**Структурная схема программы.**

**Таблица типов**

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| --- |
| **class container**  **int length – 4 байта**  **vehicle\* pointer\_arr[MAX\_LENGTH] – 80000 байт**  **MAX\_LENGTH = 10000** |
| **class vehicle**  **int speed – 4 байта**  **double way\_length – 8 байт**  **double ideal\_time – 8 байт** |
| **class ship**  **int tonnage – 4 байта**  **enum ship\_type – 1 байт** |
| **class train**  **int wagon\_number – 4 байта** |
| **class plane**  **int capacity – 4 байта**  **int flight\_radius – 4 байта** |

**Программная память**

|  |  |
| --- | --- |
| **Метод** | **Переменные** |
| **main** | **start – clock\_t**  **cont – container**  **i – int**  **end – clock\_t**  **seconds - double** |
| **container::Input** | **input\_file - string**  **file – ifstream**  **i – int**  **first\_word – string**  **speed – int**  **way\_length – double**  **capacity – int**  **flight\_radius – int**  **wagon\_number – int**  **tonnage – int**  **ship\_type - int** |
| **container::BinarySearchByTime** | **selected – double**  **low – int**  **high – int**  **mid – int** |
| **ship::InputRandom()** | **speed = int**  **way\_length = double**  **tonnage = int**  **ship\_type = enum**  **type = int** |