### Markovman

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# **Chapter 1**

# File Index

### 1.1 File List

Here is a list of all documented files with brief descriptions:

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## **Chapter 2**

## **File Documentation**

#### 2.1 src/include/statemach.h File Reference

Header file for state machines.

#### 2.1.1 Detailed Description

Header file for state machines.

**Author** 

Ian G. Tayler

Date

5 May 2017 (creation)

This exports the names from lib/statemach.c that we will need in src/main.c.

See also

https://github.com/IanTayler/markovman.git

### 2.2 src/lib/statemach.c File Reference

File implementing state machines.

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#### 2.2.1 Detailed Description

File implementing state machines.

**Author** 

Ian G. Tayler

Date

5 May 2017 (creation)

This is the file where all the action happens. We define the struct 'Word' and a few functions for handling it. That covers most of the program's logic.

See also

```
https://github.com/IanTayler/markovman.git
```

#### 2.3 src/markovman.c File Reference

Implementation of markov chains for random text generation.

```
#include <stdio.h>
#include "statemach.h"
```

#### **Functions**

• int main (void)

#### 2.3.1 Detailed Description

Implementation of markov chains for random text generation.

Author

Ian G. Tayler

Date

5 May 2017 (creation)

**DESCRIPTION:** 

Markovman is a program for random text generation based on markov chains. The generator is trained from a corpus. The only supported format for the corpus is as a text file, with dots '.' separating sentences.

This is the main file fo the program, where the (command line) interface is implemented.

**USAGE:** 

The following is the interface as I plan to implement it, although it hasn't been written yet. The easiest way to use Markovman is to call it together with a corpus-file.

```
markovman path/to/corpus.txt
```

That will put the program in a loop, reading from stdin. You can pass the following commands:

gen N

will generate N sentences one after the other based on the corpus.

kill X

will make the word X disappear from the corpus.

exit

will exit the program

Another possibility is running the program like the following, which will generate N sentences and close immediately.

```
markovman path/to/corpus.txt -n N
```

#### See also

https://github.com/IanTayler/markovman.git

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