

Vinte Perguntas

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Chapter 1

Class Index

1.1 Class List

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

node	5
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Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

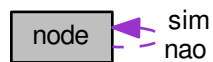
funcoes.c	7
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Chapter 3

Class Documentation

3.1 node Struct Reference

Collaboration diagram for node:



Public Attributes

- int [valor](#)
- char * [pergunta](#)
- struct [node](#) * [sim](#)
- struct [node](#) * [nao](#)

3.1.1 Member Data Documentation

3.1.1.1 struct [node](#)* [node::nao](#)

3.1.1.2 char* [node::pergunta](#)

3.1.1.3 struct [node](#)* [node::sim](#)

3.1.1.4 int [node::valor](#)

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

- [funcoes.c](#)

Chapter 4

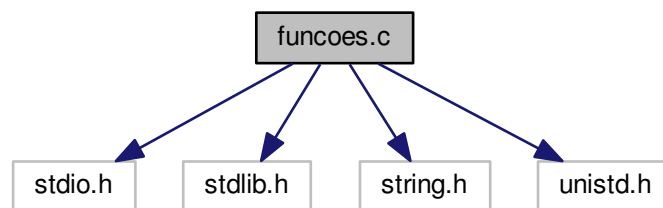
File Documentation

4.1 arvore.txt File Reference

4.2 funcoes.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
```

Include dependency graph for funcoes.c:



Classes

- struct [node](#)

Typedefs

- typedef struct [node tree](#)

Functions

- void `clearScreen` ()
- `tree *` `newNode` (char *pergunta, int valor)
- void `deleteTree` (`tree *`del)
- void `saveTree` (`tree *`save, FILE *fp)
- `tree *` `loadTree` (`tree **`save, `tree **`anterior, FILE *fp, int posicao, int lado)
- void `createGame` (`tree **`atual, `tree **`anterior, int altura)
- void `playGame` (`tree **`atual, int altura)
- void `chooseMenu` (`tree *`load)

4.2.1 Typedef Documentation

4.2.1.1 typedef struct node tree

4.2.2 Function Documentation

4.2.2.1 void chooseMenu (tree * load)

4.2.2.2 void clearScreen ()

4.2.2.3 void createGame (tree ** atual, tree ** anterior, int altura)

4.2.2.4 void deleteTree (tree * del)

4.2.2.5 tree* loadTree (tree ** save, tree ** anterior, FILE * fp, int posicao, int lado)

4.2.2.6 tree* newNode (char * pergunta, int valor)

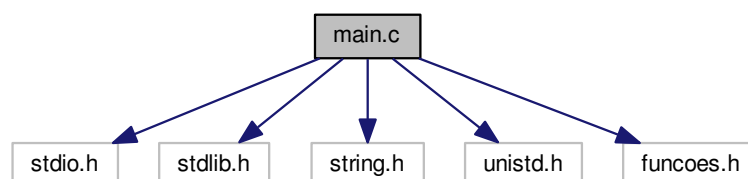
4.2.2.7 void playGame (tree ** atual, int altura)

4.2.2.8 void saveTree (tree * save, FILE * fp)

4.3 main.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <funcoes.h>
```

Include dependency graph for main.c:



Functions

- int `main` ()

4.3.1 Function Documentation

4.3.1.1 int main ()

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