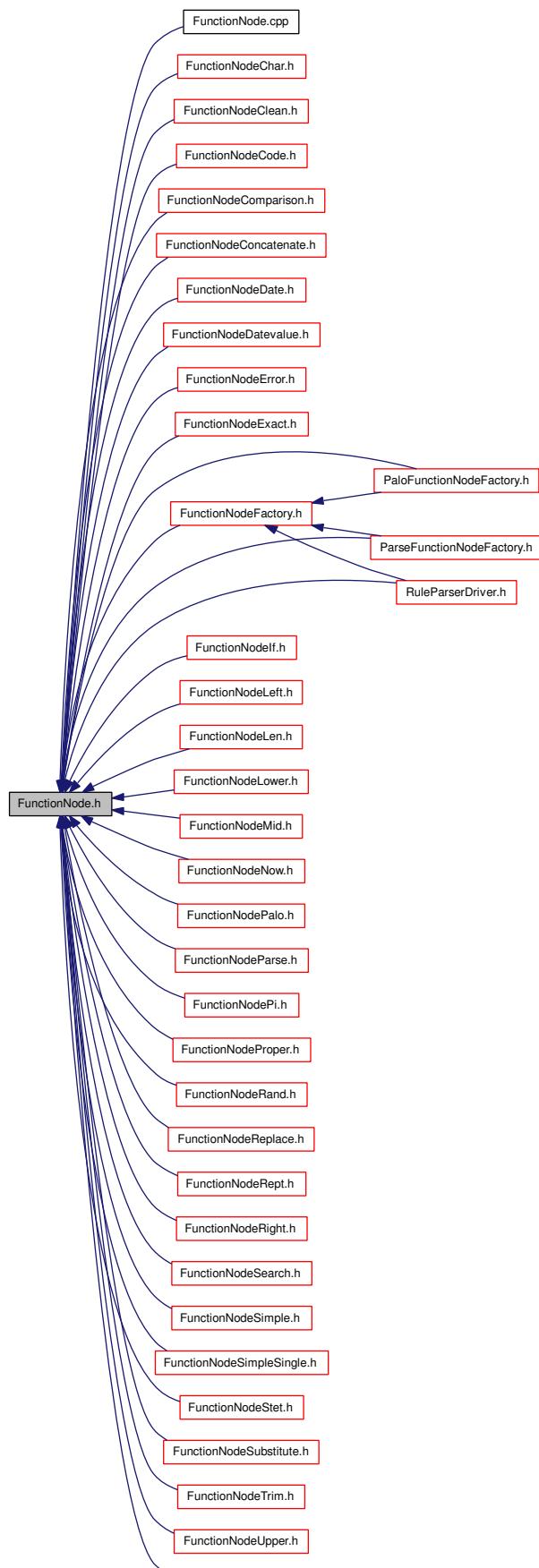
parser function node

```
#include "palo.h"
#include <string>
#include <map>
#include <vector>
#include "Parser/ExprNode.h"
#include "Parser/Node.h"
#include "Olap/Server.h"
#include "Olap/Database.h"
#include "Olap/Cube.h"
```

Include dependency graph for FunctionNode.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNode**

*parser function node*

### 5.211.1 Detailed Description

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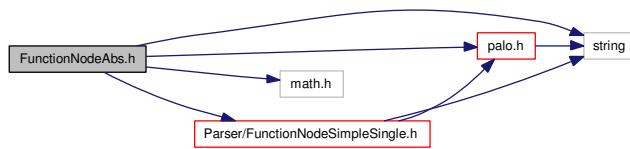
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.212 FunctionNodeAbs.h File Reference

parser function node abs

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeAbs.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeAbs**  
*parser function node abs*

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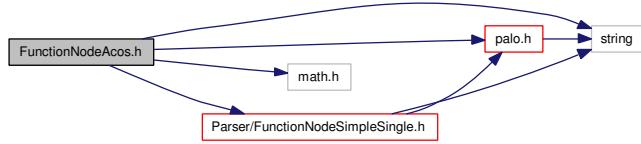
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.213 FunctionNodeAcos.h File Reference

```
parser function node acos

#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeAcos.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeAcos**  
*parser function node acos*

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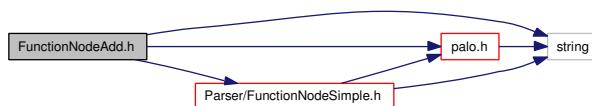
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.214 FunctionNodeAdd.h File Reference

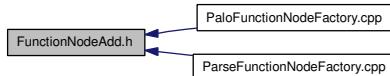
parser function node add

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodeSimple.h"
```

Include dependency graph for FunctionNodeAdd.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeAdd**  
*parser function node add*

### 5.214.1 Detailed Description

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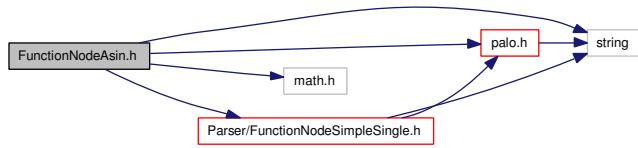
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.215 FunctionNodeAsin.h File Reference

```
parser function node Asin
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeAsin.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeAsin**  
*parser function node Asin*

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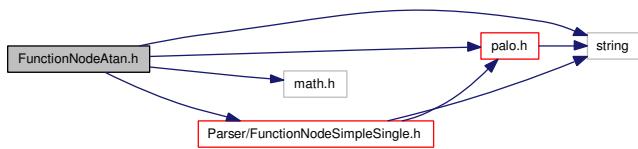
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.216 FunctionNodeAtan.h File Reference

parser function node atan

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeAtan.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeAtan**  
*parser function node atan*

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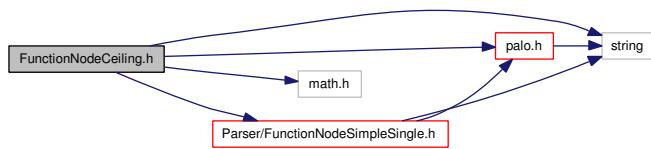
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.217 FunctionNodeCeiling.h File Reference

parser function node ceiling

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeCeiling.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeCeiling**  
*parser function node ceiling*

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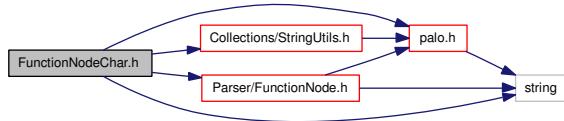
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.218 FunctionNodeChar.h File Reference

```
parser function node char

#include "palo.h"
#include "Collections/StringUtils.h"
#include <string>
#include "Parser/FunctionNode.h"

Include dependency graph for FunctionNodeChar.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeChar**  
*parser function node char*

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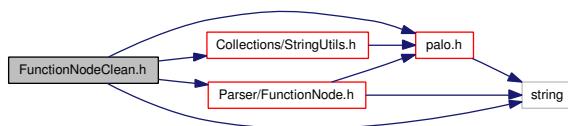
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.219 FunctionNodeClean.h File Reference

parser function node clean

```
#include "palo.h"
#include "Collections/StringUtils.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeClean.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeClean**  
*parser function node clean*

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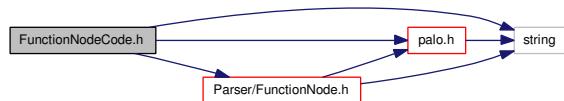
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.220 FunctionNodeCode.h File Reference

parser function node code

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeCode.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeCode**  
*parser function node code*

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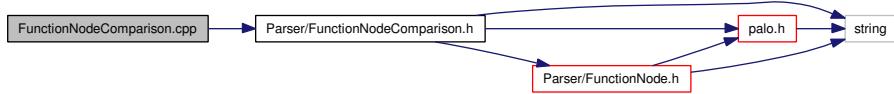
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.221 FunctionNodeComparison.cpp File Reference

parser function node comparison

```
#include "Parser/FunctionNodeComparison.h"
```

Include dependency graph for FunctionNodeComparison.cpp:



### Namespaces

- namespace **palo**

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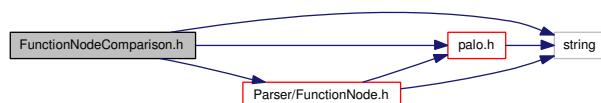
Frank Celler, triagens GmbH, Cologne, Germany  
 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.222 FunctionNodeComparison.h File Reference

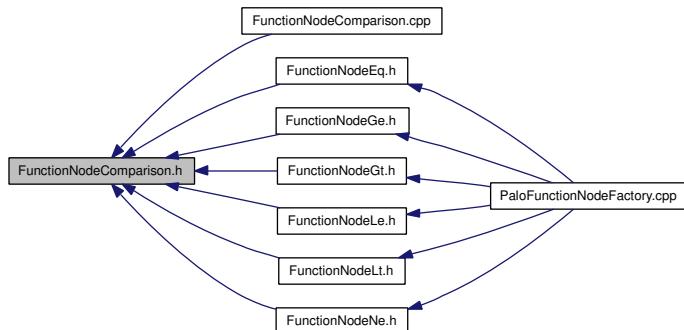
parser function node comparision

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeComparison.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeComparison**  
*parser function node comparision*

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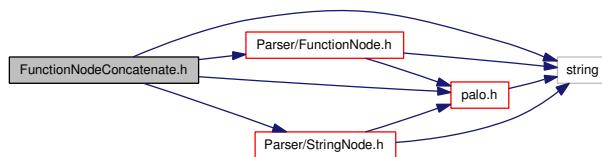
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.223 FunctionNodeConcatenate.h File Reference

parser function node concatenate

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
#include "Parser/StringNode.h"
```

Include dependency graph for FunctionNodeConcatenate.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeConcatenate**  
*parser function node concatenate*

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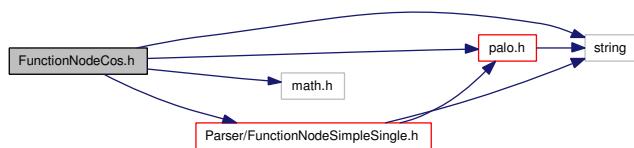
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.224 FunctionNodeCos.h File Reference

parser function node cos

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeCos.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeCos**  
*parser function node cos*

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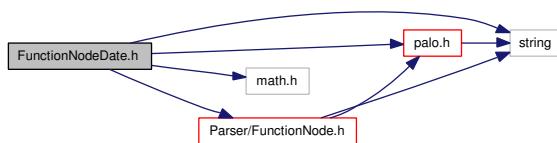
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.225 FunctionNodeDate.h File Reference

parser function node date

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeDate.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeDate**  
*parser function node date*

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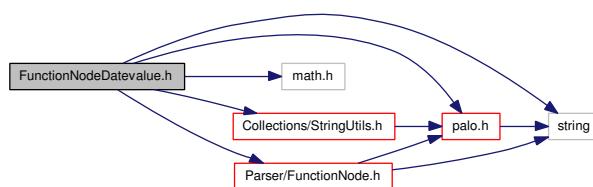
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## 5.226 FunctionNodeDatevalue.h File Reference

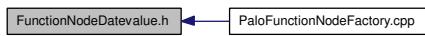
parser function node datevalue

```
#include "palo.h"
#include "math.h"
#include "Collections/StringUtils.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeDatevalue.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeDatevalue**  
*parser function node datevalue*

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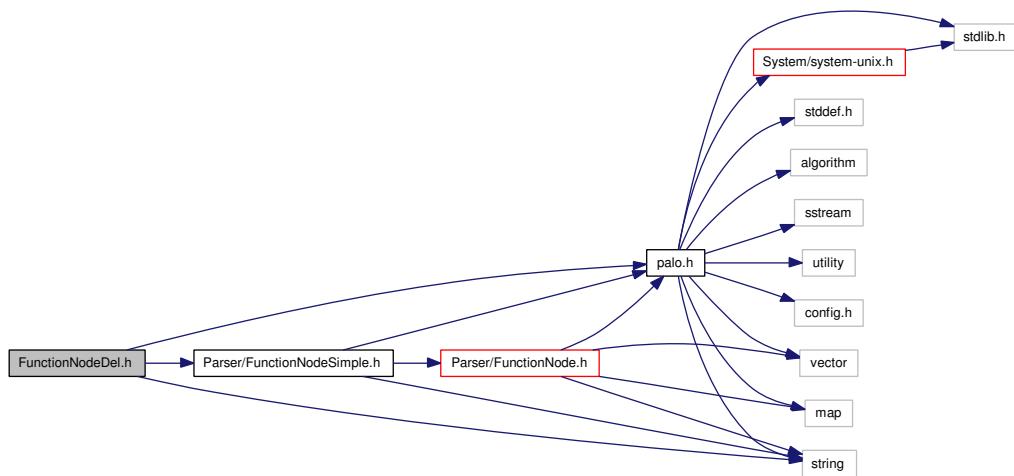
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.227 FunctionNodeDel.h File Reference

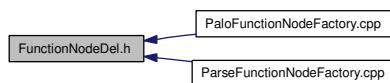
parser function node del

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodeSimple.h"
```

Include dependency graph for FunctionNodeDel.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeDel**

*parser function node del*

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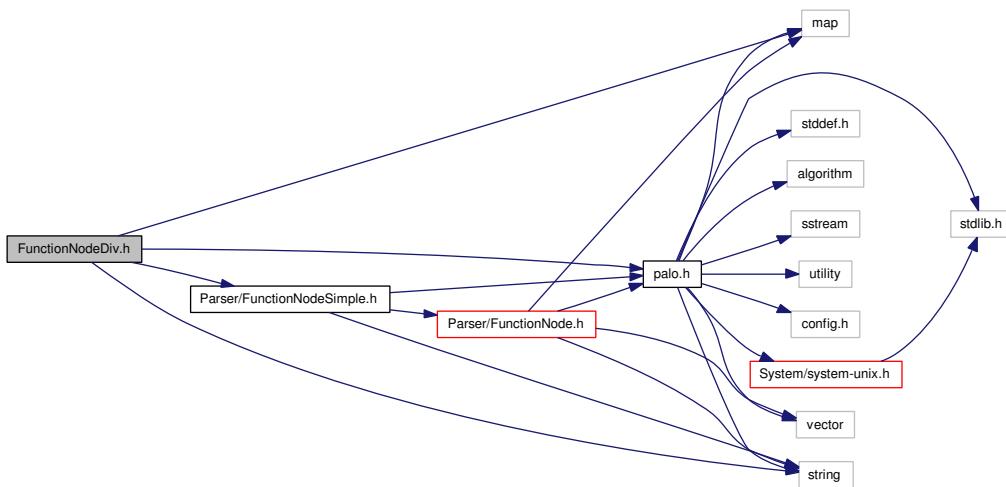
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.228 FunctionNodeDiv.h File Reference

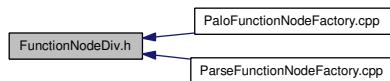
parser function node div

```
#include "palo.h"
#include <string>
#include <map>
#include "Parser/FunctionNodeSimple.h"
```

Include dependency graph for FunctionNodeDiv.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeDiv**

*parser function node div*

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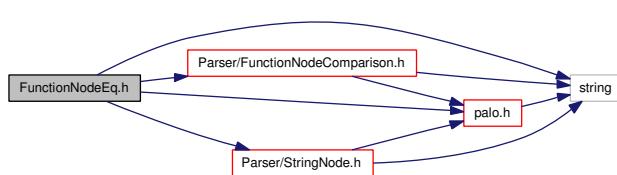
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.229 FunctionNodeEq.h File Reference

```
parser function node eq (==)

#include "palo.h"
#include <string>
#include "Parser/FunctionNodeComparison.h"
#include "Parser/StringNode.h"

Include dependency graph for FunctionNodeEq.h:
```



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeEq**  
*parser function node eq (==)*

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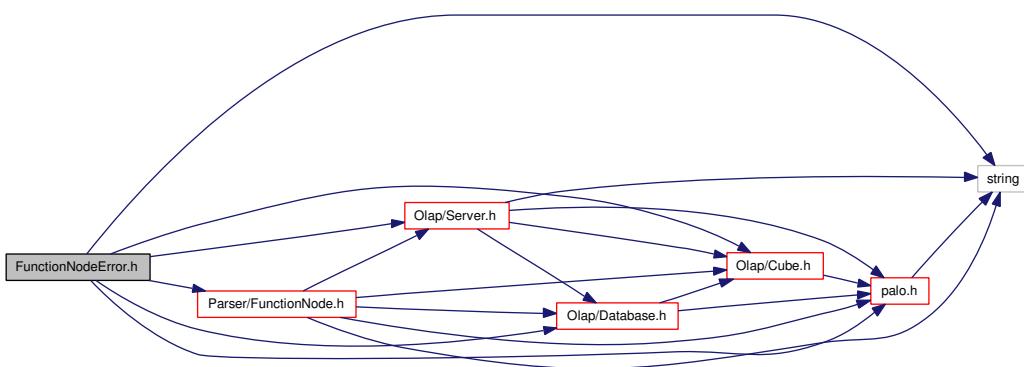
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.230 FunctionNodeError.h File Reference

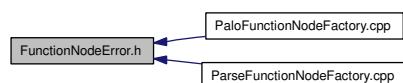
parser function node error

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
#include "Olap/Server.h"
#include "Olap/Database.h"
#include "Olap/Cube.h"
```

Include dependency graph for FunctionNodeError.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeError**

*parser function node error*

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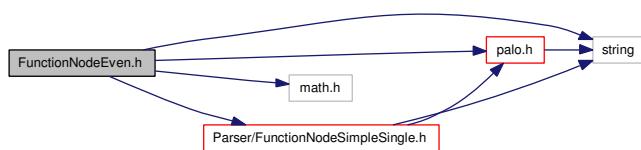
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.231 FunctionNodeEven.h File Reference

parser function node even

```
#include "palo.h"
#include <math.h>
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeEven.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeEven**  
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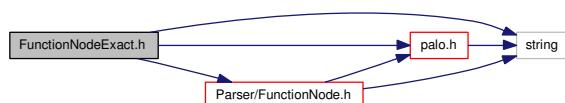
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.232 FunctionNodeExact.h File Reference

parser function node exact

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeExact.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeExact**  
*parser function node exact*

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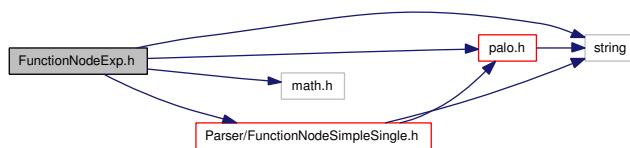
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.233 FunctionNodeExp.h File Reference

parser function node exp

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeExp.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeExp**  
*parser function node exp*

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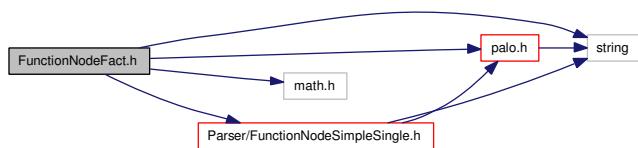
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.234 FunctionNodeFact.h File Reference

parser function node fact

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeFact.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeFact**  
*parser function node fact*

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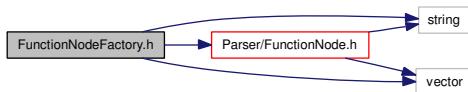
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.235 FunctionNodeFactory.h File Reference

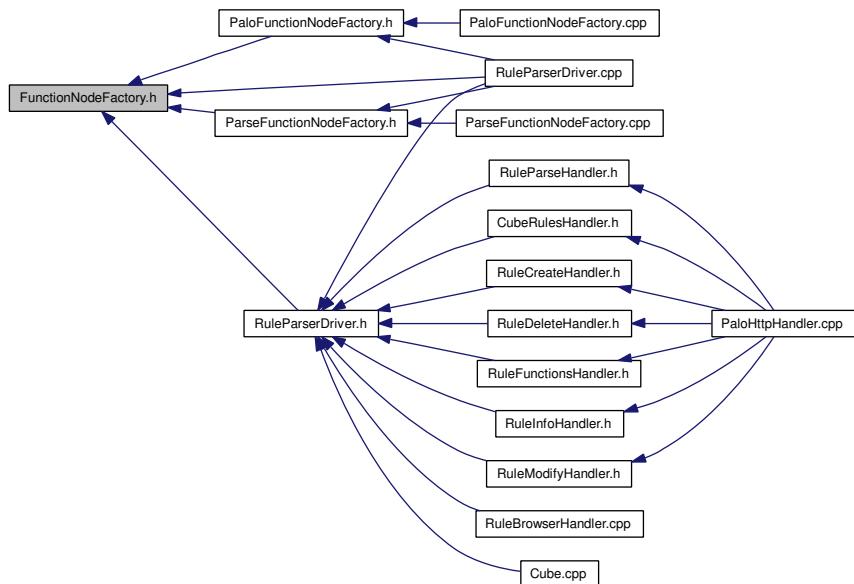
abstract function node factory

```
#include <string>
#include <vector>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeFactory.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeFactory**

*abstract function node factory*

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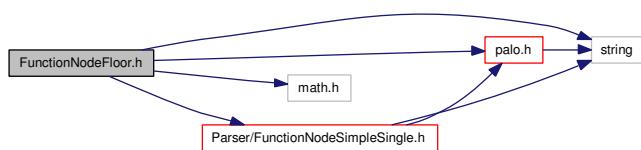
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.236 FunctionNodeFloor.h File Reference

parser function node floor

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeFloor.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeFloor**  
*parser function node floor*

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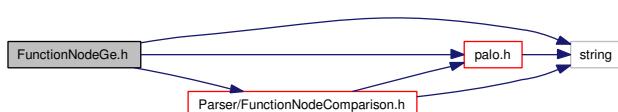
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## 5.237 FunctionNodeGe.h File Reference

```
parser function node ge (>=)
#include "palo.h"
#include <string>
#include "Parser/FunctionNodeComparison.h"
Include dependency graph for FunctionNodeGe.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeGe**  
*parser function node ge (>=)*

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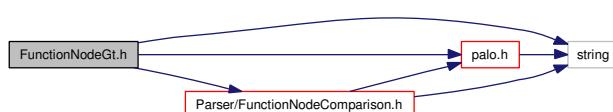
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## 5.238 FunctionNodeGt.h File Reference

```
parser function node gt (>)
#include "palo.h"
#include <string>
#include "Parser/FunctionNodeComparison.h"
Include dependency graph for FunctionNodeGt.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeGt**  
*parser function node gt (>)*

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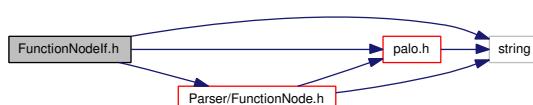
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.239 FunctionNodeIf.h File Reference

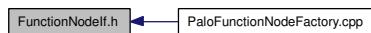
parser function node if

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeIf.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeIf**

*parser function node if*

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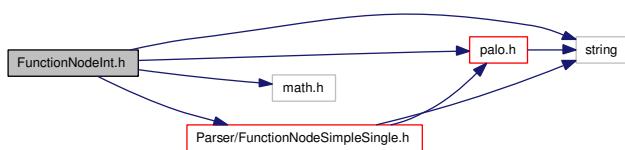
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.240 FunctionNodeInt.h File Reference

```
parser function node int
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeInt.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeInt**  
*parser function node int*

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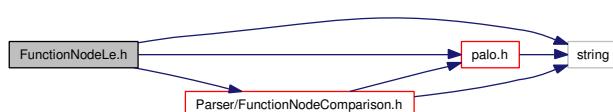
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## 5.241 FunctionNodeLe.h File Reference

```
parser function node le (<=)
#include "palo.h"
#include <string>
#include "Parser/FunctionNodeComparison.h"
Include dependency graph for FunctionNodeLe.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeLe**  
*parser function node le (<=)*

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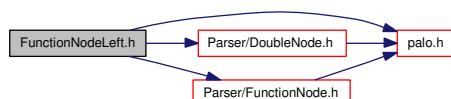
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.242 FunctionNodeLeft.h File Reference

parser function node left

```
#include "palo.h"
#include "Parser/DoubleNode.h"
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeLeft.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeLeft**  
*parser function node left*

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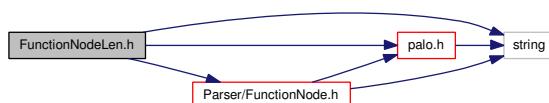
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.243 FunctionNodeLen.h File Reference

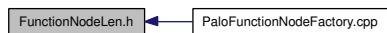
parser function node len

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeLen.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeLen**  
*parser function node len*

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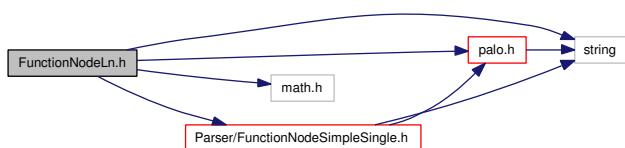
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.244 FunctionNodeLn.h File Reference

parser function node ln

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeLn.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeLn**  
*parser function node ln*

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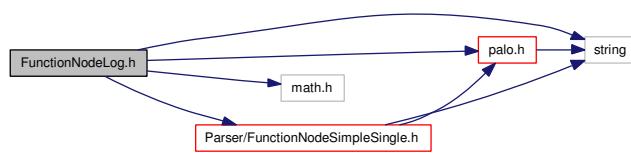
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.245 FunctionNodeLog.h File Reference

parser function node log

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeLog.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeLog**  
*parser function node log*

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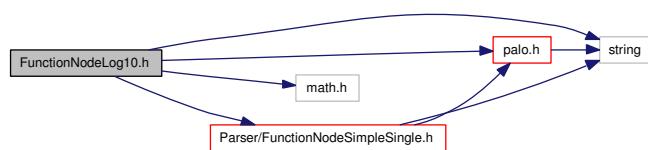
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## 5.246 FunctionNodeLog10.h File Reference

parser function node log10

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeLog10.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeLog10**  
*parser function node log10*

### 5.246.1 Detailed Description

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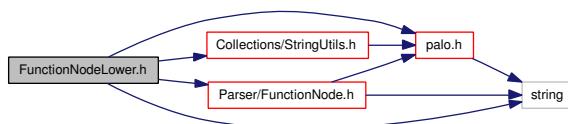
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.247 FunctionNodeLower.h File Reference

parser function node lower

```
#include "palo.h"
#include "Collections/StringUtils.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeLower.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeLower**  
*parser function node lower*

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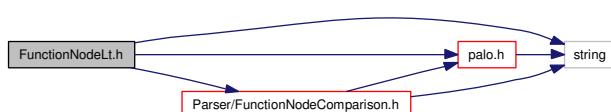
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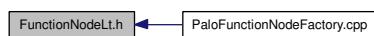
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.248 FunctionNodeLt.h File Reference

```
parser function node lt (<)
#include "palo.h"
#include <string>
#include "Parser/FunctionNodeComparison.h"
Include dependency graph for FunctionNodeLt.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeLt**  
*parser function node lt (<)*

#### 5.248.1 Detailed Description

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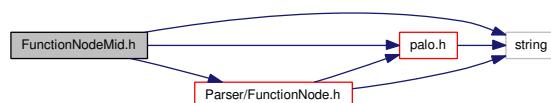
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.249 FunctionNodeMid.h File Reference

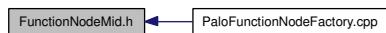
parser function node mid

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeMid.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeMid**  
*parser function node mid*

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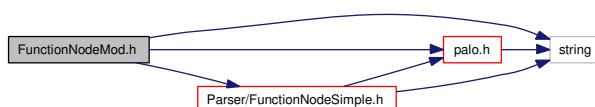
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.250 FunctionNodeMod.h File Reference

parser function node mod

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodeSimple.h"
```

Include dependency graph for FunctionNodeMod.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeMod**  
*parser function node mod*

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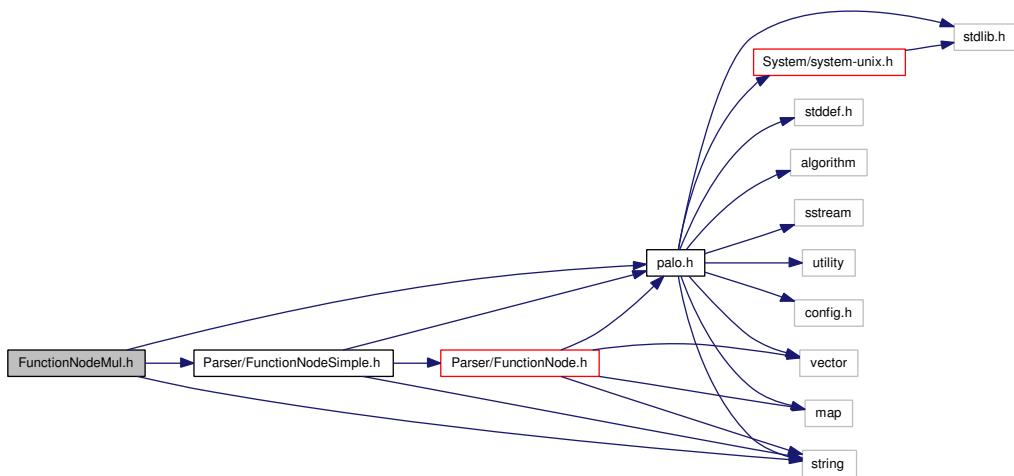
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.251 FunctionNodeMul.h File Reference

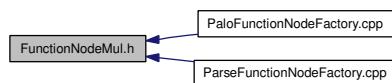
parser function node mul

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodeSimple.h"
```

Include dependency graph for FunctionNodeMul.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeMul**

*parser function node mul*

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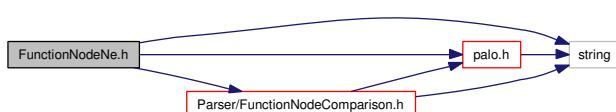
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.252 FunctionNodeNe.h File Reference

```
parser function node ne (!=)
#include "palo.h"
#include <string>
#include "Parser/FunctionNodeComparison.h"

Include dependency graph for FunctionNodeNe.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeNe**  
*parser function node ne (!=)*

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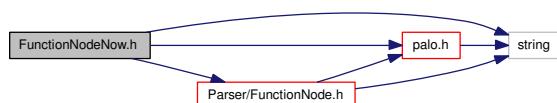
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.253 FunctionNodeNow.h File Reference

parser function node simple now

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeNow.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeNow**  
*parser function node simple now*

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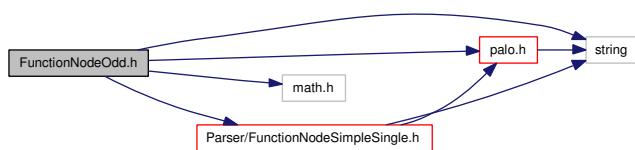
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.254 FunctionNodeOdd.h File Reference

parser function node odd

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeOdd.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeOdd**  
*parser function node odd*

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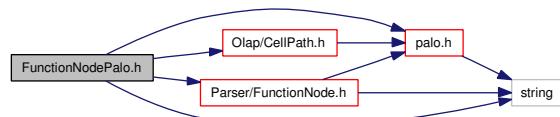
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.255 FunctionNodePalo.h File Reference

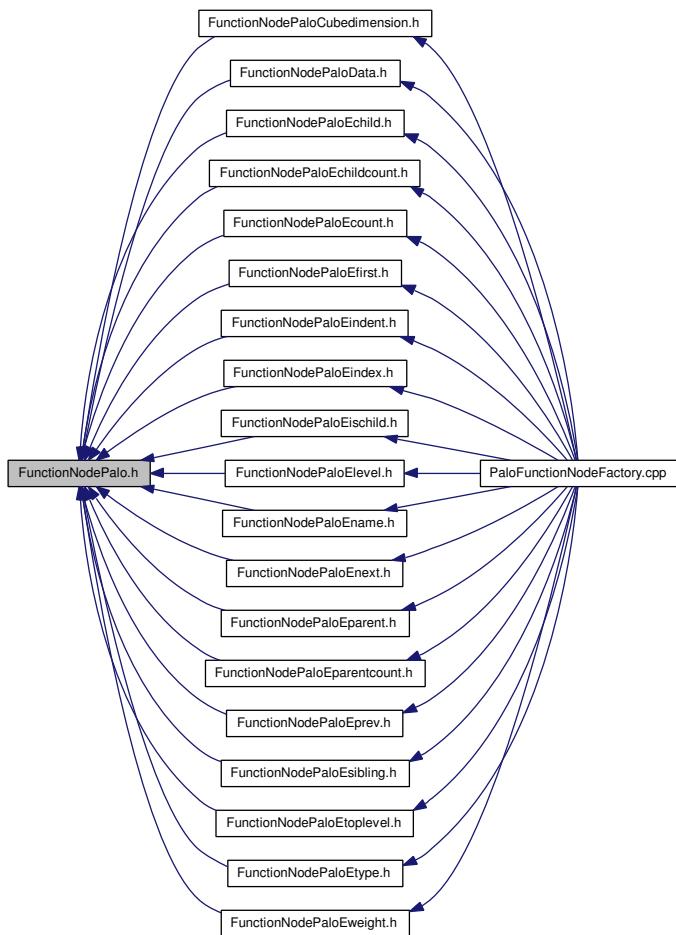
parser function node palo

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
#include "Olap/CellPath.h"
```

Include dependency graph for FunctionNodePalo.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodePalo**  
*parser function node palo*

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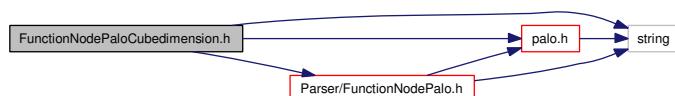
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.256 FunctionNodePaloCubedimension.h File Reference

parser function node palo cube dimension

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloCubedimension.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloCubedimension**  
*parser function node palo cube dimension*

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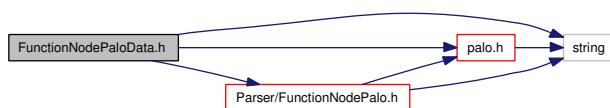
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.257 FunctionNodePaloData.h File Reference

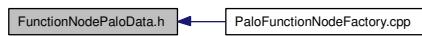
parser function node palo data

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloData.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloData**  
*parser function node palo data*

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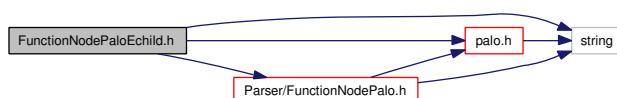
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.258 FunctionNodePaloEchild.h File Reference

parser function node palo echild

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEchild.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloEchild**  
*parser function node palo echild*

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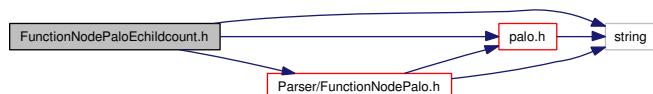
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.259 FunctionNodePaloEchildcount.h File Reference

parser function node palo echild count

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEchildcount.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloEchildcount**  
*parser function node palo echild count*

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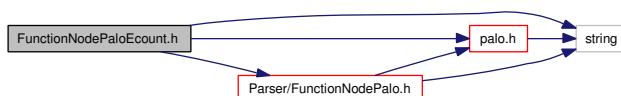
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.260 FunctionNodePaloEcount.h File Reference

parser function node palo ecount

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEcount.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloEcount**  
*parser function node palo ecount*

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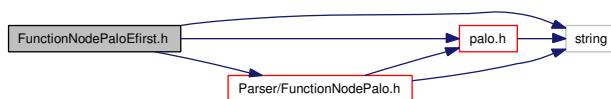
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.261 FunctionNodePaloEfirst.h File Reference

parser function node palo efirst

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEfirst.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloEfirst**  
*parser function node palo efirst*

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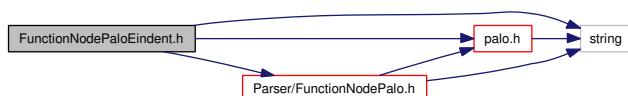
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.262 FunctionNodePaloEindent.h File Reference

parser function node palo eindent

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEindent.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloEindent**  
*parser function node palo eindent*

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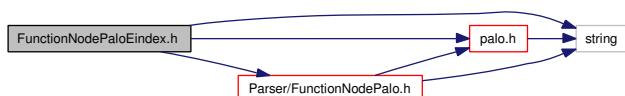
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.263 FunctionNodePaloEindex.h File Reference

parser function node palo eindex

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEindex.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodePaloEindex**  
*parser function node palo eindex*

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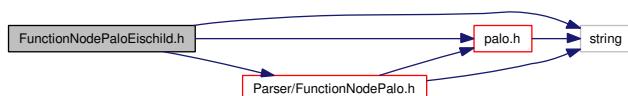
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.264 FunctionNodePaloEischild.h File Reference

parser function node palo eischild

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEischild.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloEischild**  
*parser function node palo eischild*

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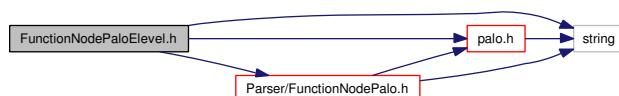
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.265 FunctionNodePaloLevel.h File Reference

parser function node palo level

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloLevel.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodePaloLevel**  
*parser function node palo level*

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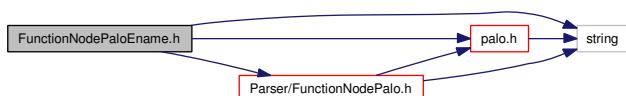
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.266 FunctionNodePaloEname.h File Reference

parser function node palo ename

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEname.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloEname**  
*parser function node palo ename*

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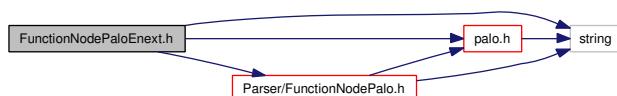
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.267 FunctionNodePaloEnext.h File Reference

parser function node palo enext

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEnext.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloEnext**  
*parser function node palo enext*

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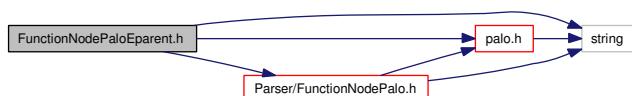
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.268 FunctionNodePaloEparent.h File Reference

parser function node palo eparent

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEparent.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloEparent**  
*parser function node palo eparent*

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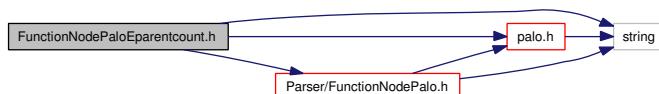
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.269 FunctionNodePaloEparentcount.h File Reference

parser function node palo eparentcount

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEparentcount.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloEparentcount**  
*parser function node palo eparentcount*

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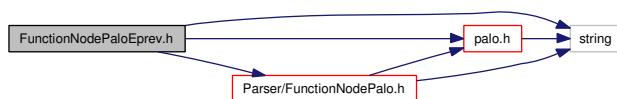
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.270 FunctionNodePaloEprev.h File Reference

parser function node palo eprev

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEprev.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloEprev**  
*parser function node palo eprev*

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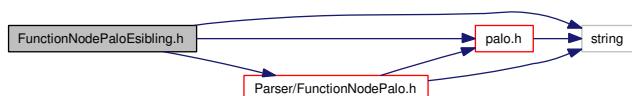
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.271 FunctionNodePaloEsibling.h File Reference

parser function node palo esibling

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEsibling.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloEsibling**  
*parser function node palo esibling*

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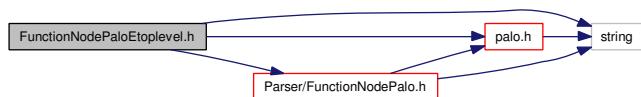
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.272 FunctionNodePaloEplevel.h File Reference

parser function node palo etoplevel

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEplevel.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloEplevel**  
*parser function node palo etoplevel*

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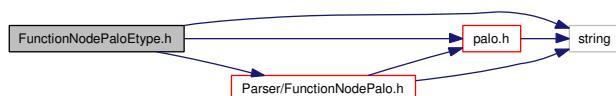
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.273 FunctionNodePaloEtype.h File Reference

parser function node palo etype

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEtype.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloEtype**  
*parser function node palo etype*

#### 5.273.1 Detailed Description

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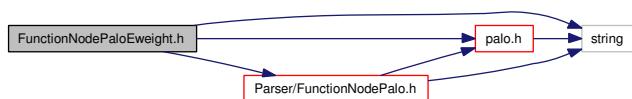
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.274 FunctionNodePaloEweight.h File Reference

parser function node palo eweight

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodePalo.h"
```

Include dependency graph for FunctionNodePaloEweight.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePaloEweight**  
*parser function node palo eweight*

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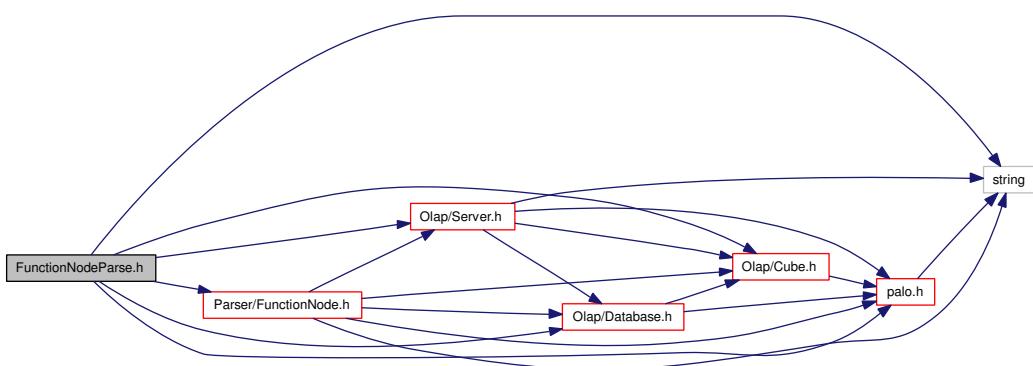
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.275 FunctionNodeParse.h File Reference

parser function node parse

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
#include "Olap/Server.h"
#include "Olap/Database.h"
#include "Olap/Cube.h"
```

Include dependency graph for FunctionNodeParse.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeParse**  
*parser function node parse*

#### 5.275.1 Detailed Description

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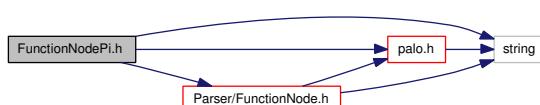
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.276 FunctionNodePi.h File Reference

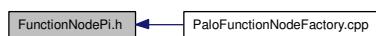
parser function node pi

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodePi.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodePi**  
*parser function node pi*

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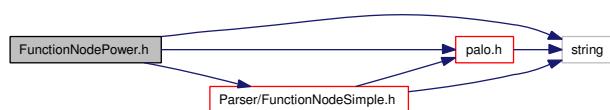
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.277 FunctionNodePower.h File Reference

parser function node power

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodeSimple.h"
```

Include dependency graph for FunctionNodePower.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodePower**  
*parser function node power*

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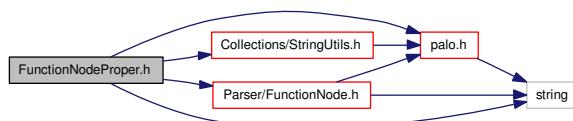
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.278 FunctionNodeProper.h File Reference

parser function node proper

```
#include "palo.h"
#include "Collections/StringUtils.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeProper.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeProper**  
*parser function node proper*

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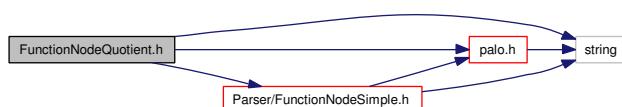
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.279 FunctionNodeQuotient.h File Reference

parser function node quotient

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodeSimple.h"
```

Include dependency graph for FunctionNodeQuotient.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeQuotient**  
*parser function node quotient*

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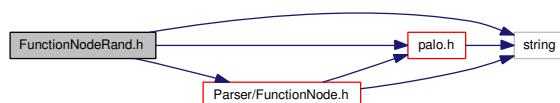
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.280 FunctionNodeRand.h File Reference

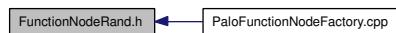
parser function node simple rand

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeRand.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeRand**  
*parser function node simple rand*

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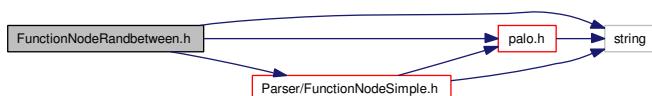
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.281 FunctionNodeRandbetween.h File Reference

parser function node rand between

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodeSimple.h"
```

Include dependency graph for FunctionNodeRandbetween.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeRandbetween**  
*parser function node rand between*

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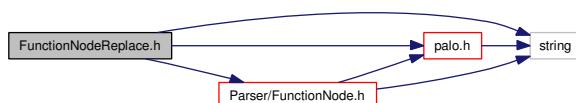
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.282 FunctionNodeReplace.h File Reference

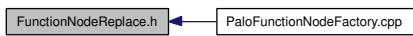
parser function node replace

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeReplace.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeReplace**  
*parser function node replace*

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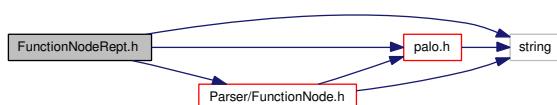
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## 5.283 FunctionNodeRept.h File Reference

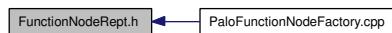
```
parser function node rept

#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"

Include dependency graph for FunctionNodeRept.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeRept**  
*parser function node rept*

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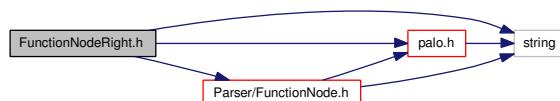
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.284 FunctionNodeRight.h File Reference

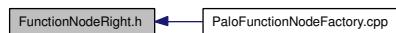
parser function node right

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeRight.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeRight**  
*parser function node right*

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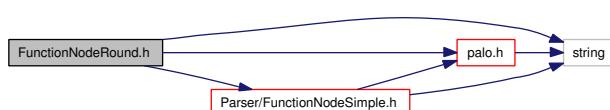
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.285 FunctionNodeRound.h File Reference

parser function node round

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNodeSimple.h"
```

Include dependency graph for FunctionNodeRound.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeRound**  
*parser function node round*

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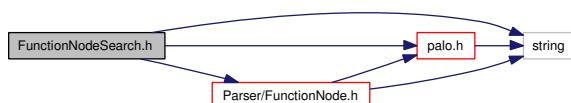
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.286 FunctionNodeSearch.h File Reference

parser function node search

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeSearch.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeSearch**  
*parser function node search*

#### 5.286.1 Detailed Description

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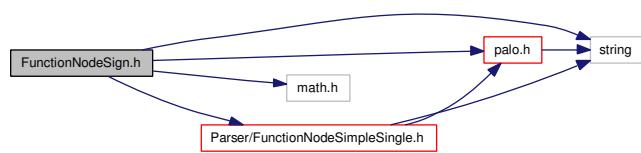
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.287 FunctionNodeSign.h File Reference

parser function node sign

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeSign.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeSign**  
*parser function node sign*

### 5.287.1 Detailed Description

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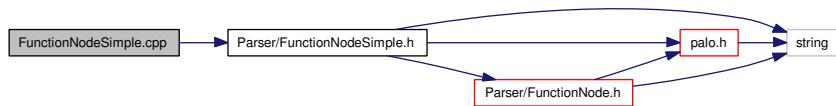
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.288 FunctionNodeSimple.cpp File Reference

parser function node simple

```
#include "Parser/FunctionNodeSimple.h"
```

Include dependency graph for FunctionNodeSimple.cpp:



### Namespaces

- namespace **palo**

#### 5.288.1 Detailed Description

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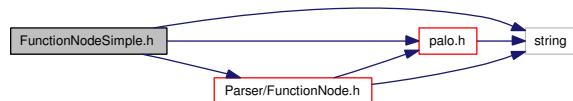
Frank Celler, triagens GmbH, Cologne, Germany  
 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.289 FunctionNodeSimple.h File Reference

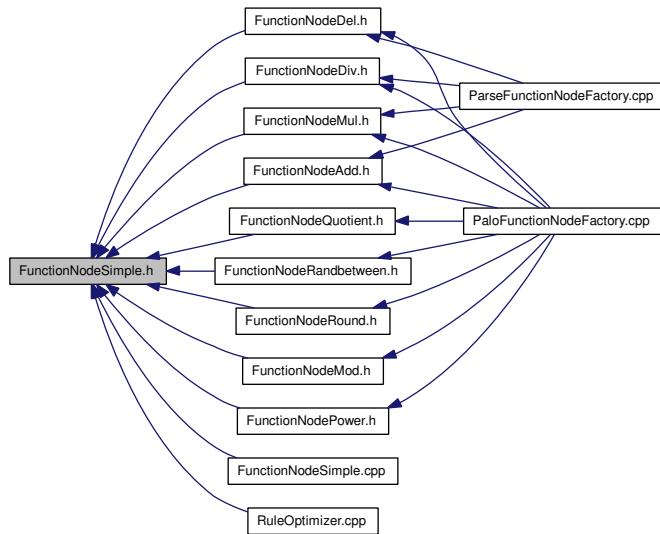
parser function node simple

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeSimple.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeSimple**  
*parser function node simple*

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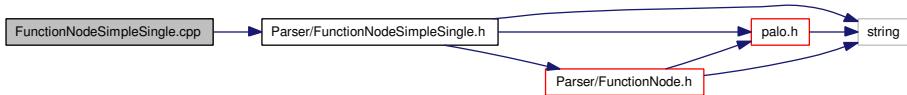
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.290 FunctionNodeSimpleSingle.cpp File Reference

parser function node simple single

```
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeSimpleSingle.cpp:



### Namespaces

- namespace **palo**

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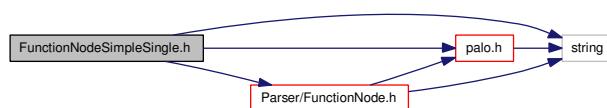
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.291 FunctionNodeSimpleSingle.h File Reference

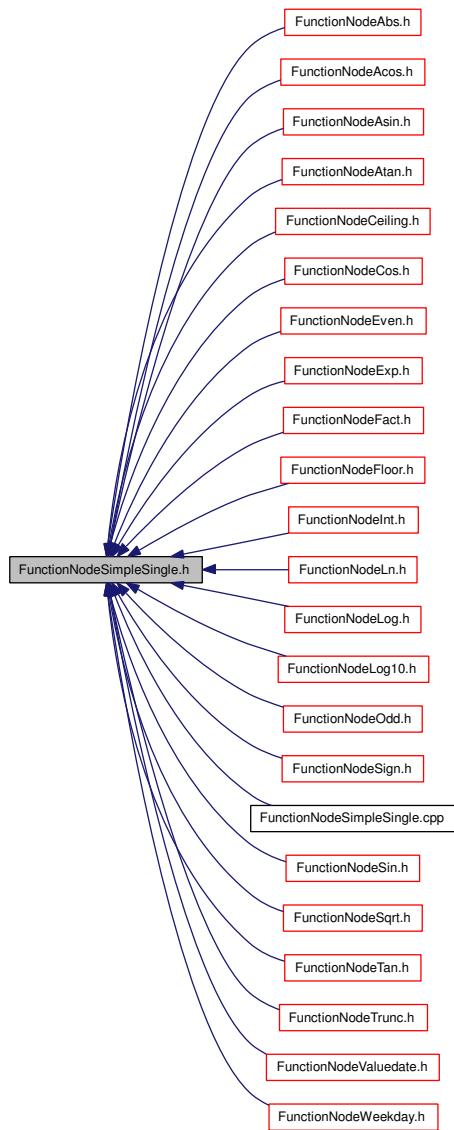
parser function node simple single

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeSimpleSingle.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeSimpleSingle**  
*parser function node simple single*

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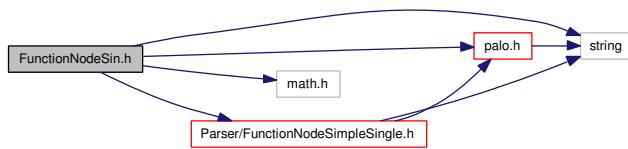
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.292 FunctionNodeSin.h File Reference

parser function node sin

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeSin.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeSin**  
*parser function node sin*

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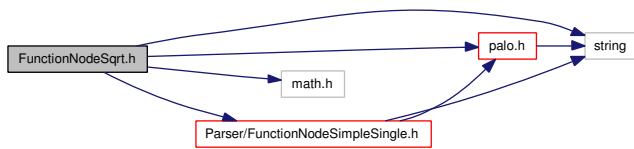
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.293 FunctionNodeSqrt.h File Reference

```
parser function node sqrt

#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"

Include dependency graph for FunctionNodeSqrt.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeSqrt**  
*parser function node sqrt*

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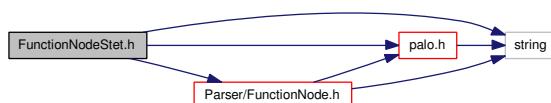
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.294 FunctionNodeStet.h File Reference

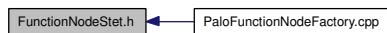
parser function node simple stet

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeStet.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeStet**  
*parser function node simple stet*

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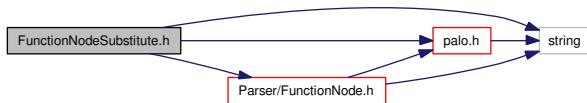
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.295 FunctionNodeSubstitute.h File Reference

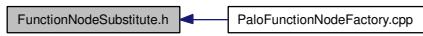
parser function node substitute

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeSubstitute.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeSubstitute**  
*parser function node substitute*

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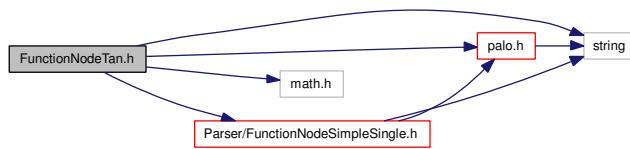
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.296 FunctionNodeTan.h File Reference

parser function node tan

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeTan.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeTan**  
*parser function node tan*

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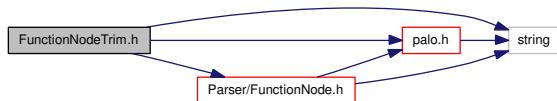
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.297 FunctionNodeTrim.h File Reference

parser function node trim

```
#include "palo.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeTrim.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeTrim**  
*parser function node trim*

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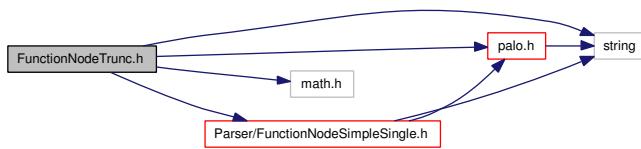
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.298 FunctionNodeTrunc.h File Reference

parser function node trunc

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeTrunc.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeTrunc**  
*parser function node trunc*

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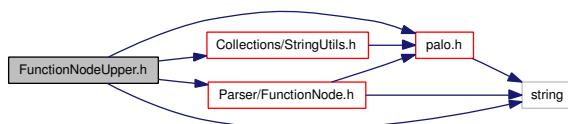
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.299 FunctionNodeUpper.h File Reference

parser function node upper

```
#include "palo.h"  
#include "Collections/StringUtils.h"  
#include <string>  
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeUpper.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::FunctionNodeUpper**  
*parser function node upper*

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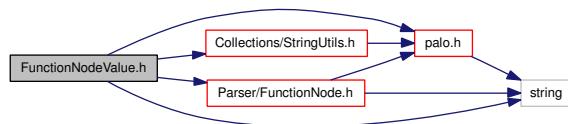
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.300 FunctionNodeValue.h File Reference

parser function node value

```
#include "palo.h"
#include "Collections/StringUtils.h"
#include <string>
#include "Parser/FunctionNode.h"
```

Include dependency graph for FunctionNodeValue.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeValue**  
*parser function node value*

#### 5.300.1 Detailed Description

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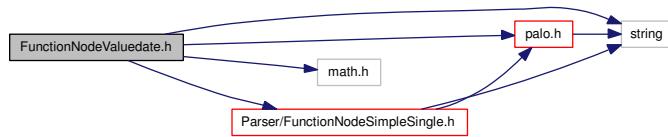
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.301 FunctionNodeValuedate.h File Reference

parser function node valuedate

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeValuedate.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeValuedate**  
*parser function node valuedate*

#### 5.301.1 Detailed Description

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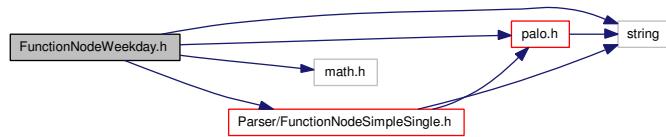
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.302 FunctionNodeWeekday.h File Reference

parser function node weekday

```
#include "palo.h"
#include "math.h"
#include <string>
#include "Parser/FunctionNodeSimpleSingle.h"
```

Include dependency graph for FunctionNodeWeekday.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::FunctionNodeWeekday**  
*parser function node weekday*

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**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

### 5.303 GetDataAreaLegacyHandler.h File Reference

```
getdata_area

#include "palo.h"

#include <iostream>

#include "Collections/StringUtils.h"

#include "Olap/CellPath.h"

#include "Olap/Database.h"

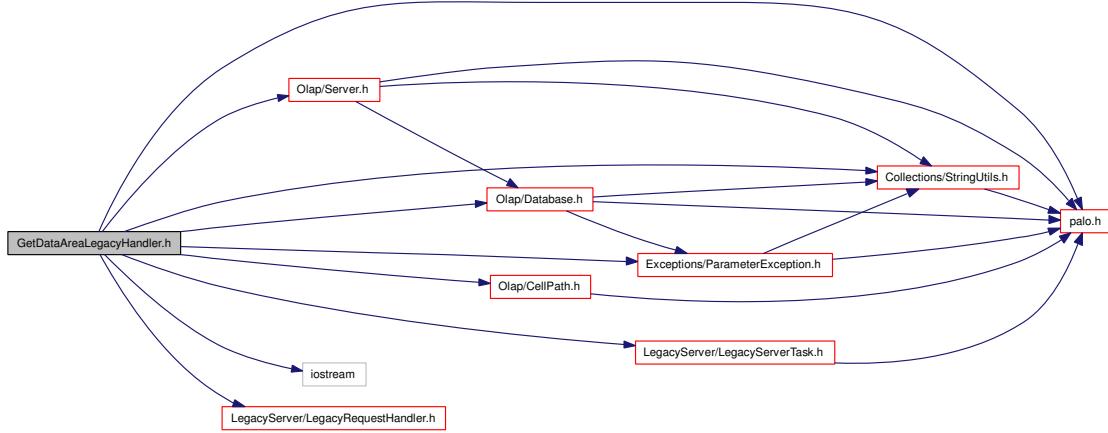
#include "Exceptions/ParameterException.h"

#include "Olap/Server.h"

#include "LegacyServer/LegacyRequestHandler.h"

#include "LegacyServer/LegacyServerTask.h"
```

Include dependency graph for GetDataAreaLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace `palo`

## Classes

- class `palo::GetDataAreaLegacyHandler`

*getdata\_area*

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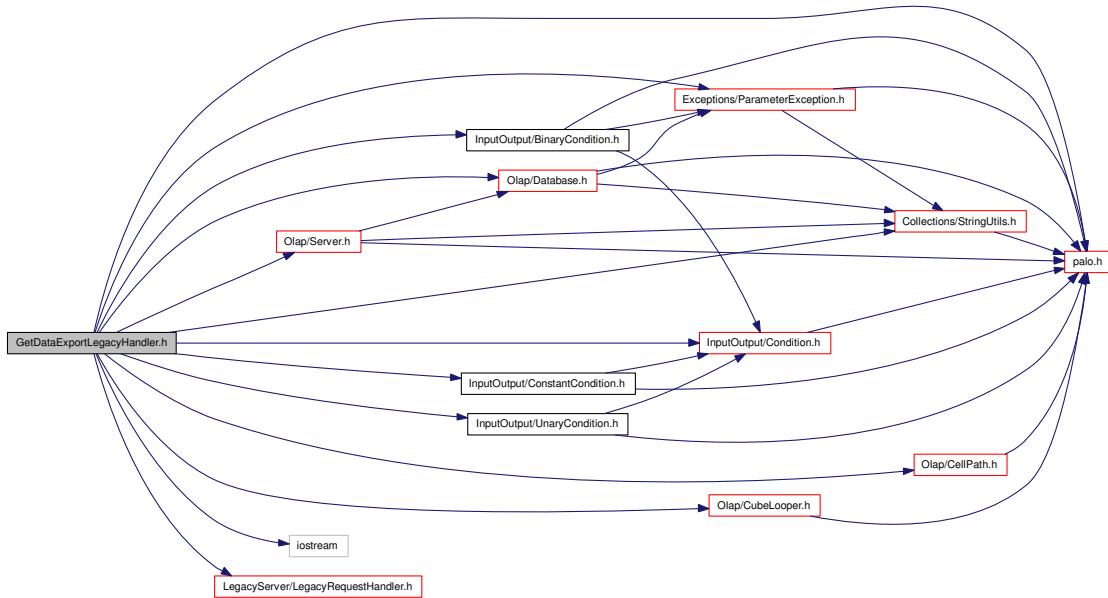
#### Author:

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.304 GetDataExportLegacyHandler.h File Reference

```
getdata_export
#include "palo.h"
#include <iostream>
#include "Exceptions/ParameterException.h"
#include "Collections/StringUtils.h"
#include "InputOutput/BinaryCondition.h"
#include "InputOutput/Condition.h"
#include "InputOutput/ConstantCondition.h"
#include "InputOutput/UnaryCondition.h"
#include "Olap/CellPath.h"
#include "Olap/CubeLooper.h"
#include "Olap/Database.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for GetDataExportLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::GetDataExportLegacyHandler**  
*getdata\_export*

### 5.304.1 Detailed Description

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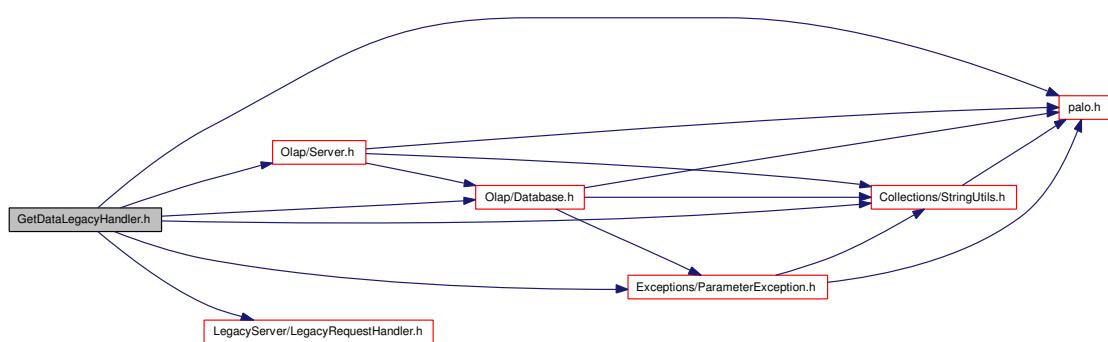
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.305 GetDataLegacyHandler.h File Reference

```
getdata

#include "palo.h"
#include "Collections/StringUtils.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"

Include dependency graph for GetDataLegacyHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::GetDataLegacyHandler**  
*getdata*

#### 5.305.1 Detailed Description

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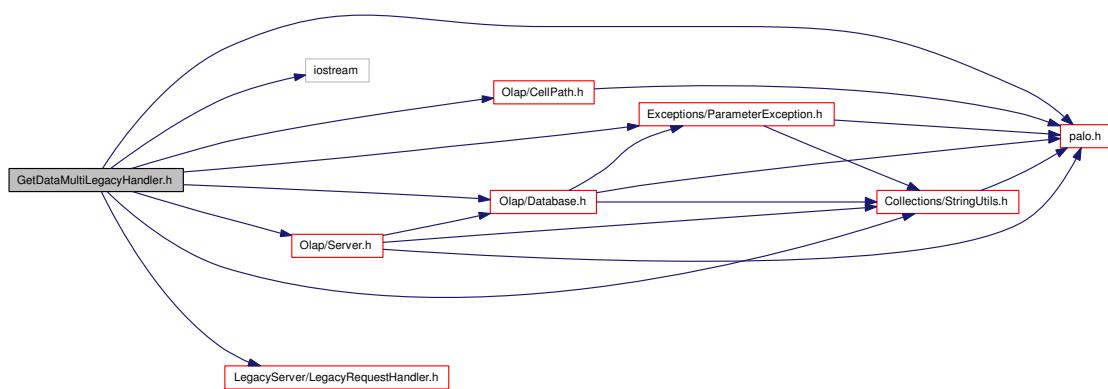
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.306 GetDataMultiLegacyHandler.h File Reference

```
getdata_multi

#include "palo.h"
#include <iostream>
#include "Collections/StringUtils.h"
#include "Olap/CellPath.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for GetDataMultiLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::GetDataMultiLegacyHandler**  
`getdata_multi`

### 5.306.1 Detailed Description

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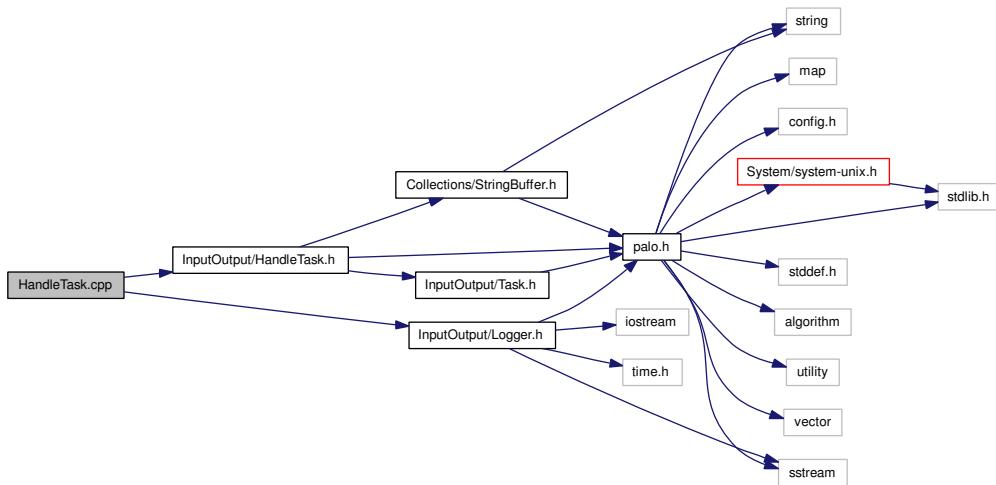
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.307 HandleTask.cpp File Reference

abstract base class for tasks using Windows HANDLE

```
#include "InputOutput/HandleTask.h"
#include "InputOutput/Logger.h"
```

Include dependency graph for HandleTask.cpp:



## Namespaces

- namespace **palo**

### 5.307.1 Detailed Description

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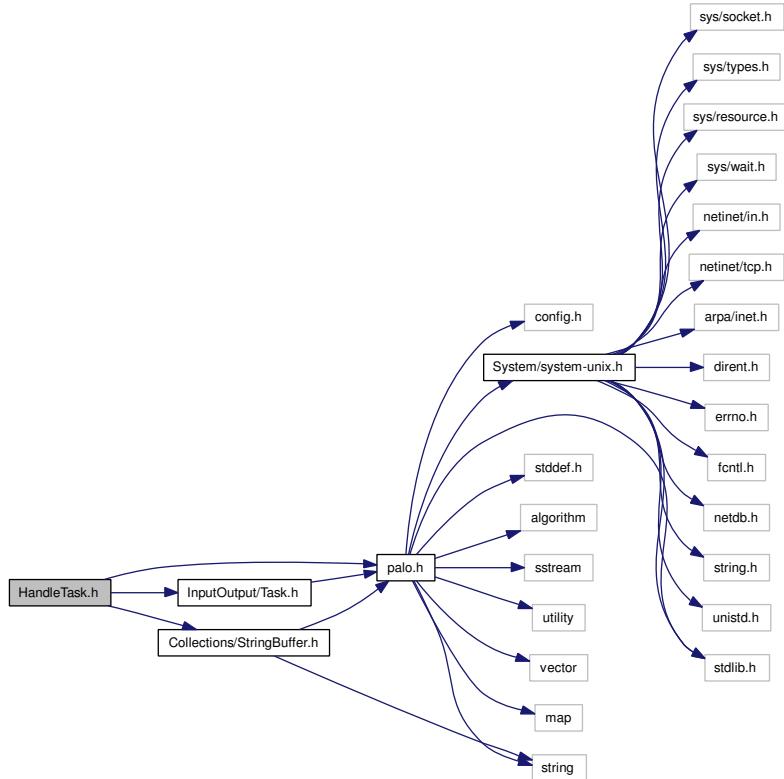
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.308 HandleTask.h File Reference

abstract base class for tasks using Windows HANDLE

```
#include "palo.h"
#include "Collections/StringBuffer.h"
#include "InputOutput/Task.h"
```

Include dependency graph for HandleTask.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::HandleTask**

*abstract base class for tasks using Windows HANDLE*

### 5.308.1 Detailed Description

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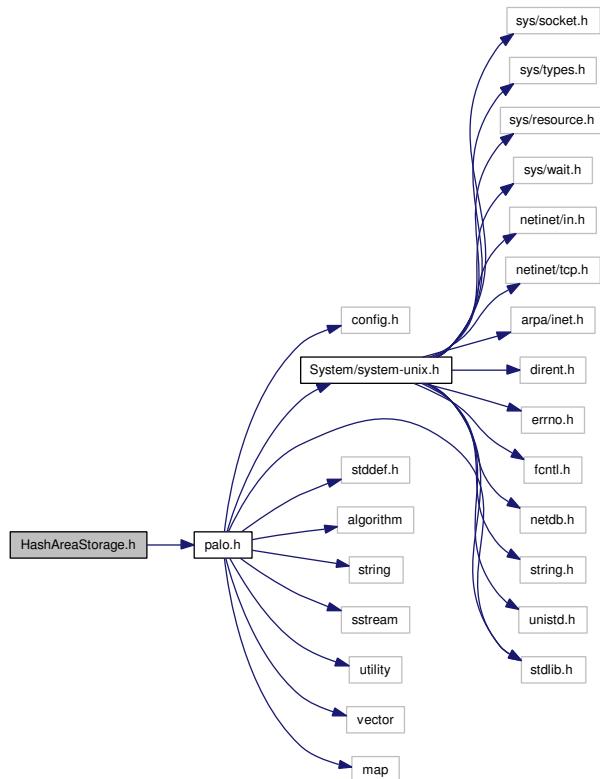
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.309 HashAreaStorage.h File Reference

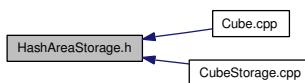
palo hash storage

```
#include "palo.h"
```

Include dependency graph for HashAreaStorage.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::HashAreaStorage**

*palo hash area storage*

### 5.309.1 Detailed Description

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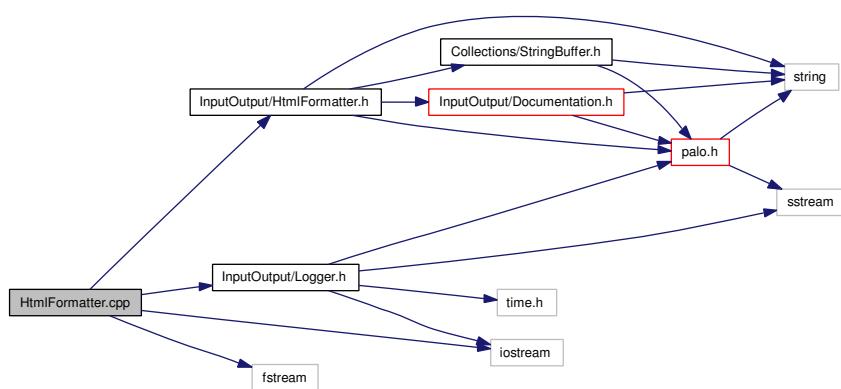
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.310 HtmlFormatter.cpp File Reference

abstract class for documentation data

```
#include "InputOutput/HtmlFormatter.h"  
#include "InputOutput/Logger.h"  
#include <iostream>  
#include <fstream>
```

Include dependency graph for HtmlFormatter.cpp:



## Namespaces

- namespace **palo**

### 5.310.1 Detailed Description

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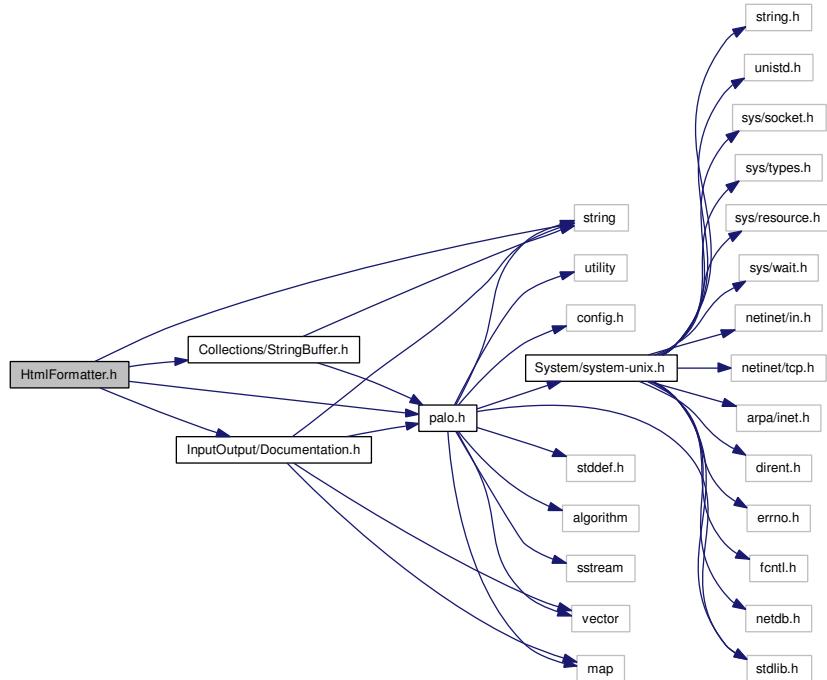
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.311 HtmlFormatter.h File Reference

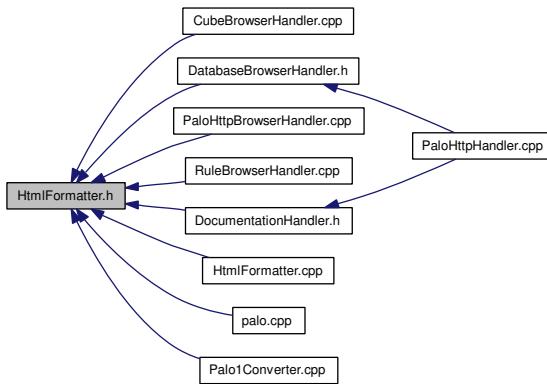
formats documentation using a html template

```
#include "palo.h"
#include <string>
#include "Collections/StringBuffer.h"
#include "InputOutput/Documentation.h"
```

Include dependency graph for HtmlFormatter.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::HtmlFormatter**

*formats a documentation object using a html template*

### 5.311.1 Detailed Description

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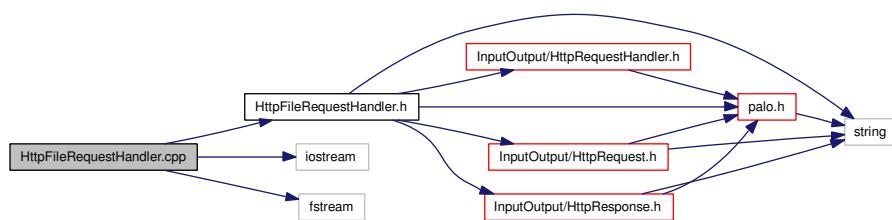
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.312 HttpFileRequestHandler.cpp File Reference

## http file request handler

```
#include "HttpRequestHandler.h"  
#include <iostream>  
#include <fstream>
```

Include dependency graph for `HttpFileRequestHandler.cpp`:



## Namespaces

- namespace **palo**

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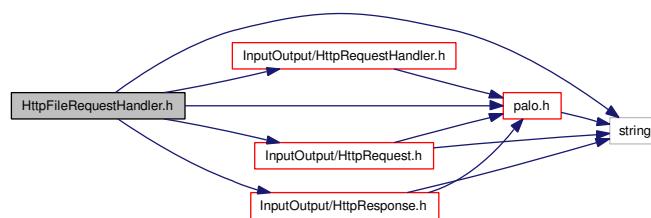
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## 5.313 HttpFileRequestHandler.h File Reference

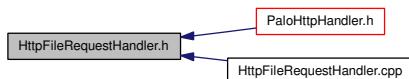
http file request handler

```
#include "palo.h"
#include <string>
#include "InputOutput/HttpRequest.h"
#include "InputOutput/HttpResponse.h"
#include "InputOutput/HttpRequestHandler.h"
```

Include dependency graph for HttpFileRequestHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::HttpFileRequestHandler**  
*http file request handler*

### 5.313.1 Detailed Description

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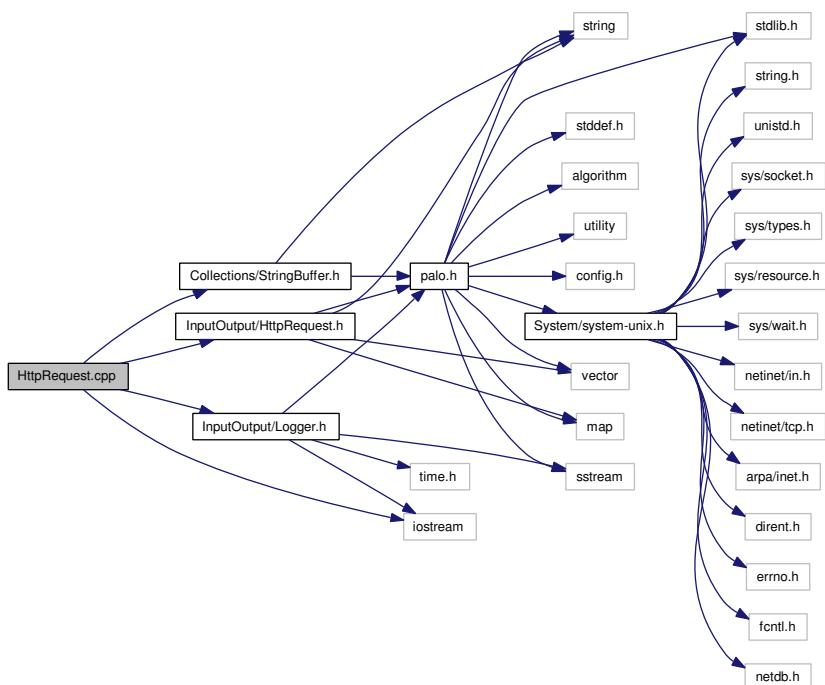
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.314 HttpRequest.cpp File Reference

http request

```
#include "InputOutput/HttpRequest.h"
#include <iostream>
#include "Collections/StringBuffer.h"
#include "InputOutput/Logger.h"
```

Include dependency graph for HttpRequest.cpp:



## Namespaces

- namespace **palo**

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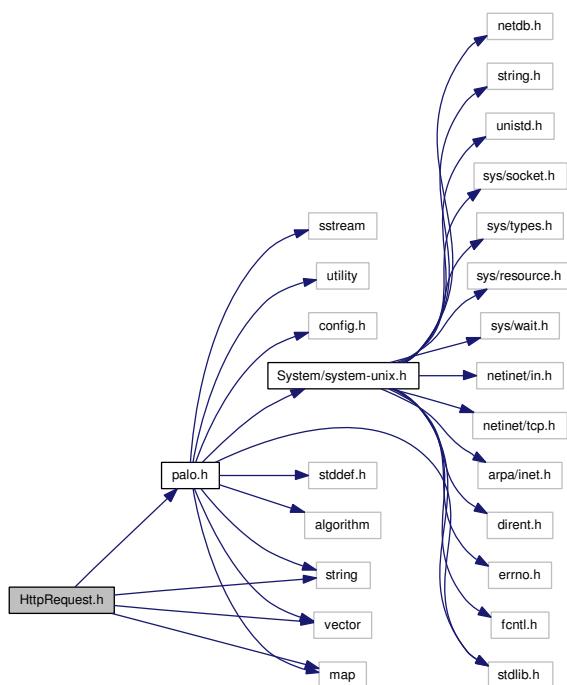
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## 5.315 HttpRequest.h File Reference

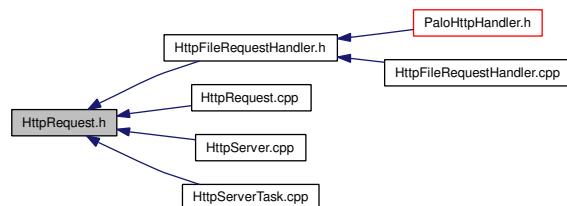
http request

```
#include "palo.h"
#include <string>
#include <vector>
#include <map>
```

Include dependency graph for HttpRequest.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::HttpRequest**

*http request*

### 5.315.1 Detailed Description

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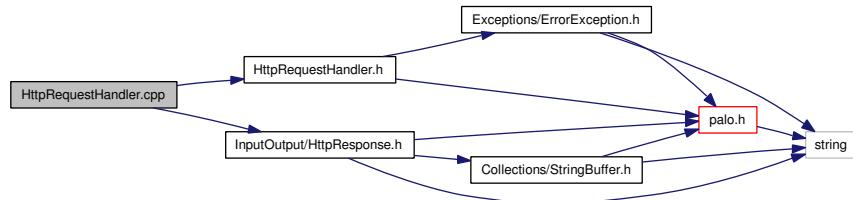
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.316 HttpRequestHandler.cpp File Reference

http request handler

```
#include "HttpRequestHandler.h"
#include "InputOutput/HttpResponse.h"
```

Include dependency graph for HttpRequestHandler.cpp:



## Namespaces

- namespace **palo**

### 5.316.1 Detailed Description

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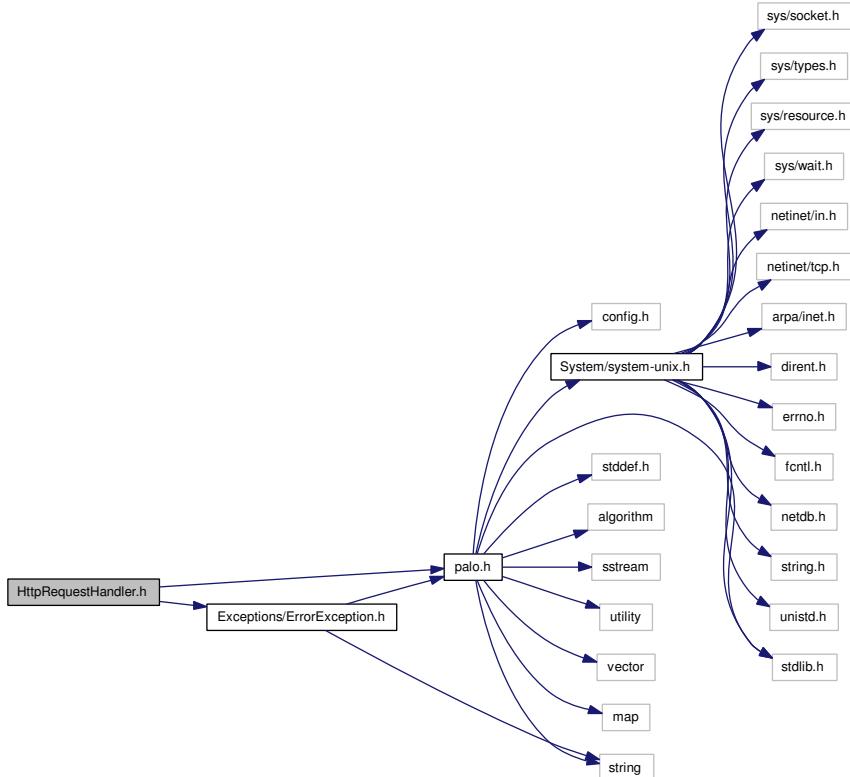
#### Author:

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Achim Brandt, triagens GmbH, Cologne, Germany

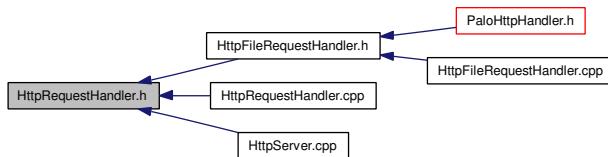
### 5.317 HttpRequestHandler.h File Reference

```
http request handler
#include "palo.h"
#include "Exceptions/ErrorException.h"
```

Include dependency graph for HttpRequestHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::HttpRequestHandler**

*http request handler*

### 5.317.1 Detailed Description

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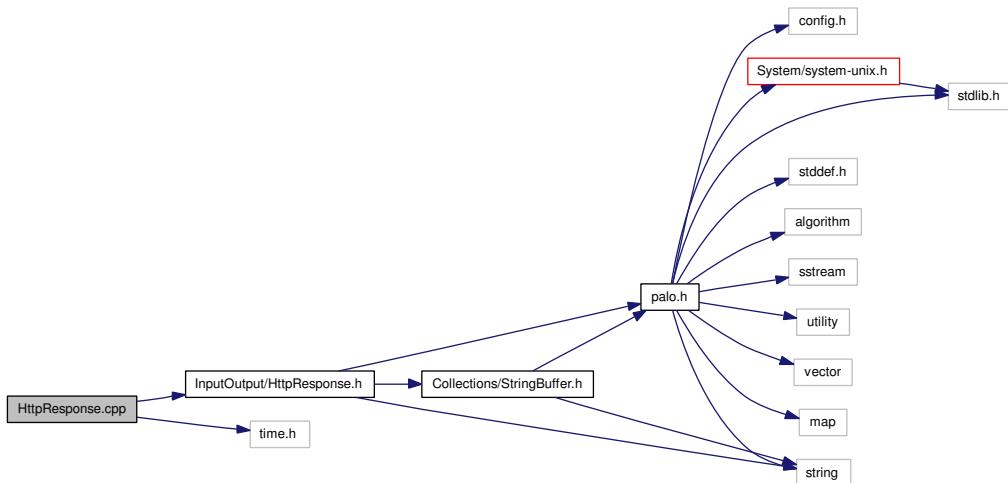
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.318 HttpResponse.cpp File Reference

http response

```
#include "InputOutput/HttpResponse.h"
#include <time.h>
```

Include dependency graph for HttpResponse.cpp:



## Namespaces

- namespace **palo**

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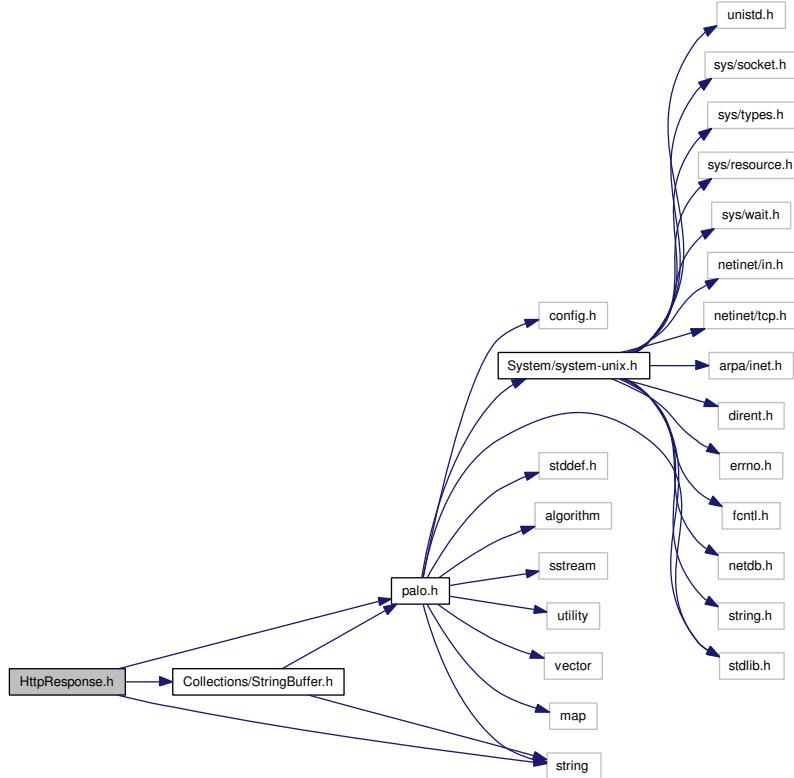
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### 5.319 HttpResponse.h File Reference

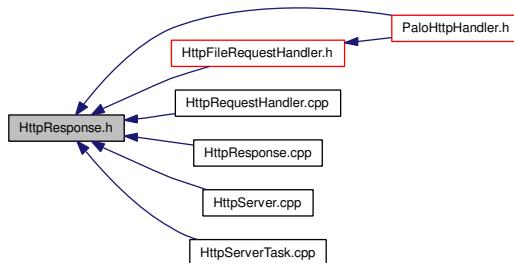
http response

```
#include "palo.h"
#include <string>
#include "Collections/StringBuffer.h"
```

Include dependency graph for HttpResponse.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::HttpResponse**

*http response*

### 5.319.1 Detailed Description

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.320 HttpServer.cpp File Reference

```
http server

#include "InputOutput/HttpServer.h"
#include <iostream>
#include "Collections/StringBuffer.h"
#include "InputOutput/HttpRequest.h"
#include "InputOutput/HttpRequestHandler.h"
#include "InputOutput/HttpResponse.h"
#include "InputOutput/HttpServerTask.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Scheduler.h"

Include dependency graph for HttpServer.cpp:
```



## Namespaces

- namespace **palo**

### 5.320.1 Detailed Description

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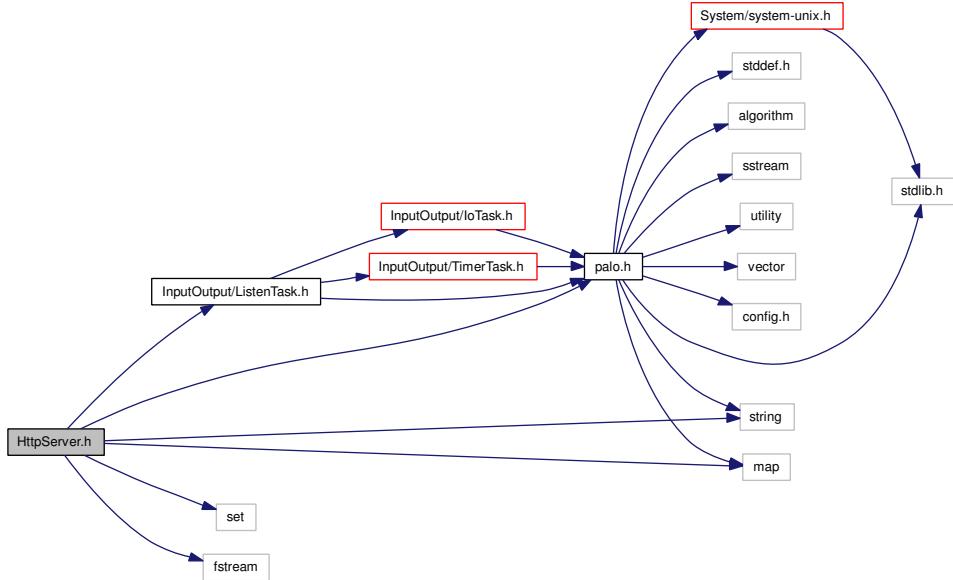
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### 5.321 HttpServer.h File Reference

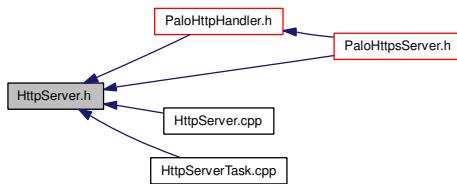
http server

```
#include "palo.h"
#include <string>
#include <map>
#include <set>
#include <fstream>
#include "InputOutput/ListenTask.h"
```

Include dependency graph for HttpServer.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace `palo`

## Classes

- class `palo::HttpServer`

*http server*

### 5.321.1 Detailed Description

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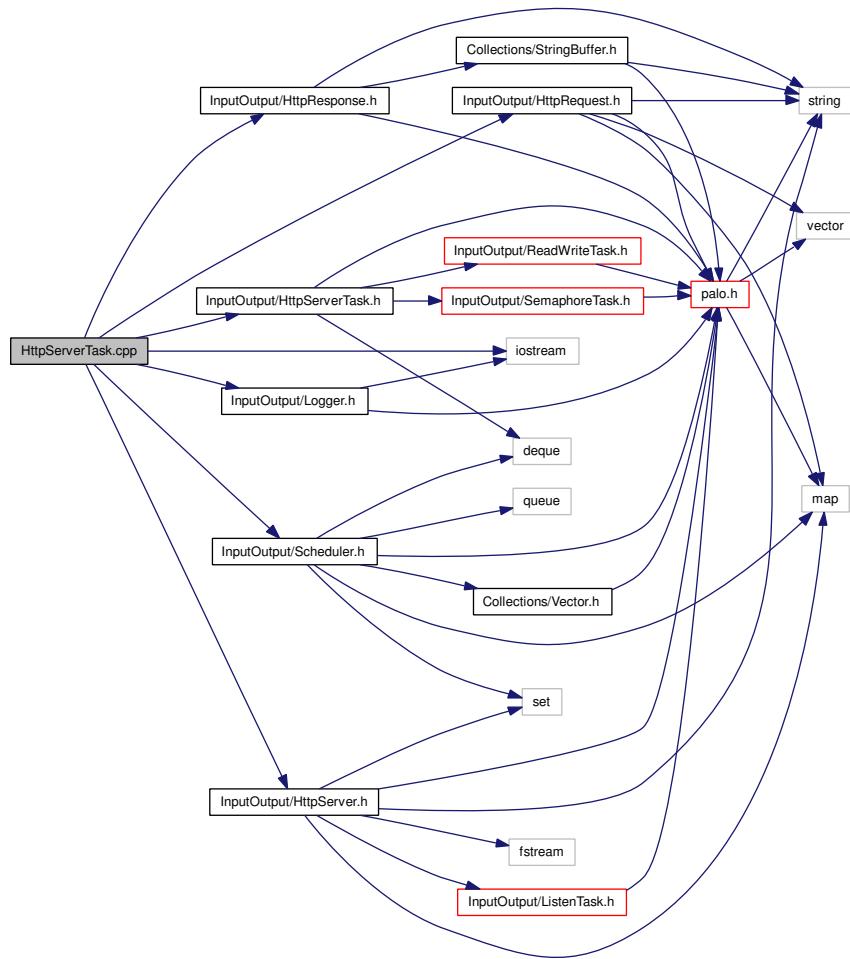
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.322 HttpServerTask.cpp File Reference

read/write task of a http server

```
#include "InputOutput/HttpServerTask.h"
#include <iostream>
#include "InputOutput/HttpRequest.h"
#include "InputOutput/HttpResponse.h"
#include "InputOutput/HttpServer.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Scheduler.h"
```

Include dependency graph for HttpServerTask.cpp:



## Namespaces

- namespace **palo**

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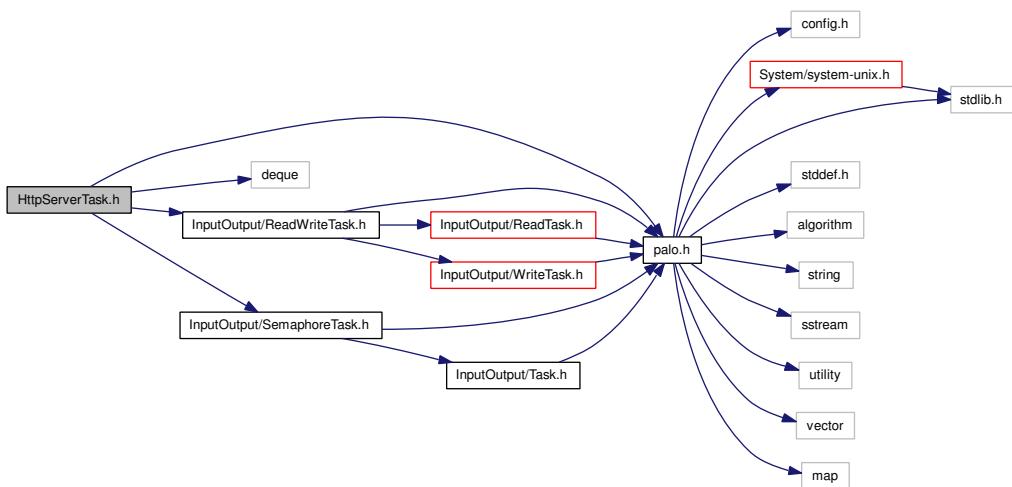
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### 5.323 HttpServerTask.h File Reference

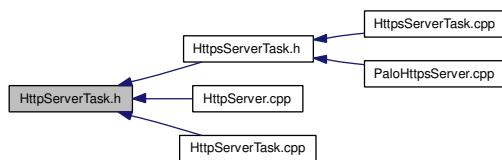
read/write task of a http server

```
#include "palo.h"
#include <deque>
#include "InputOutput/ReadWriteTask.h"
#include "InputOutput/SemaphoreTask.h"
```

Include dependency graph for HttpServerTask.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::HttpServerTask**

*read/write task of a http server*

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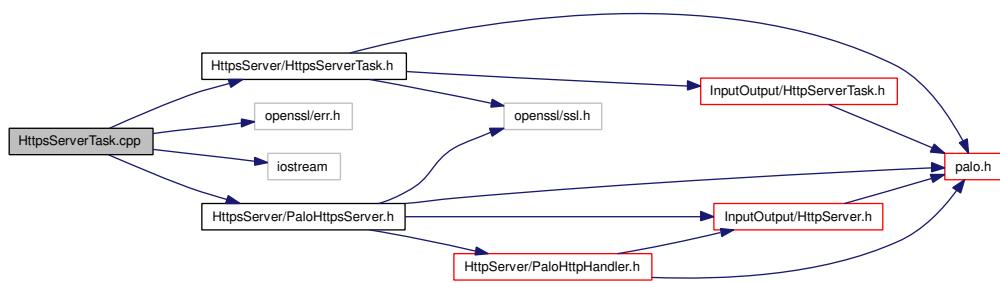
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.324 HttpsServerTask.cpp File Reference

read/write task of a https server

```
#include "HttpsServer/HttpsServerTask.h"
#include <openssl/err.h>
#include <iostream>
#include "HttpsServer/PaloHttpsServer.h"
```

Include dependency graph for HttpsServerTask.cpp:



## Namespaces

- namespace **palo**

### 5.324.1 Detailed Description

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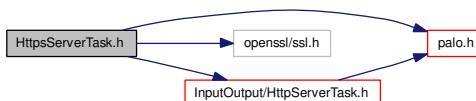
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.325 HttpsServerTask.h File Reference

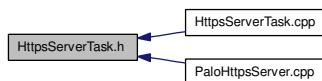
read/write task of a https server

```
#include "palo.h"
#include <openssl/ssl.h>
#include "InputOutput/HttpServerTask.h"
```

Include dependency graph for HttpsServerTask.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::HttpsServerTask**

*read/write task of a https server*

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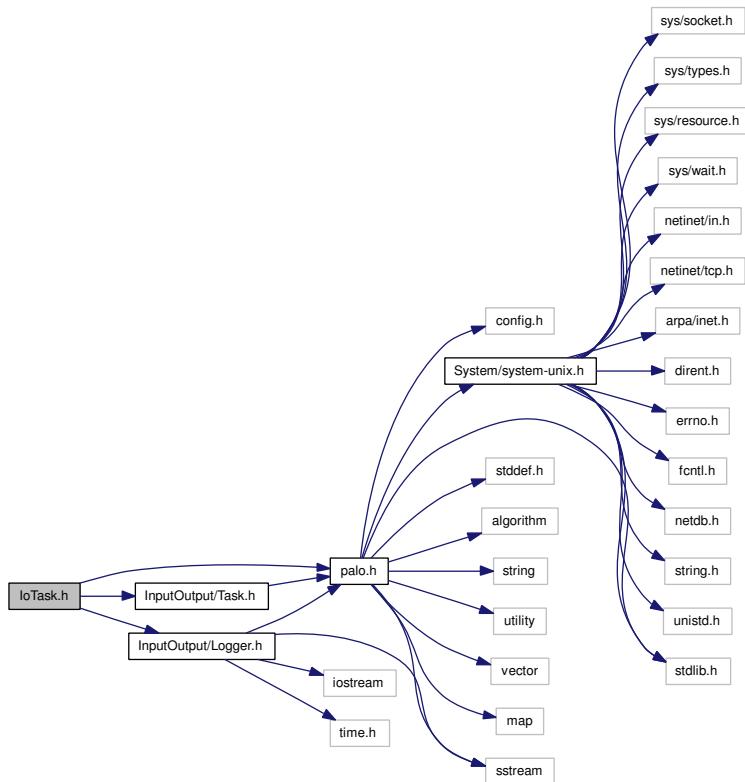
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## 5.326 IoTask.h File Reference

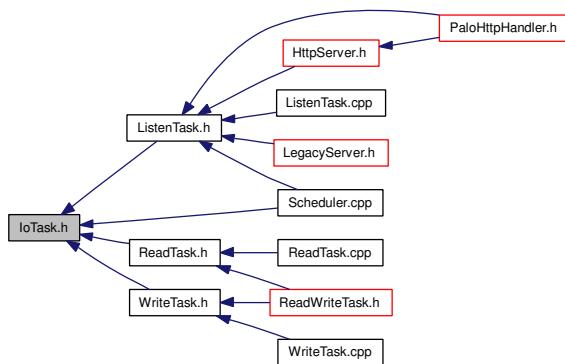
abstract base class for input-output tasks

```
#include "palo.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Task.h"
```

Include dependency graph for IoTask.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::IoTask**

*abstract base class for input-output tasks*

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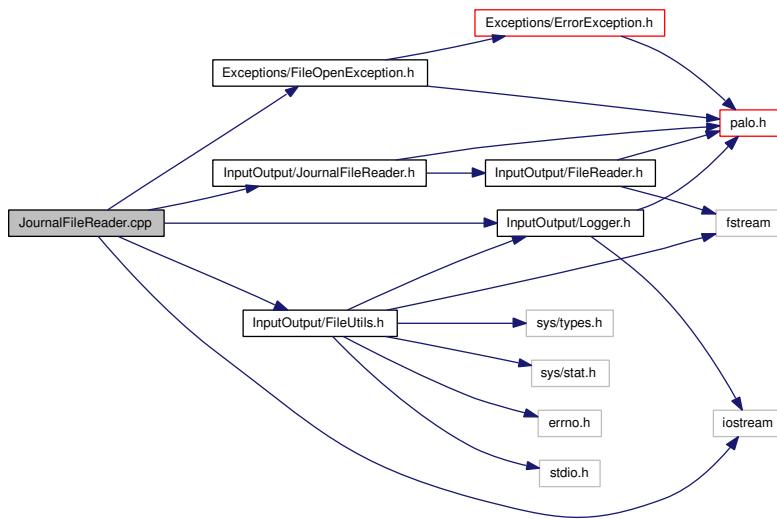
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.327 JournalFileReader.cpp File Reference

reads journal data files

```
#include "InputOutput/JournalFileReader.h"
#include "Exceptions/FileOpenException.h"
#include "InputOutput/FileUtils.h"
#include "InputOutput/Logger.h"
#include <iostream>
```

Include dependency graph for JournalFileReader.cpp:



## Namespaces

- namespace **palo**

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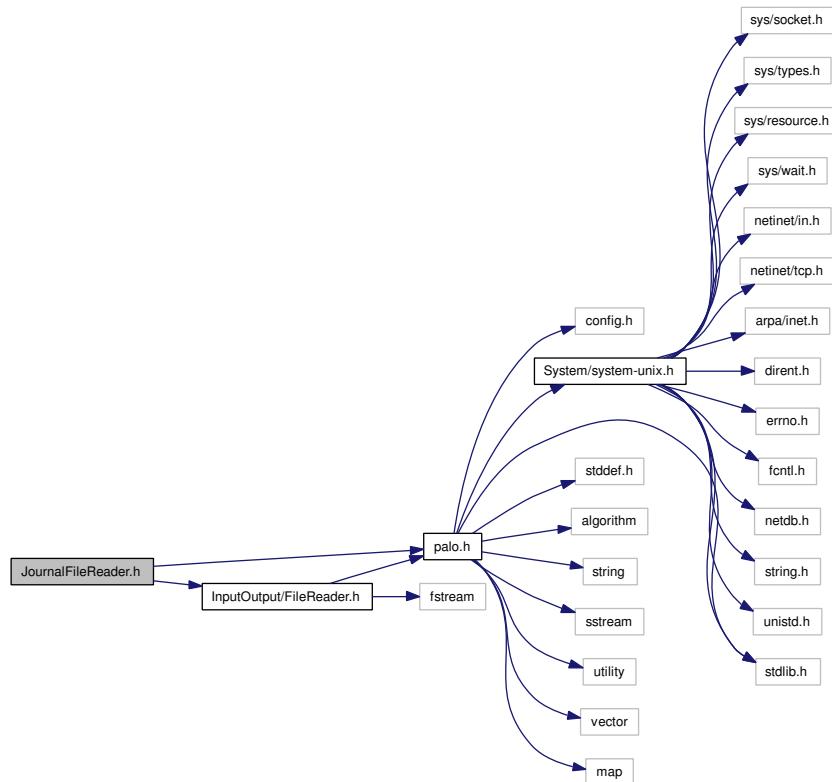
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.328 JournalFileReader.h File Reference

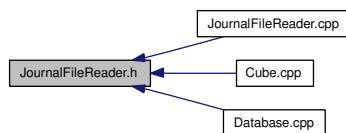
read journal file

```
#include "palo.h"  
#include "InputOutput/FileReader.h"
```

Include dependency graph for JournalFileReader.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::JournalFileReader**  
*journal file reader*

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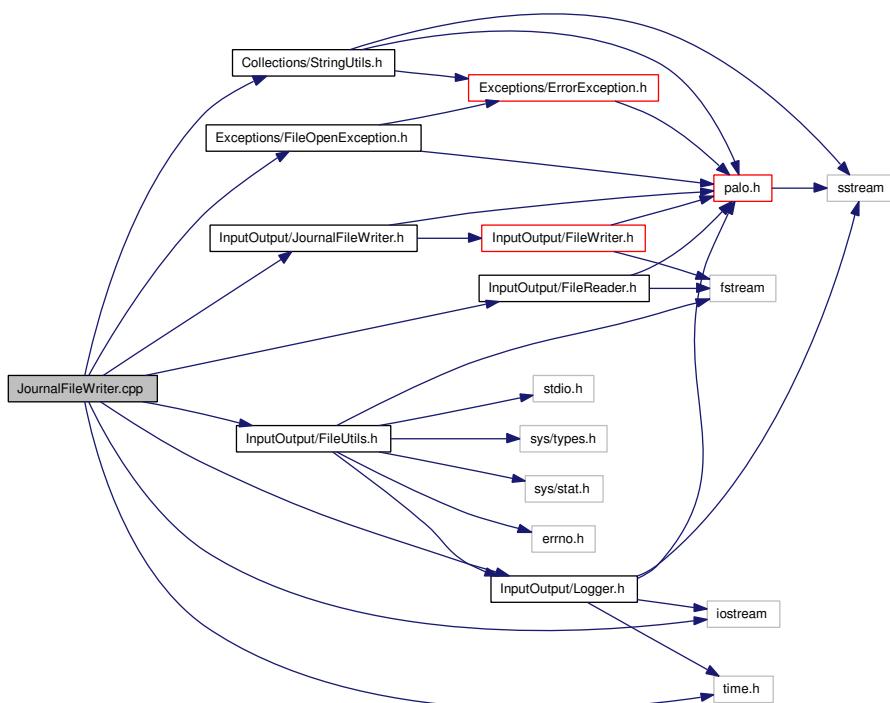
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.329 JournalFileWriter.cpp File Reference

writes journals as csv data to files

```
#include "InputOutput/JournalFileWriter.h"
#include "Collections/StringUtils.h"
#include "Exceptions/FileOpenException.h"
#include "InputOutput/FileReader.h"
#include "InputOutput/FileUtils.h"
#include "InputOutput/Logger.h"
#include <time.h>
#include <iostream>
```

Include dependency graph for JournalFileWriter.cpp:



## Namespaces

- namespace **palo**

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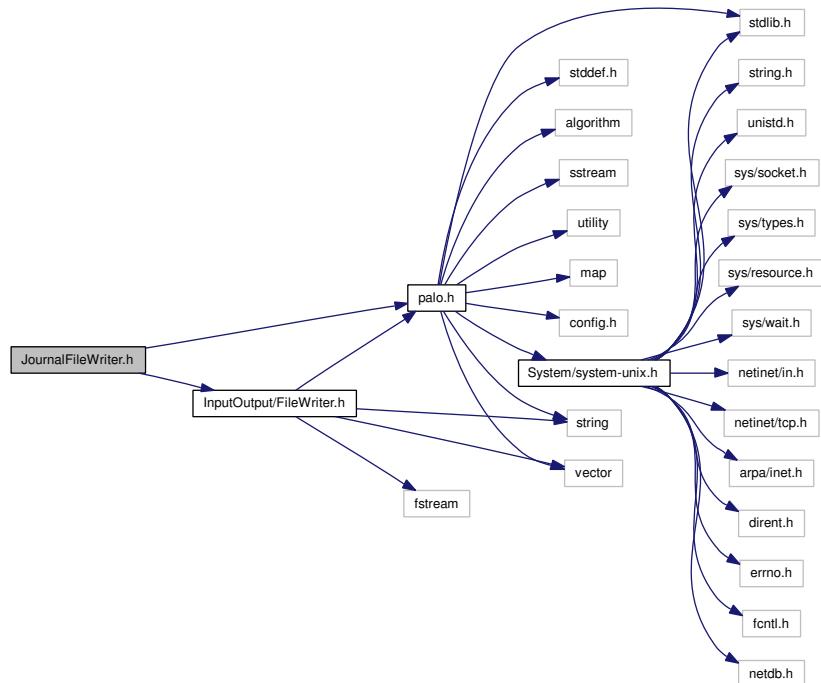
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Achim Brandt, triagens GmbH, Cologne, Germany

### 5.330 JournalFileWriter.h File Reference

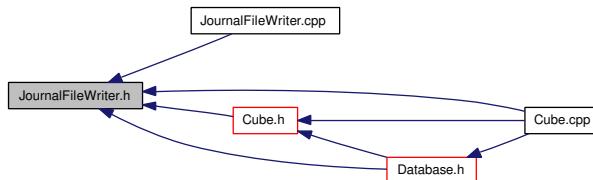
write journal file

```
#include "palo.h"
#include "InputOutput/FileWriter.h"
```

Include dependency graph for JournalFileWriter.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::JournalFileWriter**  
*journal file writer*

### 5.330.1 Detailed Description

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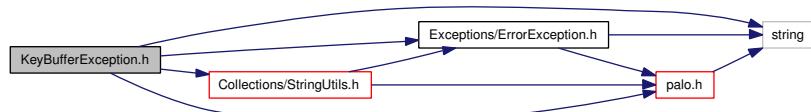
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.331 KeyBufferException.h File Reference

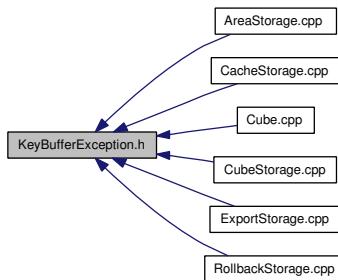
palo cube-page key exception

```
#include "palo.h"
#include <string>
#include "Exceptions/ErrorException.h"
#include "Collections/StringUtils.h"
```

Include dependency graph for KeyBufferException.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::KeyBufferException**  
*palo cube-page key exception*

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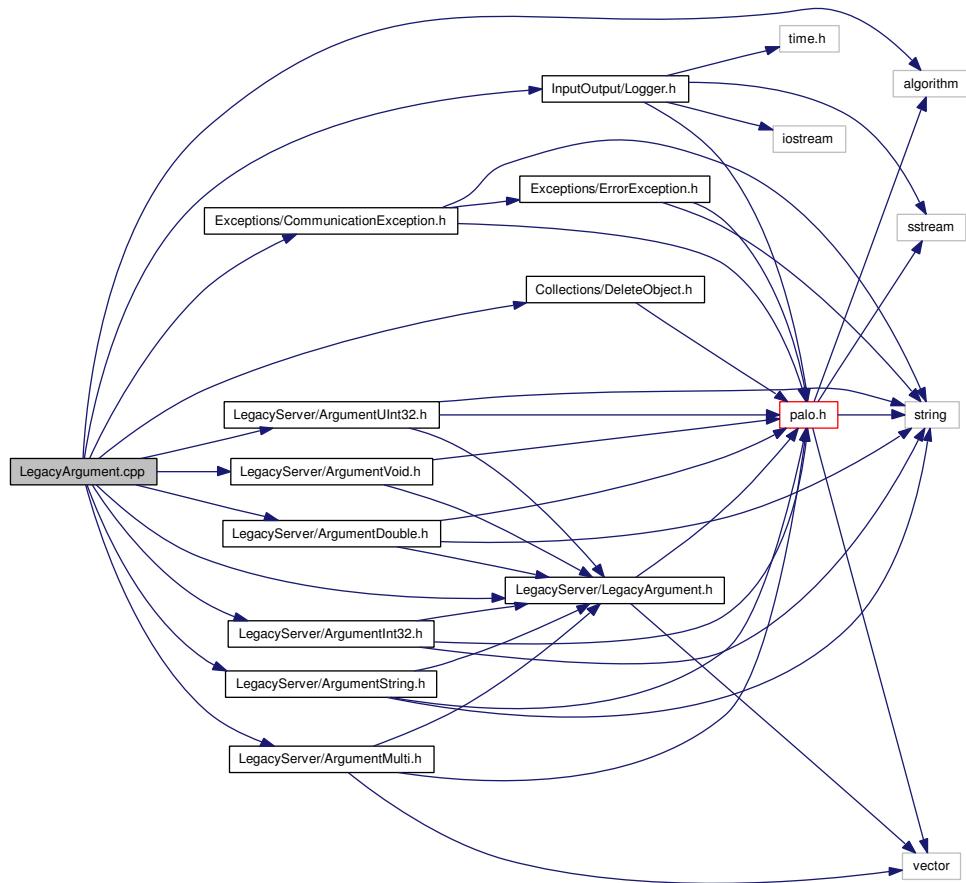
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

### 5.332 LegacyArgument.cpp File Reference

legacy argument variant

```
#include "LegacyServer/LegacyArgument.h"
#include <algorithm>
#include "Exceptions/CommunicationException.h"
#include "Collections/DeleteObject.h"
#include "InputOutput/Logger.h"
#include "LegacyServer/ArgumentDouble.h"
#include "LegacyServer/ArgumentInt32.h"
#include "LegacyServer/ArgumentMulti.h"
#include "LegacyServer/ArgumentString.h"
#include "LegacyServer/ArgumentUInt32.h"
#include "LegacyServer/ArgumentVoid.h"
```

Include dependency graph for LegacyArgument.cpp:



## Namespaces

- namespace **palo**

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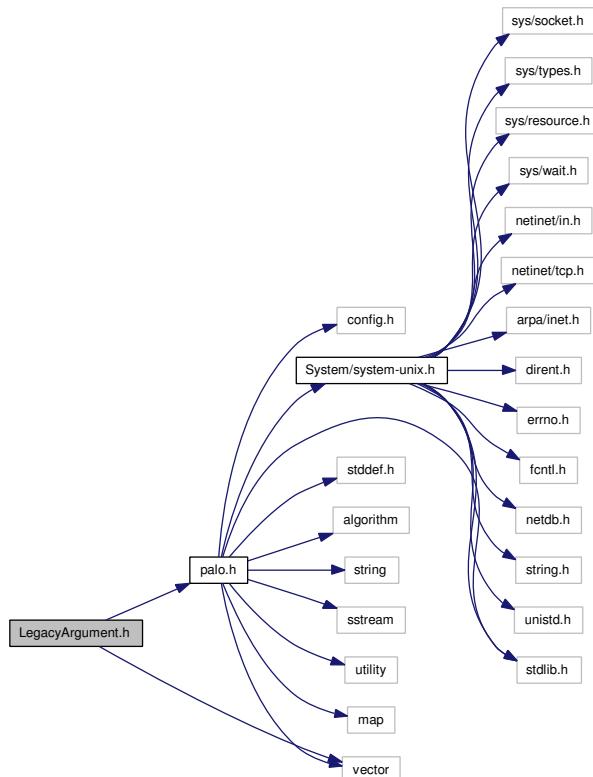
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Achim Brandt, triagens GmbH, Cologne, Germany

### 5.333 LegacyArgument.h File Reference

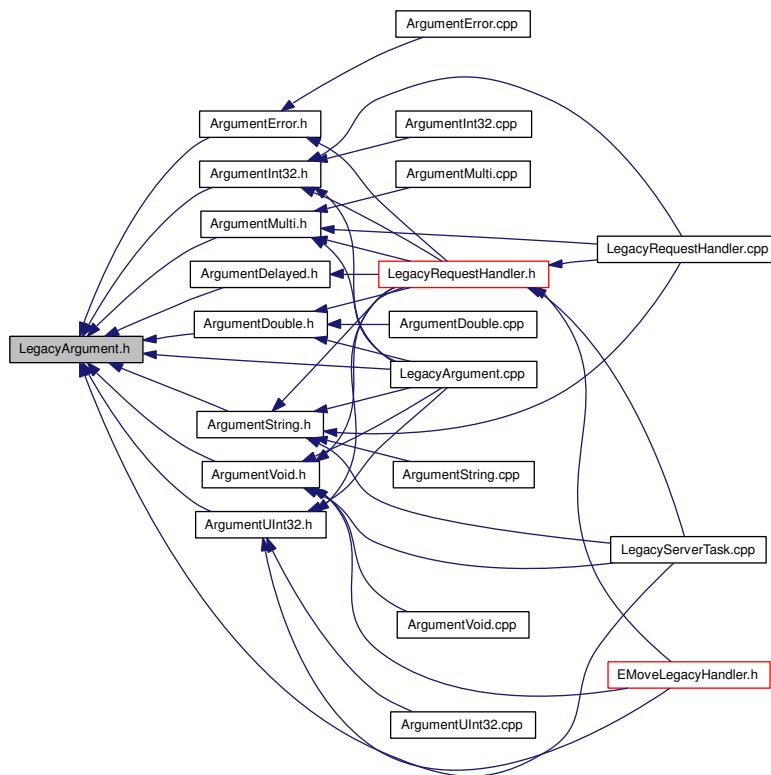
legacy argument variant

```
#include "palo.h"  
#include <vector>
```

Include dependency graph for LegacyArgument.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::LegacyArgument**  
*legacy argument variant*

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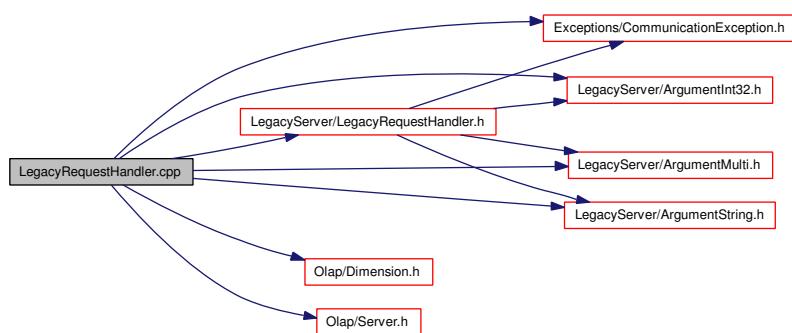
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.334 LegacyRequestHandler.cpp File Reference

abstract base class for all legacy request handler

```
#include "LegacyServer/LegacyRequestHandler.h"
#include "Exceptions/CommunicationException.h"
#include "Olap/Dimension.h"
#include "Olap/Server.h"
#include "LegacyServer/ArgumentString.h"
#include "LegacyServer/ArgumentMulti.h"
#include "LegacyServer/ArgumentInt32.h"
```

Include dependency graph for LegacyRequestHandler.cpp:



## Namespaces

- namespace **palo**

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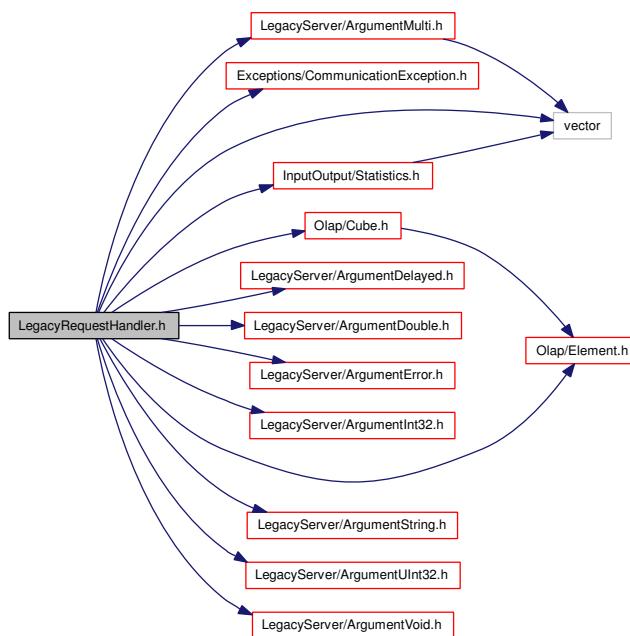
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.335 LegacyRequestHandler.h File Reference

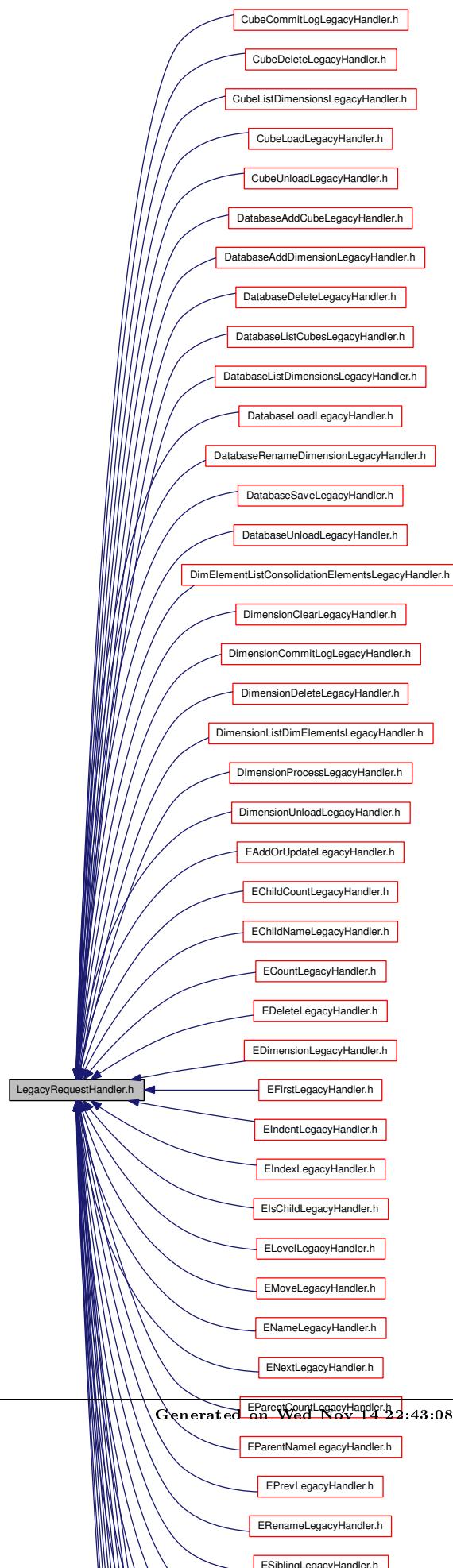
abstract base class for all legacy request handler

```
#include <vector>
#include "Exceptions/CommunicationException.h"
#include "InputOutput/Statistics.h"
#include "Olap/Cube.h"
#include "Olap/Element.h"
#include "LegacyServer/ArgumentDelayed.h"
#include "LegacyServer/ArgumentDouble.h"
#include "LegacyServer/ArgumentError.h"
#include "LegacyServer/ArgumentInt32.h"
#include "LegacyServer/ArgumentMulti.h"
#include "LegacyServer/ArgumentString.h"
#include "LegacyServer/ArgumentUInt32.h"
#include "LegacyServer/ArgumentVoid.h"
```

Include dependency graph for LegacyRequestHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::LegacyRequestHandler**

*abstract base class for all legacy request handler*

### 5.335.1 Detailed Description

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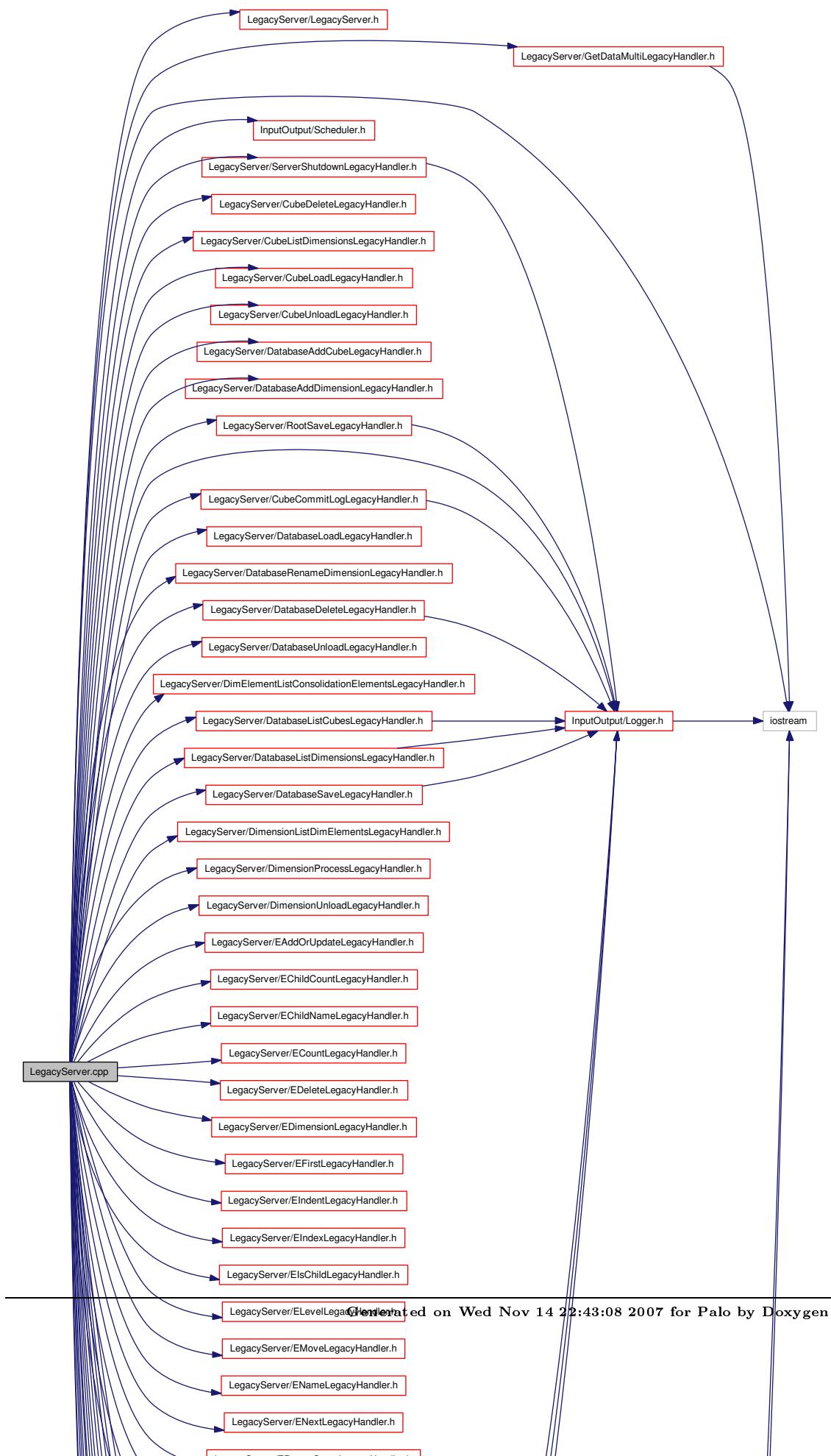
## 5.336 LegacyServer.cpp File Reference

legacy server

```
#include "LegacyServer/LegacyServer.h"
#include <iostream>
#include "InputOutput/Logger.h"
#include "InputOutput/Scheduler.h"
#include "LegacyServer/CubeCommitLogLegacyHandler.h"
#include "LegacyServer/CubeDeleteLegacyHandler.h"
#include "LegacyServer/CubeListDimensionsLegacyHandler.h"
#include "LegacyServer/CubeLoadLegacyHandler.h"
#include "LegacyServer/CubeUnloadLegacyHandler.h"
#include "LegacyServer/DatabaseAddCubeLegacyHandler.h"
#include "LegacyServer/DatabaseAddDimensionLegacyHandler.h"
#include "LegacyServer/DatabaseDeleteLegacyHandler.h"
#include "LegacyServer/DatabaseListCubesLegacyHandler.h"
#include "LegacyServer/DatabaseListDimensionsLegacyHandler.h"
#include "LegacyServer/DatabaseLoadLegacyHandler.h"
#include "LegacyServer/DatabaseRenameDimensionLegacyHandler.h"
#include "LegacyServer/DatabaseSaveLegacyHandler.h"
#include "LegacyServer/DatabaseUnloadLegacyHandler.h"
#include "LegacyServer/DimElementListConsolidationElementsLegacyHandler.h"
#include "LegacyServer/DimensionClearLegacyHandler.h"
#include "LegacyServer/DimensionCommitLogLegacyHandler.h"
#include "LegacyServer/DimensionDeleteLegacyHandler.h"
#include "LegacyServer/DimensionListDimElementsLegacyHandler.h"
#include "LegacyServer/DimensionProcessLegacyHandler.h"
#include "LegacyServer/DimensionUnloadLegacyHandler.h"
#include "LegacyServer/EAddOrUpdateLegacyHandler.h"
#include "LegacyServer/EChildCountLegacyHandler.h"
#include "LegacyServer/EChildNameLegacyHandler.h"
#include "LegacyServer/ECountLegacyHandler.h"
#include "LegacyServer/EDeleteLegacyHandler.h"
#include "LegacyServer/EDimensionLegacyHandler.h"
#include "LegacyServer/EFirstLegacyHandler.h"
#include "LegacyServer/EIndentLegacyHandler.h"
#include "LegacyServer/EIndexLegacyHandler.h"
```

```
#include "LegacyServer/EIsChildLegacyHandler.h"
#include "LegacyServer/ELevelLegacyHandler.h"
#include "LegacyServer/EMoveLegacyHandler.h"
#include "LegacyServer/ENameLegacyHandler.h"
#include "LegacyServer/ENextLegacyHandler.h"
#include "LegacyServer/EParentCountLegacyHandler.h"
#include "LegacyServer/EPropertyNameLegacyHandler.h"
#include "LegacyServer/EPrevLegacyHandler.h"
#include "LegacyServer/ERenameLegacyHandler.h"
#include "LegacyServer/ESiblingLegacyHandler.h"
#include "LegacyServer/ETopLevelLegacyHandler.h"
#include "LegacyServer/ETypeLegacyHandler.h"
#include "LegacyServer/EWeightLegacyHandler.h"
#include "LegacyServer/GetDataAreaLegacyHandler.h"
#include "LegacyServer/GetDataExportLegacyHandler.h"
#include "LegacyServer/GetDataLegacyHandler.h"
#include "LegacyServer/GetDataMultiLegacyHandler.h"
#include "LegacyServer/LegacyServerTask.h"
#include "LegacyServer/PingLegacyHandler.h"
#include "LegacyServer/RootAddDatabaseLegacyHandler.h"
#include "LegacyServer/RootListDatabasesLegacyHandler.h"
#include "LegacyServer/RootSaveLegacyHandler.h"
#include "LegacyServer/ServerShutdownLegacyHandler.h"
#include "LegacyServer/SetDataLegacyHandler.h"
```

Include dependency graph for LegacyServer.cpp:



## Namespaces

- namespace **palo**

### 5.336.1 Detailed Description

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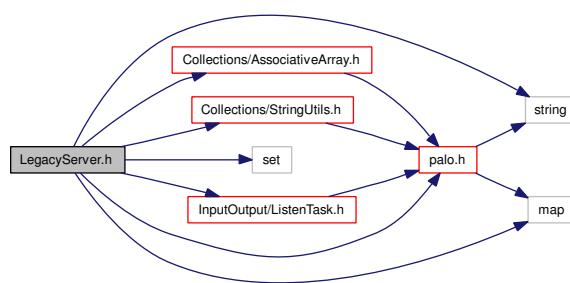
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### 5.337 LegacyServer.h File Reference

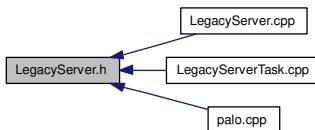
legacy server

```
#include "palo.h"
#include <string>
#include <map>
#include <set>
#include "Collections/AssociativeArray.h"
#include "Collections/StringUtils.h"
#include "InputOutput/ListenTask.h"
```

Include dependency graph for LegacyServer.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::LegacyServer**  
*legacy server*

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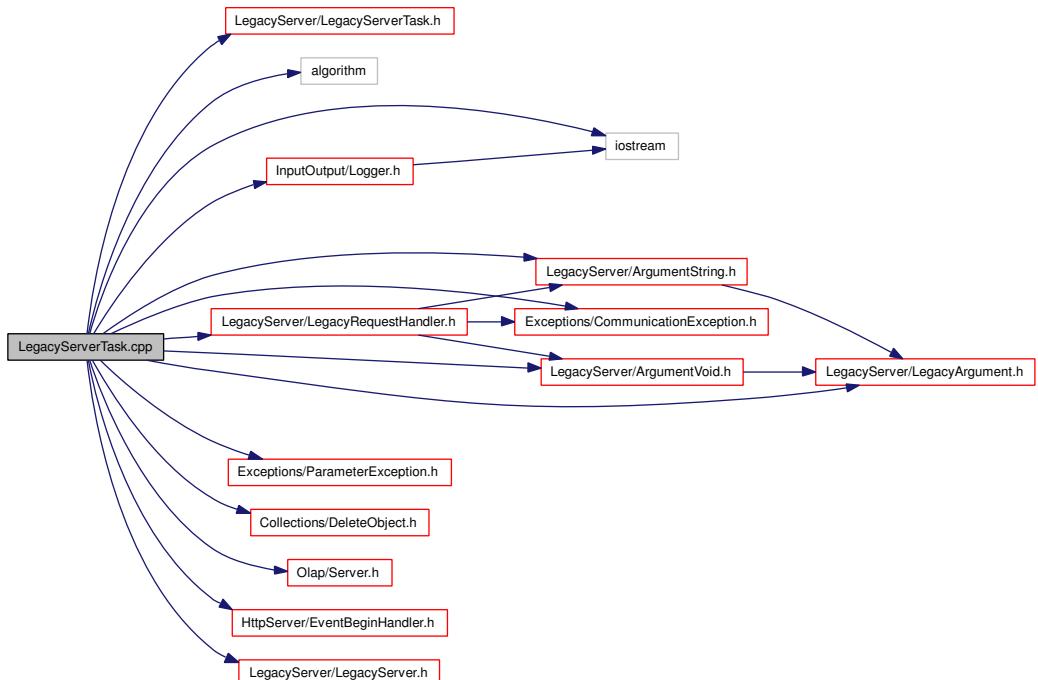
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

### 5.338 LegacyServerTask.cpp File Reference

read/write task of a legacy server

```
#include "LegacyServer/LegacyServerTask.h"
#include <algorithm>
#include <iostream>
#include "Exceptions/CommunicationException.h"
#include "Exceptions/ParameterException.h"
#include "Collections/DeleteObject.h"
#include "InputOutput/Logger.h"
#include "Olap/Server.h"
#include "HttpServer/EventBeginHandler.h"
#include "LegacyServer/ArgumentString.h"
#include "LegacyServer/ArgumentVoid.h"
#include "LegacyServer/LegacyArgument.h"
#include "LegacyServer/LegacyServer.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for LegacyServerTask.cpp:



### Namespaces

- namespace **palo**

### 5.338.1 Detailed Description

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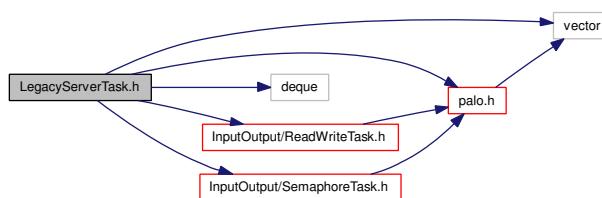
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Achim Brandt, triagens GmbH, Cologne, Germany

### 5.339 LegacyServerTask.h File Reference

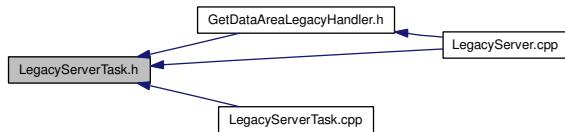
read/write task of a legacy server

```
#include "palo.h"
#include <deque>
#include <vector>
#include "InputOutput/ReadWriteTask.h"
#include "InputOutput/SemaphoreTask.h"
```

Include dependency graph for LegacyServerTask.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::LegacyServerTask**  
*read/write task of a legacy server*

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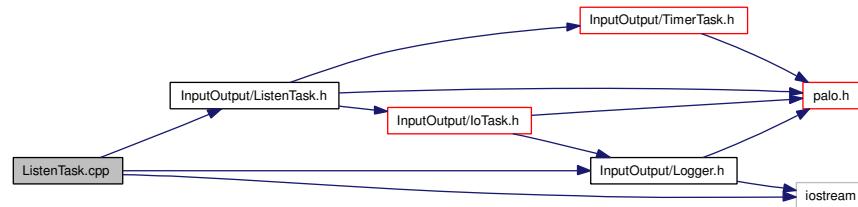
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.340 ListenTask.cpp File Reference

tasks used to establish connections

```
#include "InputOutput/ListenTask.h"
#include <iostream>
#include "InputOutput/Logger.h"
```

Include dependency graph for ListenTask.cpp:



## Namespaces

- namespace **palo**

### 5.340.1 Detailed Description

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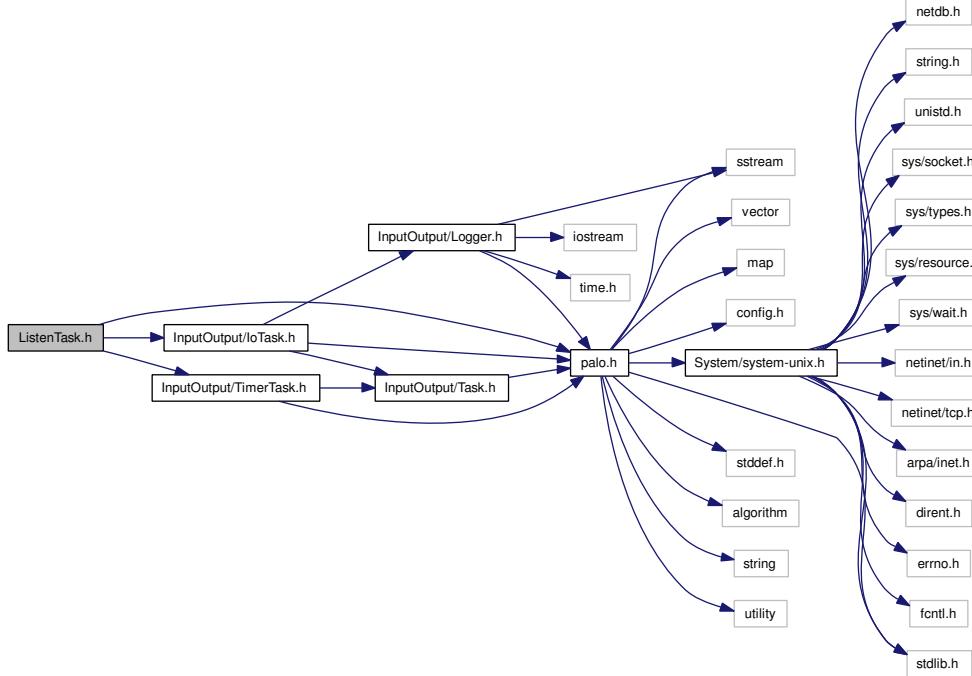
Frank Celler, triagens GmbH, Cologne, Germany  
 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.341 ListenTask.h File Reference

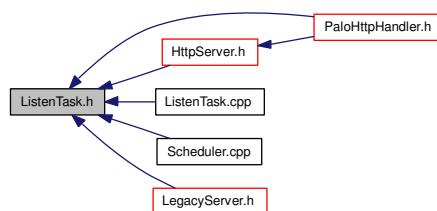
tasks used to establish connections

```
#include "palo.h"
#include "InputOutput/IoTask.h"
#include "InputOutput/TimerTask.h"
```

Include dependency graph for ListenTask.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace `palo`

## Classes

- class `palo::ListenTask`

*task used to establish connections*

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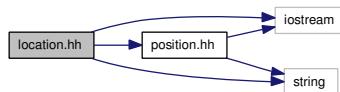
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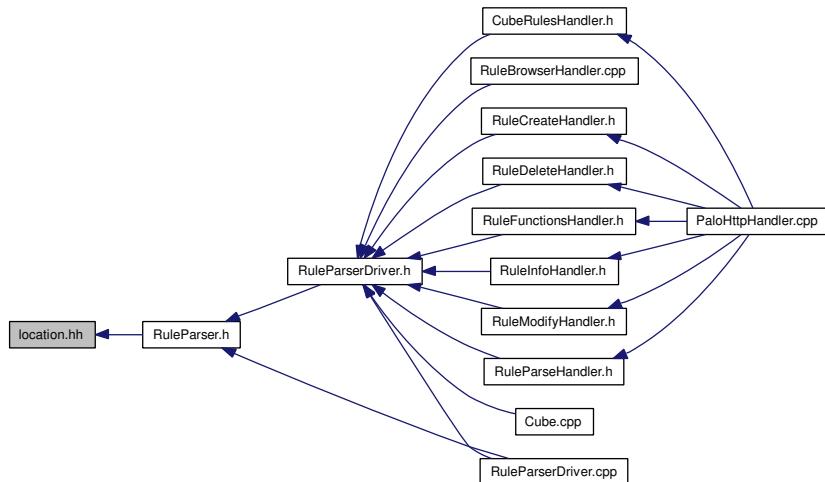
## 5.342 location.hh File Reference

```
#include <iostream>
#include <string>
#include "position.hh"
```

Include dependency graph for location.hh:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace yy

## Classes

- class **yy::location**  
*Abstract a location.*

## Functions

- const location **yy::operator+** (const location &begin, const location &end)  
*Join two location objects to create a location.*
- const location **yy::operator+** (const location &begin, unsigned int width)

*Add two location objects.*

- `location & yy::operator+= (location &res, unsigned int width)`

*Add and assign a location.*

- `std::ostream & yy::operator<< (std::ostream &ostr, const location &loc)`

*Intercept output stream redirection.*

### 5.342.1 Detailed Description

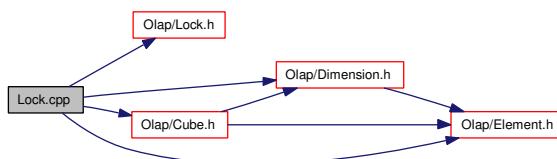
Define the **yy::location** (p. ??) class.

## 5.343 Lock.cpp File Reference

palo cube area lock

```
#include "Olap/Lock.h"
#include "Olap/Cube.h"
#include "Olap/Dimension.h"
#include "Olap/Element.h"
```

Include dependency graph for Lock.cpp:



## Namespaces

- namespace **palo**

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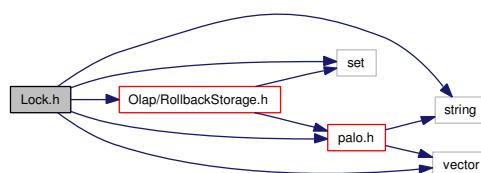
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## 5.344 Lock.h File Reference

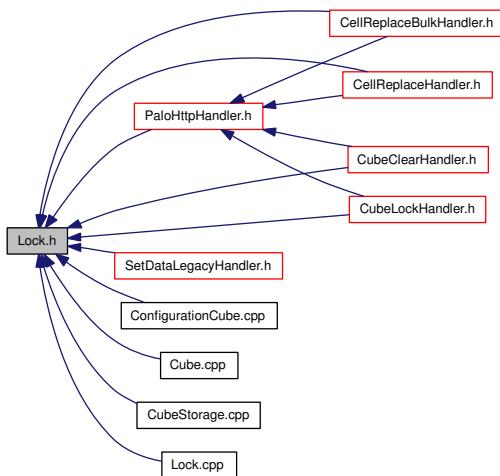
palo cube area lock

```
#include <set>
#include <string>
#include <vector>
#include "palo.h"
#include "Olap/RollbackStorage.h"
```

Include dependency graph for Lock.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::Lock**

*OLAP cube area lock.*

### 5.344.1 Detailed Description

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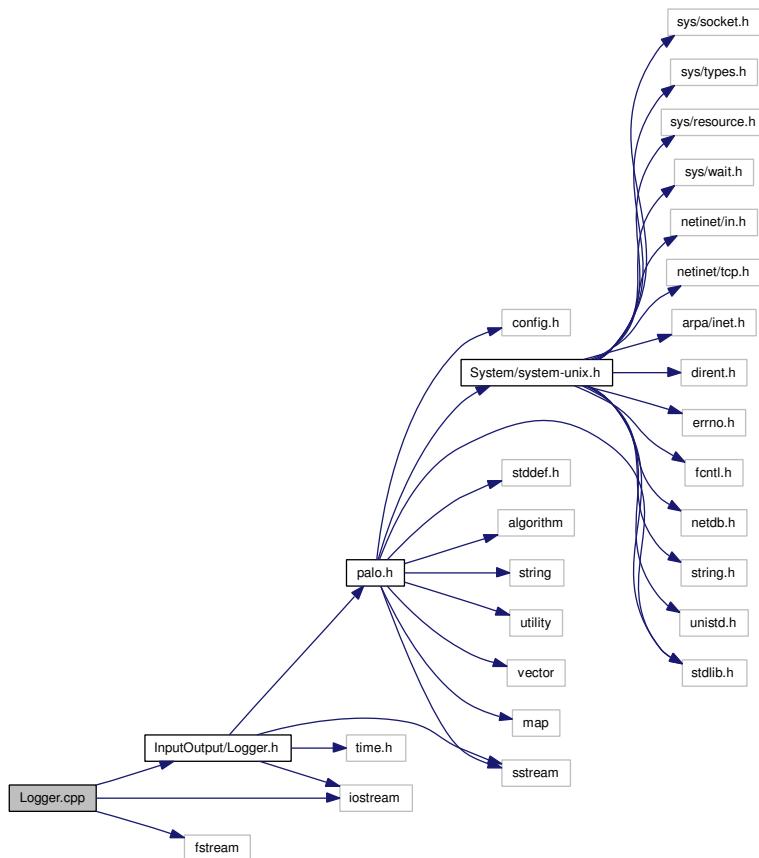
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.345 Logger.cpp File Reference

logger

```
#include "InputOutput/Logger.h"
#include <iostream>
#include <fstream>
```

Include dependency graph for Logger.cpp:



## Namespaces

- namespace **palo**

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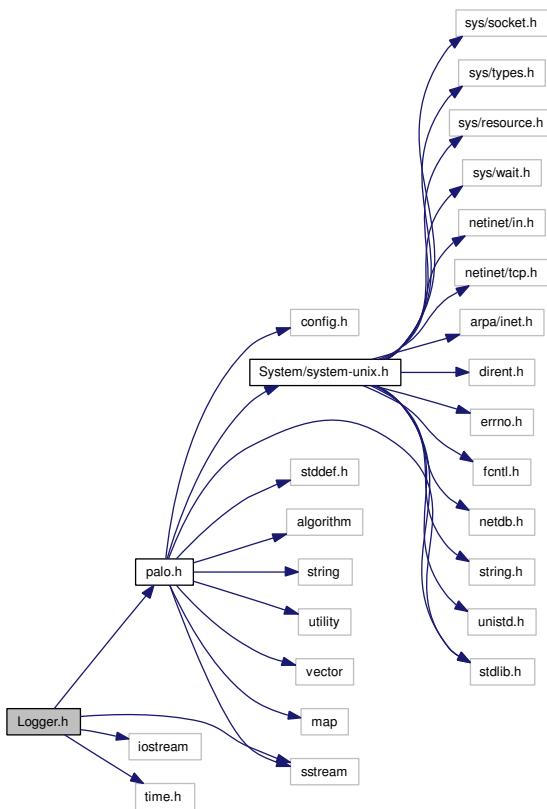
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## 5.346 Logger.h File Reference

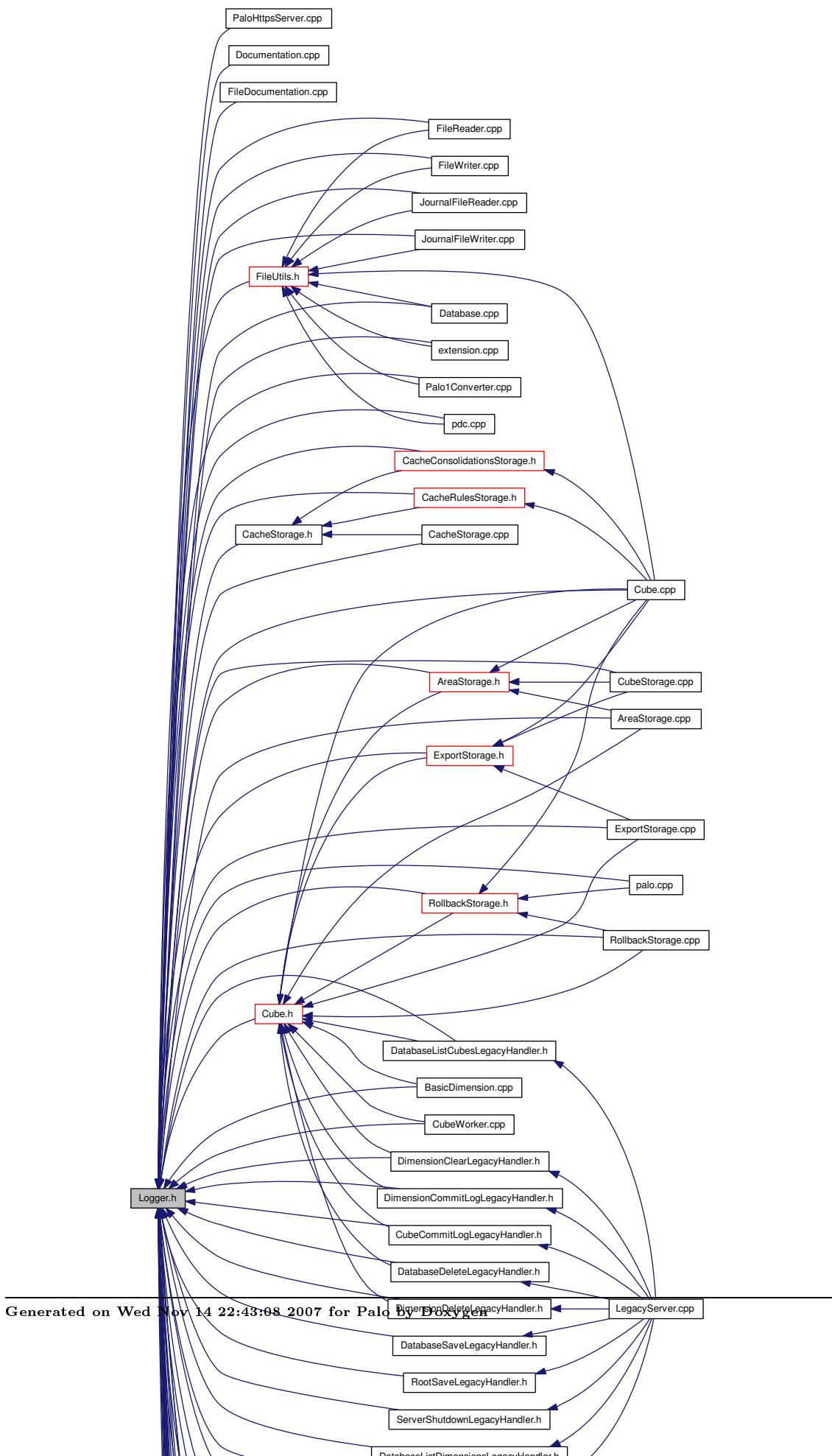
logger

```
#include "palo.h"
#include <iostream>
#include <sstream>
#include <time.h>
```

Include dependency graph for Logger.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::Logger**  
*logger*

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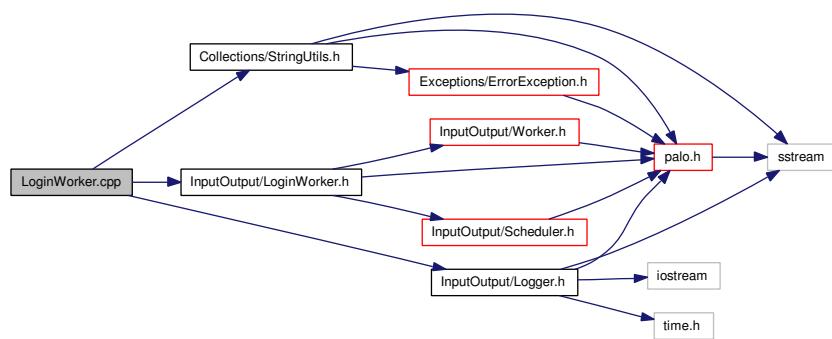
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.347 LoginWorker.cpp File Reference

worker

```
#include "InputOutput/LoginWorker.h"  
#include "Collections/StringUtils.h"  
#include "InputOutput/Logger.h"
```

Include dependency graph for LoginWorker.cpp:



## Namespaces

- namespace **palo**

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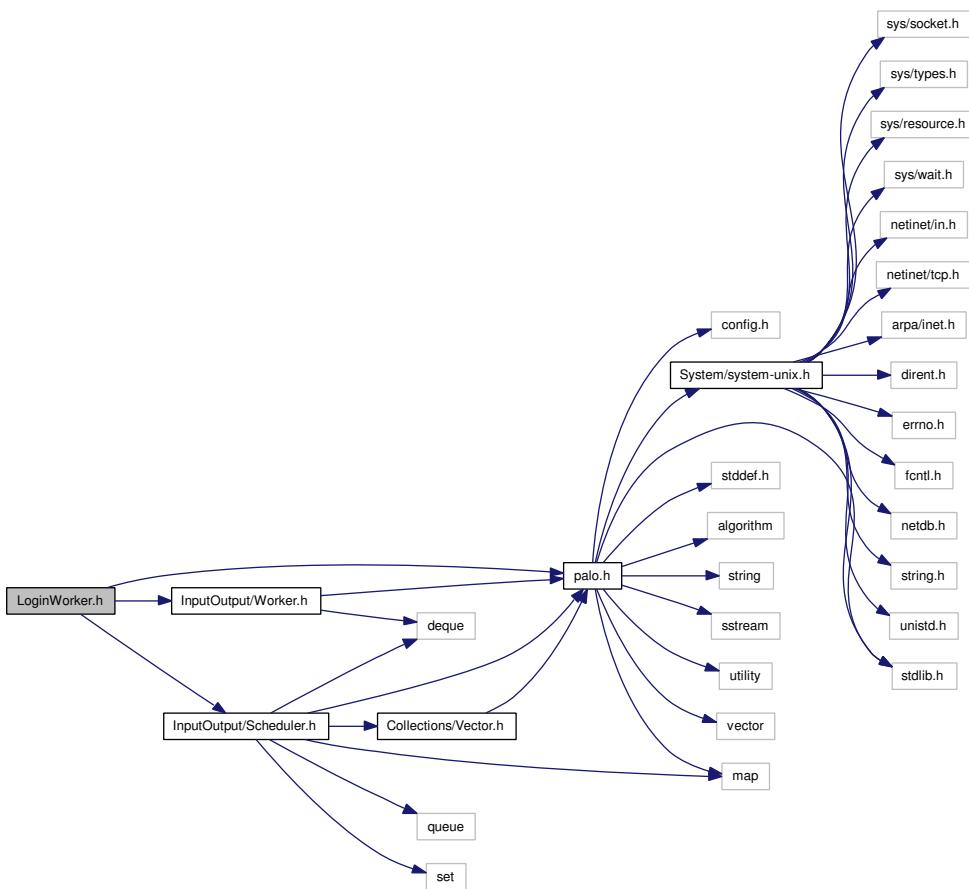
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## 5.348 LoginWorker.h File Reference

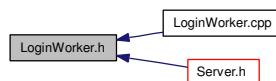
login worker

```
#include "palo.h"
#include "InputOutput/Scheduler.h"
#include "InputOutput/Worker.h"
```

Include dependency graph for LoginWorker.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::LoginWorker**

*login worker*

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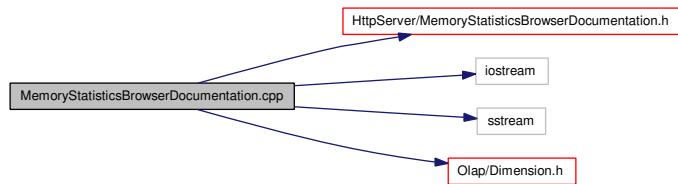
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.349 MemoryStatisticsBrowserDocumentation.cpp File Reference

provides documentation from statistics

```
#include "HttpServer/MemoryStatisticsBrowserDocumentation.h"
#include <iostream>
#include <sstream>
#include "Olap/Dimension.h"
```

Include dependency graph for MemoryStatisticsBrowserDocumentation.cpp:



### Namespaces

- namespace **palo**

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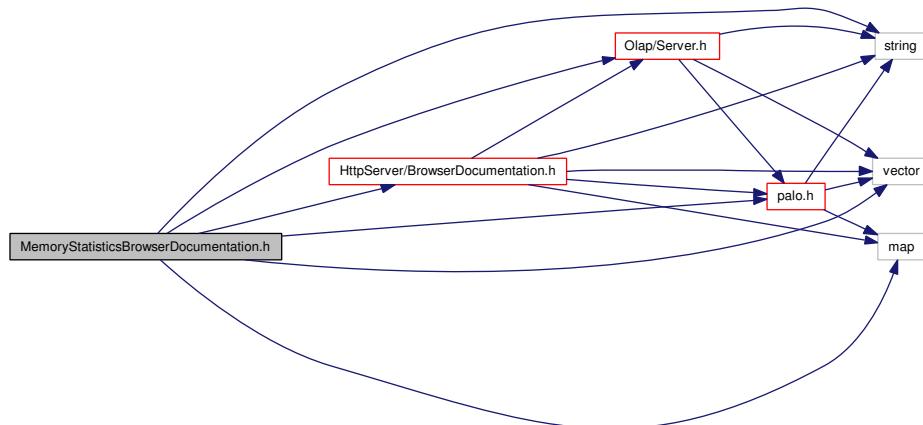
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## 5.350 MemoryStatisticsBrowserDocumentation.h File Reference

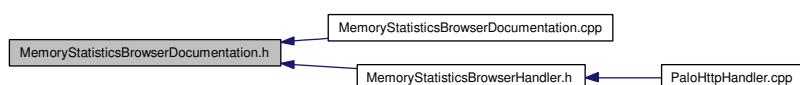
provides documentation from memory statistics

```
#include "palo.h"
#include <string>
#include <map>
#include <vector>
#include "Olap/Server.h"
#include "HttpServer/BrowserDocumentation.h"
```

Include dependency graph for MemoryStatisticsBrowserDocumentation.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::MemoryStatisticsBrowserDocumentation**  
*provides documentation from statistics*

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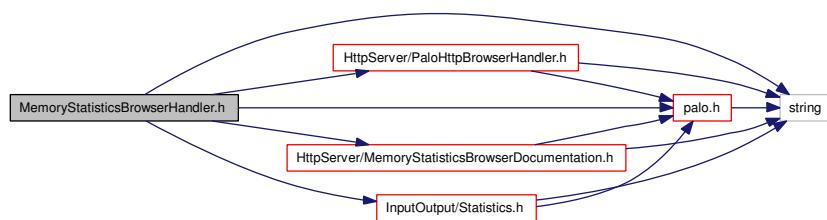
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.351 MemoryStatisticsBrowserHandler.h File Reference

statistics browser handler

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpBrowserHandler.h"
#include "HttpServer/MemoryStatisticsBrowserDocumentation.h"
#include "InputOutput/Statistics.h"
```

Include dependency graph for MemoryStatisticsBrowserHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace `palo`

### Classes

- class `palo::MemoryStatisticsBrowserHandler`  
*statistics browser handler*

#### 5.351.1 Detailed Description

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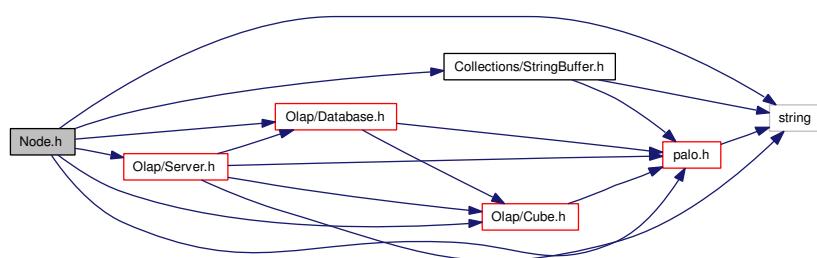
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.352 Node.h File Reference

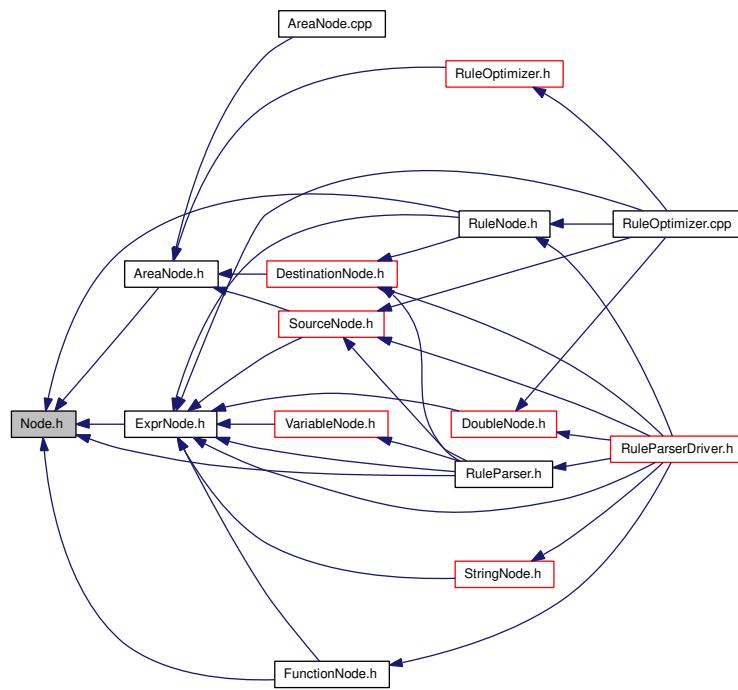
parser node

```
#include "palo.h"
#include <string>
#include "Collections/StringBuffer.h"
#include "Olap/Server.h"
#include "Olap/Database.h"
#include "Olap/Cube.h"
```

Include dependency graph for Node.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::Node**

*parser node*

### 5.352.1 Detailed Description

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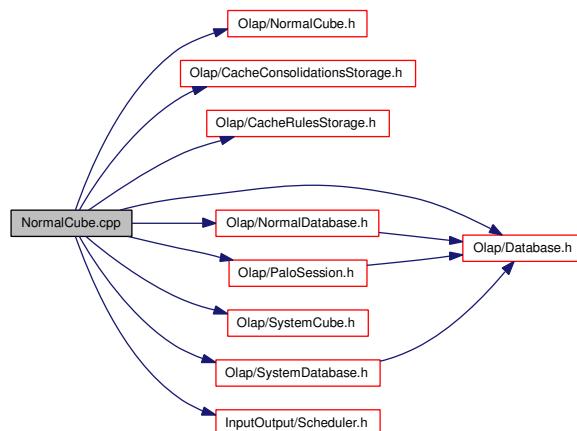
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.353 NormalCube.cpp File Reference

palo normal cube

```
#include "Olap/NormalCube.h"
#include "Olap/CacheConsolidationsStorage.h"
#include "Olap/CacheRulesStorage.h"
#include "Olap/Database.h"
#include "Olap/NormalDatabase.h"
#include "Olap/PaloSession.h"
#include "Olap/SystemCube.h"
#include "Olap/SystemDatabase.h"
#include "InputOutput/Scheduler.h"
```

Include dependency graph for NormalCube.cpp:



## Namespaces

- namespace **palo**

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**Author:**

Frank Celler, triagens GmbH, Cologne, Germany

Achim Brandt, triagens GmbH, Cologne, Germany

## 5.354 NormalCube.h File Reference

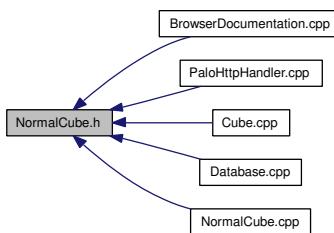
palo normal cube

```
#include "palo.h"
#include "Olap/Cube.h"
```

Include dependency graph for NormalCube.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::NormalCube**  
*normal OLAP cube*

### 5.354.1 Detailed Description

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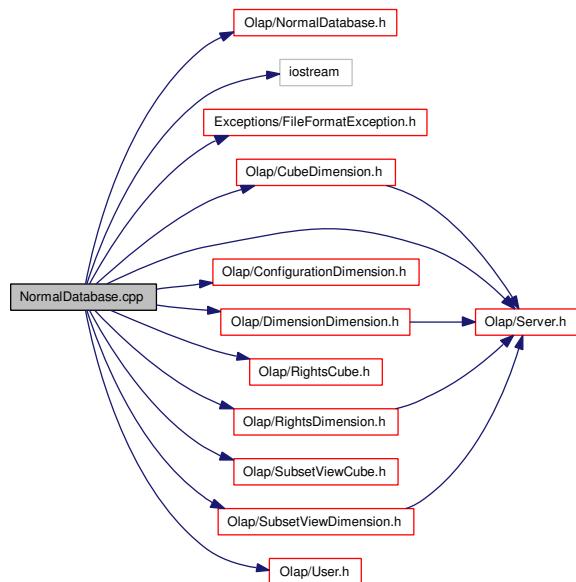
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.355 NormalDatabase.cpp File Reference

```
palo noraml database

#include "Olap/NormalDatabase.h"
#include <iostream>
#include "Exceptions/FileFormatException.h"
#include "Olap/CubeDimension.h"
#include "Olap/ConfigurationDimension.h"
#include "Olap/DimensionDimension.h"
#include "Olap/RightsCube.h"
#include "Olap/RightsDimension.h"
#include "Olap/Server.h"
#include "Olap/SubsetViewCube.h"
#include "Olap/SubsetViewDimension.h"
#include "Olap/User.h"
```

Include dependency graph for NormalDatabase.cpp:



## Namespaces

- namespace **palo**

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.356 NormalDatabase.h File Reference

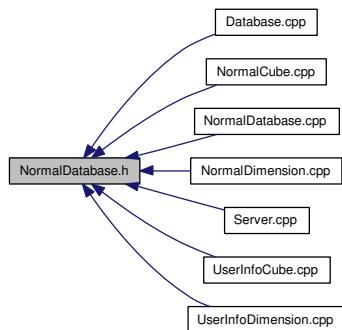
palo noraml database

```
#include "palo.h"
#include "Olap/Database.h"
#include "Olap/ConfigurationCube.h"
```

Include dependency graph for NormalDatabase.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::NormalDatabase**

*OLAP normal database.*

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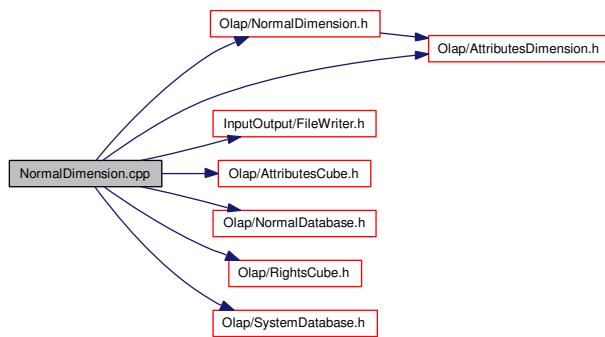
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.357 NormalDimension.cpp File Reference

palo normal dimension

```
#include "Olap/NormalDimension.h"
#include "InputOutput/FileWriter.h"
#include "Olap/AttributesCube.h"
#include "Olap/AttributesDimension.h"
#include "Olap/NormalDatabase.h"
#include "Olap/RightsCube.h"
#include "Olap/SystemDatabase.h"
```

Include dependency graph for NormalDimension.cpp:



## Namespaces

- namespace **palo**

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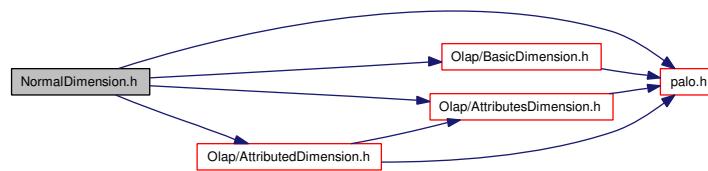
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.358 NormalDimension.h File Reference

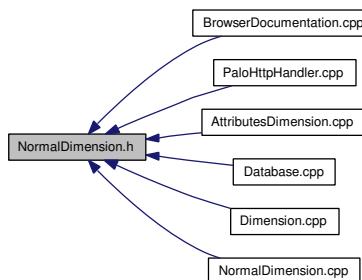
palo normal dimension

```
#include "palo.h"
#include "Olap/BasicDimension.h"
#include "Olap/AttributesDimension.h"
#include "Olap/AttributedDimension.h"
```

Include dependency graph for NormalDimension.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::NormalDimension**  
*normal OLAP dimension*

### 5.358.1 Detailed Description

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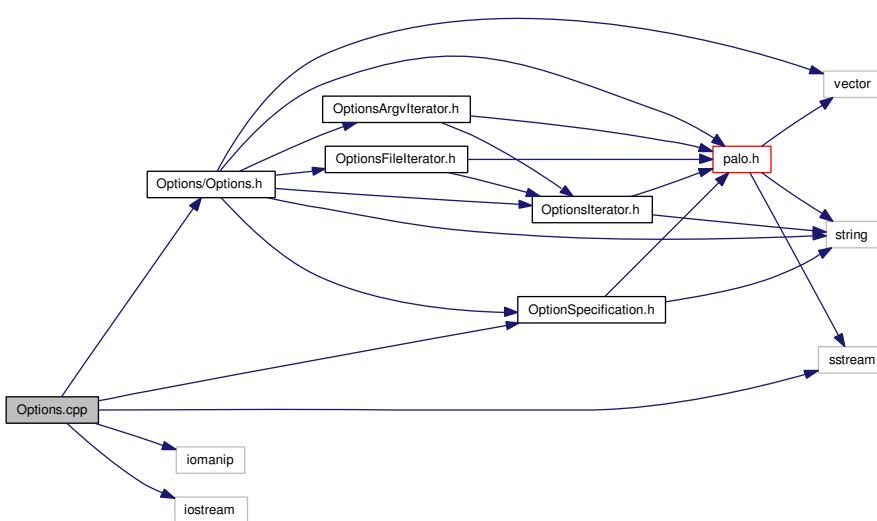
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.359 Options.cpp File Reference

class to parse command line options

```
#include "Options/Options.h"
#include <iomanip>
#include <sstream>
#include <iostream>
#include "Options/OptionSpecification.h"
```

Include dependency graph for Options.cpp:



## Namespaces

- namespace **palo**

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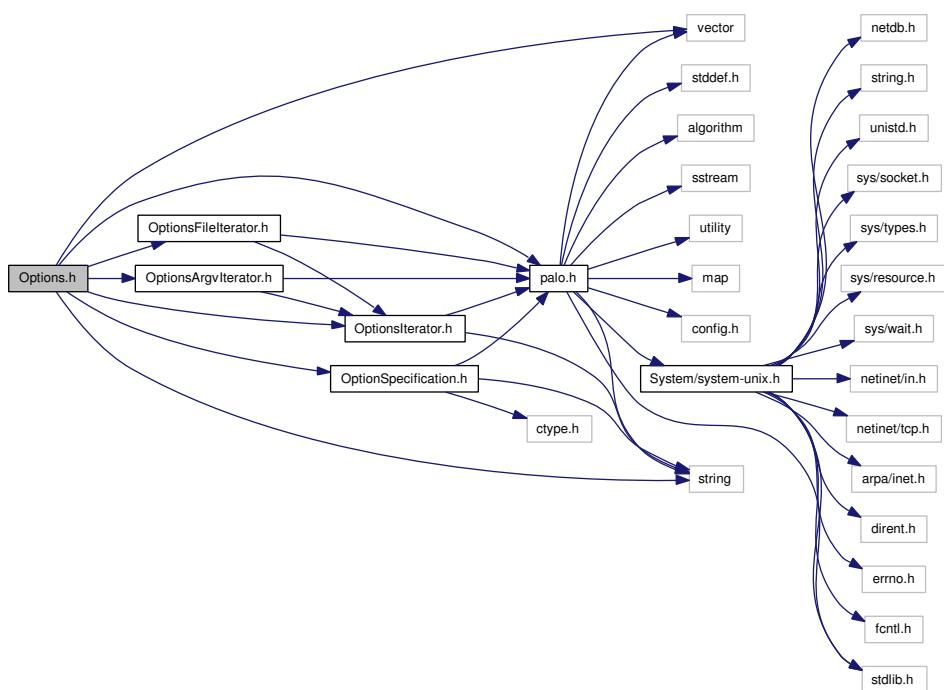
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.360 Options.h File Reference

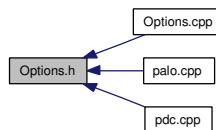
class to parse command line options

```
#include "palo.h"
#include <string>
#include <vector>
#include "OptionsIterator.h"
#include "OptionsArgvIterator.h"
#include "OptionsFileIterator.h"
#include "OptionSpecification.h"
```

Include dependency graph for Options.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::Options**

*class to parse command line options*

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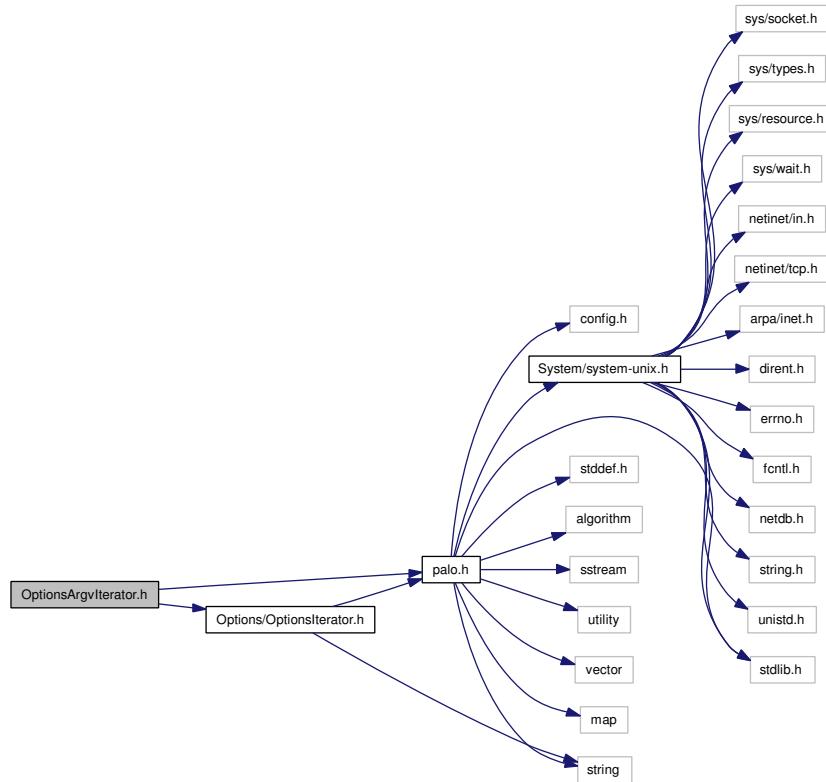
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.361 OptionsArgvIterator.h File Reference

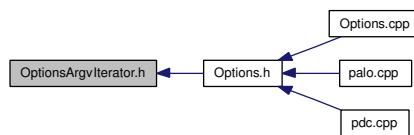
iterate through an array of tokens

```
#include "palo.h"
#include "Options/OptionsIterator.h"
```

Include dependency graph for OptionsArgvIterator.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::OptionsArgvIterator**  
*iterate through an array of tokens*

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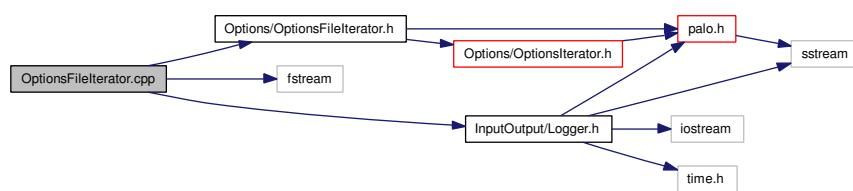
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.362 OptionsFileIterator.cpp File Reference

iterate through an init file

```
#include "Options/OptionsFileIterator.h"
#include <fstream>
#include "InputOutput/Logger.h"
```

Include dependency graph for OptionsFileIterator.cpp:



## Nam espaces

- namespace `palo`

### 5.362.1 Detailed Description

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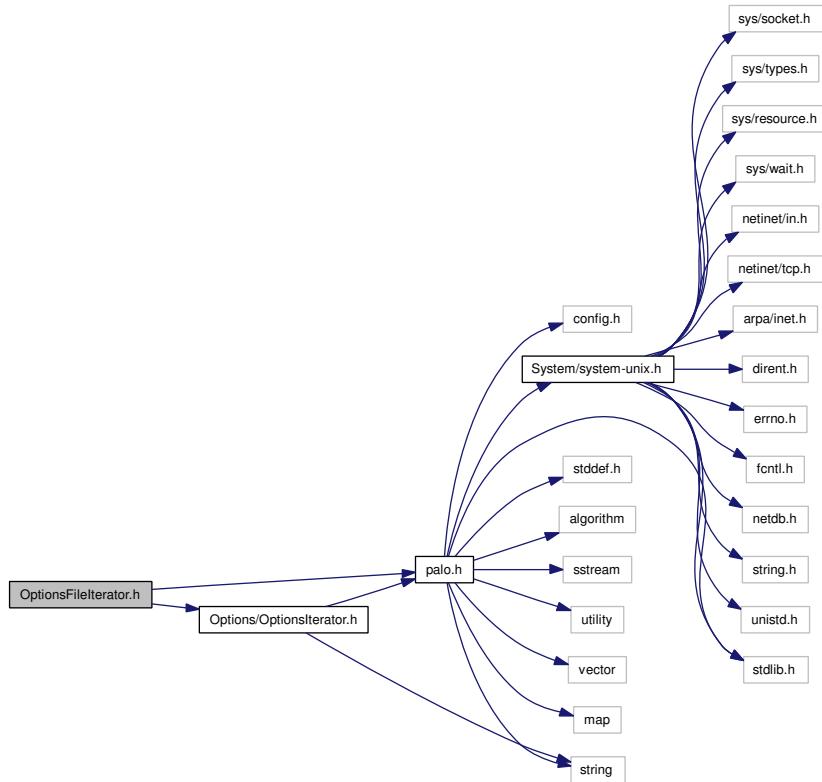
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 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.363 OptionsFileIterator.h File Reference

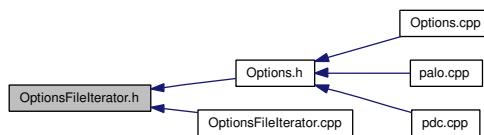
iterate through an init file

```
#include "palo.h"
#include "Options/OptionsIterator.h"
```

Include dependency graph for OptionsFileIterator.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::OptionsFileIterator**  
*iterate through an init*

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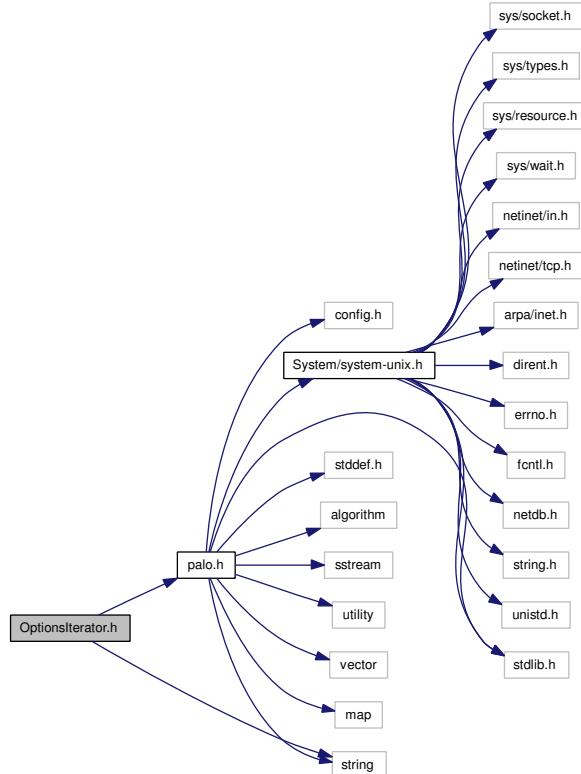
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.364 OptionsIterator.h File Reference

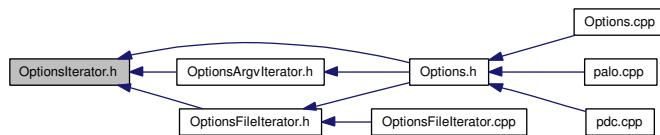
abstract options iterator class

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

Include dependency graph for OptionsIterator.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::OptionsIterator**

*abstract class to iterate through options and arguments*

### 5.364.1 Detailed Description

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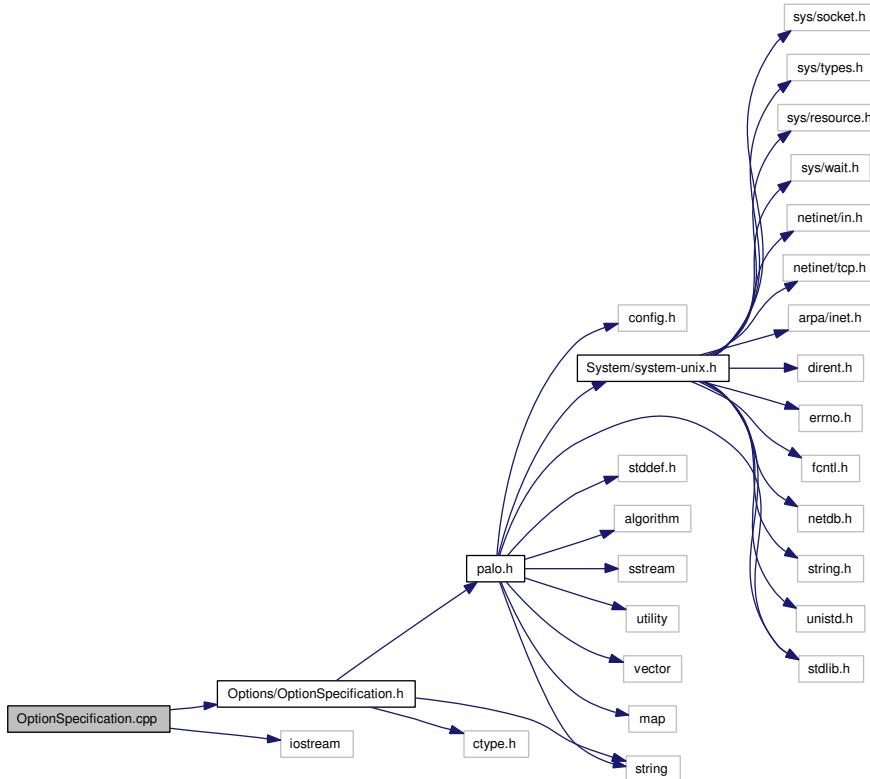
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.365 OptionSpecification.cpp File Reference

class that represents an option specification

```
#include "Options/OptionSpecification.h"
#include <iostream>
```

Include dependency graph for OptionSpecification.cpp:



## Namespaces

- namespace **palo**

### 5.365.1 Detailed Description

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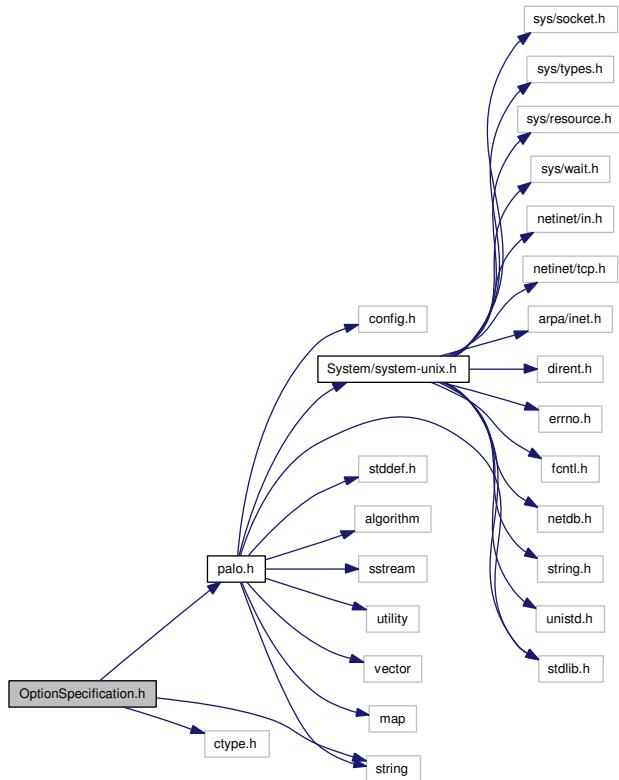
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## 5.366 OptionSpecification.h File Reference

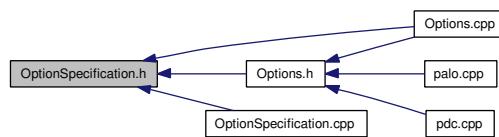
class that represents an option specification

```
#include "palo.h"
#include <ctype.h>
#include <string>
```

Include dependency graph for OptionSpecification.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::OptionSpecification**

*class that represents an option specification*

### 5.366.1 Detailed Description

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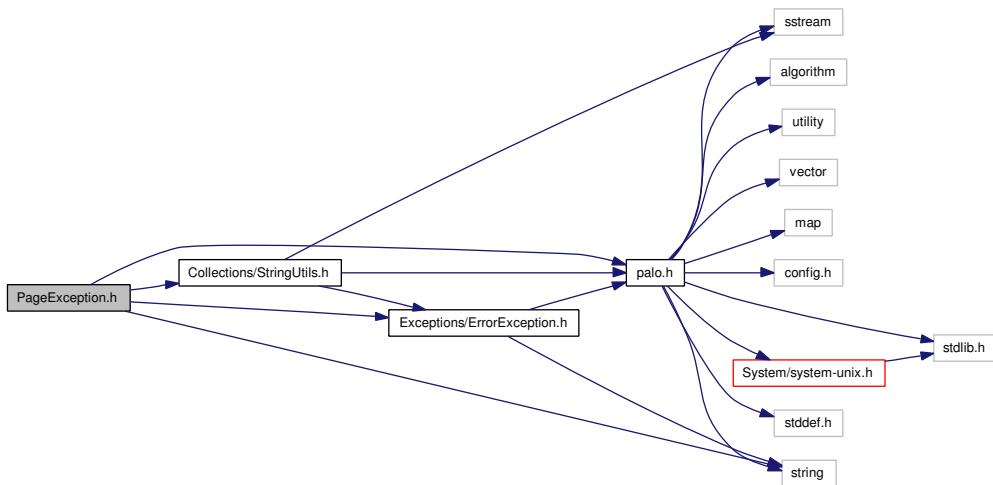
#### **Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.367 PageException.h File Reference

```
palo page exception
#include "palo.h"
#include <string>
#include "Collections/StringUtils.h"
#include "Exceptions/ErrorException.h"

Include dependency graph for PageException.h:
```



### Namespaces

- namespace **palo**

### Classes

- class **palo::PageException**  
*palo page exception*

#### 5.367.1 Detailed Description

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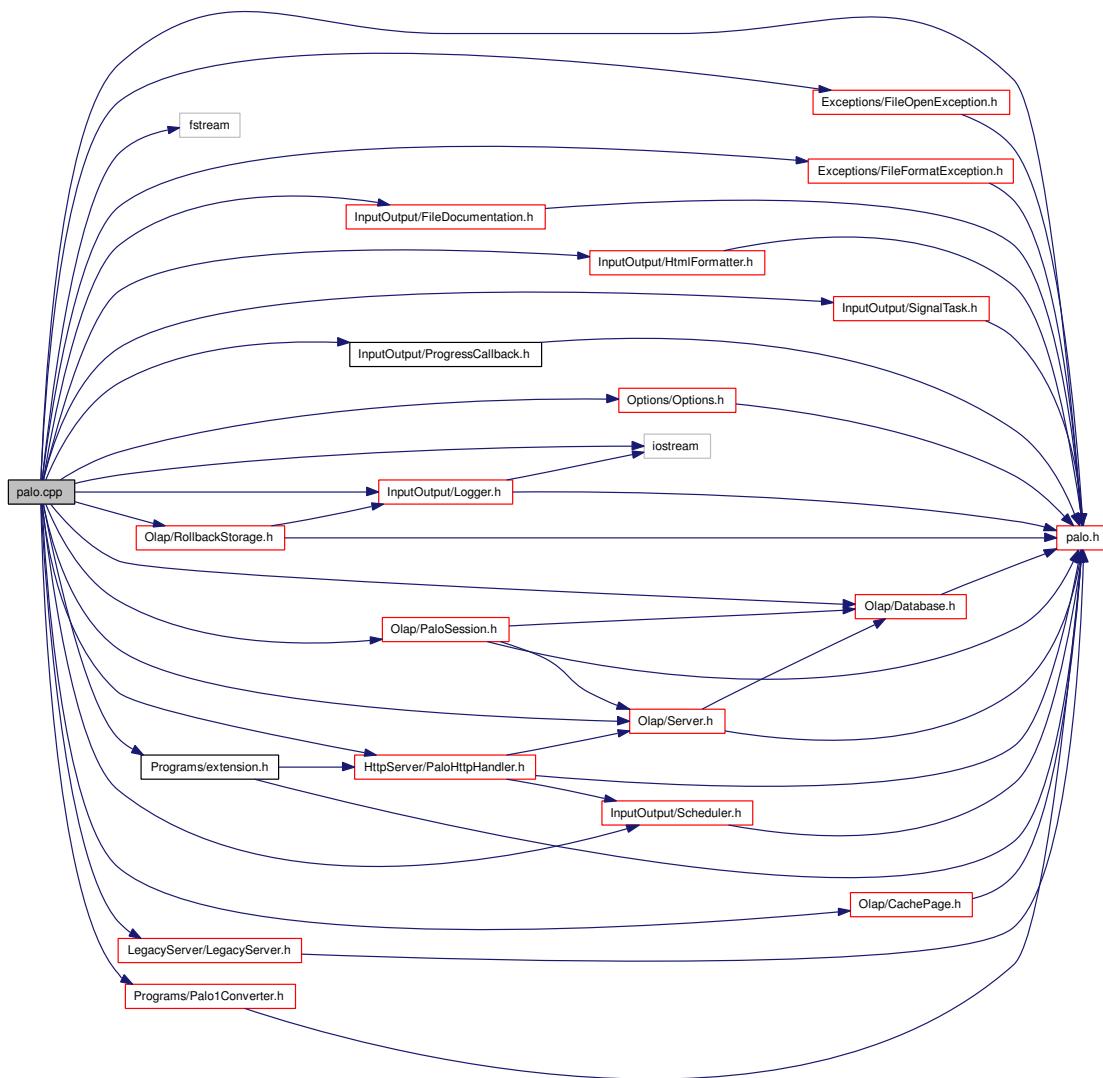
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.368 palo.cpp File Reference

```
main program

#include "palo.h"
#include <iostream>
#include <fstream>
#include "Exceptions/FileOpenException.h"
#include "Exceptions/FileFormatException.h"
#include "InputOutput/FileDocumentation.h"
#include "InputOutput/HtmlFormatter.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Scheduler.h"
#include "InputOutput/SignalTask.h"
#include "InputOutput/ProgressCallback.h"
#include "Options/Options.h"
#include "Olap/Database.h"
#include "Olap/PaloSession.h"
#include "Olap/Server.h"
#include "Olap/CachePage.h"
#include "Olap/RollbackStorage.h"
#include "HttpServer/PaloHttpHandler.h"
#include "LegacyServer/LegacyServer.h"
#include "Programs/Palo1Converter.h"
#include "Programs/extension.h"

Include dependency graph for palo.cpp:
```



## Classes

- class **ControlCHandler**  
 $control\ c$

## Functions

- int **main** (int argc, char \*argv[])
   
 $main$

### 5.368.1 Detailed Description

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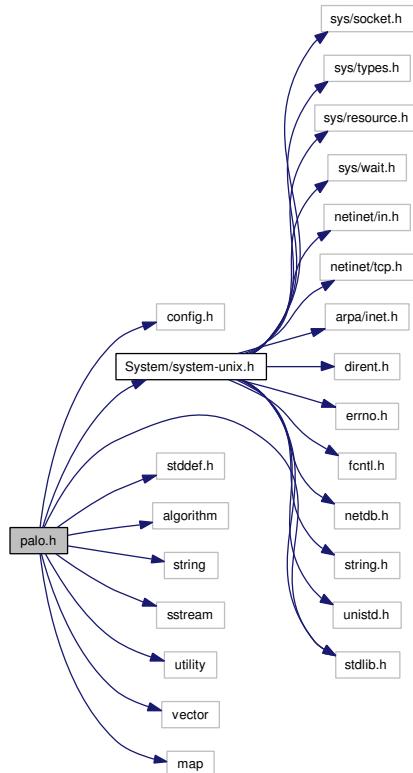
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Achim Brandt, triagens GmbH, Cologne, Germany  
Marek Pikulski, [marek@pikulski.net](mailto:marek@pikulski.net)

## 5.369 palo.h File Reference

main config file

```
#include "config.h"
#include "System/system-unix.h"
#include <stdlib.h>
#include <stddef.h>
#include <algorithm>
#include <string>
#include <sstream>
#include <utility>
#include <vector>
#include <map>
```

Include dependency graph for palo.h:



This graph shows which files directly or indirectly include this file:

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Palo File Documentation

## Namespaces

- namespace **palo**
- namespace **std**

## Classes

- struct **palo::FileName**  
*type for filenames*

## Typedefs

- typedef uint32\_t **palo::semaphore\_t**  
*type of semaphore*
- typedef vector< Element \* > **palo::PathType**  
*path type*
- typedef vector< Element \* > **palo::ElementsType**  
*element list*
- typedef vector< IdentifierType > **palo::IdentifiersType**  
*identifier list*
- typedef vector< pair< Element \*, double > > **palo::ElementsWeightType**  
*type for elements and weights*
- typedef map< Element \*, double > **palo::ElementsWeightMap**  
*type for elements and weights*
- typedef vector< pair< IdentifierType, double > > **palo::IdentifiersWeightType**  
*type for identifiers and weights*
- typedef pair< vector< Element \* >, double > **palo::PathWeightType**  
*type for path and weight*

## Enumerations

- enum **ItemType**  
*type of database, dimension or cubes*
- enum **RightsType**  
*type for rights*
- enum **WorkerLoginType**  
*type for worker login mode*

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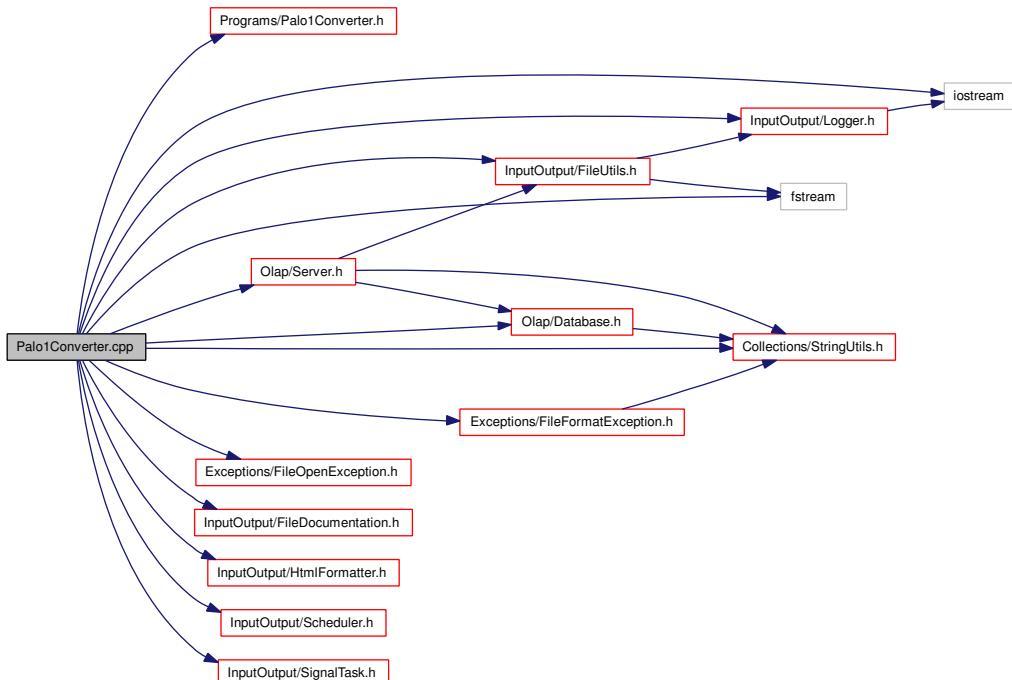
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.370 Palo1Converter.cpp File Reference

converts a Palo 1.0 database

```
#include "Programs/Palo1Converter.h"
#include <iostream>
#include <fstream>
#include "Exceptions/FileOpenException.h"
#include "Exceptions/FileFormatException.h"
#include "Collections/StringUtils.h"
#include "InputOutput/FileDocumentation.h"
#include "InputOutput/FileUtils.h"
#include "InputOutput/HtmlFormatter.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Scheduler.h"
#include "InputOutput/SignalTask.h"
#include "Olap/Database.h"
#include "Olap/Server.h"
```

Include dependency graph for Palo1Converter.cpp:



## Namespaces

- namespace **palo**

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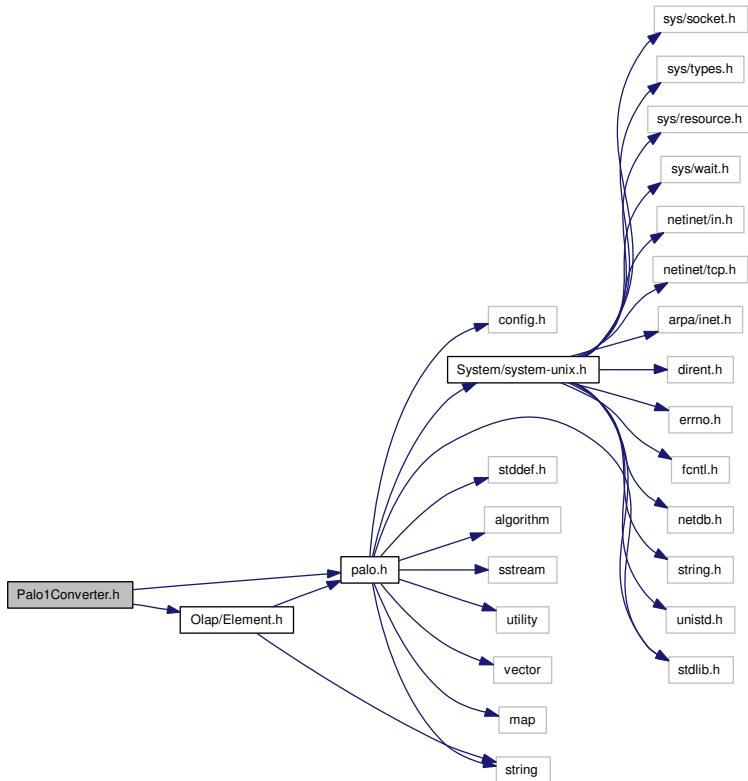
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## 5.371 Palo1Converter.h File Reference

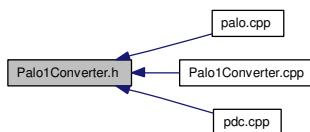
converts a Palo 1.0 database

```
#include "palo.h"
#include "Olap/Element.h"
```

Include dependency graph for Palo1Converter.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

### 5.371.1 Detailed Description

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## 5.372 PaloFunctionNodeFactory.cpp File Reference

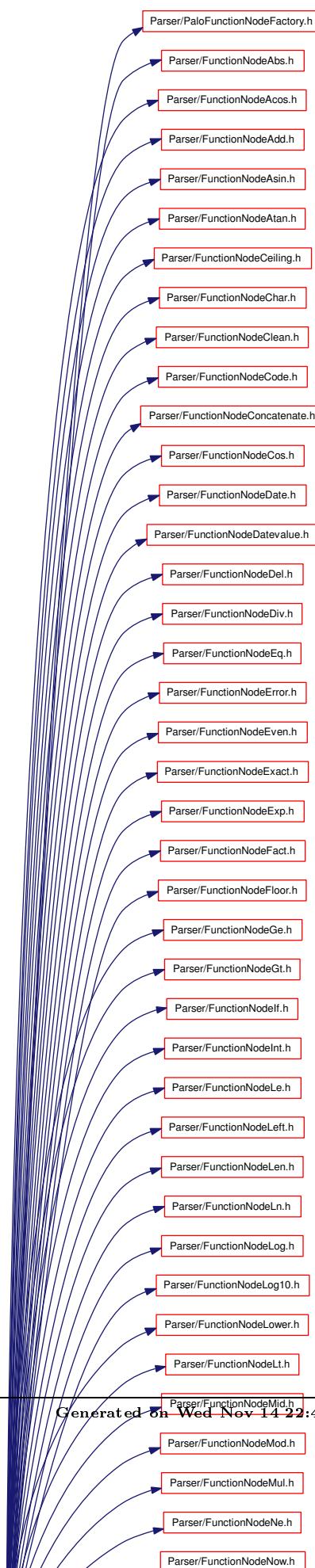
palo function node factory

```
#include "Parser/PaloFunctionNodeFactory.h"
#include "Parser/FunctionNodeAbs.h"
#include "Parser/FunctionNodeAcos.h"
#include "Parser/FunctionNodeAdd.h"
#include "Parser/FunctionNodeAsin.h"
#include "Parser/FunctionNodeAtan.h"
#include "Parser/FunctionNodeCeiling.h"
#include "Parser/FunctionNodeChar.h"
#include "Parser/FunctionNodeClean.h"
#include "Parser/FunctionNodeCode.h"
#include "Parser/FunctionNodeConcatenate.h"
#include "Parser/FunctionNodeCos.h"
#include "Parser/FunctionNodeDate.h"
#include "Parser/FunctionNodeDatevalue.h"
#include "Parser/FunctionNodeDel.h"
#include "Parser/FunctionNodeDiv.h"
#include "Parser/FunctionNodeEq.h"
#include "Parser/FunctionNodeError.h"
#include "Parser/FunctionNodeEven.h"
#include "Parser/FunctionNodeExact.h"
#include "Parser/FunctionNodeExp.h"
#include "Parser/FunctionNodeFact.h"
#include "Parser/FunctionNodeFloor.h"
#include "Parser/FunctionNodeGe.h"
#include "Parser/FunctionNodeGt.h"
#include "Parser/FunctionNodeIf.h"
#include "Parser/FunctionNodeInt.h"
#include "Parser/FunctionNodeLe.h"
#include "Parser/FunctionNodeLeft.h"
#include "Parser/FunctionNodeLen.h"
#include "Parser/FunctionNodeLn.h"
#include "Parser/FunctionNodeLog.h"
#include "Parser/FunctionNodeLog10.h"
#include "Parser/FunctionNodeLower.h"
```

```
#include "Parser/FunctionNodeLt.h"
#include "Parser/FunctionNodeMid.h"
#include "Parser/FunctionNodeMod.h"
#include "Parser/FunctionNodeMul.h"
#include "Parser/FunctionNodeNe.h"
#include "Parser/FunctionNodeNow.h"
#include "Parser/FunctionNodeOdd.h"
#include "Parser/FunctionNodePi.h"
#include "Parser/FunctionNodePower.h"
#include "Parser/FunctionNodeProper.h"
#include "Parser/FunctionNodeQuotient.h"
#include "Parser/FunctionNodeRand.h"
#include "Parser/FunctionNodeRandbetween.h"
#include "Parser/FunctionNodeReplace.h"
#include "Parser/FunctionNodeRept.h"
#include "Parser/FunctionNodeRight.h"
#include "Parser/FunctionNodeRound.h"
#include "Parser/FunctionNodeSearch.h"
#include "Parser/FunctionNodeSign.h"
#include "Parser/FunctionNodeSin.h"
#include "Parser/FunctionNodeSqrt.h"
#include "Parser/FunctionNodeStet.h"
#include "Parser/FunctionNodeSubstitute.h"
#include "Parser/FunctionNodeTan.h"
#include "Parser/FunctionNodeTrim.h"
#include "Parser/FunctionNodeTrunc.h"
#include "Parser/FunctionNodeUpper.h"
#include "Parser/FunctionNodeValue.h"
#include "Parser/FunctionNodeValuedate.h"
#include "Parser/FunctionNodeWeekday.h"
#include "Parser/FunctionNodePaloData.h"
#include "Parser/FunctionNodePaloEchild.h"
#include "Parser/FunctionNodePaloEchildcount.h"
#include "Parser/FunctionNodePaloEcount.h"
#include "Parser/FunctionNodePaloEfirst.h"
#include "Parser/FunctionNodePaloEindent.h"
```

```
#include "Parser/FunctionNodePaloEindex.h"
#include "Parser/FunctionNodePaloEischild.h"
#include "Parser/FunctionNodePaloEtype.h"
#include "Parser/FunctionNodePaloElevel.h"
#include "Parser/FunctionNodePaloEname.h"
#include "Parser/FunctionNodePaloEnext.h"
#include "Parser/FunctionNodePaloEparent.h"
#include "Parser/FunctionNodePaloEparentcount.h"
#include "Parser/FunctionNodePaloEprev.h"
#include "Parser/FunctionNodePaloEsibling.h"
#include "Parser/FunctionNodePaloEtoplevel.h"
#include "Parser/FunctionNodePaloEweight.h"
#include "Parser/FunctionNodePaloCubedimension.h"
#include <sstream>
```

Include dependency graph for PaloFunctionNodeFactory.cpp:



## Namespaces

- namespace **palo**

### 5.372.1 Detailed Description

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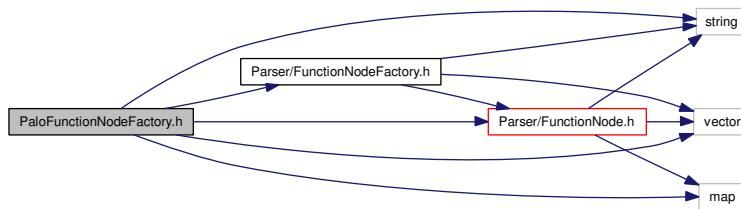
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.373 PaloFunctionNodeFactory.h File Reference

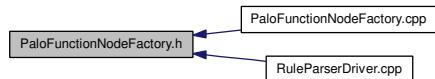
palo function node factory

```
#include <string>
#include <vector>
#include <map>
#include "Parser/FunctionNode.h"
#include "Parser/FunctionNodeFactory.h"
```

Include dependency graph for PaloFunctionNodeFactory.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::PaloFunctionNodeFactory**  
*palo function node factory*

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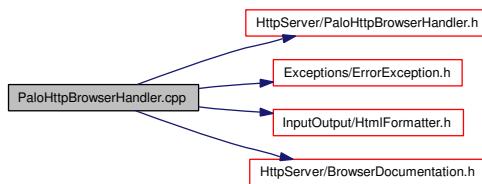
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.374 PaloHttpBrowserHandler.cpp File Reference

http handler for palo server browser

```
#include "HttpServer/PaloHttpBrowserHandler.h"
#include "Exceptions/ErrorException.h"
#include "InputOutput/HtmlFormatter.h"
#include "HttpServer/Documentation.h"
```

Include dependency graph for PaloHttpBrowserHandler.cpp:



## Namespaces

- namespace **palo**

### 5.374.1 Detailed Description

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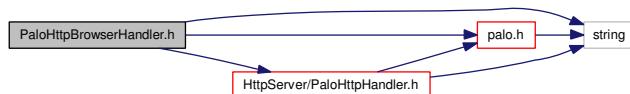
Frank Celler, triagens GmbH, Cologne, Germany  
 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.375 PaloHttpBrowserHandler.h File Reference

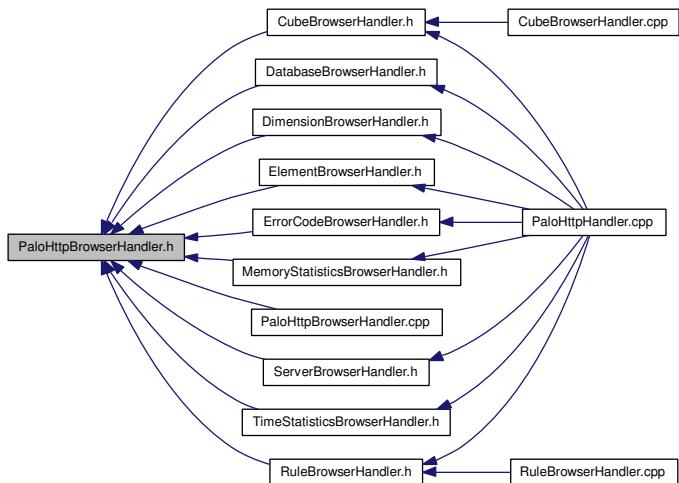
http handler for palo server browser

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for PaloHttpBrowserHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace `palo`

## Classes

- class `palo::PaloHttpBrowserHandler`

*http handler for palo server browser*

### 5.375.1 Detailed Description

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**Author:**

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.376 PaloHttpHandler.cpp File Reference

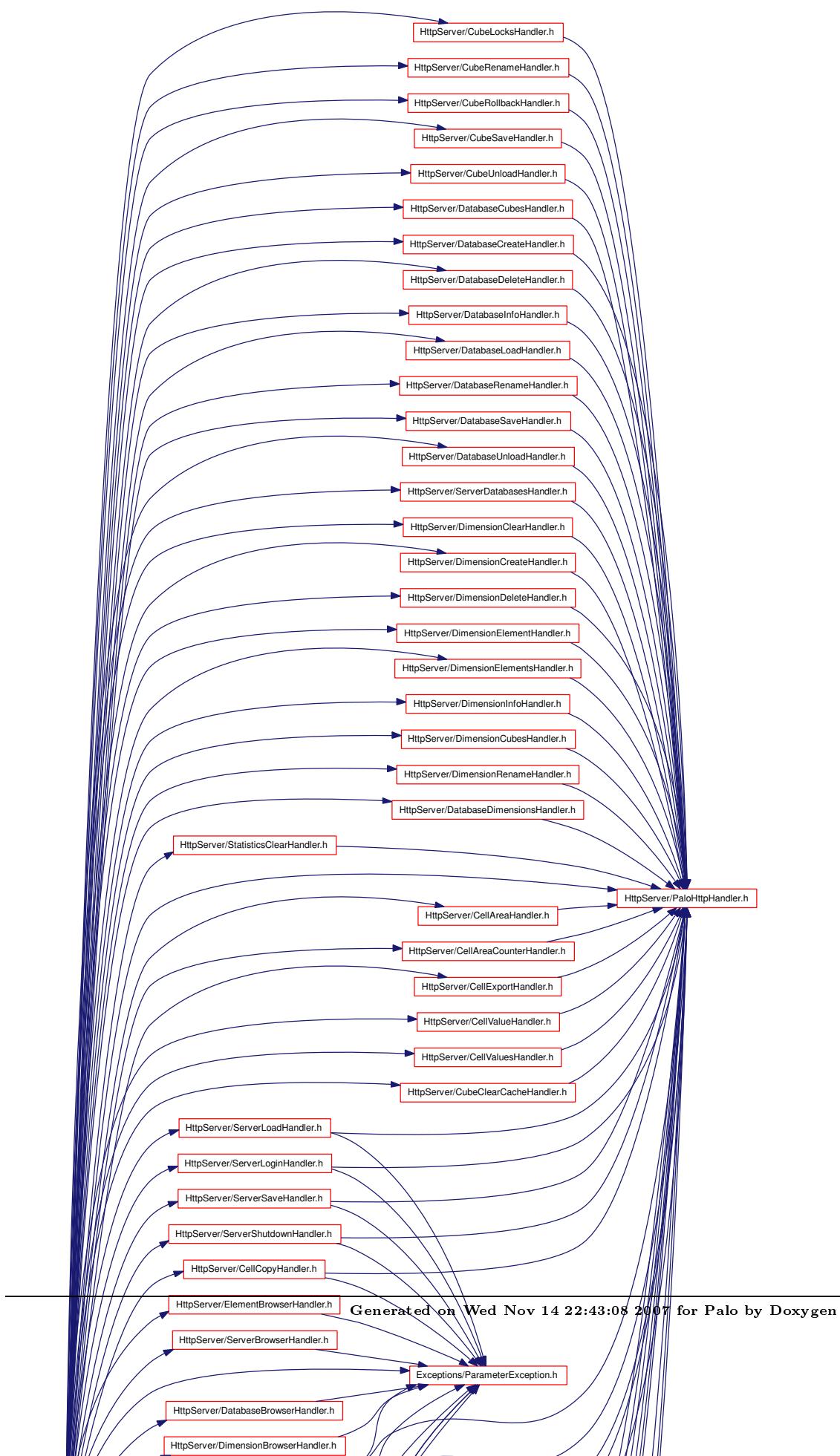
http handler for palo objects

```
#include "HttpServer/PaloHttpHandler.h"
#include <time.h>
#include "Exceptions/ParameterException.h"
#include "Collections/StringBuffer.h"
#include "InputOutput/DocumentationHandler.h"
#include "InputOutput/Statistics.h"
#include "InputOutput/StatisticsDocumentation.h"
#include "HttpServer/CellAreaHandler.h"
#include "HttpServer/CellAreaCounterHandler.h"
#include "HttpServer/CellCopyHandler.h"
#include "HttpServer/CellExportHandler.h"
#include "HttpServer/CellReplaceBulkHandler.h"
#include "HttpServer/CellReplaceHandler.h"
#include "HttpServer/CellValueHandler.h"
#include "HttpServer/CellValuesHandler.h"
#include "HttpServer/CubeBrowserHandler.h"
#include "HttpServer/CubeClearCacheHandler.h"
#include "HttpServer/CubeClearHandler.h"
#include "HttpServer/CubeCommitHandler.h"
#include "HttpServer/CubeCreateHandler.h"
#include "HttpServer/CubeDeleteHandler.h"
#include "HttpServer/CubeInfoHandler.h"
#include "HttpServer/CubeLoadHandler.h"
#include "HttpServer/CubeLockHandler.h"
#include "HttpServer/CubeLocksHandler.h"
#include "HttpServer/CubeRenameHandler.h"
#include "HttpServer/CubeRollbackHandler.h"
#include "HttpServer/CubeRulesHandler.h"
#include "HttpServer/CubeSaveHandler.h"
#include "HttpServer/CubeUnloadHandler.h"
#include "HttpServer/DatabaseCubesHandler.h"
#include "HttpServer/DatabaseBrowserHandler.h"
#include "HttpServer/DatabaseCreateHandler.h"
#include "HttpServer/DatabaseDeleteHandler.h"
```

```
#include "HttpServer/DatabaseInfoHandler.h"
#include "HttpServer/DatabaseLoadHandler.h"
#include "HttpServer/DatabaseRenameHandler.h"
#include "HttpServer/DatabaseSaveHandler.h"
#include "HttpServer/DatabaseUnloadHandler.h"
#include "HttpServer/ServerDatabasesHandler.h"
#include "HttpServer/DimensionBrowserHandler.h"
#include "HttpServer/DimensionClearHandler.h"
#include "HttpServer/DimensionCreateHandler.h"
#include "HttpServer/DimensionDeleteHandler.h"
#include "HttpServer/DimensionElementHandler.h"
#include "HttpServer/DimensionElementsHandler.h"
#include "HttpServer/DimensionInfoHandler.h"
#include "HttpServer/DimensionCubesHandler.h"
#include "HttpServer/DimensionRenameHandler.h"
#include "HttpServer/DatabaseDimensionsHandler.h"
#include "HttpServer/ElementAppendHandler.h"
#include "HttpServer/ElementBrowserHandler.h"
#include "HttpServer/ElementCreateHandler.h"
#include "HttpServer/ElementDeleteHandler.h"
#include "HttpServer/ElementInfoHandler.h"
#include "HttpServer/ElementMoveHandler.h"
#include "HttpServer/ElementRenameHandler.h"
#include "HttpServer/ErrorcodeBrowserHandler.h"
#include "HttpServer/MemoryStatisticsBrowserHandler.h"
#include "HttpServer/EventBeginHandler.h"
#include "HttpServer/EventEndHandler.h"
#include "HttpServer/RuleBrowserHandler.h"
#include "HttpServer/RuleCreateHandler.h"
#include "HttpServer/RuleDeleteHandler.h"
#include "HttpServer/RuleFunctionsHandler.h"
#include "HttpServer/RuleInfoHandler.h"
#include "HttpServer/RuleModifyHandler.h"
#include "HttpServer/RuleParseHandler.h"
#include "HttpServer/ServerBrowserHandler.h"
#include "HttpServer/ServerInfoHandler.h"
```

```
#include "HttpServer/ServerLoadHandler.h"
#include "HttpServer/ServerLoginHandler.h"
#include "HttpServer/ServerLogoutHandler.h"
#include "HttpServer/ServerSaveHandler.h"
#include "HttpServer/ServerShutdownHandler.h"
#include "HttpServer/StatisticsClearHandler.h"
#include "HttpServer/StatisticsHandler.h"
#include "HttpServer/TimeStatisticsBrowserHandler.h"
#include "Olap/AttributesDimension.h"
#include "Olap/AttributesCube.h"
#include "Olap/CubeDimension.h"
#include "Olap/NormalCube.h"
#include "Olap/NormalDimension.h"
#include "Olap/RightsCube.h"
#include "Olap/PaloSession.h"
#include "Olap/SystemCube.h"
#include "Olap/SystemDimension.h"
```

Include dependency graph for PaloHttpHandler.cpp:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ApiOverviewHandler**  
*api overview*
- class **palo::HomeHandler**  
*home*
- class **palo::NotFoundHandler**  
*file not found*
- class **palo::DisabledHandler**  
*http disabled*

## Functions

- **HttpServer \* palo::ConstructPaloHttpServer (Scheduler \*scheduler, Server \*server, const string &templateDirectory, const string &address, int port, bool admin, bool requireUserLogin, Encryption\_e encryption, int https)**  
*static constructor for http server*
- void **palo::AddPaloHttpHandlers (Server \*server, HttpServer \*httpServer, Scheduler \*scheduler, const string &templateDirectory, bool admin, Encryption\_e encryption, int https, bool enabled)**  
*add all handlers*

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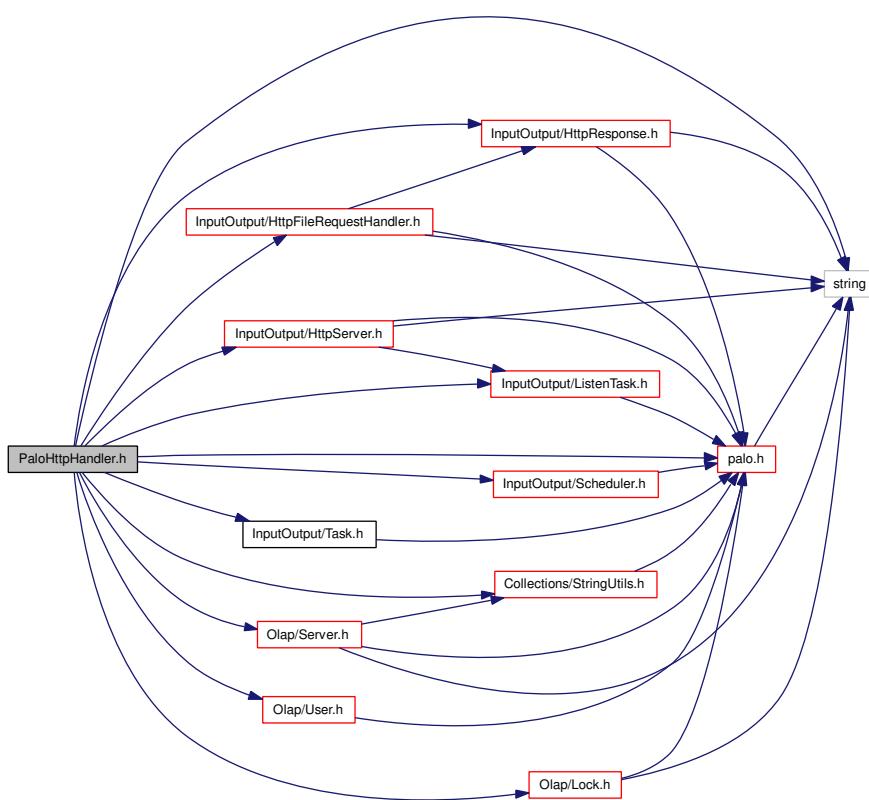
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## 5.377 PaloHttpHandler.h File Reference

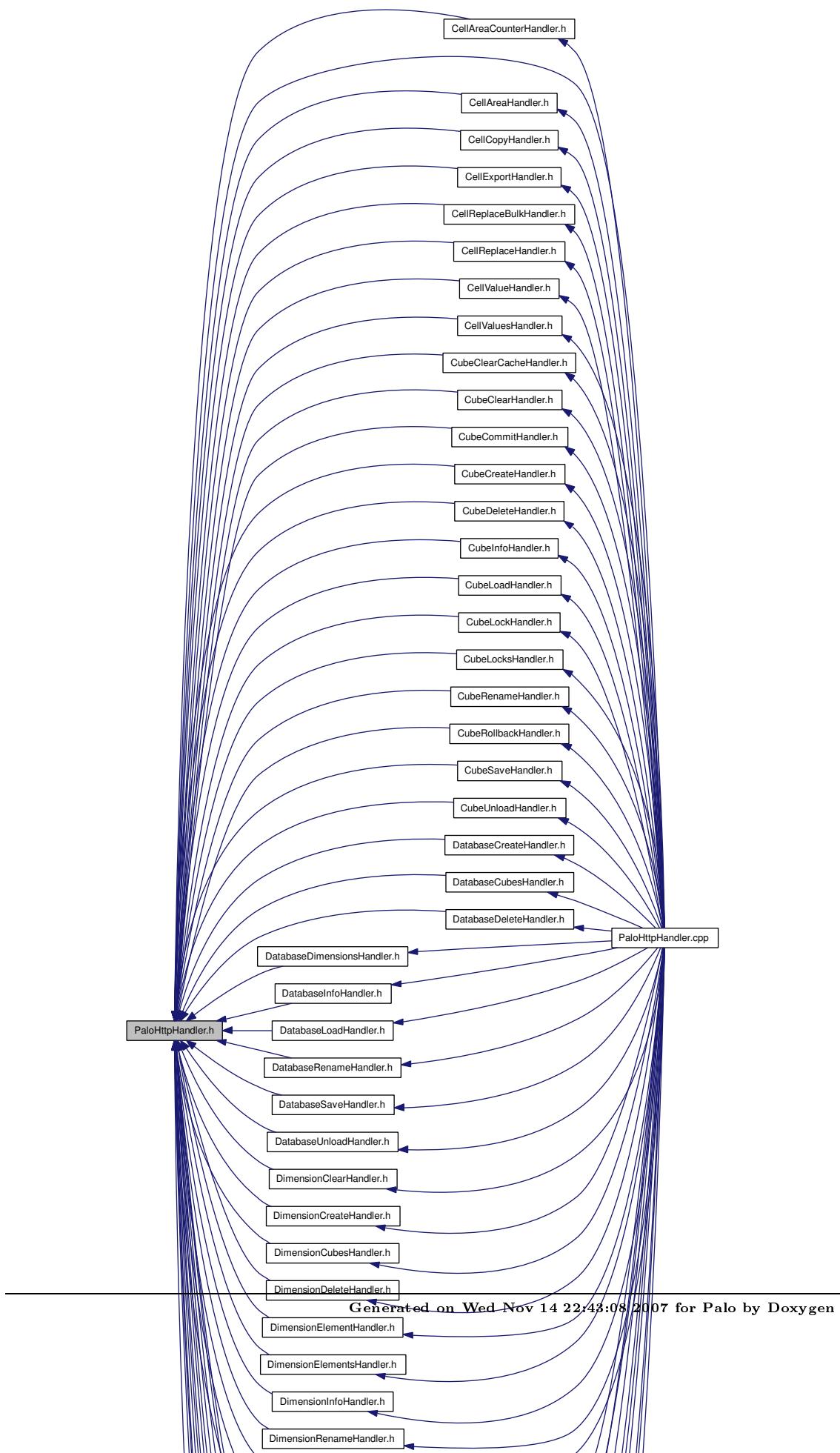
http handler for palo objects

```
#include "palo.h"
#include <string>
#include "Collections/StringUtils.h"
#include "InputOutput/HttpFileRequestHandler.h"
#include "InputOutput/HttpResponse.h"
#include "InputOutput/HttpServer.h"
#include "InputOutput/ListenTask.h"
#include "InputOutput/Scheduler.h"
#include "InputOutput/Task.h"
#include "Olap/Server.h"
#include "Olap/User.h"
#include "Olap/Lock.h"
```

Include dependency graph for PaloHttpHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::PaloHttpHandler**  
*http handler for palo objects*

## Enumerations

- enum **Encryption\_e**  
*possible encryption types*

## Functions

- **HttpServer \* palo::ConstructPaloHttpServer (Scheduler \*scheduler, Server \*server, const string &templateDirectory, const string &address, int port, bool admin, bool requireUserLogin, Encryption\_e encryption, int https)**  
*static constructor for http server*
- void **palo::AddPaloHttpHandlers (Server \*server, HttpServer \*httpServer, Scheduler \*scheduler, const string &templateDirectory, bool admin, Encryption\_e encryption, int https, bool enabled)**  
*add all handlers*

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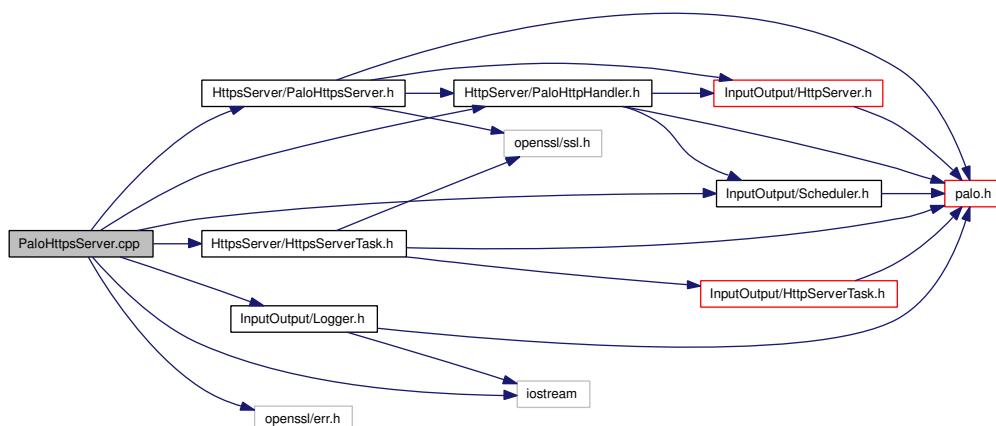
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.378 PaloHttpsServer.cpp File Reference

https server

```
#include "HttpsServer/PaloHttpsServer.h"
#include <openssl/err.h>
#include <iostream>
#include "InputOutput/Logger.h"
#include "InputOutput/Scheduler.h"
#include "HttpServer/PaloHttpHandler.h"
#include "HttpsServer/HttpsServerTask.h"
```

Include dependency graph for PaloHttpsServer.cpp:



## Namespaces

- namespace **palo**

### 5.378.1 Detailed Description

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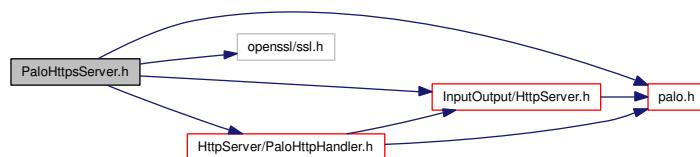
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.379 PaloHttpsServer.h File Reference

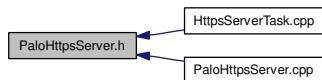
https server

```
#include "palo.h"
#include <openssl/ssl.h>
#include "InputOutput/HttpServer.h"
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for PaloHttpsServer.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::PaloHttpsServer**  
*https server*

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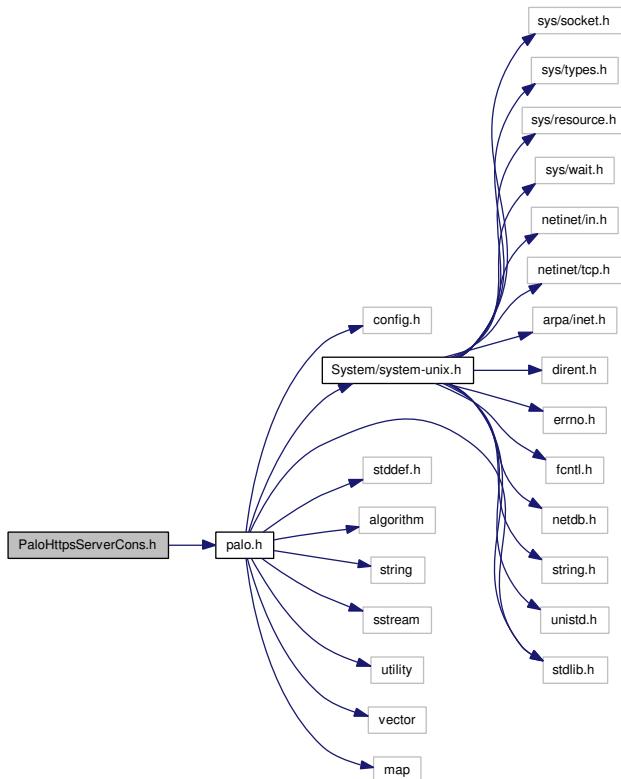
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.380 PaloHttpsServerCons.h File Reference

https server static constructor

```
#include "palo.h"
```

Include dependency graph for PaloHttpsServerCons.h:



## Namespaces

- namespace **palo**

### 5.380.1 Detailed Description

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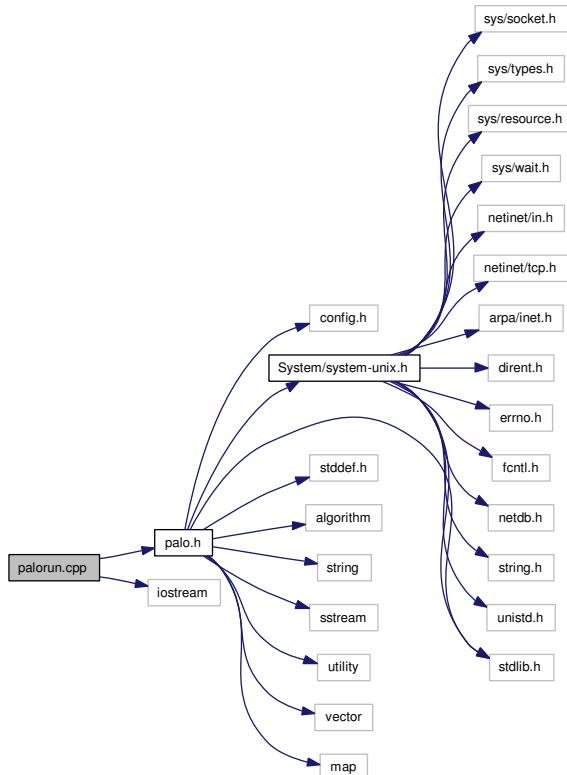
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.381 palorun.cpp File Reference

DLL management.

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

Include dependency graph for palorun.cpp:



### 5.381.1 Detailed Description

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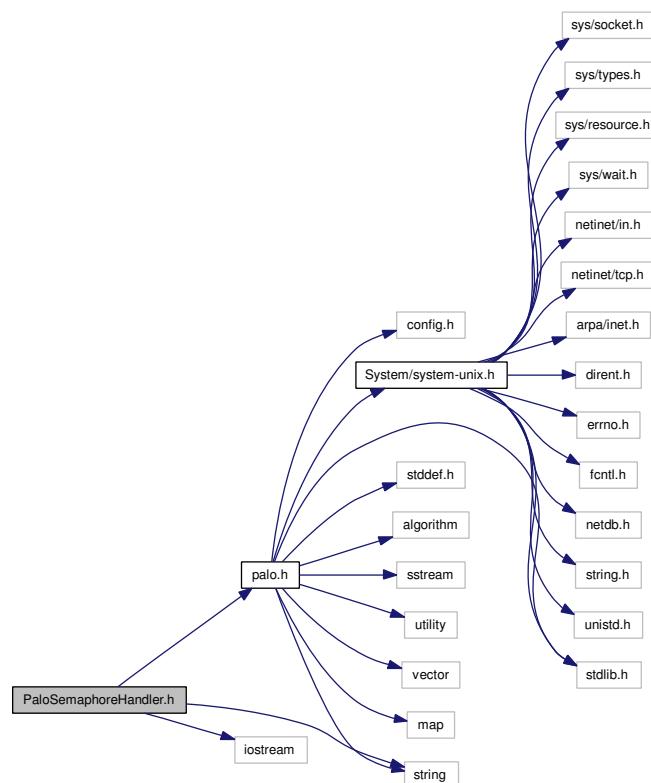
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.382 PaloSemaphoreHandler.h File Reference

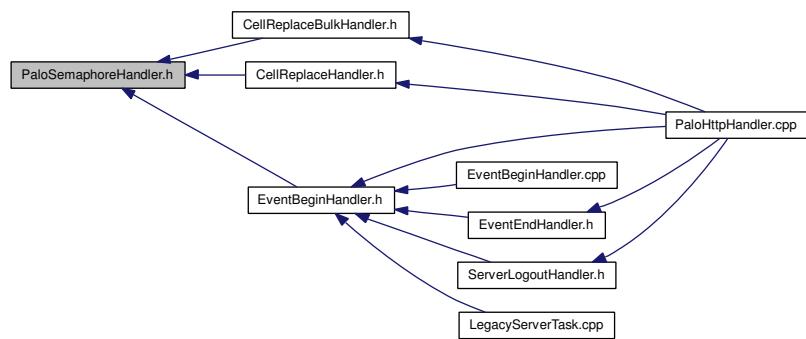
palo semaphore handler

```
#include "palo.h"
#include <string>
#include <iostream>
```

Include dependency graph for PaloSemaphoreHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::PaloSemaphoreHandler**  
*palo semaphore handler*

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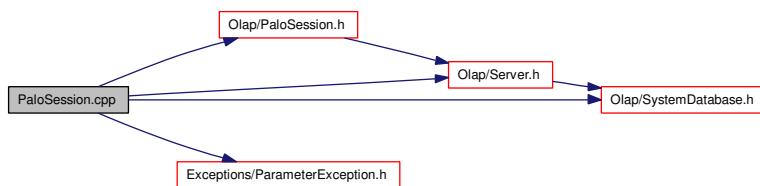
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.383 PaloSession.cpp File Reference

session handler for http

```
#include "Olap/PaloSession.h"
#include "Exceptions/ParameterException.h"
#include "Olap/SystemDatabase.h"
#include "Olap/Server.h"
```

Include dependency graph for PaloSession.cpp:



## Namespaces

- namespace **palo**

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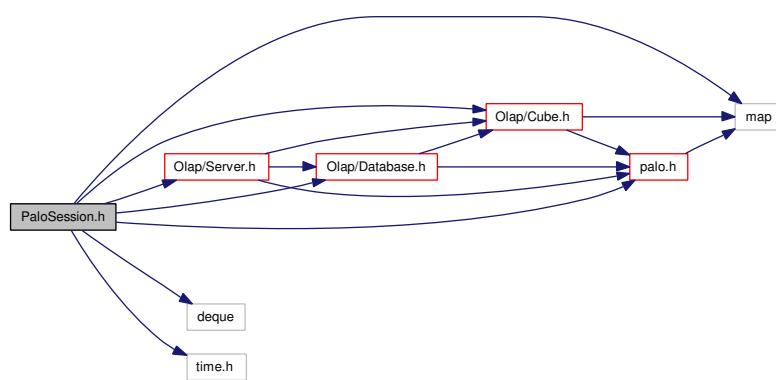
Frank Celler, triagens GmbH, Cologne, Germany  
 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.384 PaloSession.h File Reference

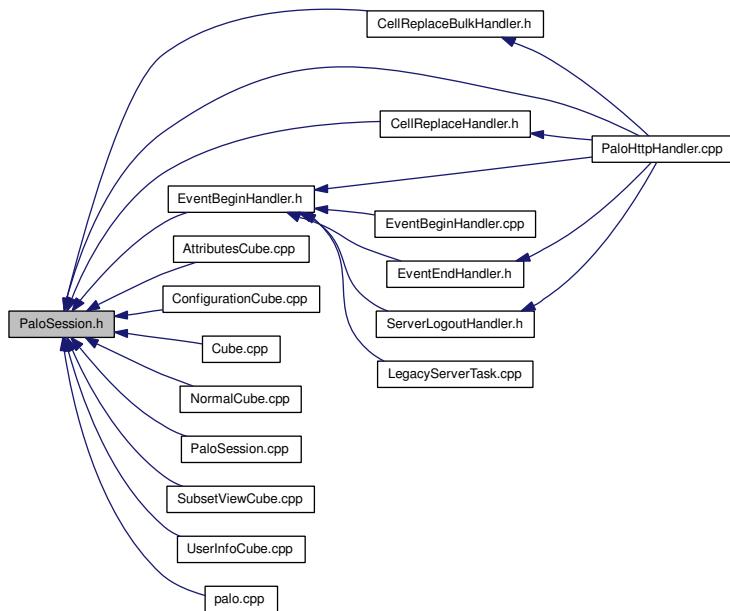
session handler for http

```
#include "palo.h"
#include <map>
#include <deque>
#include <time.h>
#include "Olap/Cube.h"
#include "Olap/Database.h"
#include "Olap/Server.h"
```

Include dependency graph for PaloSession.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::PaloSession**

*session handler for http*

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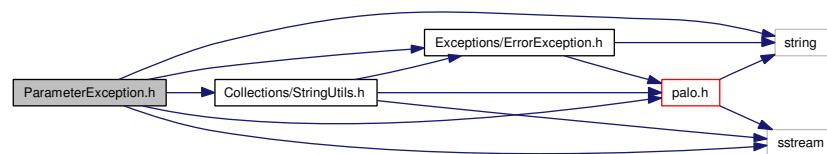
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.385 ParameterException.h File Reference

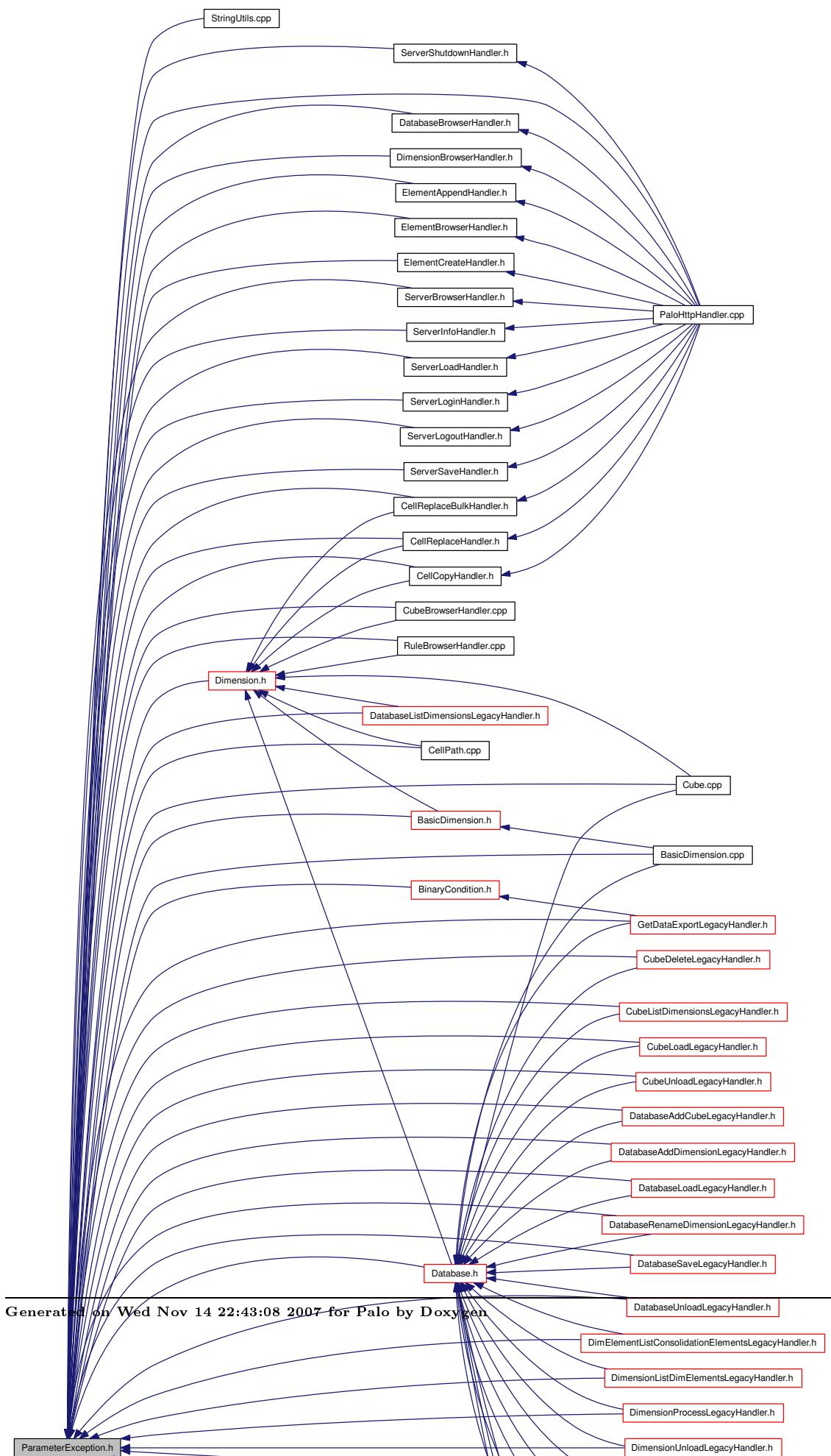
palo parameter exception

```
#include "palo.h"
#include <string>
#include <sstream>
#include "Collections/StringUtils.h"
#include "Exceptions/ErrorException.h"
```

Include dependency graph for ParameterException.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ParameterException**  
*palo parameter exception*

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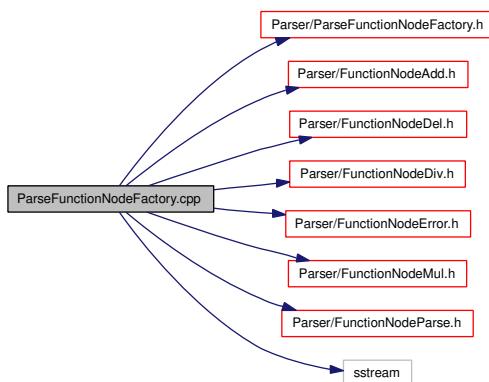
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.386 ParseFunctionNodeFactory.cpp File Reference

parse function node factory

```
#include "Parser/ParseFunctionNodeFactory.h"
#include "Parser/FunctionNodeAdd.h"
#include "Parser/FunctionNodeDel.h"
#include "Parser/FunctionNodeDiv.h"
#include "Parser/FunctionNodeError.h"
#include "Parser/FunctionNodeMul.h"
#include "Parser/FunctionNodeParse.h"
#include <sstream>
```

Include dependency graph for ParseFunctionNodeFactory.cpp:



## Namespaces

- namespace **palo**

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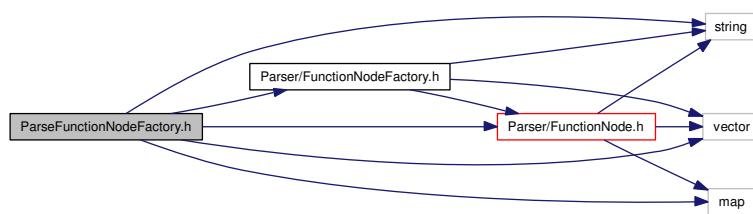
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## 5.387 ParseFunctionNodeFactory.h File Reference

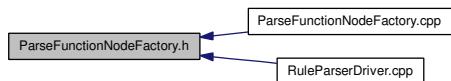
parse function node factory

```
#include <string>
#include <vector>
#include <map>
#include "Parser/FunctionNode.h"
#include "Parser/FunctionNodeFactory.h"
```

Include dependency graph for ParseFunctionNodeFactory.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ParseFunctionNodeFactory**  
*parse function node factory*

### 5.387.1 Detailed Description

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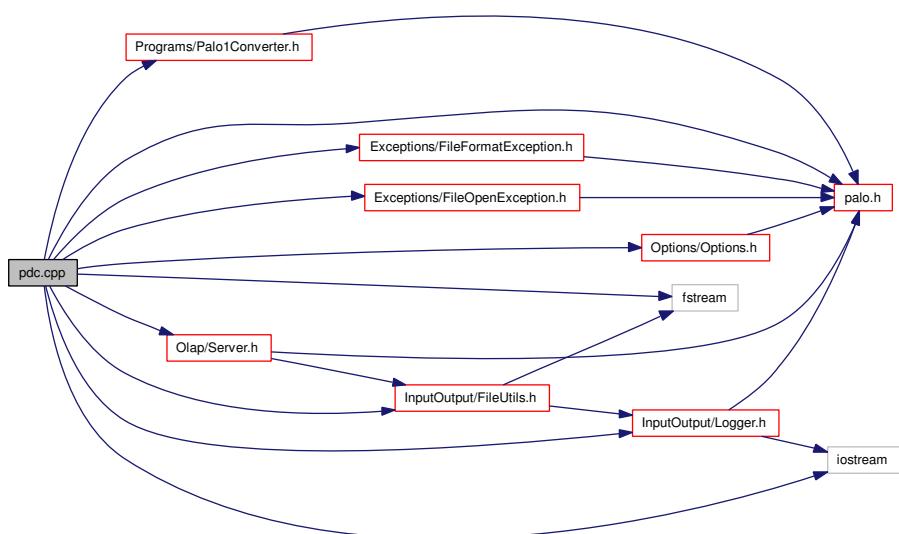
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.388 pdc.cpp File Reference

main program

```
#include "palo.h"
#include <iostream>
#include <fstream>
#include "Exceptions/FileFormatException.h"
#include "Exceptions/FileOpenException.h"
#include "InputOutput/FileUtils.h"
#include "InputOutput/Logger.h"
#include "Options/Options.h"
#include "Olap/Server.h"
#include "Programs/Palo1Converter.h"
```

Include dependency graph for pdc.cpp:



## Functions

- int **main** (int argc, char \*argv[])

*main*

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.389 PingLegacyHandler.h File Reference

```
ping
#include "palo.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"

Include dependency graph for PingLegacyHandler.h:
```



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::PingLegacyHandler**  
*ping*

#### 5.389.1 Detailed Description

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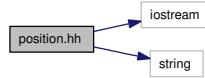
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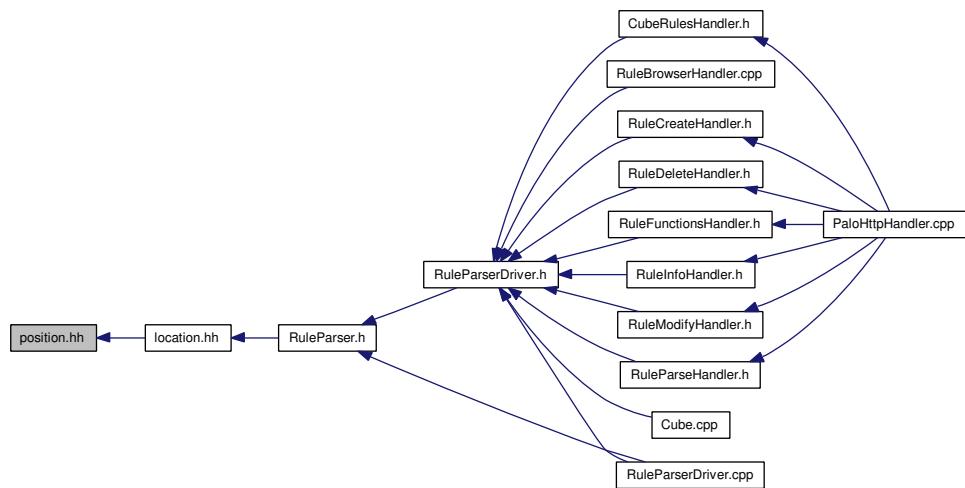
## 5.390 position.hh File Reference

```
#include <iostream>
#include <string>
```

Include dependency graph for position.hh:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace yy

## Classes

- class yy::position

*Abstract a position.*

## Functions

- const position & yy::operator+= (position &res, const int width)  
*Add and assign a position.*
- const position yy::operator+ (const position &begin, const int width)  
*Add two position objects.*
- const position & yy::operator-= (position &res, const int width)

*Add and assign a position.*

- const position yy::operator- (const position &begin, const int width)

*Add two position objects.*

- std::ostream & yy::operator<< (std::ostream &ostr, const position &pos)

*Intercept output stream redirection.*

### 5.390.1 Detailed Description

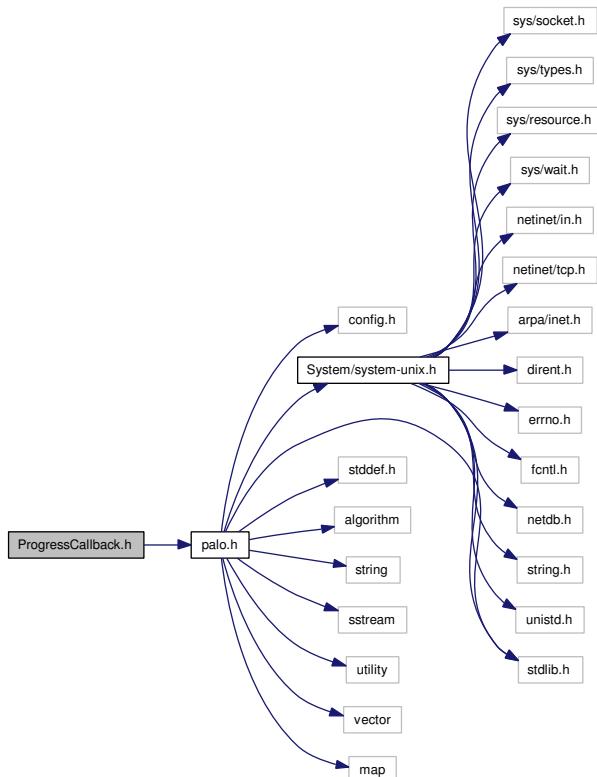
Define the **yy::position** (p. ??) class.

## 5.391 ProgressCallback.h File Reference

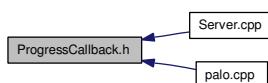
abstract base class for progress callbacks

```
#include "palo.h"
```

Include dependency graph for ProgressCallback.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ProgressCallback**

*abstract base class for progress callback*

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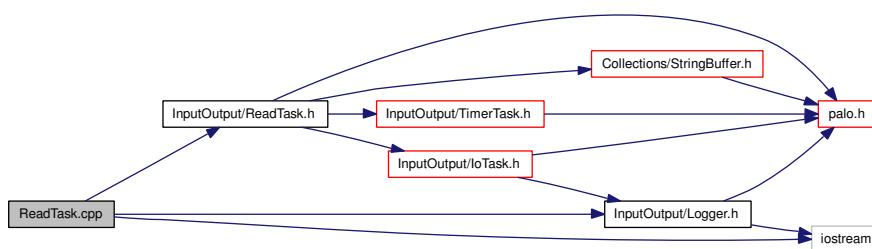
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.392 ReadTask.cpp File Reference

abstract base class for input tasks

```
#include "InputOutput/ReadTask.h"
#include <iostream>
#include "InputOutput/Logger.h"
```

Include dependency graph for ReadTask.cpp:



## Namespaces

- namespace **palo**

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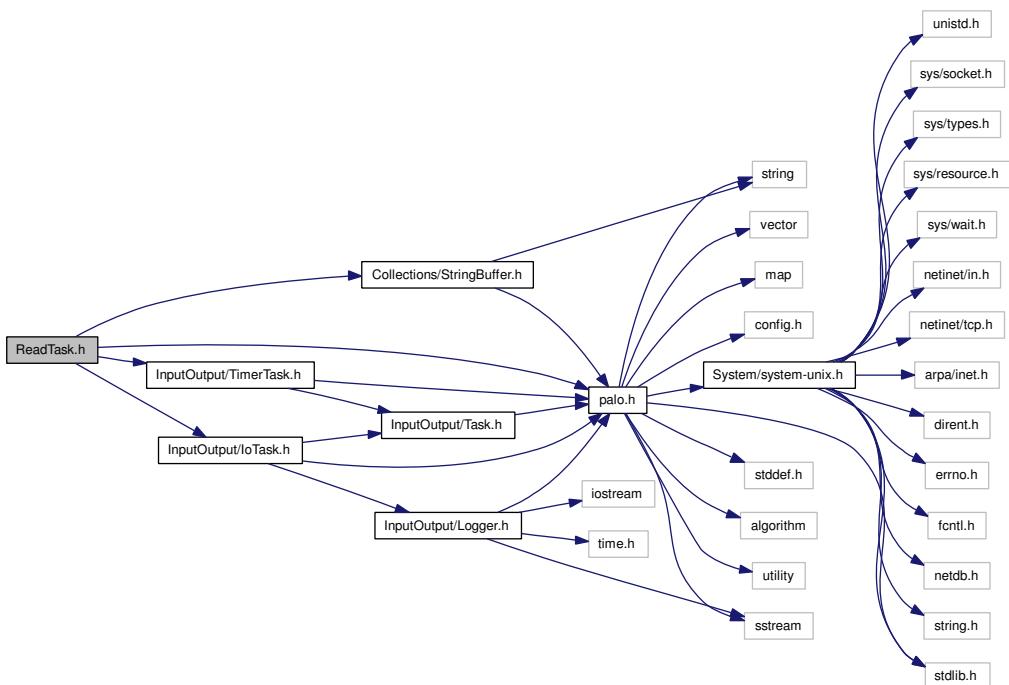
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.393 ReadTask.h File Reference

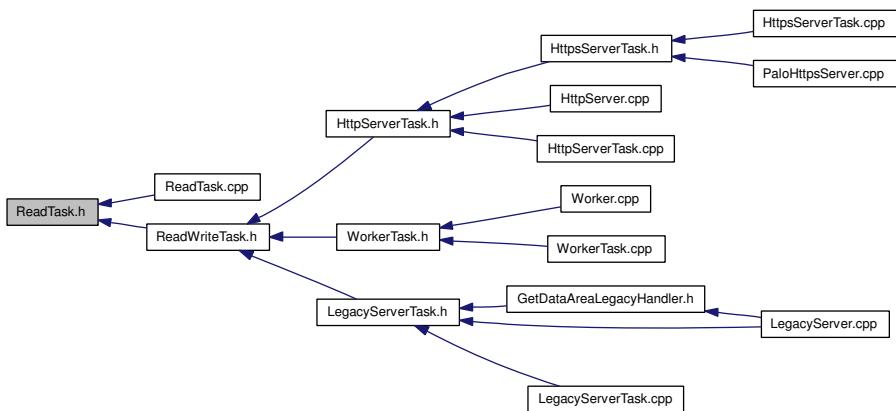
abstract base class for input tasks

```
#include "palo.h"
#include "Collections/StringBuffer.h"
#include "InputOutput/IoTask.h"
#include "InputOutput/TimerTask.h"
```

Include dependency graph for ReadTask.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ReadTask**

*abstract base class for input tasks*

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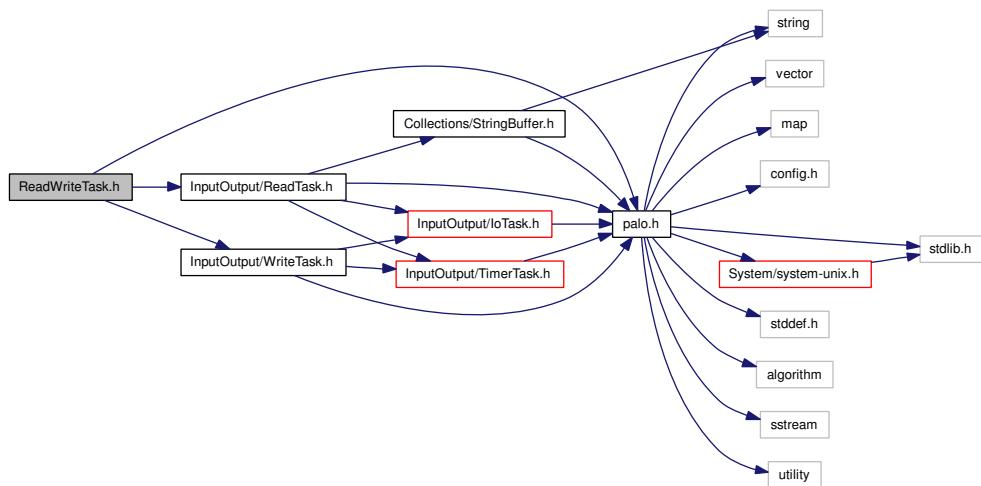
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## 5.394 ReadWriteTask.h File Reference

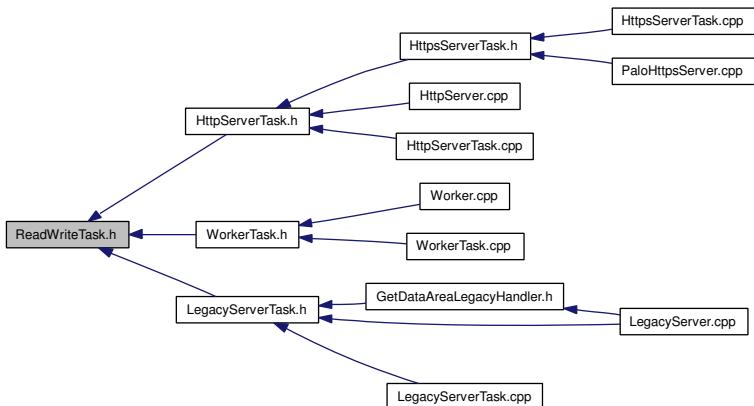
abstract base class for input-output tasks

```
#include "palo.h"
#include "InputOutput/ReadTask.h"
#include "InputOutput/WriteTask.h"
```

Include dependency graph for ReadWriteTask.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ReadWriteTask**

*abstract base class for input-output tasks*

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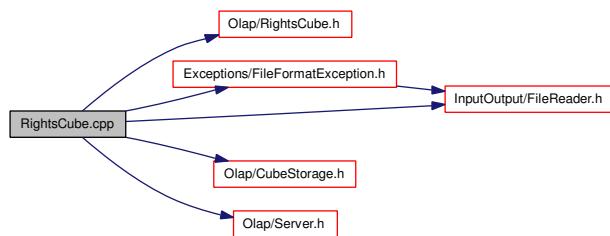
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.395 RightsCube.cpp File Reference

palo rights cube

```
#include "Olap/RightsCube.h"
#include "Exceptions/FileFormatException.h"
#include "InputOutput/FileReader.h"
#include "Olap/CubeStorage.h"
#include "Olap/Server.h"
```

Include dependency graph for RightsCube.cpp:



## Namespaces

- namespace **palo**

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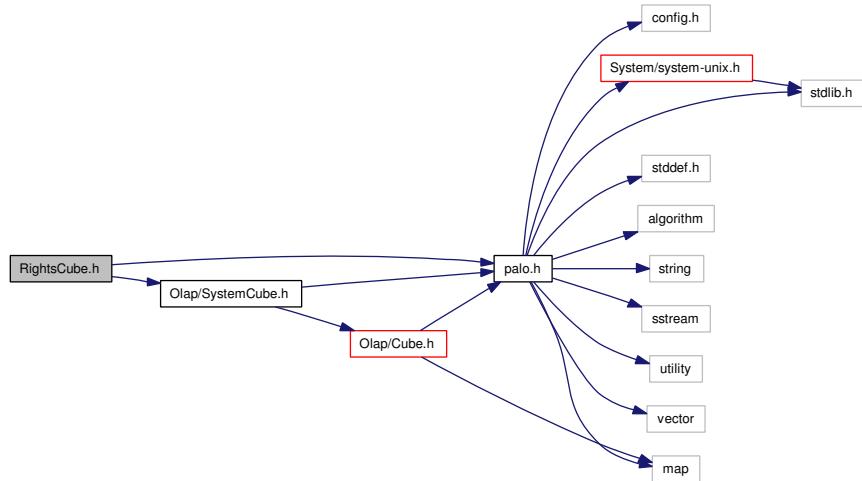
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## 5.396 RightsCube.h File Reference

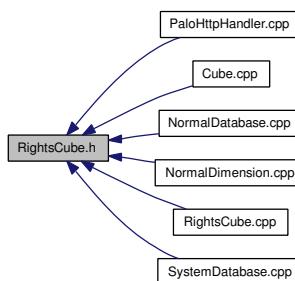
palo rights cube

```
#include "palo.h"
#include "Olap/SystemCube.h"
```

Include dependency graph for RightsCube.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::RightsCube**

*rights OLAP cube*

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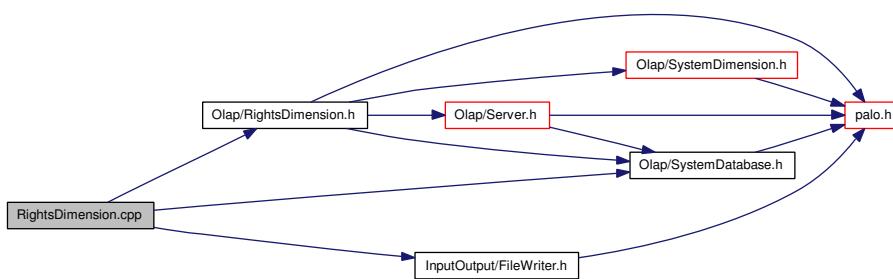
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.397 RightsDimension.cpp File Reference

palo rights dimension

```
#include "Olap/RightsDimension.h"
#include "InputOutput/FileWriter.h"
#include "Olap/SystemDatabase.h"
```

Include dependency graph for RightsDimension.cpp:



## Namespaces

- namespace **palo**

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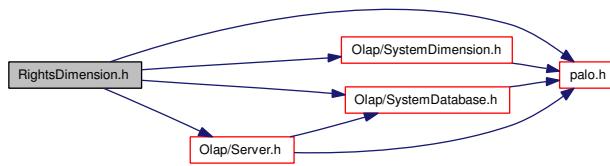
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.398 RightsDimension.h File Reference

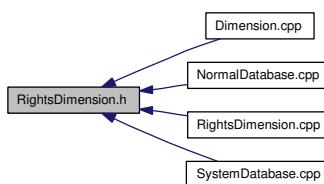
palo rights dimension

```
#include "palo.h"
#include "Olap/SystemDimension.h"
#include "Olap/SystemDatabase.h"
#include "Olap/Server.h"
```

Include dependency graph for RightsDimension.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::RightsDimension**

*rights OLAP dimension*

### 5.398.1 Detailed Description

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**Author:**

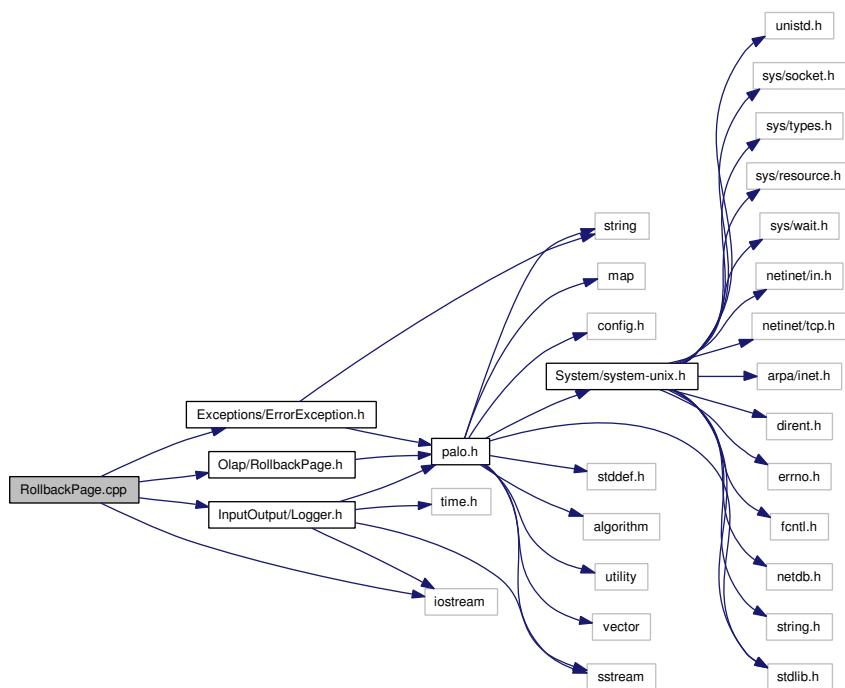
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.399 RollbackPage.cpp File Reference

palo rollback page

```
#include "Olap/RollbackPage.h"
#include <iostream>
#include "Exceptions/ErrorException.h"
#include "InputOutput/Logger.h"
```

Include dependency graph for RollbackPage.cpp:



## Namespaces

- namespace **palo**

### 5.399.1 Detailed Description

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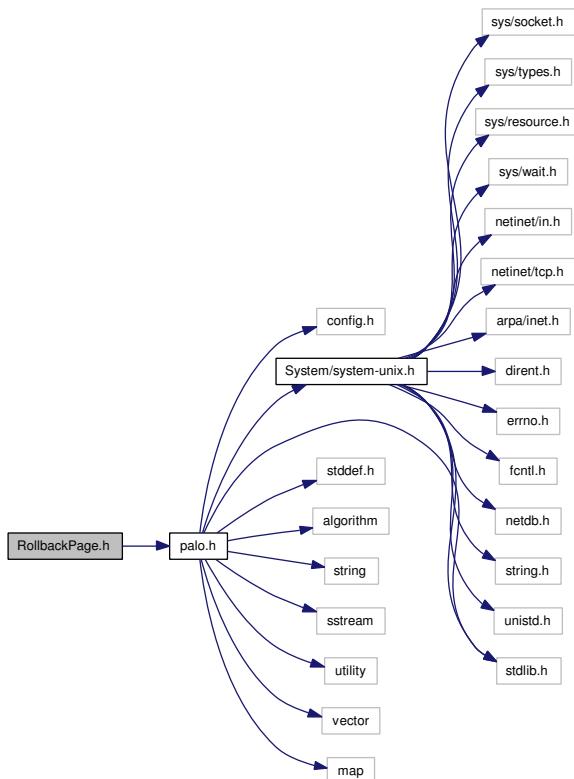
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.400 RollbackPage.h File Reference

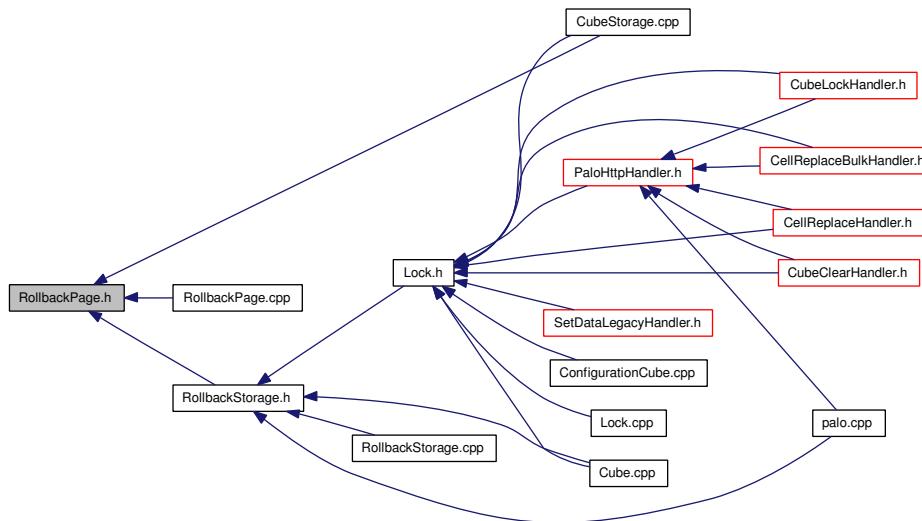
palo rollback page

```
#include "palo.h"
```

Include dependency graph for RollbackPage.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::RollbackPage**

*palo rollback page*

### 5.400.1 Detailed Description

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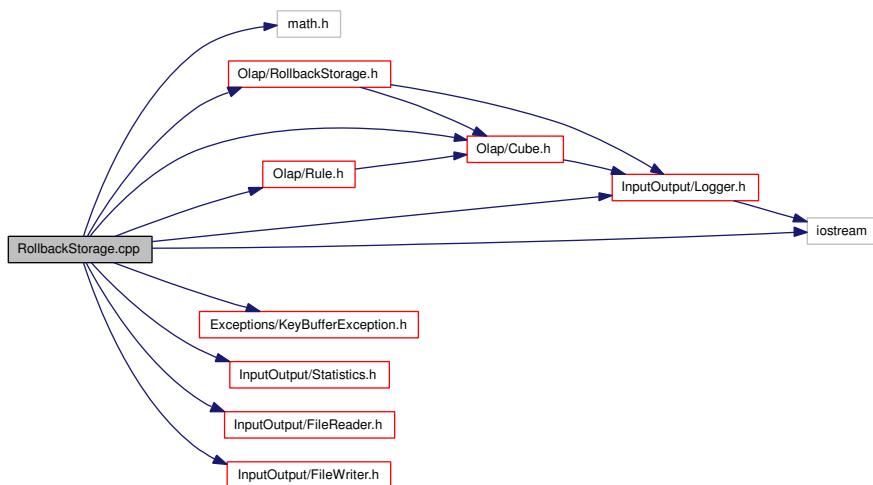
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.401 RollbackStorage.cpp File Reference

```
palo rollback storage

#include <math.h>
#include "Olap/RollbackStorage.h"
#include "Olap/Rule.h"
#include "Olap/Cube.h"
#include "Exceptions/KeyBufferException.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Statistics.h"
#include "InputOutput/FileReader.h"
#include "InputOutput/FileWriter.h"
#include <iostream>
```

Include dependency graph for RollbackStorage.cpp:



## Namespaces

- namespace **palo**

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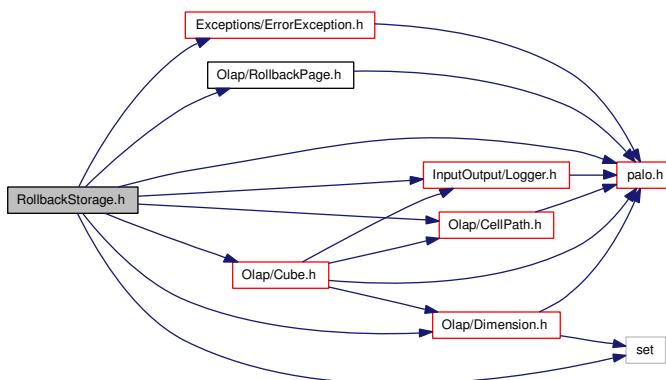
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.402 RollbackStorage.h File Reference

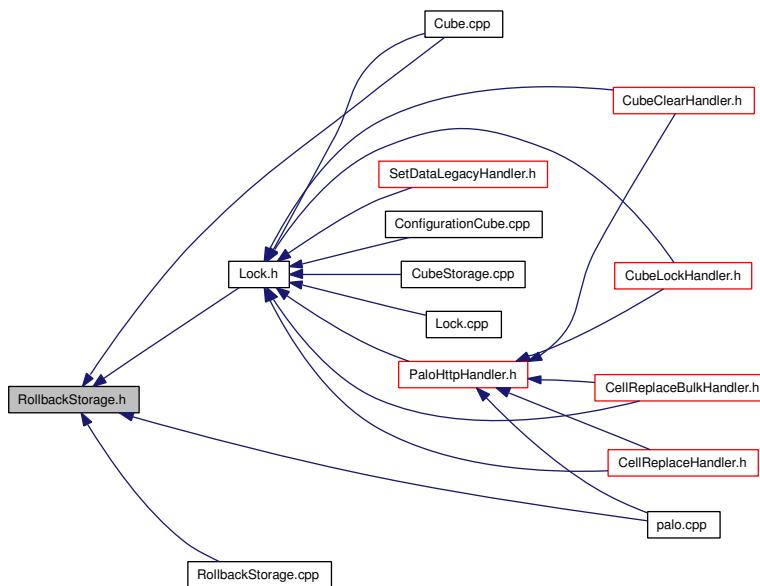
palo rollback storage

```
#include "palo.h"
#include <set>
#include "Exceptions/ErrorException.h"
#include "InputOutput/Logger.h"
#include "Olap/CellPath.h"
#include "Olap/Cube.h"
#include "Olap/RollbackPage.h"
#include "Olap/Dimension.h"
```

Include dependency graph for RollbackStorage.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::RollbackStorage**  
*palo rollback storage*

### 5.402.1 Detailed Description

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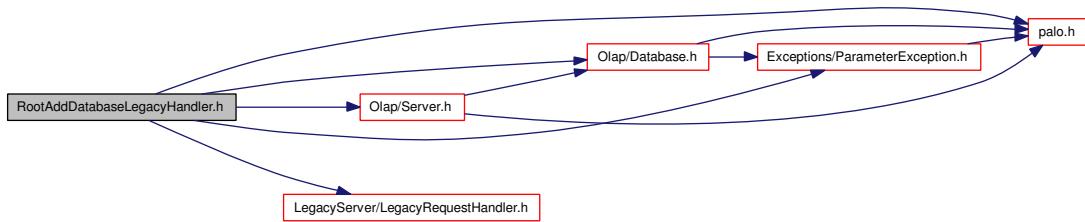
#### Author:

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.403 RootAddDatabaseLegacyHandler.h File Reference

```
root_add_database
#include "palo.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for RootAddDatabaseLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::RootAddDatabaseLegacyHandler**  
`root_add_database`

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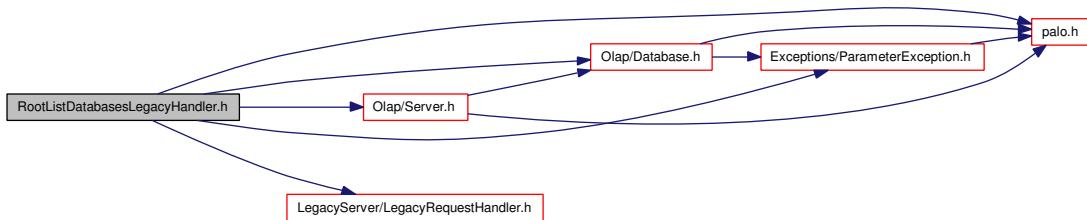
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.404 RootListDatabasesLegacyHandler.h File Reference

```
root_list_databases
#include "palo.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for RootListDatabasesLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::RootListDatabasesLegacyHandler**

*root\_list\_databases*

#### 5.404.1 Detailed Description

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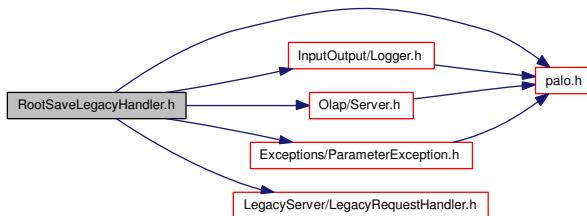
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.405 RootSaveLegacyHandler.h File Reference

```
root_save

#include "palo.h"
#include "InputOutput/Logger.h"
#include "Olap/Server.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for RootSaveLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::RootSaveLegacyHandler**

*root\_save*

#### 5.405.1 Detailed Description

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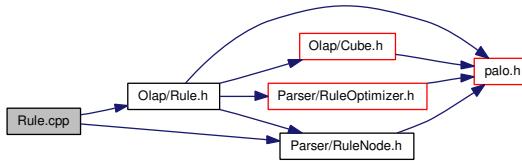
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.406 Rule.cpp File Reference

palo enterprise rule

```
#include "Olap/Rule.h"
#include "Parser/RuleNode.h"
```

Include dependency graph for Rule.cpp:



### Namespaces

- namespace **palo**

#### 5.406.1 Detailed Description

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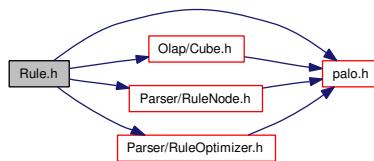
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.407 Rule.h File Reference

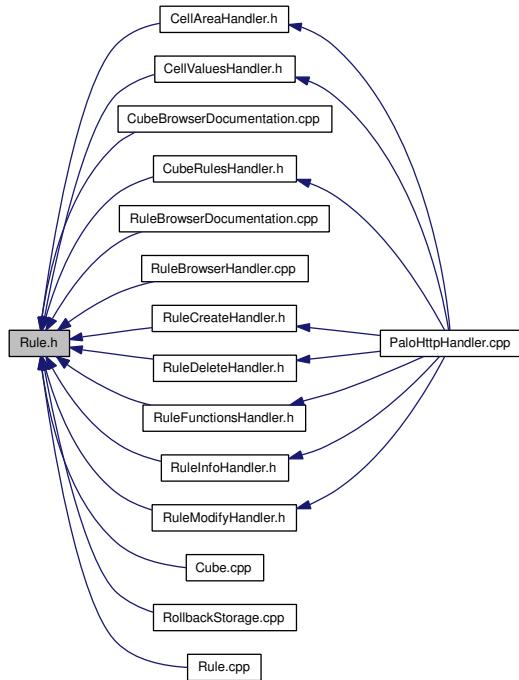
palo enterprise rule

```
#include "palo.h"
#include "Olap/Cube.h"
#include "Parser/RuleNode.h"
#include "Parser/RuleOptimizer.h"
```

Include dependency graph for Rule.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::Rule**

*OLAP enterprise rule.*

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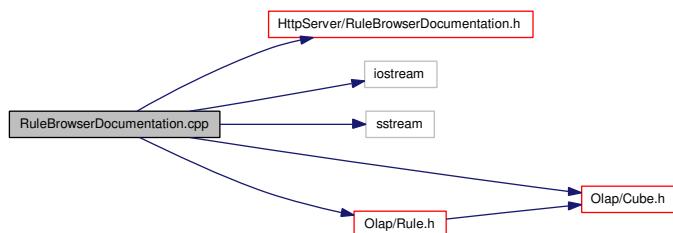
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.408 RuleBrowserDocumentation.cpp File Reference

provides cube rule data documentation

```
#include "HttpServer/RuleBrowserDocumentation.h"
#include <iostream>
#include <sstream>
#include "Olap/Cube.h"
#include "Olap/Rule.h"
```

Include dependency graph for RuleBrowserDocumentation.cpp:



## Namespaces

- namespace **palo**

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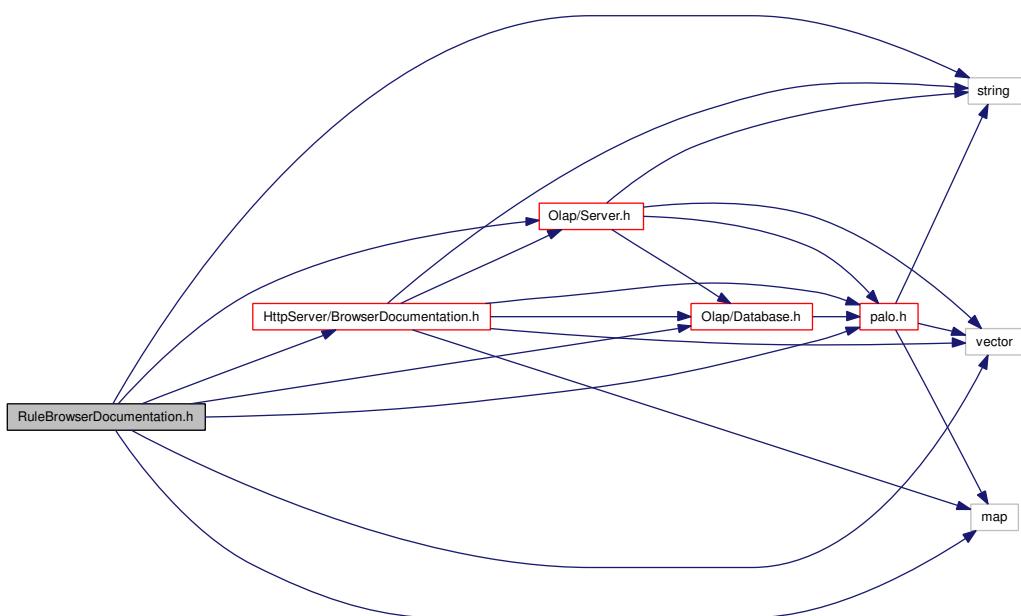
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.409 RuleBrowserDocumentation.h File Reference

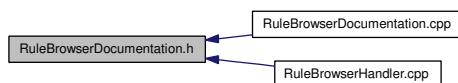
provides cube rule data documentation

```
#include "palo.h"
#include <string>
#include <map>
#include <vector>
#include "HttpServer/BrowserDocumentation.h"
#include "Olap/Server.h"
#include "Olap/Database.h"
```

Include dependency graph for RuleBrowserDocumentation.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace `palo`

## Classes

- class `palo::RuleBrowserDocumentation`

*provides rule data documentation*

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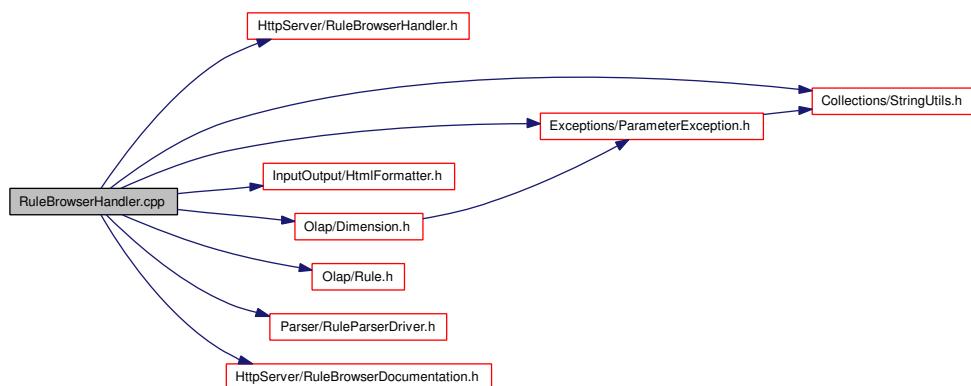
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.410 RuleBrowserHandler.cpp File Reference

provides cube rule browser

```
#include "HttpServer/RuleBrowserHandler.h"
#include "Exceptions/ParameterException.h"
#include "Collections/StringUtils.h"
#include "InputOutput/HtmlFormatter.h"
#include "Olap/Dimension.h"
#include "Olap/Rule.h"
#include "Parser/RuleParserDriver.h"
#include "HttpServer/RuleBrowserDocumentation.h"
```

Include dependency graph for RuleBrowserHandler.cpp:



## Namespaces

- namespace **palo**

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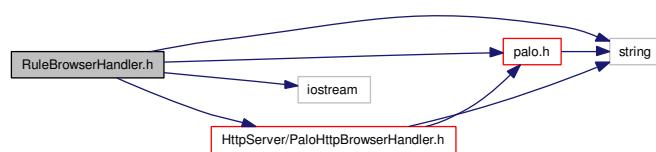
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.411 RuleBrowserHandler.h File Reference

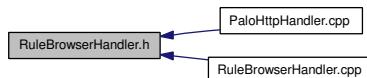
cube rule browser

```
#include "palo.h"
#include <string>
#include <iostream>
#include "HttpServer/PaloHttpBrowserHandler.h"
```

Include dependency graph for RuleBrowserHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::RuleBrowserHandler**  
*cube browser*

### 5.411.1 Detailed Description

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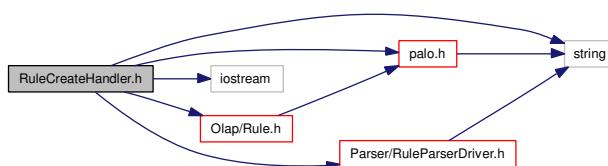
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.412 RuleCreateHandler.h File Reference

```
rule create handler
#include "palo.h"
#include <string>
#include <iostream>
#include "Olap/Rule.h"
#include "Parser/RuleParserDriver.h"
```

Include dependency graph for RuleCreateHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::RuleCreateHandler**  
*element browser*

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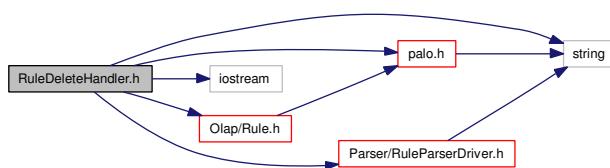
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.413 RuleDeleteHandler.h File Reference

```
rule delete handler

#include "palo.h"
#include <string>
#include <iostream>
#include "Olap/Rule.h"
#include "Parser/RuleParserDriver.h"

Include dependency graph for RuleDeleteHandler.h:
```



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::RuleDeleteHandler**  
*element browser*

### 5.413.1 Detailed Description

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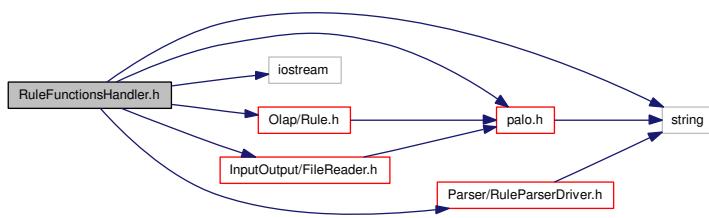
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## 5.414 RuleFunctionsHandler.h File Reference

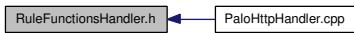
rule function list handler

```
#include "palo.h"
#include <string>
#include <iostream>
#include "Olap/Rule.h"
#include "InputOutput/FileReader.h"
#include "Parser/RuleParserDriver.h"
```

Include dependency graph for RuleFunctionsHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::RuleFunctionsHandler**  
*element browser*

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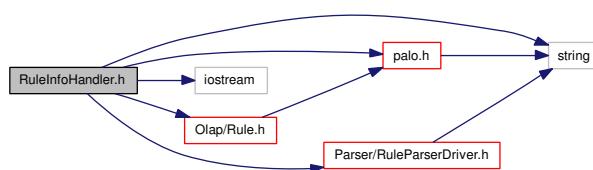
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.415 RuleInfoHandler.h File Reference

rule info handler

```
#include "palo.h"
#include <string>
#include <iostream>
#include "Olap/Rule.h"
#include "Parser/RuleParserDriver.h"
```

Include dependency graph for RuleInfoHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::RuleInfoHandler**  
*element browser*

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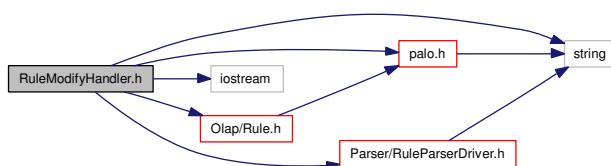
Frank Celler, triagens GmbH, Cologne, Germany

Achim Brandt, triagens GmbH, Cologne, Germany

## 5.416 RuleModifyHandler.h File Reference

```
rule modify handler
#include "palo.h"
#include <string>
#include <iostream>
#include "Olap/Rule.h"
#include "Parser/RuleParserDriver.h"

Include dependency graph for RuleModifyHandler.h:
```



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::RuleModifyHandler**  
*element browser*

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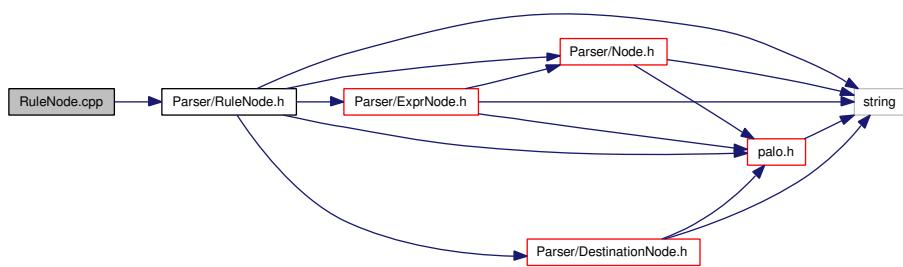
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.417 RuleNode.cpp File Reference

parser rule node

```
#include "Parser/RuleNode.h"
```

Include dependency graph for RuleNode.cpp:



## Namespaces

- namespace **palo**

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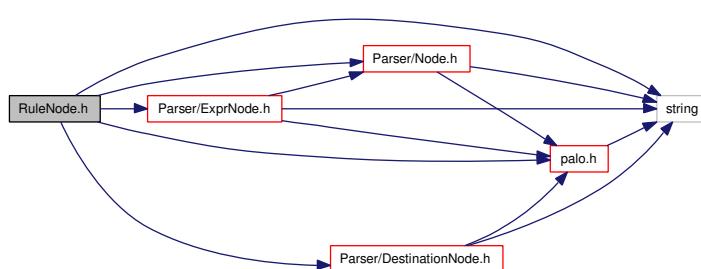
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## 5.418 RuleNode.h File Reference

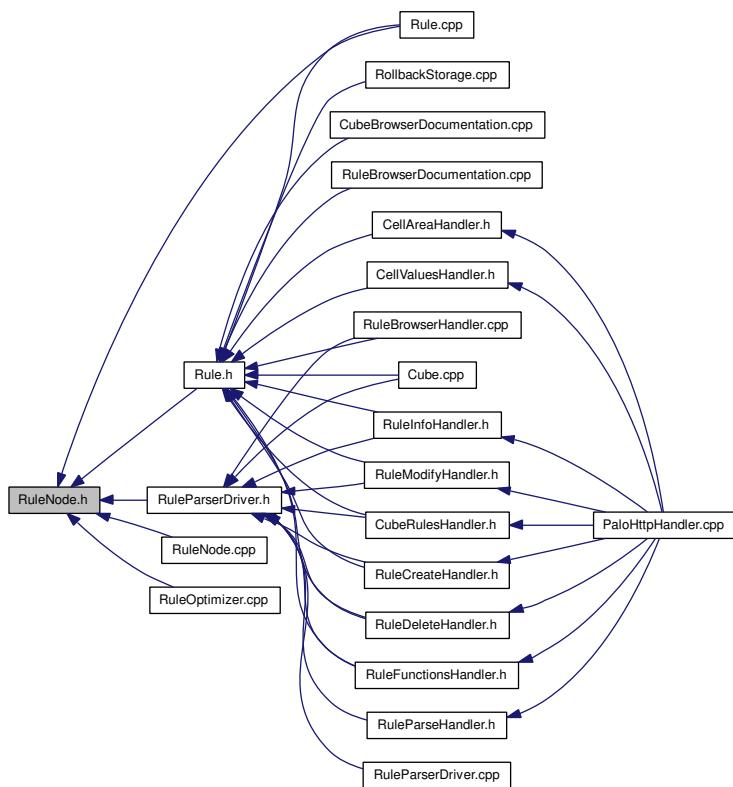
parser rule node

```
#include "palo.h"
#include <string>
#include "Parser/Node.h"
#include "Parser/ExprNode.h"
#include "Parser/DestinationNode.h"
```

Include dependency graph for RuleNode.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::RuleNode**

*parser rule node*

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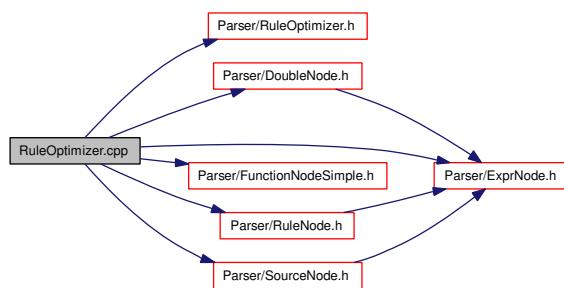
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.419 RuleOptimizer.cpp File Reference

```
rule optimizer

#include "Parser/RuleOptimizer.h"
#include "Parser/DoubleNode.h"
#include "Parser/ExprNode.h"
#include "Parser/FunctionNodeSimple.h"
#include "Parser/RuleNode.h"
#include "Parser/SourceNode.h"

Include dependency graph for RuleOptimizer.cpp:
```



## Namespaces

- namespace **palo**

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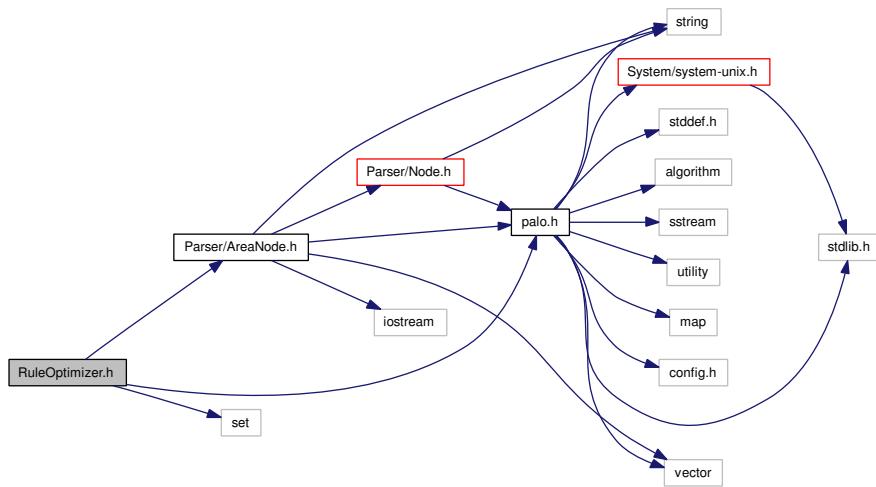
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## 5.420 RuleOptimizer.h File Reference

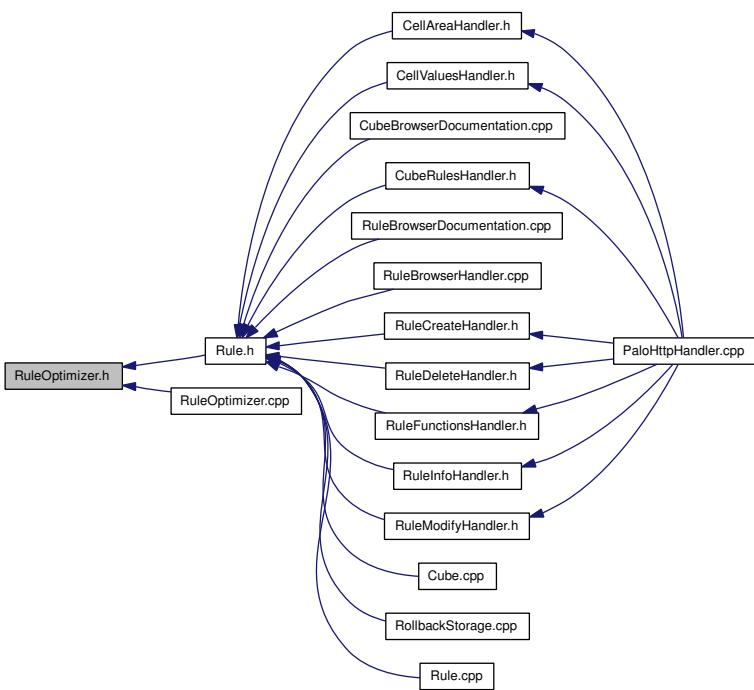
rule optimizer

```
#include "palo.h"
#include <set>
#include "Parser/AreaNode.h"
```

Include dependency graph for RuleOptimizer.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::RuleOptimizer**  
*rule optimizer*

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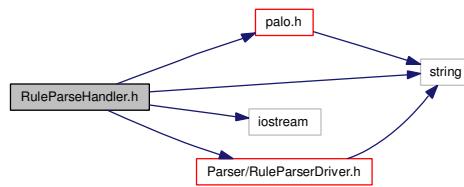
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.421 RuleParseHandler.h File Reference

rule parse handler

```
#include "palo.h"
#include <string>
#include <iostream>
#include "Parser/RuleParserDriver.h"
```

Include dependency graph for RuleParseHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::RuleParseHandler**  
*rule parser*

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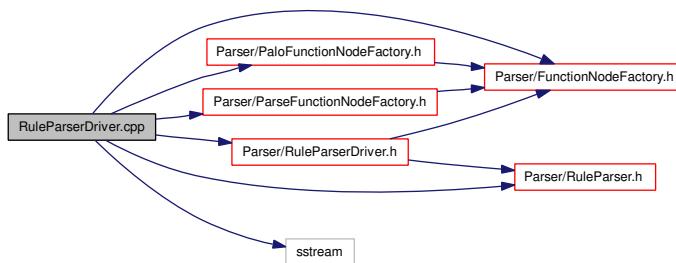
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.422 RuleParserDriver.cpp File Reference

parser driver

```
#include "Parser/RuleParserDriver.h"
#include "Parser/RuleParser.h"
#include "Parser/FunctionNodeFactory.h"
#include "Parser/PaloFunctionNodeFactory.h"
#include "Parser/ParseFunctionNodeFactory.h"
#include <sstream>
```

Include dependency graph for RuleParserDriver.cpp:



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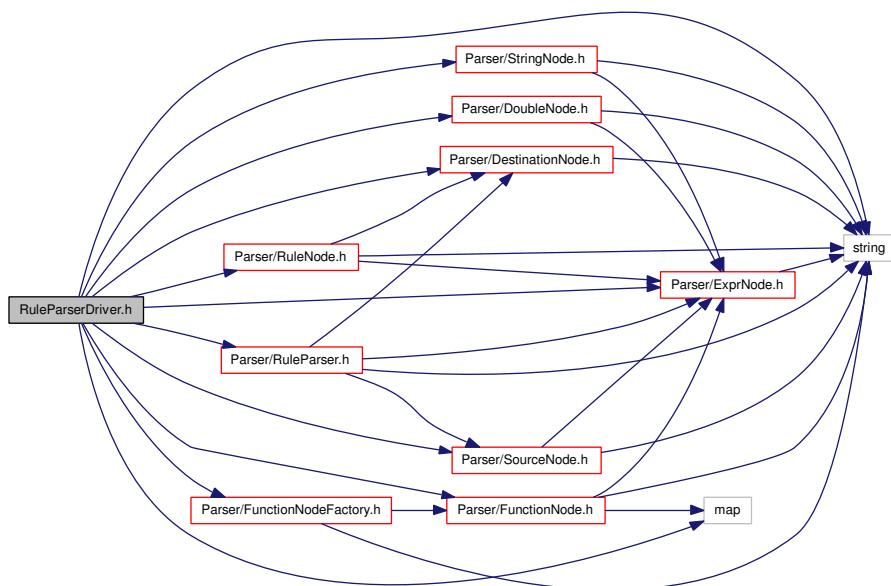
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## 5.423 RuleParserDriver.h File Reference

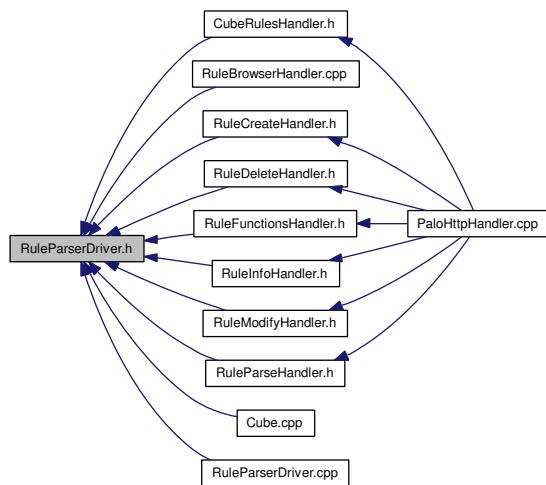
parser driver

```
#include <string>
#include <map>
#include "Parser/DestinationNode.h"
#include "Parser/DoubleNode.h"
#include "Parser/ExprNode.h"
#include "Parser/FunctionNode.h"
#include "Parser/FunctionNodeFactory.h"
#include "Parser/RuleNode.h"
#include "Parser/SourceNode.h"
#include "Parser/StringNode.h"
#include "Parser/RuleParser.h"
```

Include dependency graph for RuleParserDriver.h:



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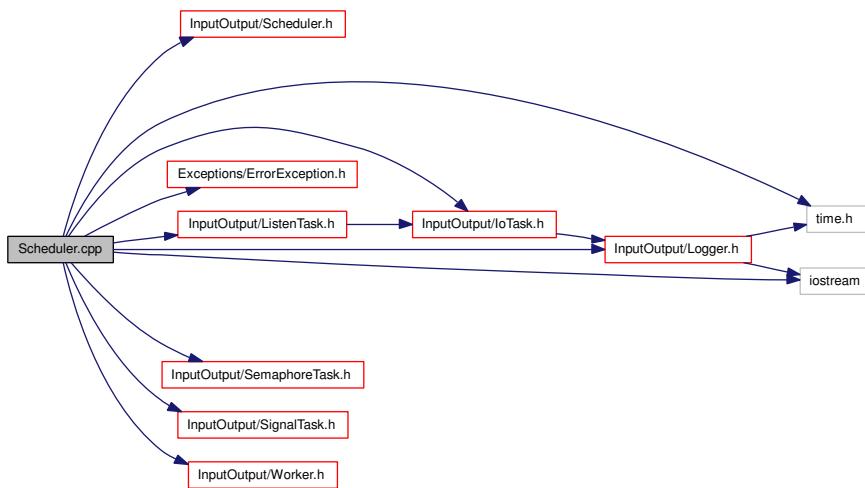
Frank Celler, triagens GmbH, Cologne, Germany  
 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.424 Scheduler.cpp File Reference

```
input-output scheduler

#include "InputOutput/Scheduler.h"
#include <time.h>
#include <iostream>
#include "Exceptions/ErrorException.h"
#include "InputOutput/IoTask.h"
#include "InputOutput/ListenTask.h"
#include "InputOutput/Logger.h"
#include "InputOutput/SemaphoreTask.h"
#include "InputOutput/SignalTask.h"
#include "InputOutput/Worker.h"
```

Include dependency graph for Scheduler.cpp:



## Namespaces

- namespace **palo**

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**Author:**

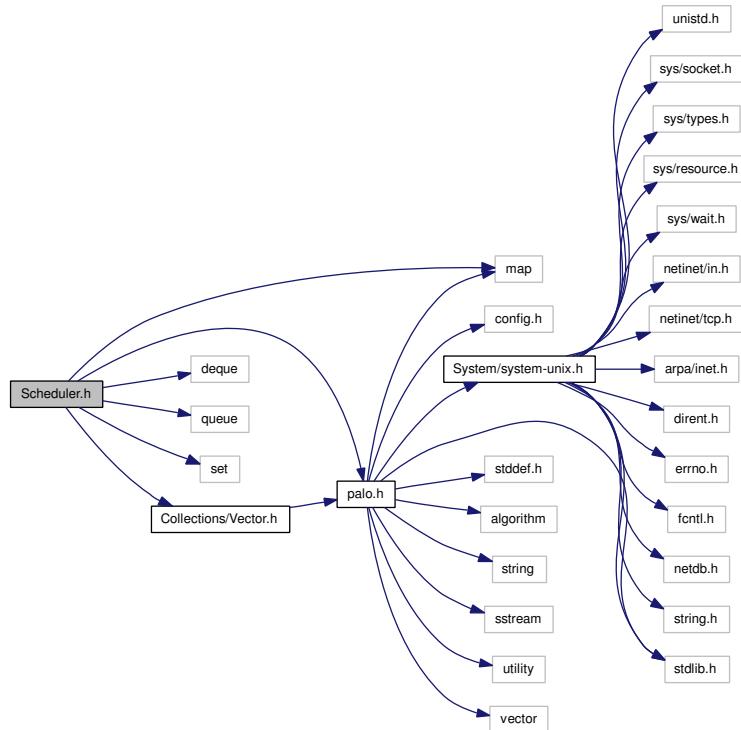
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.425 Scheduler.h File Reference

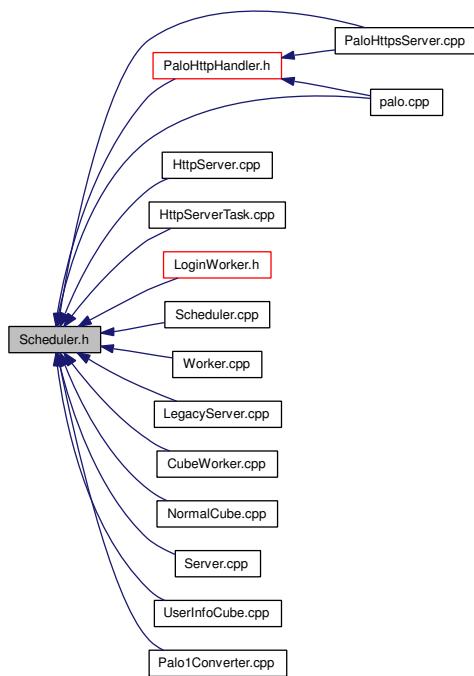
input-output scheduler

```
#include "palo.h"
#include <map>
#include <deque>
#include <queue>
#include <set>
#include "Collections/Vector.h"
```

Include dependency graph for Scheduler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace `palo`

## Classes

- class `palo::Scheduler`  
*input-output scheduler*

### 5.425.1 Detailed Description

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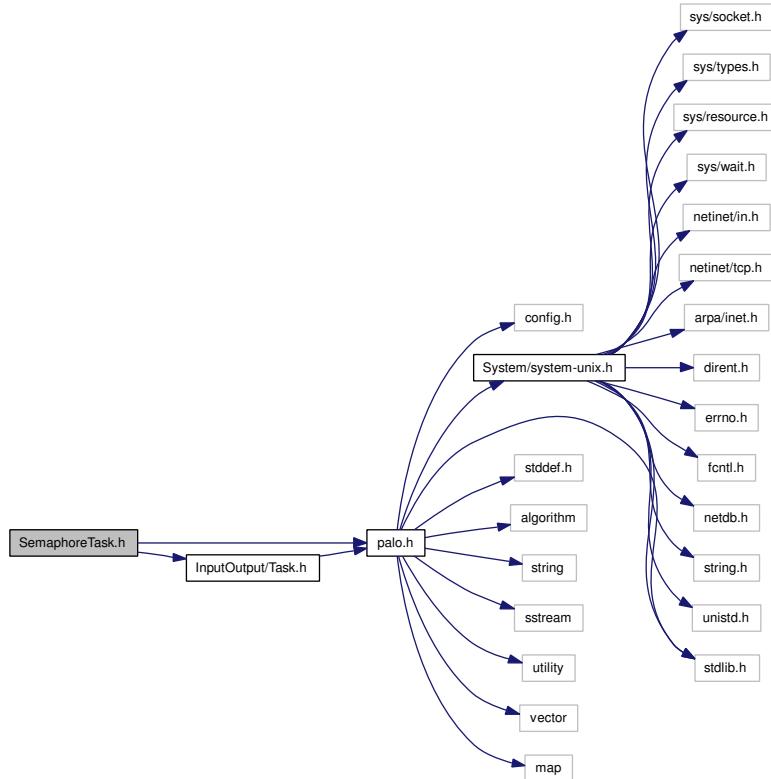
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.426 SemaphoreTask.h File Reference

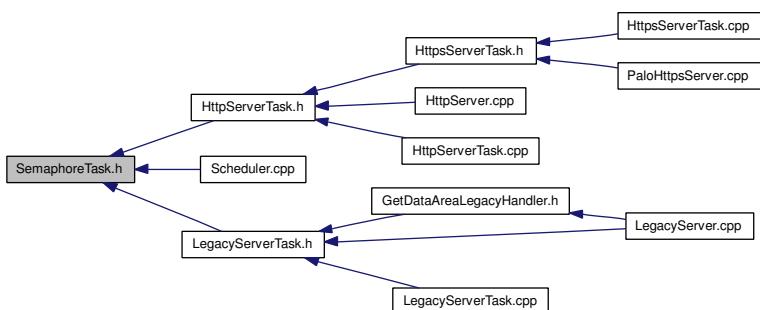
abstract base class for tasks waiting on a semaphore

```
#include "palo.h"
#include "InputOutput/Task.h"
```

Include dependency graph for SemaphoreTask.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::SemaphoreTask**

*abstract base class for tasks waiting on a semaphore*

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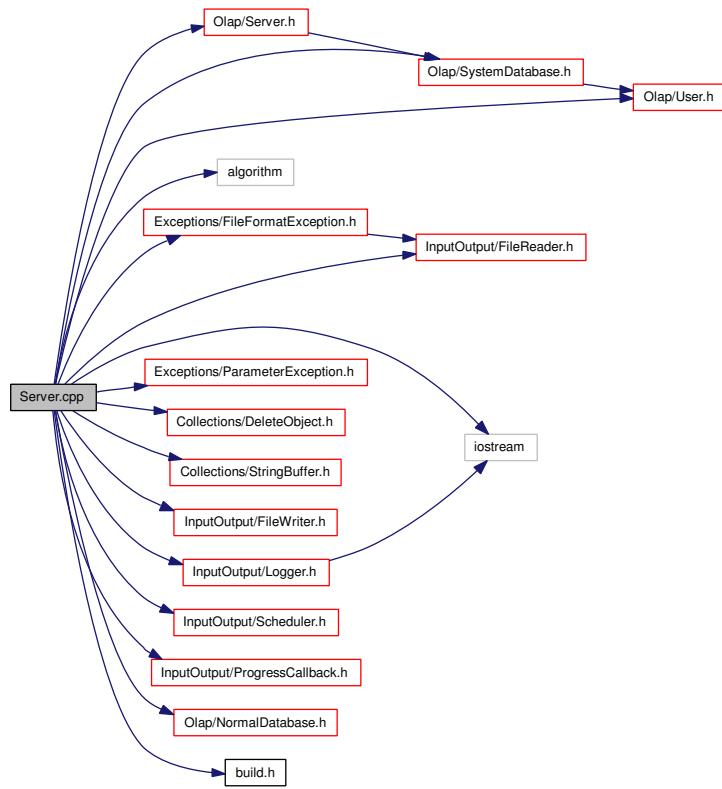
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.427 Server.cpp File Reference

```
palo server

#include "Olap/Server.h"
#include <algorithm>
#include <iostream>
#include "Exceptions/FileFormatException.h"
#include "Exceptions/ParameterException.h"
#include "Collections/DeleteObject.h"
#include "Collections/StringBuffer.h"
#include "InputOutput/FileReader.h"
#include "InputOutput/FileWriter.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Scheduler.h"
#include "InputOutput/ProgressCallback.h"
#include "Olap/NormalDatabase.h"
#include "Olap/SystemDatabase.h"
#include "Olap/User.h"
#include "build.h"
```

Include dependency graph for Server.cpp:



## Namespaces

- namespace **palo**

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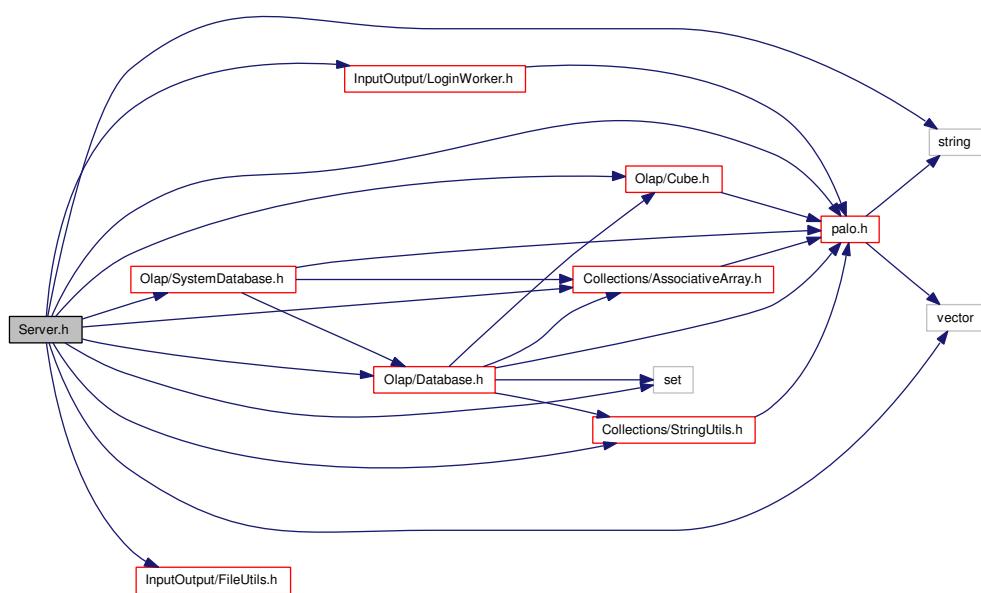
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.428 Server.h File Reference

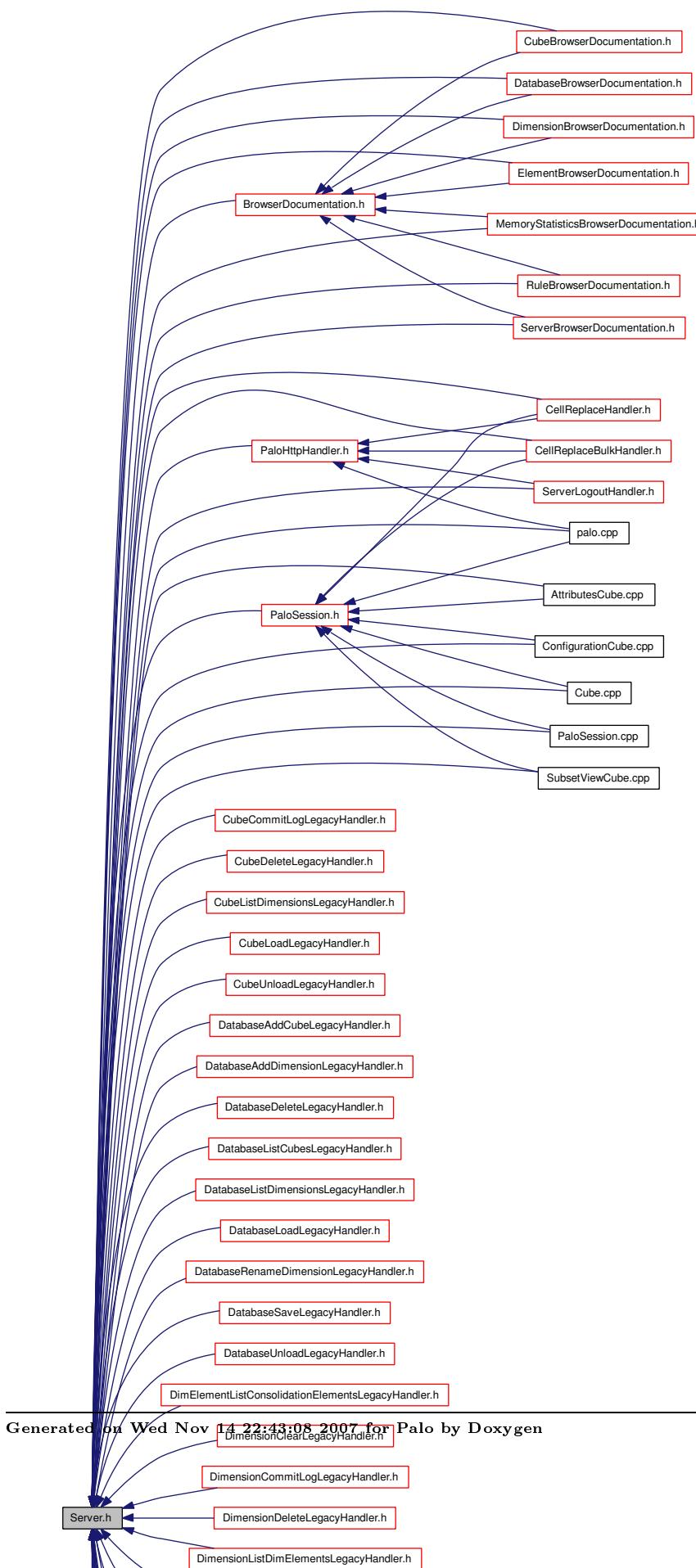
OLAP server.

```
#include "palo.h"
#include <string>
#include <vector>
#include <set>
#include "Collections/AssociativeArray.h"
#include "Collections/StringUtils.h"
#include "InputOutput/FileUtils.h"
#include "InputOutput/LoginWorker.h"
#include "Olap/Cube.h"
#include "Olap/Database.h"
#include "Olap/SystemDatabase.h"
```

Include dependency graph for Server.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::Server**

*OLAP server.*

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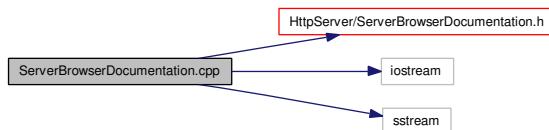
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.429 ServerBrowserDocumentation.cpp File Reference

provides server data documentation

```
#include "HttpServer/ServerBrowserDocumentation.h"
#include <iostream>
#include <sstream>
```

Include dependency graph for ServerBrowserDocumentation.cpp:



### Namespaces

- namespace **palo**

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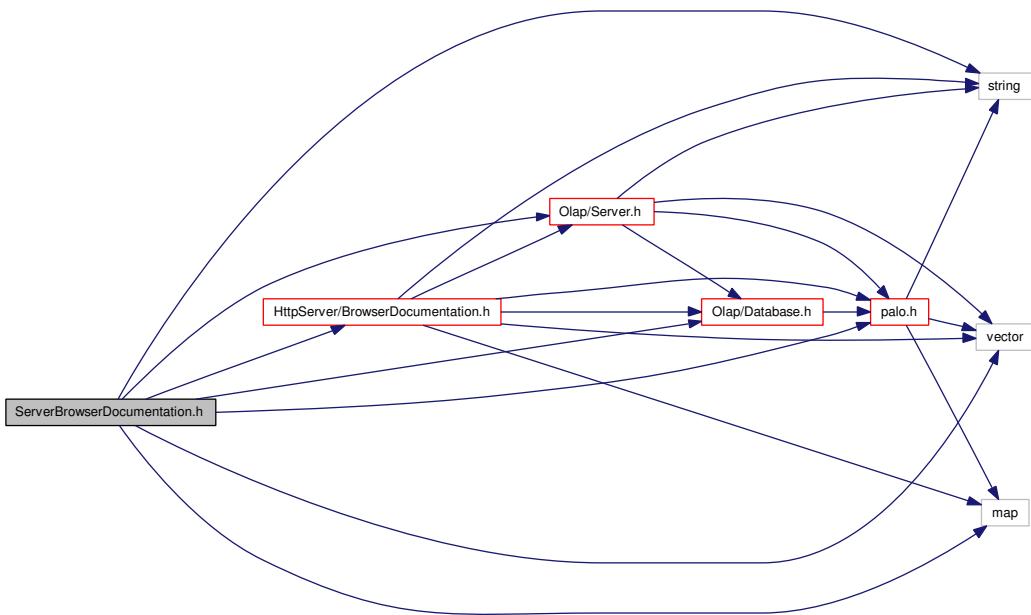
Frank Celler, triagens GmbH, Cologne, Germany  
 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.430 ServerBrowserDocumentation.h File Reference

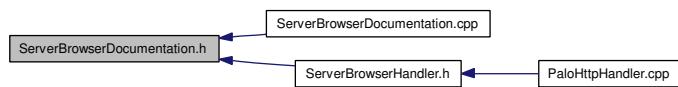
provides server data documentation

```
#include "palo.h"
#include <string>
#include <map>
#include <vector>
#include "HttpServer/BrowserDocumentation.h"
#include "Olap/Server.h"
#include "Olap/Database.h"
```

Include dependency graph for ServerBrowserDocumentation.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ServerBrowserDocumentation**

*provides server data documentation*

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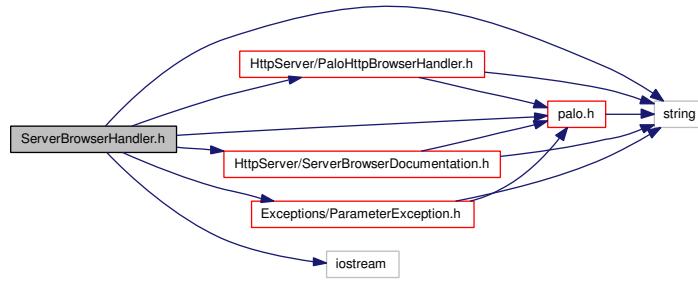
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.431 ServerBrowserHandler.h File Reference

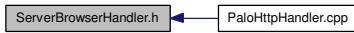
```
server browser

#include "palo.h"
#include <string>
#include <iostream>
#include "HttpServer/PaloHttpBrowserHandler.h"
#include "HttpServer/ServerBrowserDocumentation.h"
#include "Exceptions/ParameterException.h"
```

Include dependency graph for ServerBrowserHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ServerBrowserHandler**  
*server browser*

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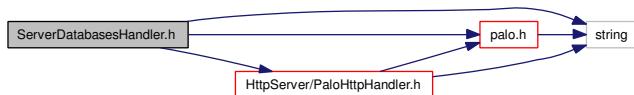
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.432 ServerDatabasesHandler.h File Reference

databases list

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for ServerDatabasesHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ServerDatabasesHandler**  
*databases list*

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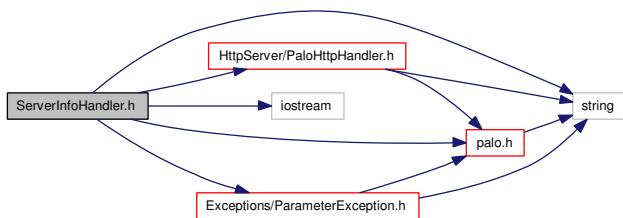
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

### 5.433 ServerInfoHandler.h File Reference

```
palo server info handler

#include "palo.h"
#include <string>
#include <iostream>
#include "HttpServer/PaloHttpHandler.h"
#include "Exceptions/ParameterException.h"

Include dependency graph for ServerInfoHandler.h:
```



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ServerInfoHandler**  
*info an olap server*

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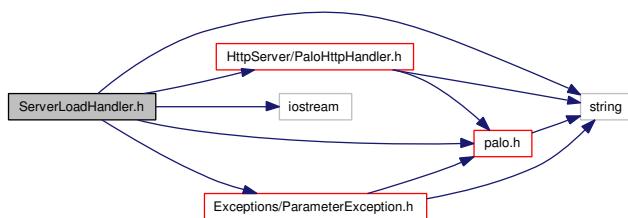
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.434 ServerLoadHandler.h File Reference

palo server load handler

```
#include "palo.h"
#include <string>
#include <iostream>
#include "HttpServer/PaloHttpHandler.h"
#include "Exceptions/ParameterException.h"
```

Include dependency graph for ServerLoadHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ServerLoadHandler**  
*load an olap server*

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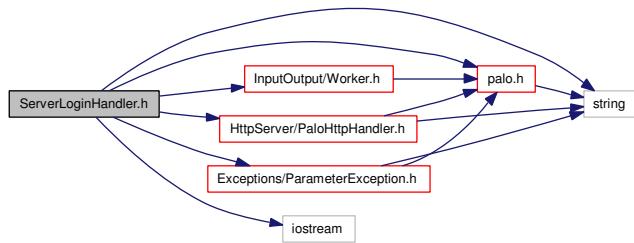
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.435 ServerLoginHandler.h File Reference

palo server login handler

```
#include "palo.h"
#include <string>
#include <iostream>
#include "HttpServer/PaloHttpHandler.h"
#include "Exceptions/ParameterException.h"
#include "InputOutput/Worker.h"
```

Include dependency graph for ServerLoginHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ServerLoginHandler**  
*login to a palo server*

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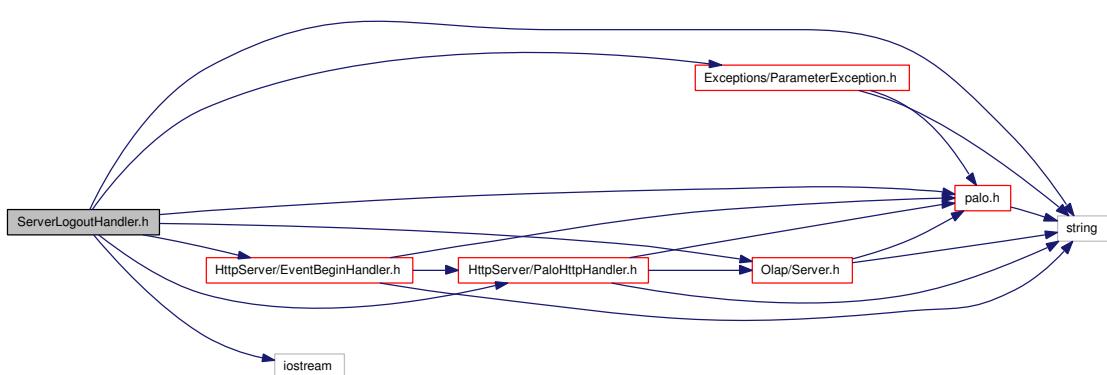
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.436 ServerLogoutHandler.h File Reference

palo server logout handler

```
#include "palo.h"
#include <string>
#include <iostream>
#include "Exceptions/ParameterException.h"
#include "Olap/Server.h"
#include "HttpServer/PaloHttpHandler.h"
#include "HttpServer/EventBeginHandler.h"
```

Include dependency graph for ServerLogoutHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ServerLogoutHandler**

*logout to a palo server*

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Achim Brandt, triagens GmbH, Cologne, Germany

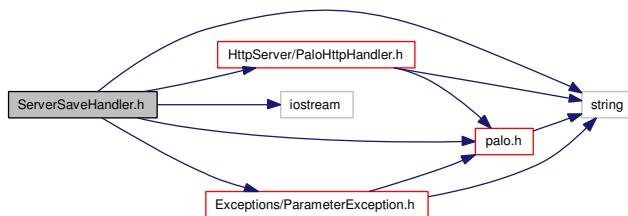
## 5.437 ServerSaveHandler.h File Reference

```
palo server save handler

#include "palo.h"
#include <string>
#include <iostream>
#include "HttpServer/PaloHttpHandler.h"
#include "Exceptions/ParameterException.h"

Include dependency graph for ServerSaveHandler.h:
```

Include dependency graph for ServerSaveHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::ServerSaveHandler**  
*save an olap server*

### 5.437.1 Detailed Description

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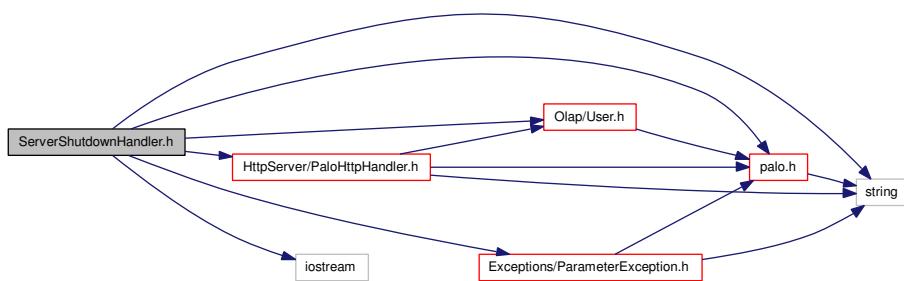
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.438 ServerShutdownHandler.h File Reference

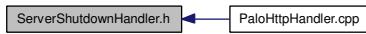
palo server shutdown handler

```
#include "palo.h"
#include <string>
#include <iostream>
#include "Olap/User.h"
#include "HttpServer/PaloHttpHandler.h"
#include "Exceptions/ParameterException.h"
```

Include dependency graph for ServerShutdownHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ServerShutdownHandler**  
*shutdown an olap server*

#### 5.438.1 Detailed Description

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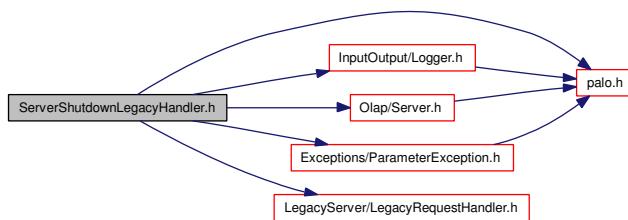
## 5.439 ServerShutdownLegacyHandler.h File Reference

```
server_shutdown

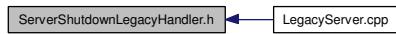
#include "palo.h"

#include "InputOutput/Logger.h"
#include "Olap/Server.h"
#include "Exceptions/ParameterException.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for ServerShutdownLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::ServerShutdownLegacyHandler**  
`server_shutdown`

#### 5.439.1 Detailed Description

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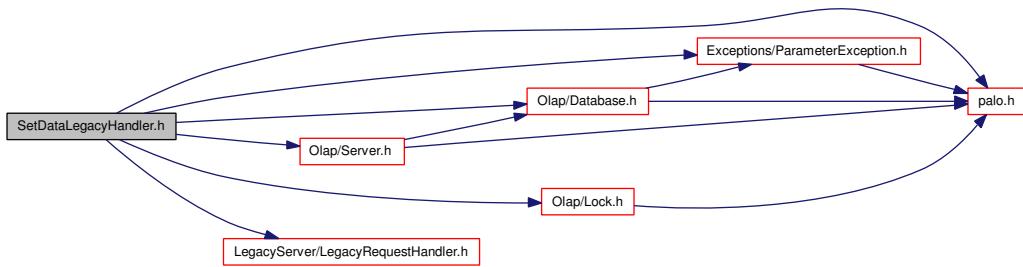
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.440 SetDataLegacyHandler.h File Reference

setdata

```
#include "palo.h"
#include "Olap/Database.h"
#include "Exceptions/ParameterException.h"
#include "Olap/Lock.h"
#include "Olap/Server.h"
#include "LegacyServer/LegacyRequestHandler.h"
```

Include dependency graph for SetDataLegacyHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::SetDataLegacyHandler**  
*setdata*

#### 5.440.1 Detailed Description

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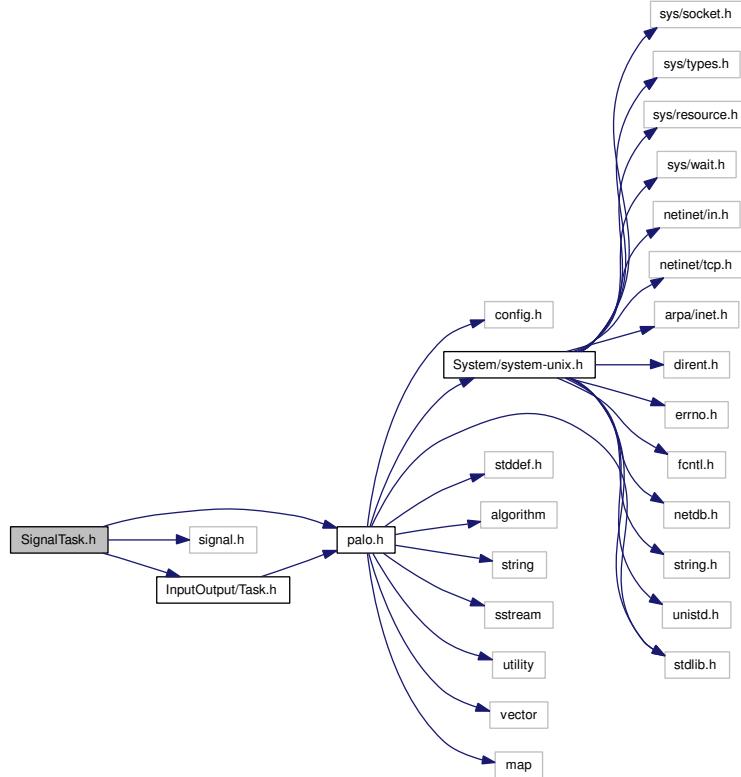
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.441 SignalTask.h File Reference

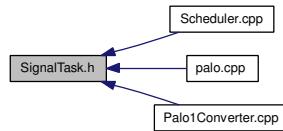
tasks used to handle signals

```
#include "palo.h"
#include <signal.h>
#include "InputOutput/Task.h"
```

Include dependency graph for SignalTask.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::SignalTask**

*task used to handle signals*

### 5.441.1 Detailed Description

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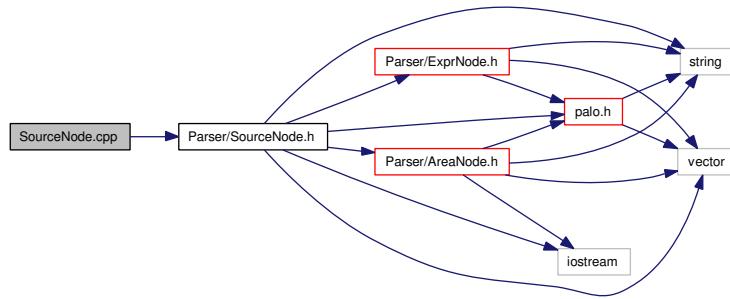
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.442 SourceNode.cpp File Reference

parser source node

```
#include "Parser/SourceNode.h"
```

Include dependency graph for SourceNode.cpp:



## Namespaces

- namespace **palo**

### 5.442.1 Detailed Description

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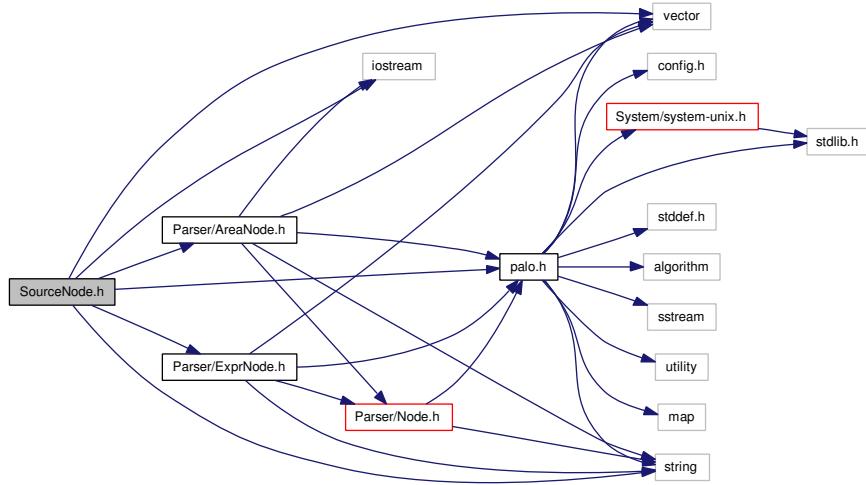
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.443 SourceNode.h File Reference

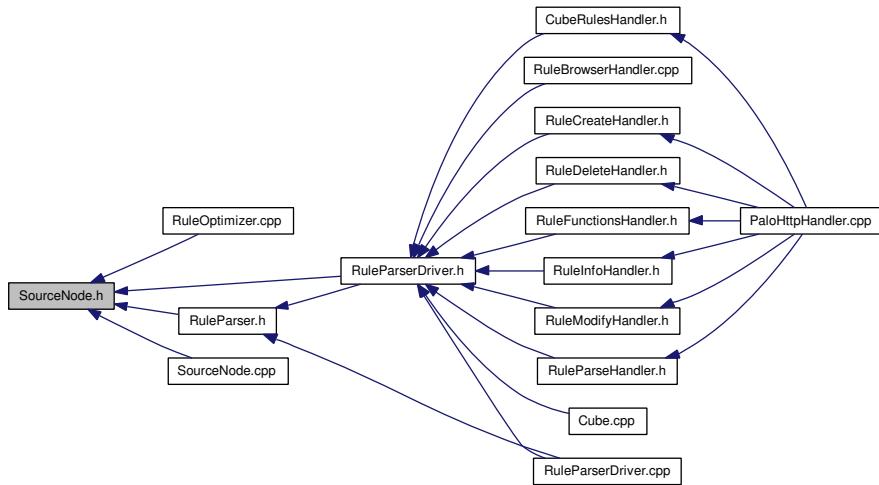
```
parser source node

#include "palo.h"
#include <iostream>
#include <vector>
#include <iostream>
#include "Parser/AreaNode.h"
#include "Parser/ExprNode.h"
```

Include dependency graph for SourceNode.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::SourceNode**

*parser source node*

### 5.443.1 Detailed Description

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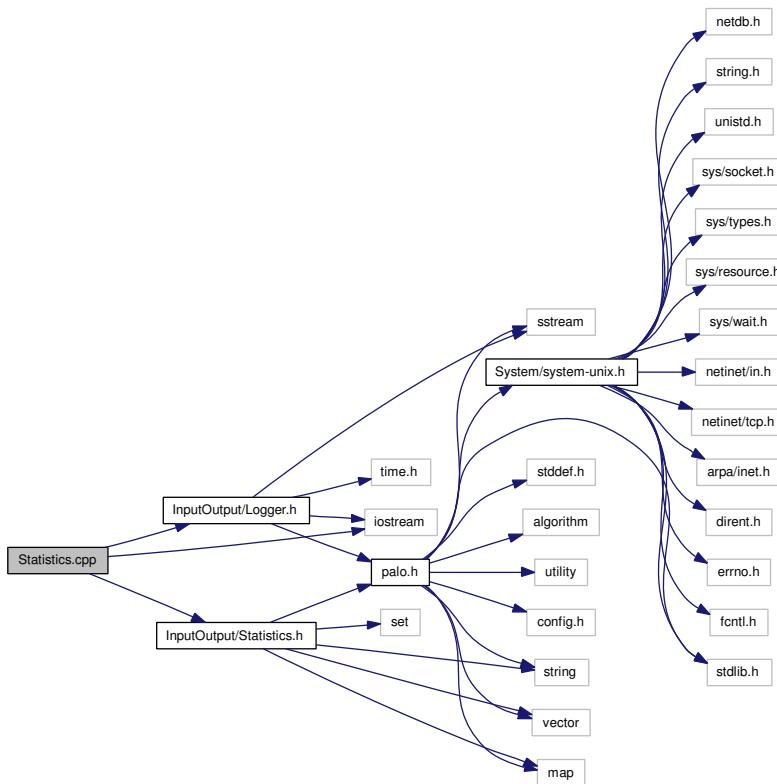
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.444 Statistics.cpp File Reference

statistics, timer, and counter

```
#include "InputOutput/Statistics.h"  
#include <iostream>  
#include "InputOutput/Logger.h"
```

Include dependency graph for Statistics.cpp:



## Namespaces

- namespace **palo**

### **5.444.1 Detailed Description**

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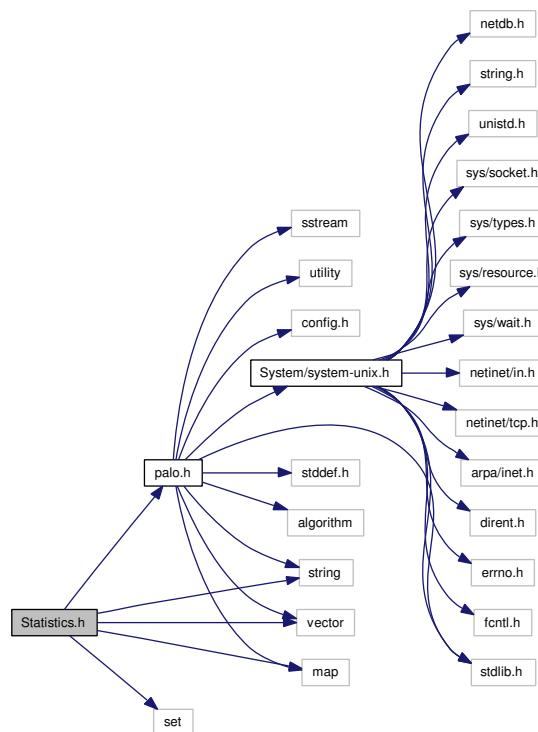
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.445 Statistics.h File Reference

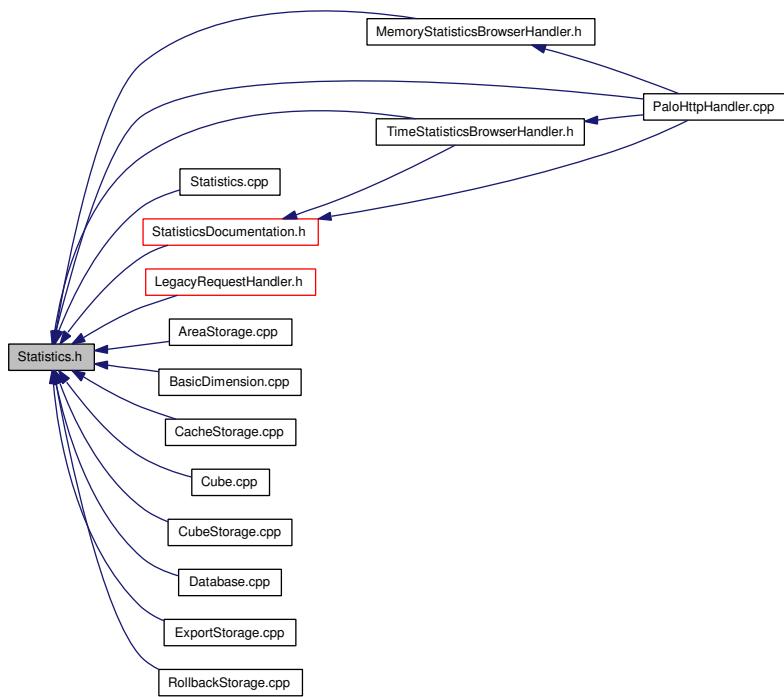
statistics, timer, and counter

```
#include "palo.h"  
#include <map>  
#include <set>  
#include <string>  
#include <vector>
```

Include dependency graph for Statistics.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::Statistics**  
*stores profiling information*

### 5.445.1 Detailed Description

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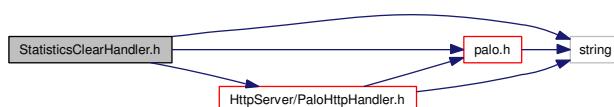
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.446 StatisticsClearHandler.h File Reference

statistics clear

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpHandler.h"
```

Include dependency graph for StatisticsClearHandler.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::StatisticsClearHandler**  
*statistics clear*

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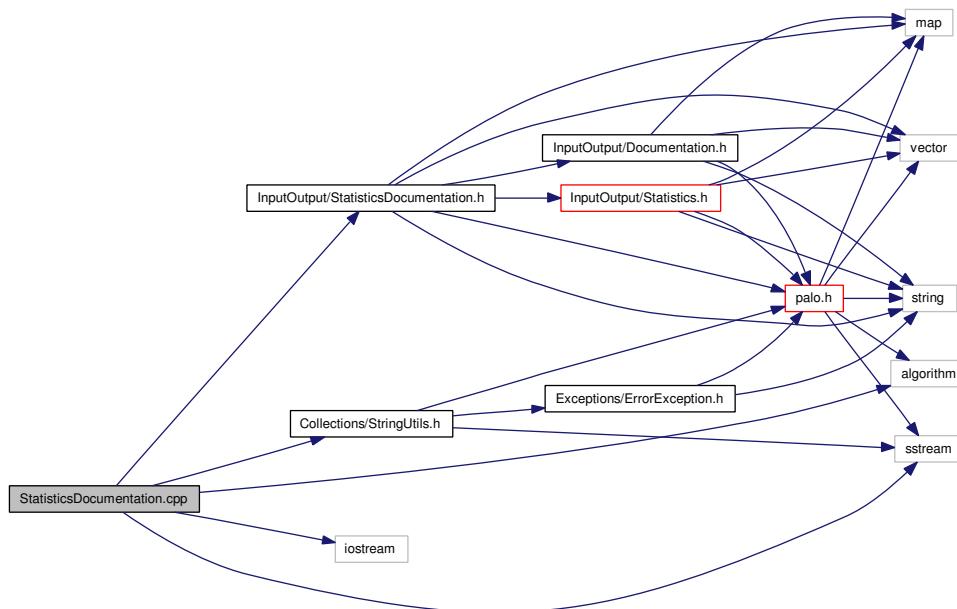
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.447 StatisticsDocumentation.cpp File Reference

provides documentation from statistics

```
#include "InputOutput/StatisticsDocumentation.h"
#include <algorithm>
#include <iostream>
#include <sstream>
#include "Collections/StringUtils.h"
```

Include dependency graph for StatisticsDocumentation.cpp:



## Namespaces

- namespace **palo**

### 5.447.1 Detailed Description

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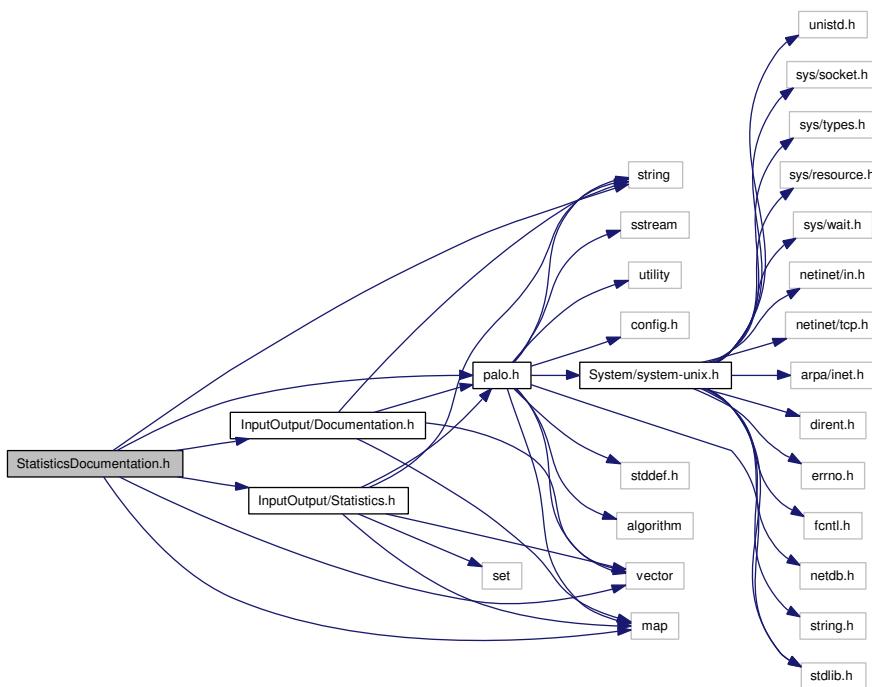
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.448 StatisticsDocumentation.h File Reference

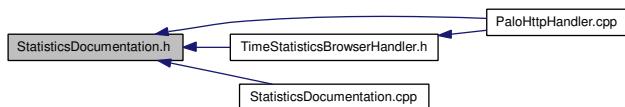
provides documentation from statistics

```
#include "palo.h"
#include <string>
#include <map>
#include <vector>
#include "InputOutput/Documentation.h"
#include "InputOutput/Statistics.h"
```

Include dependency graph for StatisticsDocumentation.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::StatisticsDocumentation**

*provides documentation from statistics*

### 5.448.1 Detailed Description

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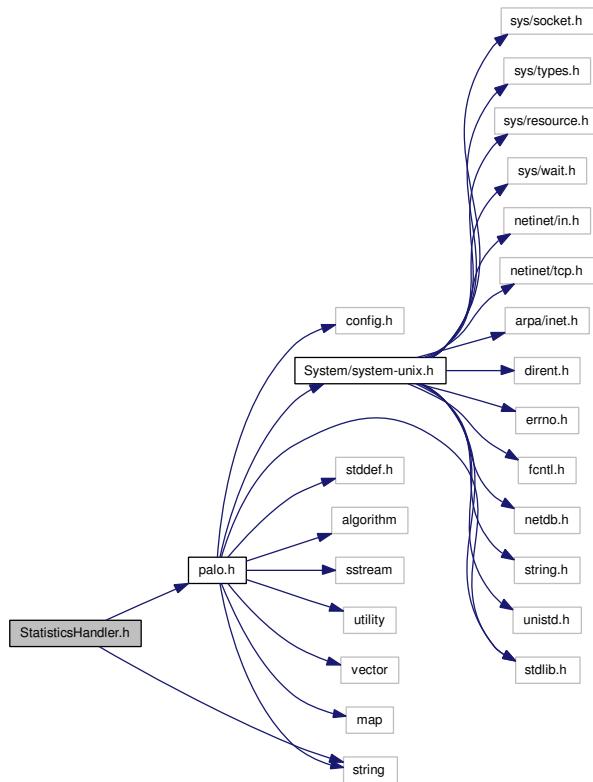
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.449 StatisticsHandler.h File Reference

statistics page

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

Include dependency graph for StatisticsHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::StatisticsHandler**

*server browser*

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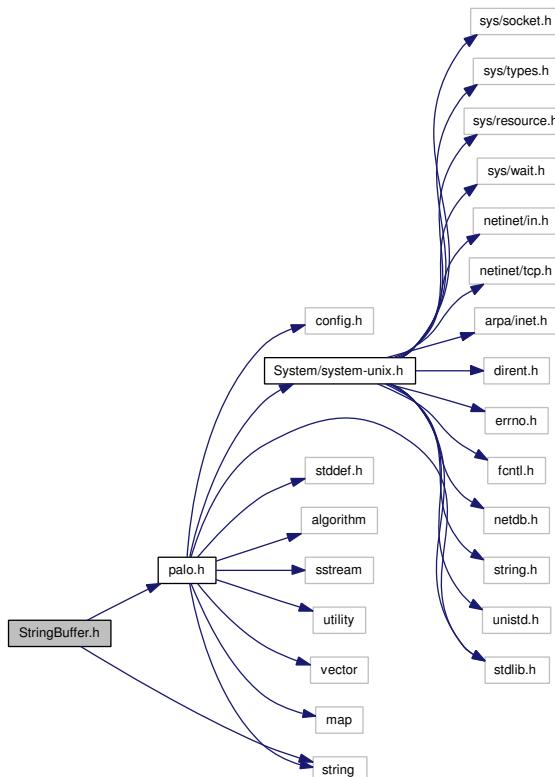
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.450 StringBuffer.h File Reference

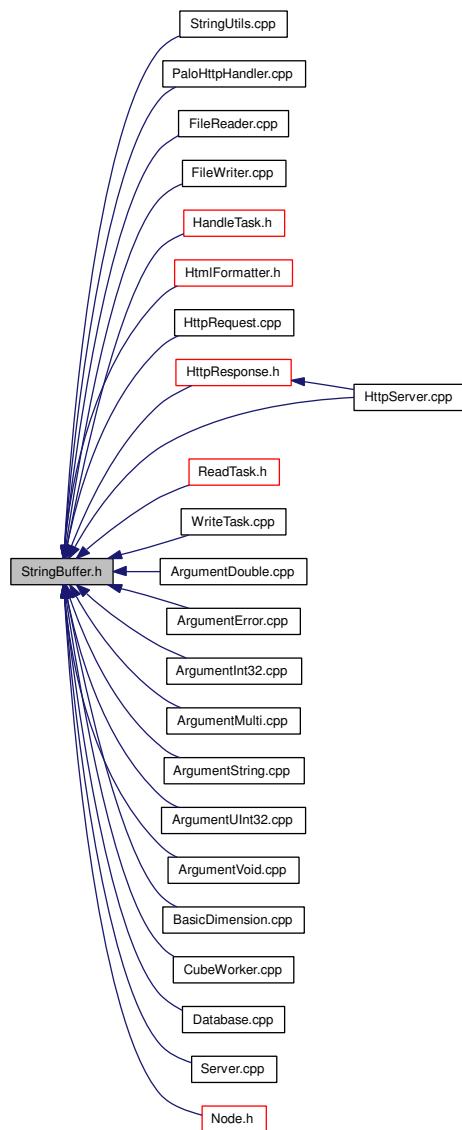
string buffer with formatting routines

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

Include dependency graph for StringBuffer.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- struct **palo::StringBuffer**  
*string buffer with formatting routines*

### 5.450.1 Detailed Description

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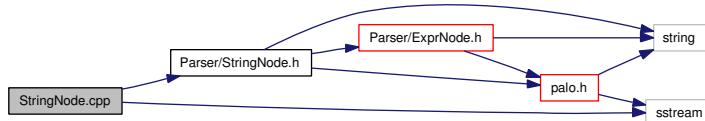
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**Author:**

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.451 StringNode.cpp File Reference

```
parser string node
#include "Parser/StringNode.h"
#include <sstream>
Include dependency graph for StringNode.cpp:
```



## Namespaces

- namespace **palo**

### 5.451.1 Detailed Description

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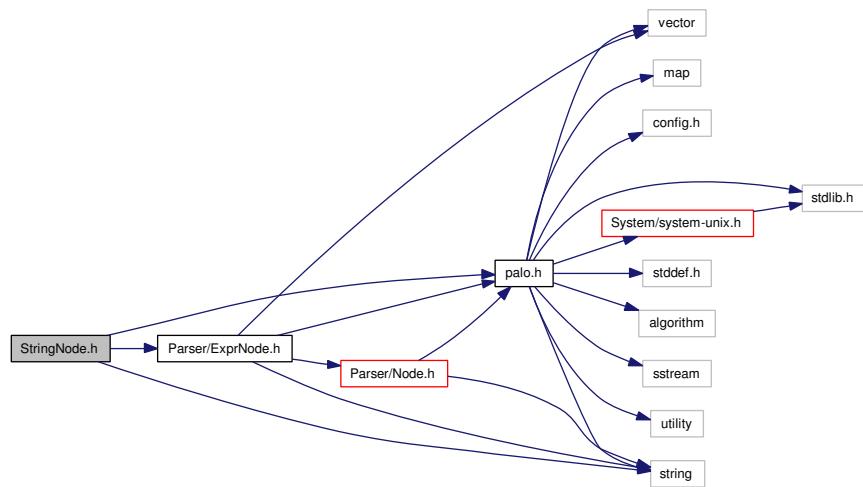
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.452 StringNode.h File Reference

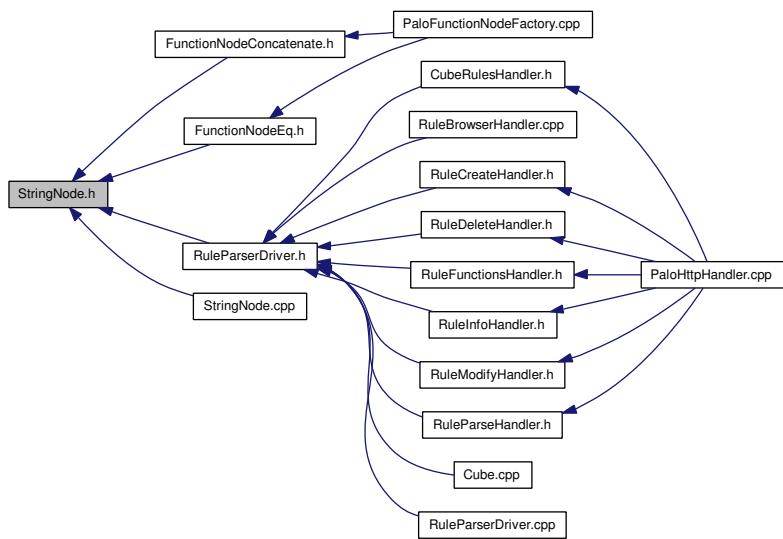
parser string node

```
#include "palo.h"
#include <string>
#include "Parser/ExprNode.h"
```

Include dependency graph for StringNode.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::StringNode**

*parser string node*

### 5.452.1 Detailed Description

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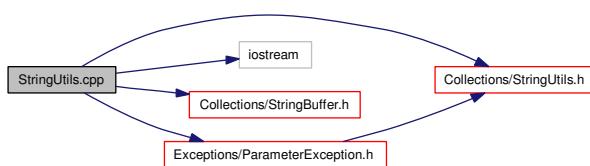
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.453 StringUtils.cpp File Reference

string utilities

```
#include "Collections/StringUtils.h"
#include <iostream>
#include "Collections/StringBuffer.h"
#include "Exceptions/ParameterException.h"
```

Include dependency graph for StringUtils.cpp:



## Namespaces

- namespace **palo**

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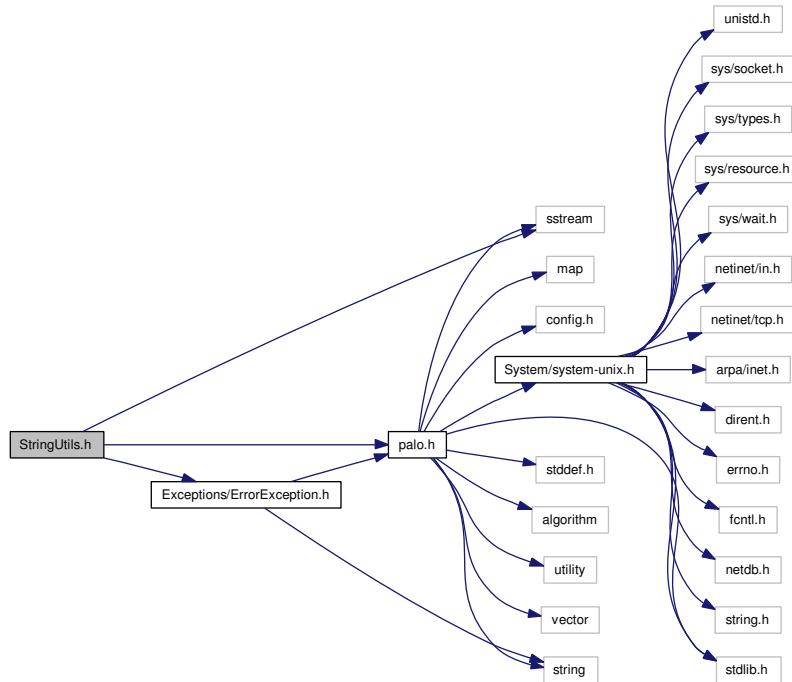
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.454 StringUtils.h File Reference

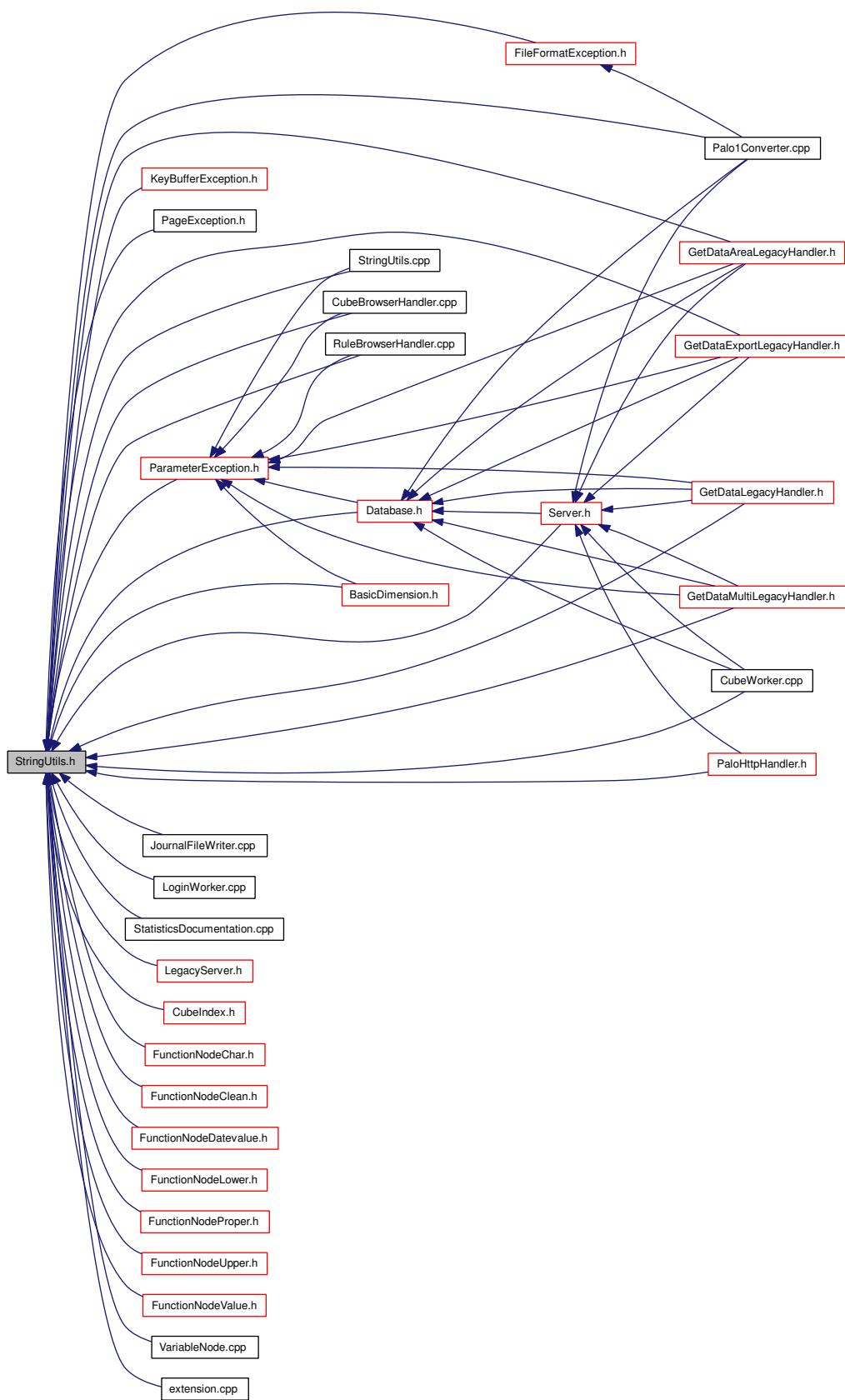
string utilities

```
#include "palo.h"
#include <sstream>
#include "Exceptions/ErrorException.h"
```

Include dependency graph for StringUtils.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::StringUtils**  
*string utilities*

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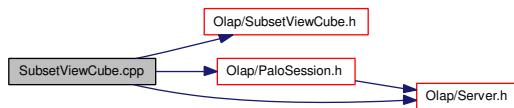
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.455 SubsetViewCube.cpp File Reference

palo subset and view cube

```
#include "Olap/SubsetViewCube.h"
#include "Olap/PaloSession.h"
#include "Olap/Server.h"
```

Include dependency graph for SubsetViewCube.cpp:



## Namespaces

- namespace **palo**

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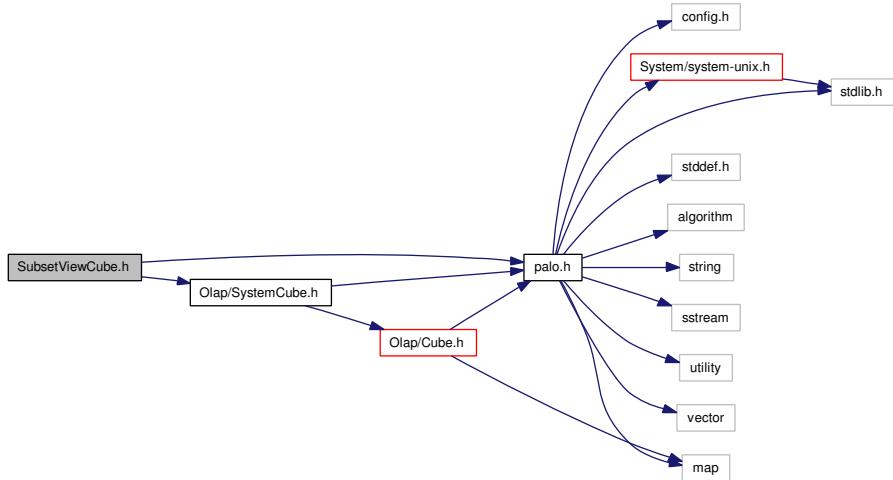
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## 5.456 SubsetViewCube.h File Reference

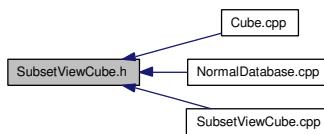
palo subset and view cube

```
#include "palo.h"
#include "Olap/SystemCube.h"
```

Include dependency graph for SubsetViewCube.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::SubsetViewCube**  
*subset and view OLAP cube*

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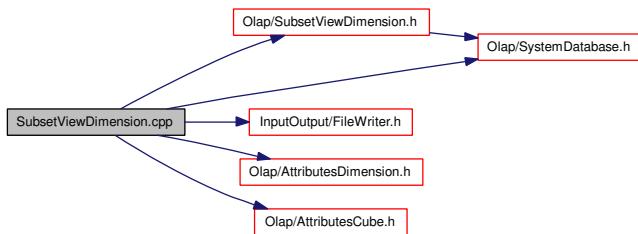
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.457 SubsetViewDimension.cpp File Reference

palo subset and view dimension

```
#include "Olap/SubsetViewDimension.h"
#include "InputOutput/FileWriter.h"
#include "Olap/SystemDatabase.h"
#include "Olap/AttributesDimension.h"
#include "Olap/AttributesCube.h"
```

Include dependency graph for SubsetViewDimension.cpp:



## Namespaces

- namespace **palo**

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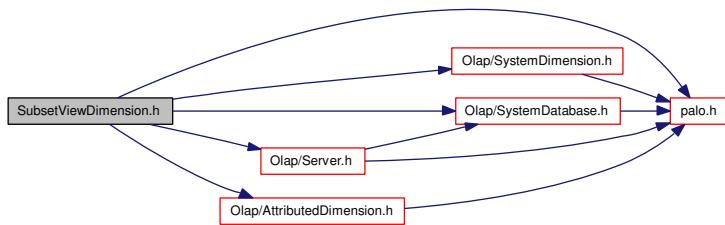
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.458 SubsetViewDimension.h File Reference

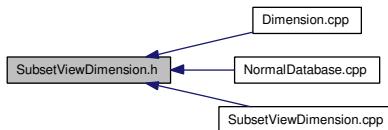
palo subset and view dimension

```
#include "palo.h"
#include "Olap/SystemDimension.h"
#include "Olap/SystemDatabase.h"
#include "Olap/Server.h"
#include "Olap/AttributedDimension.h"
```

Include dependency graph for SubsetViewDimension.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace **palo**

### Classes

- class **palo::SubsetViewDimension**  
*subset and view dimension*

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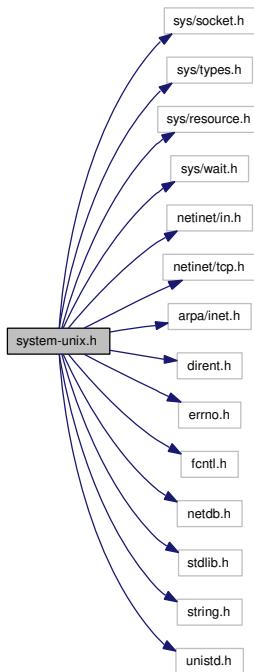
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.459 system-unix.h File Reference

system file for unix

```
#include <sys/socket.h>
#include <sys/types.h>
#include <sys/resource.h>
#include <sys/wait.h>
#include <netinet/in.h>
#include <netinet/tcp.h>
#include <arpa/inet.h>
#include <dirent.h>
#include <errno.h>
#include <fcntl.h>
#include <netdb.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
```

Include dependency graph for system-unix.h:



This graph shows which files directly or indirectly include this file:



## Defines

- `#define SERVER_CLASS`  
*DLL export.*
- `#define INVALID_SOCKET (-1)`  
*invalid socket*
- `#define EWOULDBLOCK_SOCKET EWOULDBLOCK`  
*operation would block*
- `#define EINTR_SOCKET EINTR`  
*operation interrupted*
- `#define closesocket close`  
*close function for sockets*
- `#define errno_socket errno`  
*error number*
- `#define strerror_socket strerror`  
*string of error message*

## Typedefs

- `typedef long suseconds_t`  
*microseconds*
- `typedef int signal_t`  
*using polling if available type of signal*
- `typedef int socket_t`  
*type of socket*

## Functions

- `bool SetNonBlockingSocket (socket_t fd)`  
*sets non-block mode for a socket*

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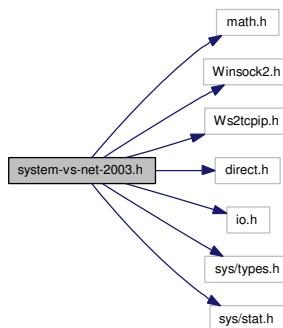
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.460 system-vs-net-2003.h File Reference

system file for VS.NET 2003

```
#include <math.h>
#include <Winsock2.h>
#include <Ws2tcpip.h>
#include <direct.h>
#include <io.h>
#include <sys/types.h>
#include <sys/stat.h>
```

Include dependency graph for system-vs-net-2003.h:



### Defines

- `#define SERVER_CLASS`  
*DLL exports.*
- `#define _CRT_SECURE_NO_DEPRECATE 1`  
*disable warnings about sprintf and strcat*
- `#define ENABLE_HTTP 1`  
*enable HTTP interface*
- `#define ENABLE_HTTPS 1`  
*enable HTTPS interface*
- `#define ENABLE_LEGACY 1`  
*enable legacy interface*
- `#define ALIGNOF_DOUBLE 4`  
*enable time profiler can overload size\_t and long alignment of double*
- `#define EWOULDBLOCK_SOCKET WSAEWOULDBLOCK`  
*operation would block*

- `#define EINTR _SOCKET WSAEINTR`  
*operation interrupted*
- `#define errno _socket WSAGetLastError()`  
*error number*
- `#define snprintf _snprintf`  
*formatted string print*
- `#define chdir _chdir`  
*change directory*
- `#define getcwd _getcwd`  
*current directory*
- `#define mkdir _mkdir`  
*create directory*
- `#define rmdir _rmdir`  
*delete directory*
- `#define stat _stat`  
*file statistics*
- `#define strncasecmp _strnicmp`  
*string compare*
- `#define isnan _isnan`  
*not a number*
- `#define usleep(v) Sleep(v/1000)`  
*usleep*
- `#define M_PI 3.14159265358979323846`  
*PI.*

## Typedefs

- `typedef unsigned long long uint64_t`  
*unsigned integer types*
- `typedef long long int64_t`  
*integer types*
- `typedef long suseconds_t`  
*seconds in timeval*
- `typedef long ssize_t`

*signed size*

- **typedef SOCKET socket\_t**  
*socket*
- **typedef int socklen\_t**  
*socket structure length*
- **typedef int signal\_t**  
*signal*

## Functions

- **const char \* strerror\_socket (int error)**  
*string of error message*
- **bool SetNonBlockingSocket (socket\_t fd)**  
*sets non-block mode for a socket*
- **int gettimeofday (struct timeval \*tv, void \*tz)**  
*gets time of day in milliseconds*
- **double round (double d)**  
*round, away from zero*
- **double trunc (double d)**  
*round, towards zero*

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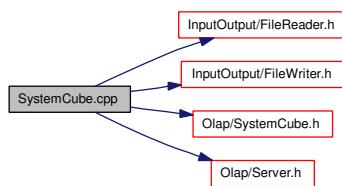
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.461 SystemCube.cpp File Reference

palo system cube

```
#include "InputOutput/FileReader.h"
#include "InputOutput/FileWriter.h"
#include "Olap/SystemCube.h"
#include "Olap/Server.h"
```

Include dependency graph for SystemCube.cpp:



## Namespaces

- namespace **palo**

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#### Author:

Frank Celler, triagens GmbH, Cologne, Germany  
 Achim Brandt, triagens GmbH, Cologne, Germany

## 5.462 SystemCube.h File Reference

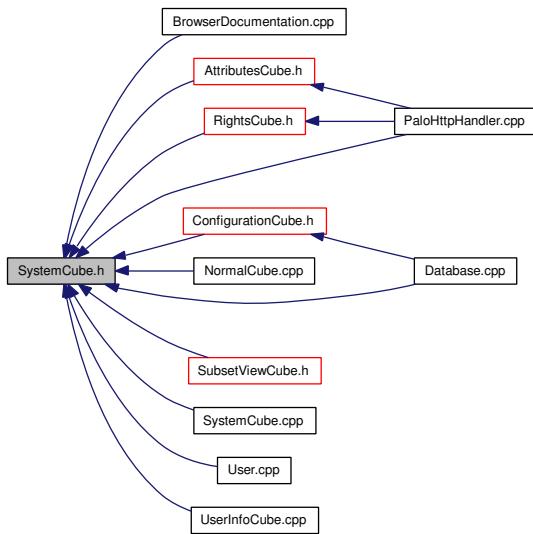
palo system cube

```
#include "palo.h"
#include "Olap/Cube.h"
```

Include dependency graph for SystemCube.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::SystemCube**  
*system OLAP cube*

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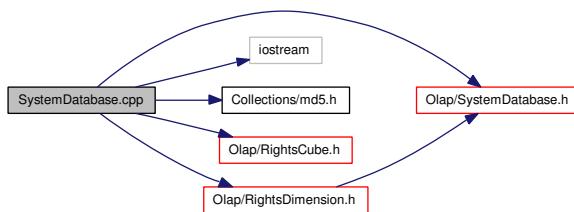
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.463 SystemDatabase.cpp File Reference

```
palo system database
#include "Olap/SystemDatabase.h"
#include <iostream>
#include "Collections/md5.h"
#include "Olap/RightsCube.h"
#include "Olap/RightsDimension.h"
```

Include dependency graph for SystemDatabase.cpp:



## Namespaces

- namespace **palo**

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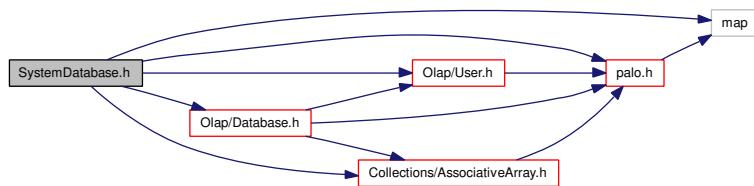
**Author:**

Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

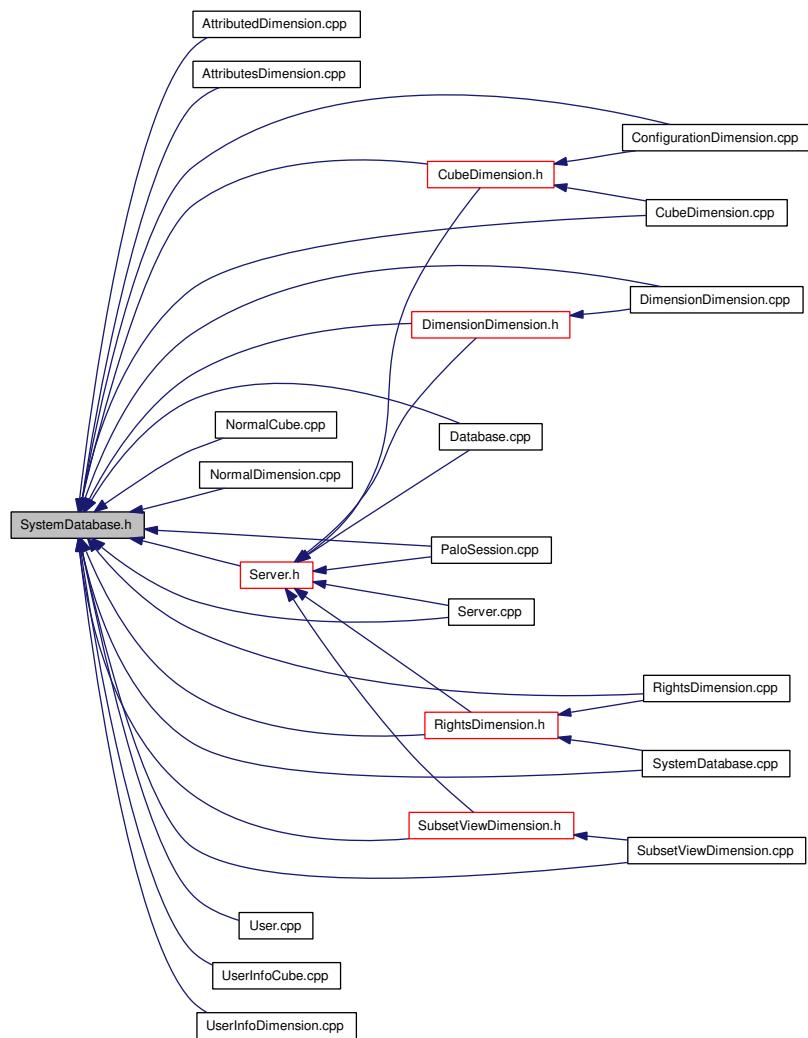
## 5.464 SystemDatabase.h File Reference

```
palo system database
#include "palo.h"
#include <map>
#include "Collections/AssociativeArray.h"
#include "Olap/Database.h"
#include "Olap/User.h"
```

Include dependency graph for SystemDatabase.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace `palo`

## Classes

- class `palo::SystemDatabase`

*OLAP system database.*

### 5.464.1 Detailed Description

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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.465 SystemDimension.h File Reference

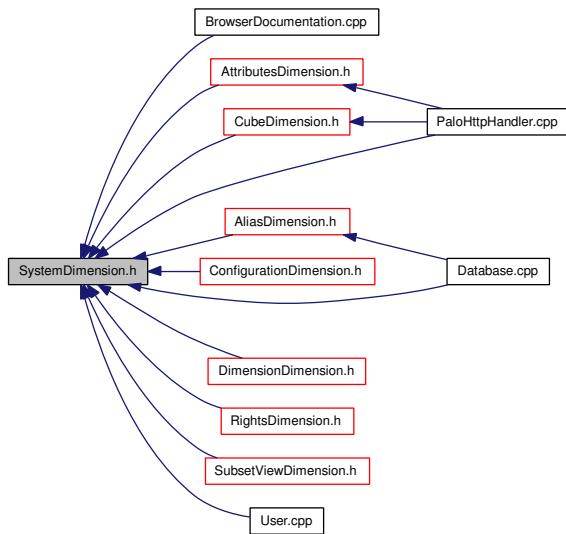
palo system dimension

```
#include "palo.h"
#include "Olap/BasicDimension.h"
```

Include dependency graph for SystemDimension.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::SystemDimension**  
*system OLAP dimension*

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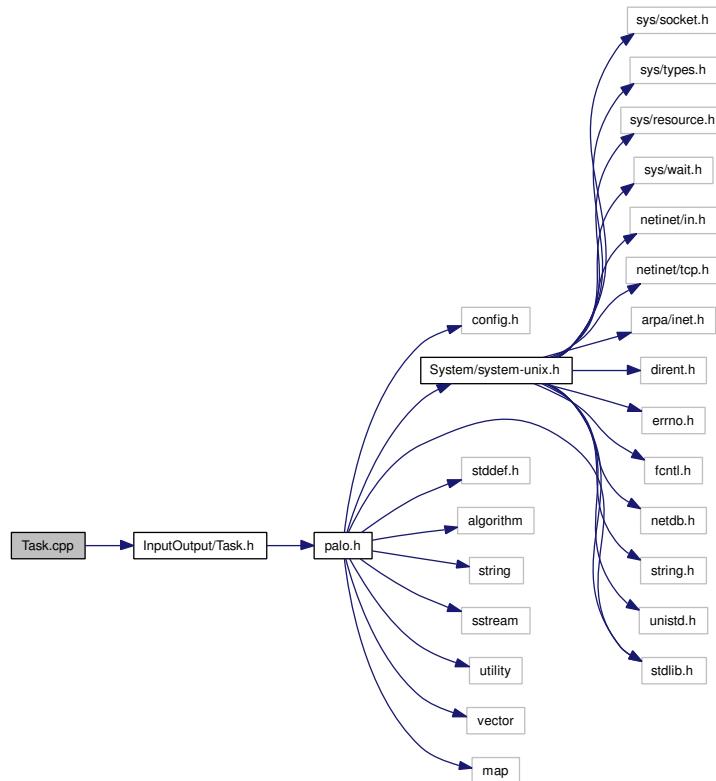
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.466 Task.cpp File Reference

abstract base class for tasks

```
#include "InputOutput/Task.h"
```

Include dependency graph for Task.cpp:



## Namespaces

- namespace **palo**

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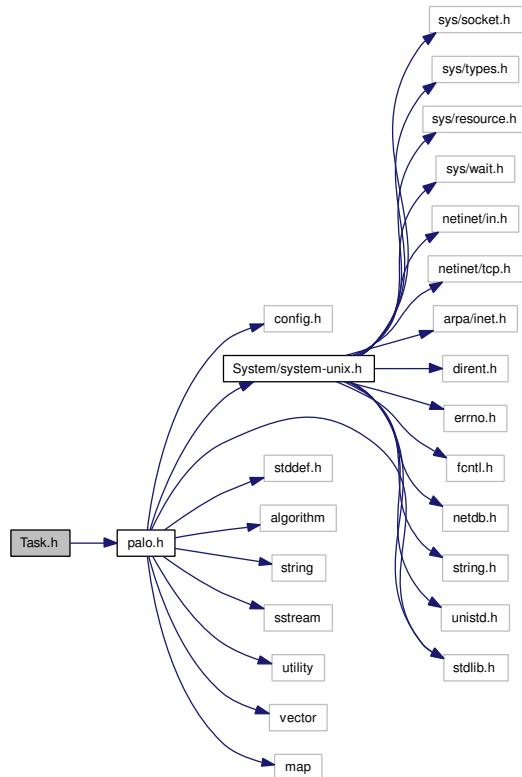
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.467 Task.h File Reference

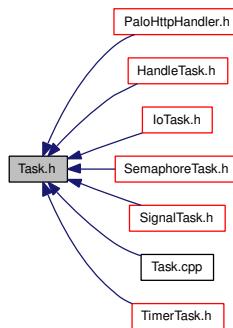
abstract base class for tasks

```
#include "palo.h"
```

Include dependency graph for Task.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::Task**  
*abstract base class for tasks*

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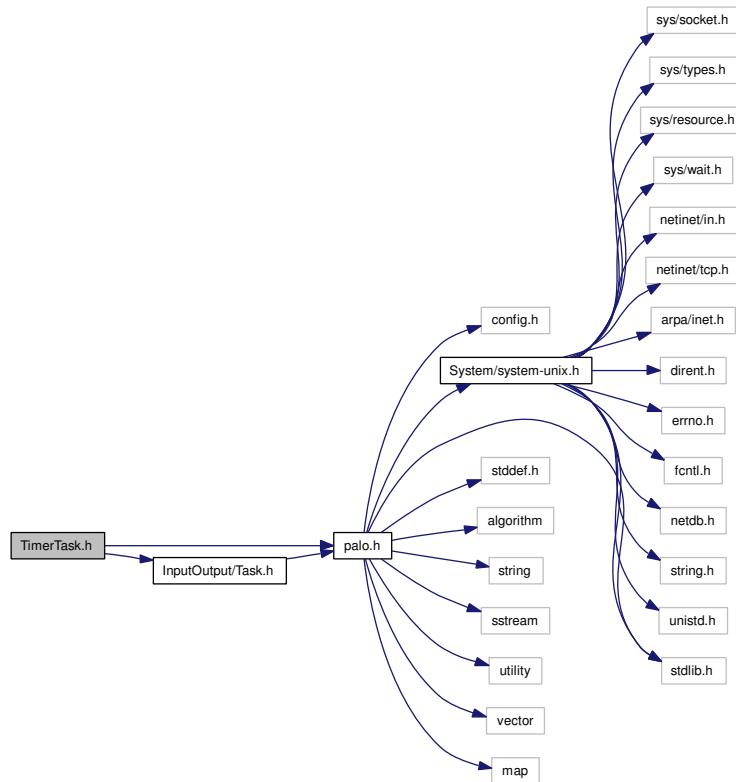
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.468 TimerTask.h File Reference

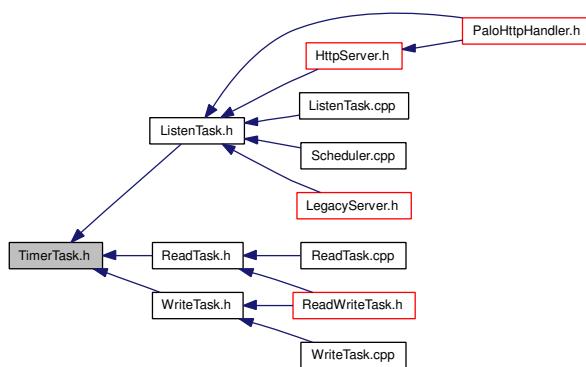
tasks used to handle timer events

```
#include "palo.h"
#include "InputOutput/Task.h"
```

Include dependency graph for TimerTask.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::TimerTask**  
*task used to handle timer events*

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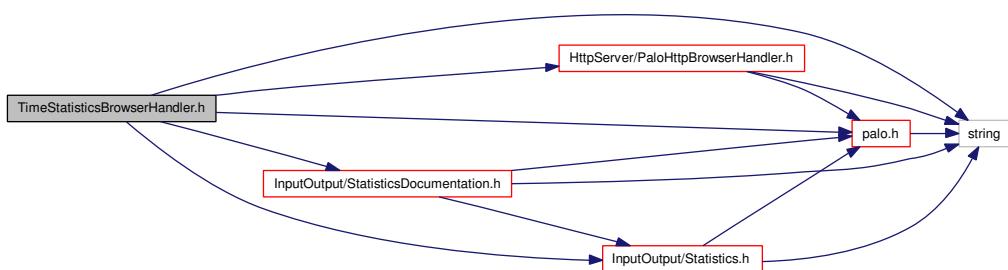
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.469 TimeStatisticsBrowserHandler.h File Reference

statistics browser handler

```
#include "palo.h"
#include <string>
#include "HttpServer/PaloHttpBrowserHandler.h"
#include "InputOutput/Statistics.h"
#include "InputOutput/StatisticsDocumentation.h"
```

Include dependency graph for TimeStatisticsBrowserHandler.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::TimeStatisticsBrowserHandler**  
*statistics browser handler*

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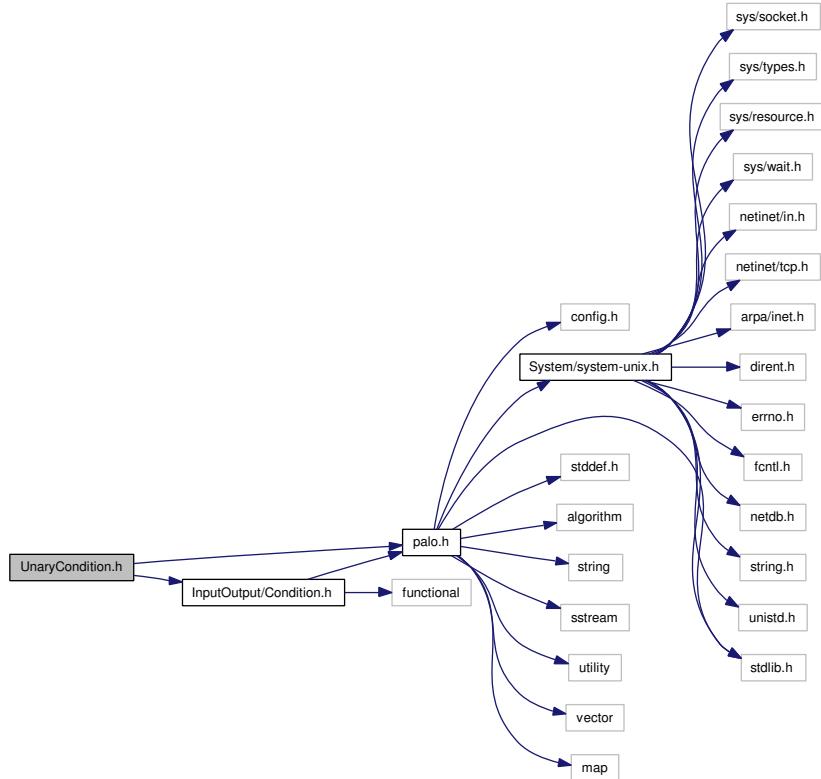
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.470 UnaryCondition.h File Reference

unary condition on double

```
#include "palo.h"
#include "InputOutput/Condition.h"
```

Include dependency graph for UnaryCondition.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::UnaryCondition< OD, OS >**  
*unary condition on double*

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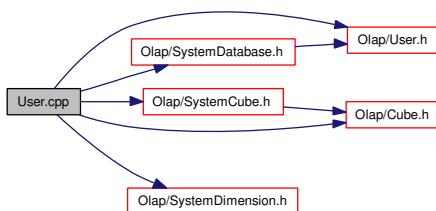
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.471 User.cpp File Reference

```
palo user

#include "Olap/User.h"
#include "Olap/SystemCube.h"
#include "Olap/SystemDatabase.h"
#include "Olap/SystemDimension.h"
#include "Olap/Cube.h"
```

Include dependency graph for User.cpp:



## Namespaces

- namespace **palo**

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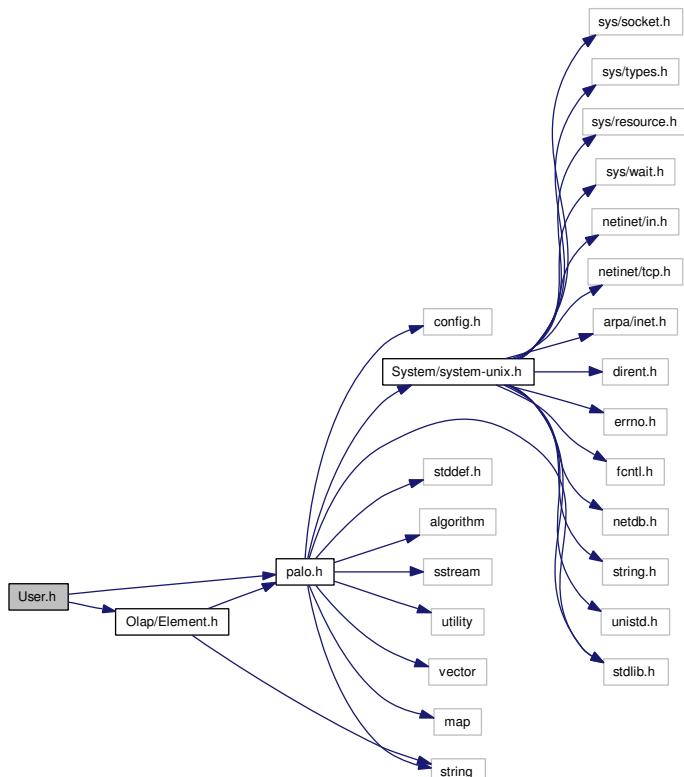
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.472 User.h File Reference

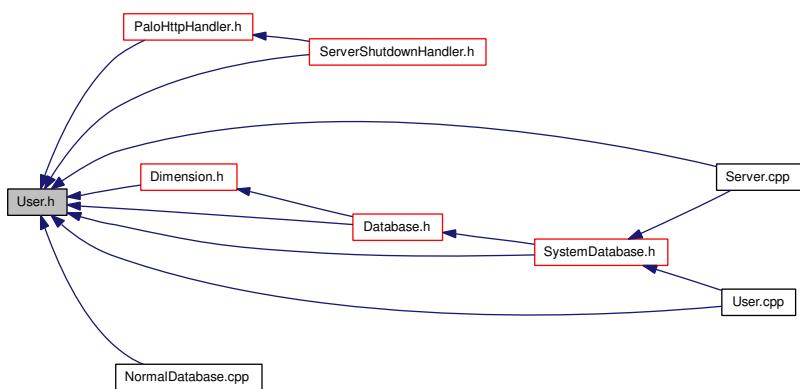
palo user

```
#include "palo.h"
#include "Olap/Element.h"
```

Include dependency graph for User.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::User**

*OLAP user.*

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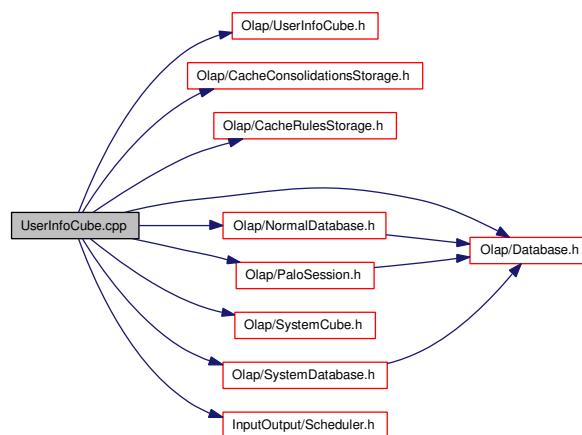
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.473 UserInfoCube.cpp File Reference

palo user info cube

```
#include "Olap/UserInfoCube.h"
#include "Olap/CacheConsolidationsStorage.h"
#include "Olap/CacheRulesStorage.h"
#include "Olap/Database.h"
#include "Olap/NormalDatabase.h"
#include "Olap/PaloSession.h"
#include "Olap/SystemCube.h"
#include "Olap/SystemDatabase.h"
#include "InputOutput/Scheduler.h"
```

Include dependency graph for UserInfoCube.cpp:



## Namespaces

- namespace **palo**

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## 5.474 UserInfoCube.h File Reference

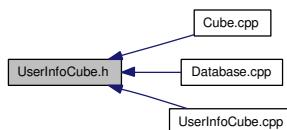
palo user info cube

```
#include "palo.h"
#include "Olap/Cube.h"
```

Include dependency graph for UserInfoCube.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::UserInfoCube**

*user info OLAP cube*

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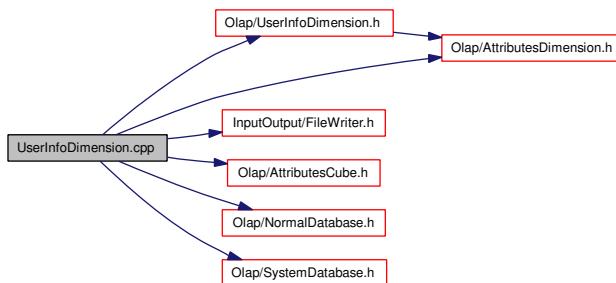
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.475 UserInfoDimension.cpp File Reference

palo user info dimension

```
#include "Olap/UserInfoDimension.h"
#include "InputOutput/FileWriter.h"
#include "Olap/AttributesCube.h"
#include "Olap/AttributesDimension.h"
#include "Olap/NormalDatabase.h"
#include "Olap/SystemDatabase.h"
```

Include dependency graph for UserInfoDimension.cpp:



## Namespaces

- namespace **palo**

### 5.475.1 Detailed Description

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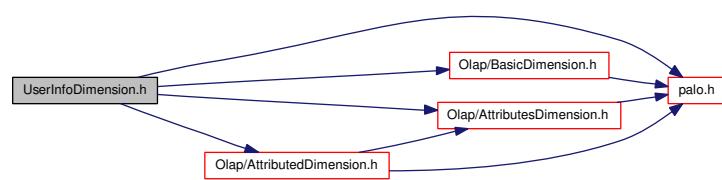
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## 5.476 UserInfoDimension.h File Reference

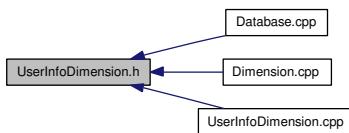
palo user info dimension

```
#include "palo.h"
#include "Olap/BasicDimension.h"
#include "Olap/AttributesDimension.h"
#include "Olap/AttributedDimension.h"
```

Include dependency graph for UserInfoDimension.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::UserInfoDimension**  
*user info OLAP dimension*

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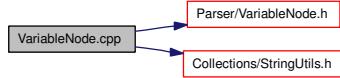
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.477 VariableNode.cpp File Reference

parser variable node

```
#include "Parser/VariableNode.h"  
#include "Collections/StringUtils.h"
```

Include dependency graph for VariableNode.cpp:



## Namespaces

- namespace **palo**

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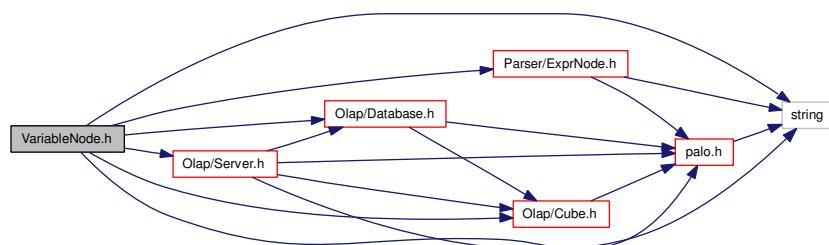
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## 5.478 VariableNode.h File Reference

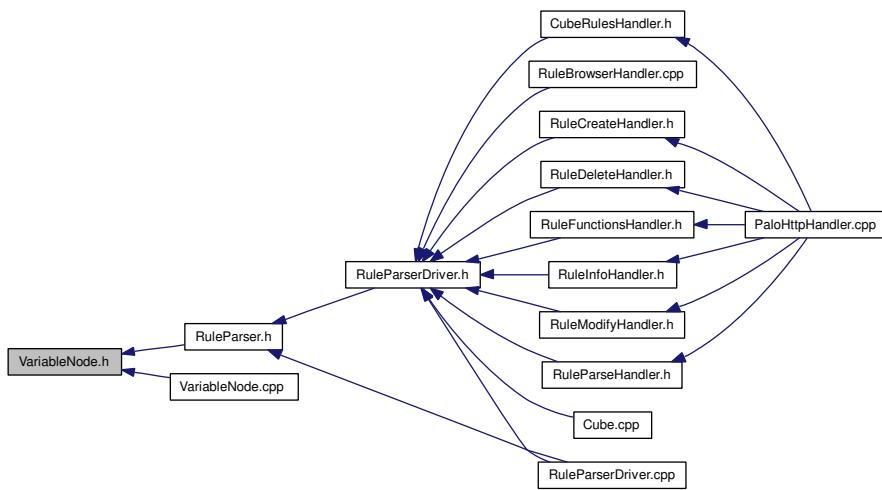
parser variable node

```
#include "palo.h"
#include <string>
#include "Parser/ExprNode.h"
#include "Olap/Server.h"
#include "Olap/Database.h"
#include "Olap/Cube.h"
```

Include dependency graph for VariableNode.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::VariableNode**

*parser variable node*

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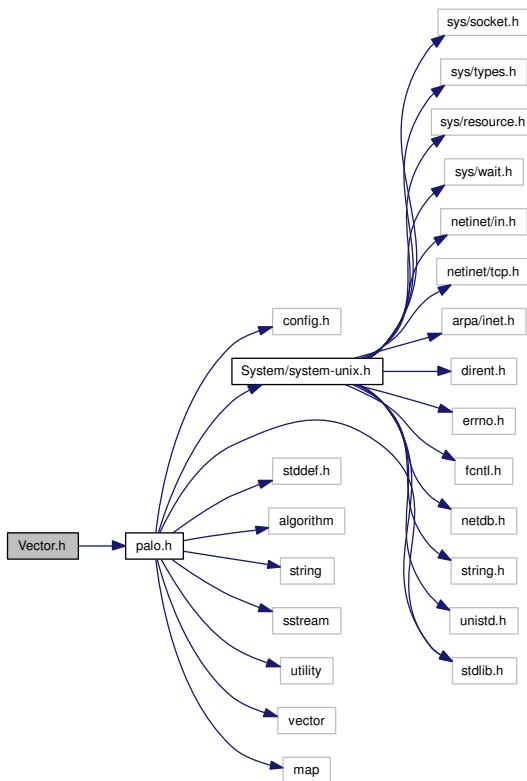
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## 5.479 Vector.h File Reference

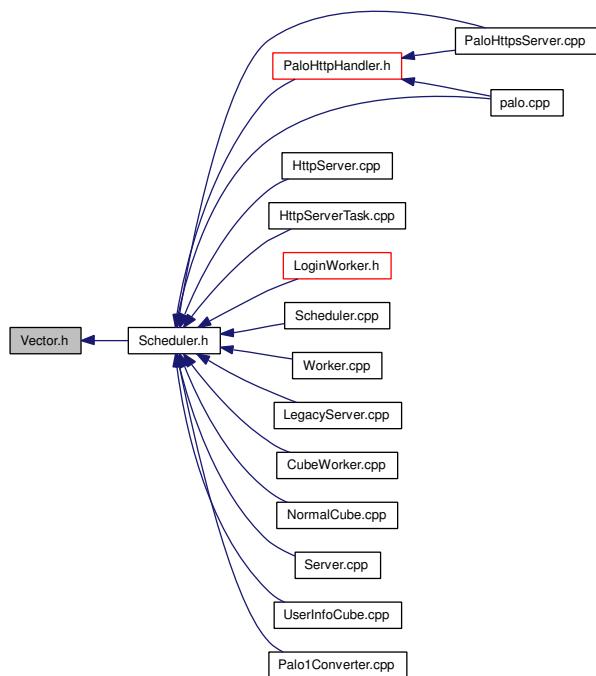
POD vector.

```
#include "palo.h"
```

Include dependency graph for Vector.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- struct **palo::Vector< EL >**  
*POD vector.*

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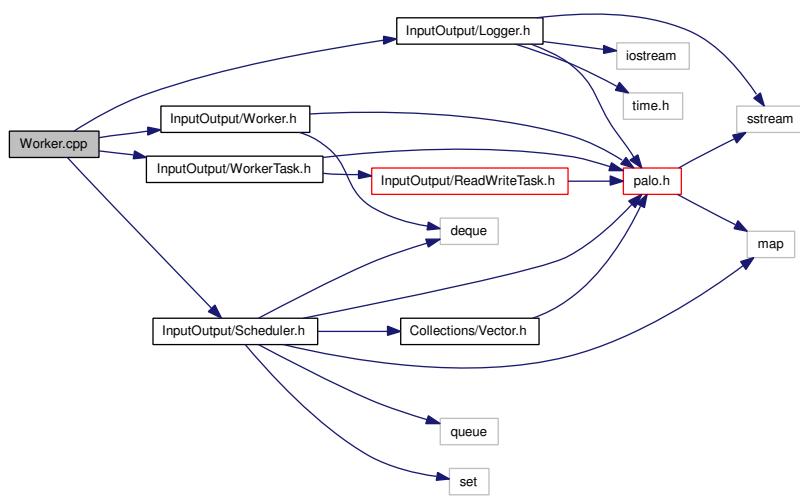
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Achim Brandt, triagens GmbH, Cologne, Germany

## 5.480 Worker.cpp File Reference

worker

```
#include "InputOutput/Worker.h"
#include "InputOutput/Logger.h"
#include "InputOutput/Scheduler.h"
#include "InputOutput/WorkerTask.h"
```

Include dependency graph for Worker.cpp:



## Namespaces

- namespace **palo**

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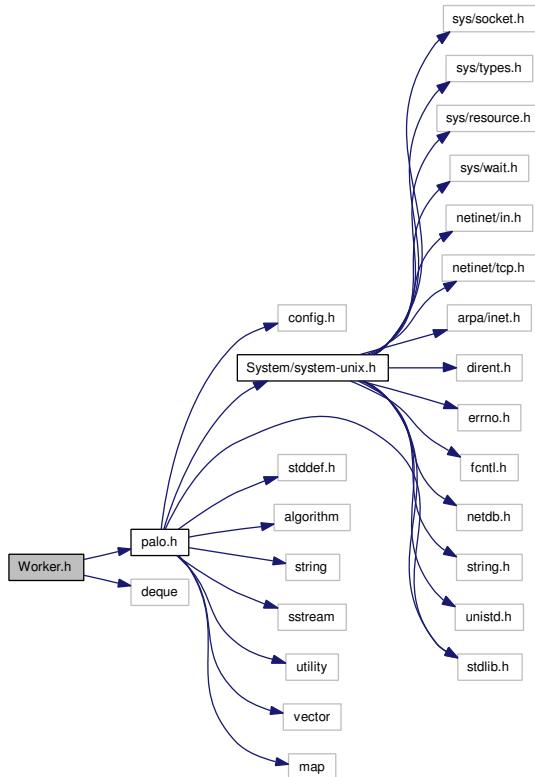
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## 5.481 Worker.h File Reference

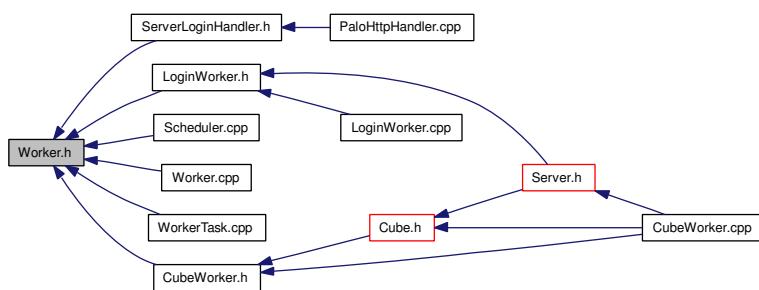
worker

```
#include "palo.h"
#include <deque>
```

Include dependency graph for Worker.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::Worker**

*worker*

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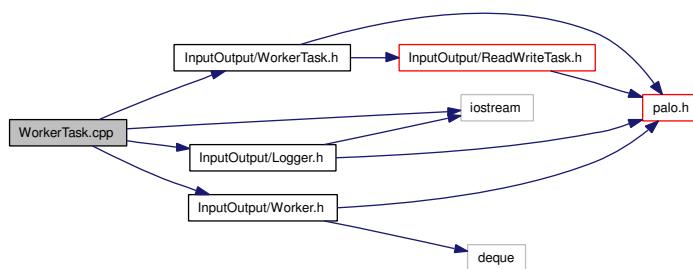
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.482 WorkerTask.cpp File Reference

worker task

```
#include "InputOutput/WorkerTask.h"
#include <iostream>
#include "InputOutput/Logger.h"
#include "InputOutput/Worker.h"
```

Include dependency graph for WorkerTask.cpp:



## Namespaces

- namespace **palo**

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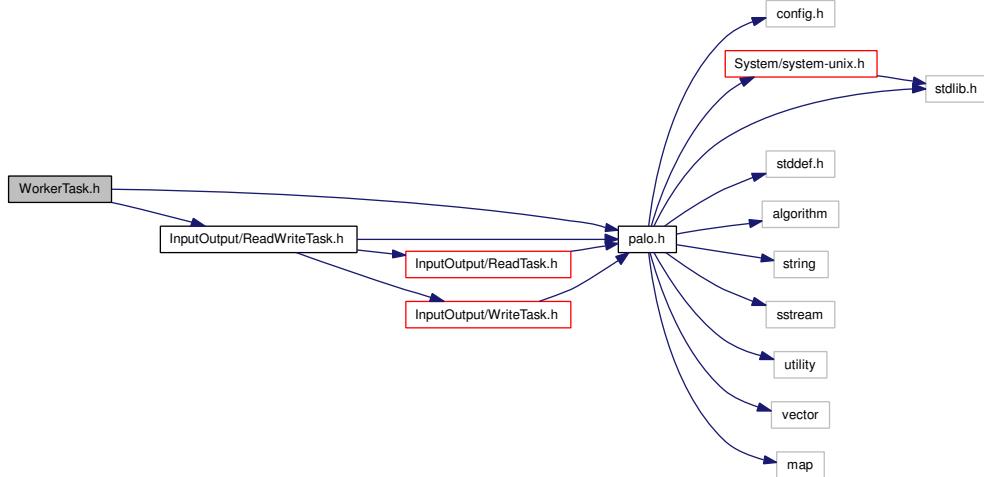
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## 5.483 WorkerTask.h File Reference

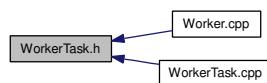
worker task

```
#include "palo.h"
#include "InputOutput/ReadWriteTask.h"
```

Include dependency graph for WorkerTask.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::WorkerTask**

*worker task*

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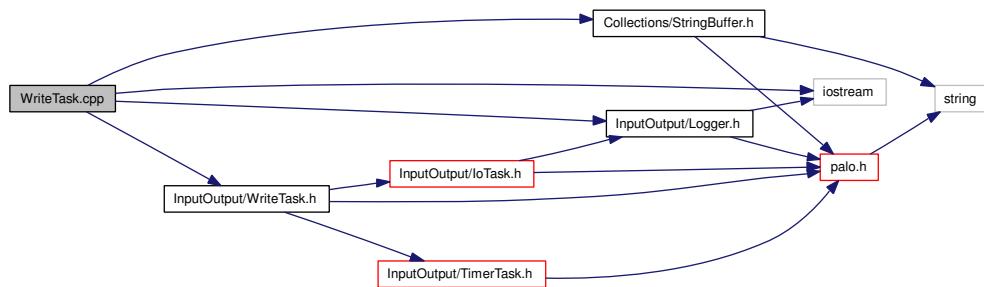
Frank Celler, triagens GmbH, Cologne, Germany  
Achim Brandt, triagens GmbH, Cologne, Germany

## 5.484 WriteTask.cpp File Reference

abstract base class for output tasks

```
#include "InputOutput/WriteTask.h"
#include <iostream>
#include "Collections/StringBuffer.h"
#include "InputOutput/Logger.h"
```

Include dependency graph for WriteTask.cpp:



## Namespaces

- namespace **palo**

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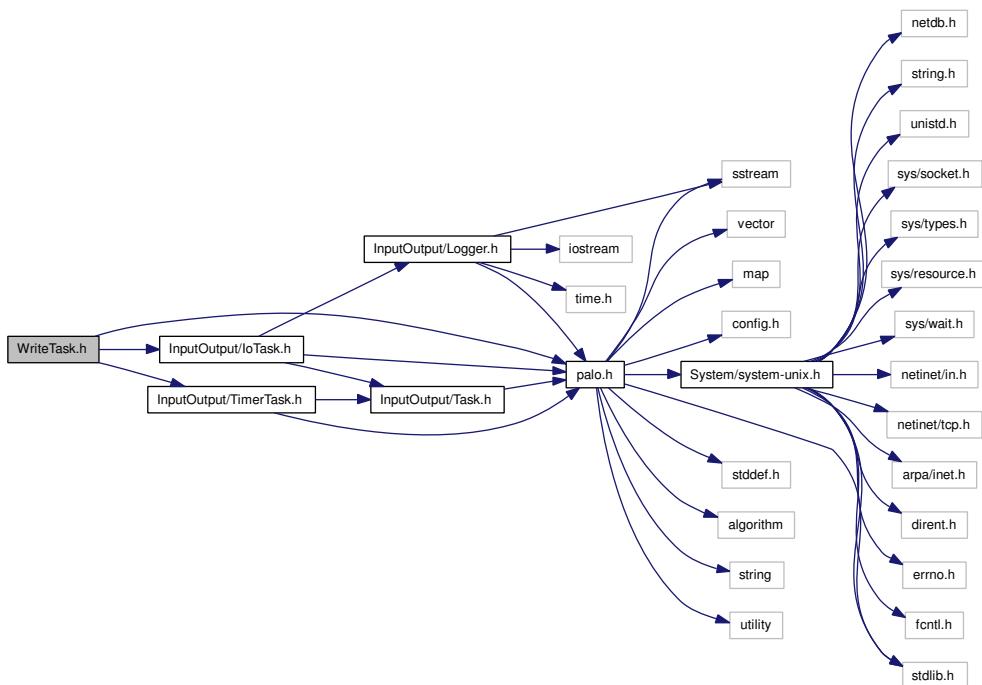
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## 5.485 WriteTask.h File Reference

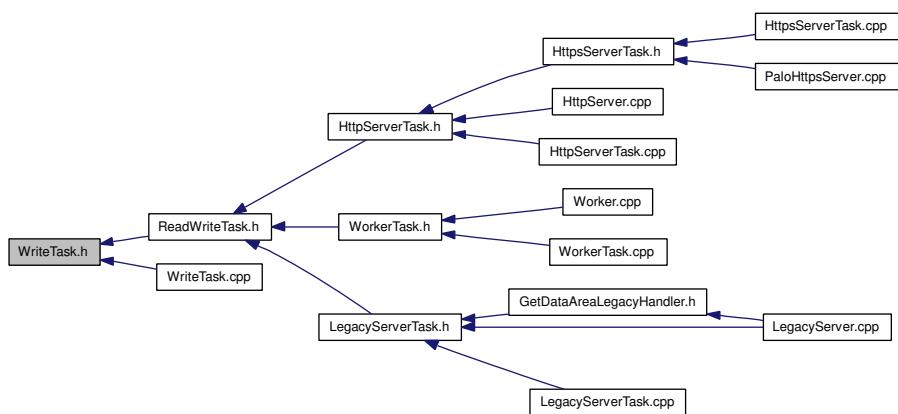
abstract base class for output tasks

```
#include "palo.h"
#include "InputOutput/IoTask.h"
#include "InputOutput/TimerTask.h"
```

Include dependency graph for WriteTask.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace **palo**

## Classes

- class **palo::WriteTask**

*abstract base class for output tasks*

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