

Project 1

1.0

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Contents

1	CSCI331Project	1
2	Hierarchical Index	3
2.1	Class Hierarchy	3
3	Class Index	5
3.1	Class List	5
4	Class Documentation	7
4.1	LinkedList< ItemType > Class Template Reference	7
4.2	ListInterface< ItemType > Class Template Reference	7
4.2.1	Detailed Description	7
4.2.2	Member Function Documentation	8
4.2.2.1	clear()	8
4.2.2.2	deletion()	8
4.2.2.3	getEntry()	9
4.2.2.4	getLength()	9
4.2.2.5	insert()	10
4.2.2.6	isEmpty()	11
4.2.2.7	replace()	11
4.3	Node< ItemType > Class Template Reference	12
4.3.1	Detailed Description	12
4.3.2	Constructor & Destructor Documentation	12
4.3.2.1	Node() [1 / 3]	13
4.3.2.2	Node() [2 / 3]	13

4.3.2.3	Node() [3/3]	13
4.3.3	Member Function Documentation	14
4.3.3.1	getItem()	14
4.3.3.2	getNext()	14
4.3.3.3	setItem()	14
4.3.3.4	setNext()	15
4.4	SecKeySS Class Reference	15
4.4.1	Detailed Description	16
4.5	SSClass Class Reference	16
4.5.1	Detailed Description	16
4.5.2	Member Function Documentation	17
4.5.2.1	directionalSearch()	17
4.5.2.2	insert()	18
4.5.2.3	isEmpty()	18
4.5.2.4	openFile()	19
4.5.2.5	returnLine()	19
4.5.2.6	search()	20
	Index	23

Chapter 1

CSCI331Project

Github for the CSCI 331 Sequence Set Class Group Programming Project

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

ListInterface< ItemType >	7
LinkedList< ItemType >	7
ListInterface< int >	7
LinkedList< int >	7
ListInterface< SecKeySS >	7
LinkedList< SecKeySS >	7
Node< ItemType >	12
Node< int >	12
Node< SecKeySS >	12
SecKeySS	15
SSClass	16

Chapter 3

Class Index

3.1 Class List

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

LinkedList< ItemType >	
This is LinkedList class creating a list of linked nodes	7
ListInterface< ItemType >	7
Node< ItemType >	
This is Node class for linked list	12
SecKeySS	15
SSClass	
LinkedList integration for blocks, records, and fields	16

Chapter 4

Class Documentation

4.1 `LinkedList< ItemType >` Class Template Reference

This is `LinkedList` class creating a list of linked nodes.

```
#include "LinkedList.h"
```

Inheritance diagram for `LinkedList< ItemType >`:

4.2 `ListInterface< ItemType >` Class Template Reference

Inheritance diagram for `ListInterface< ItemType >`:

Public Member Functions

- virtual bool `isEmpty` () const =0
- virtual int `getLength` () const =0
- virtual int `getItemCount` () const =0
- virtual bool `insert` (int newPosition, const ItemType &newEntry)=0
- virtual bool `deletion` (int position)=0
- virtual void `clear` ()=0
- virtual ItemType `getEntry` (int position) const =0
- virtual void `replace` (int position, const ItemType &newEntry)=0
- virtual ItemType `displayList` ()=0

4.2.1 Detailed Description

```
template<class ItemType>  
class ListInterface< ItemType >
```

Definition at line 7 of file ListInterface.h.

4.2.2 Member Function Documentation

4.2.2.1 clear()

```
template<class ItemType>
virtual void ListInterface< ItemType >::clear ( ) [pure virtual]
```

Removes all entries from this list.

Postcondition

List contains no entries and the count of items is 0.

Implemented in [LinkedList< ItemType >](#), [LinkedList< int >](#), and [LinkedList< SecKeySS >](#).

4.2.2.2 deletion()

```
template<class ItemType>
virtual bool ListInterface< ItemType >::deletion (
    int position ) [pure virtual]
```

Removes the entry at a given position from this list.

Precondition

None.

Postcondition

If $1 \leq \text{position} \leq \text{getLength}()$ and the removal is successful, the entry at the given position in the list is removed, other items are renumbered accordingly, and the returned value is true.

Parameters

<i>position</i>	The list position of the entry to remove.
-----------------	---

Returns

True if removal is successful, or false if not.

Implemented in [LinkedList< ItemType >](#), [LinkedList< int >](#), and [LinkedList< SecKeySS >](#).

4.2.2.3 getEntry()

```
template<class ItemType>
virtual ItemType ListInterface< ItemType >::getEntry (
    int position ) const [pure virtual]
```

Gets the entry at the given position in this list.

Precondition

1 <= position <= [getLength\(\)](#).

Postcondition

The desired entry has been returned.

Parameters

<i>position</i>	The list position of the desired entry.
-----------------	---

Returns

The entry at the given position.

Implemented in [LinkedList< ItemType >](#), [LinkedList< int >](#), and [LinkedList< SecKeySS >](#).

4.2.2.4 getLength()

```
template<class ItemType>
virtual int ListInterface< ItemType >::getLength ( ) const [pure virtual]
```

Gets the current number of entries in this list.

Returns

The integer number of entries currently in the list.

Implemented in [LinkedList< ItemType >](#), [LinkedList< int >](#), and [LinkedList< SecKeySS >](#).

4.2.2.5 insert()

```
template<class ItemType>
virtual bool ListInterface< ItemType >::insert (
    int newPosition,
    const ItemType & newEntry ) [pure virtual]
```

Inserts an entry into this list at a given position.

Precondition

None.

Postcondition

If $1 \leq \text{position} \leq \text{getLength}() + 1$ and the insertion is successful, `newEntry` is at the given position in the list, other entries are renumbered accordingly, and the returned value is true.

Parameters

<i>newPosition</i>	The list position at which to insert newEntry.
<i>newEntry</i>	The entry to insert into the list.

Returns

True if insertion is successful, or false if not.

Implemented in [LinkedList< ItemType >](#), [LinkedList< int >](#), and [LinkedList< SecKeySS >](#).

4.2.2.6 isEmpty()

```
template<class ItemType>
virtual bool ListInterface< ItemType >::isEmpty ( ) const [pure virtual]
```

Sees whether this list is empty.

Returns

True if the list is empty; otherwise returns false.

Implemented in [LinkedList< ItemType >](#), [LinkedList< int >](#), and [LinkedList< SecKeySS >](#).

4.2.2.7 replace()

```
template<class ItemType>
virtual void ListInterface< ItemType >::replace (
    int position,
    const ItemType & newEntry ) [pure virtual]
```

Replaces the entry at the given position in this list.

Precondition

1 <= position <= [getLength\(\)](#).

Postcondition

The entry at the given position is newEntry.

Parameters

<i>position</i>	The list position of the entry to replace.
<i>newEntry</i>	The replacement entry.

Implemented in [LinkedList< ItemType >](#), [LinkedList< int >](#), and [LinkedList< SecKeySS >](#).

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

- ListInterface.h

4.3 Node< ItemType > Class Template Reference

This is [Node](#) class for linked list.

```
#include "Node.h"
```

Public Member Functions

- [Node](#) ()
Node default constructor.
- [Node](#) (const ItemType &anItem)
Node constructor.
- [Node](#) (const ItemType &anItem, [Node](#)< ItemType > *nextNodePtr)
Node constructor.
- void [setItem](#) (const ItemType &anItem)
Member function taking one argument to set the memebr item.
- void [setNext](#) ([Node](#)< ItemType > *nextNodePtr)
Member function taking one argument, a pointer to a Node.
- ItemType [getItem](#) () const
Member function returning an item.
- [Node](#)< ItemType > * [getNext](#) () const
Memebr funtion to get the pointer to the next Node.

4.3.1 Detailed Description

```
template<class ItemType>
class Node< ItemType >
```

This is [Node](#) class for linked list.

This class is to create a node that is used in linked list class. The [Node](#) will store a template ItemType, item and a [Node](#) pointer of item type, next.

Definition at line 12 of file Node.h.

4.3.2 Constructor & Destructor Documentation

4.3.2.1 Node() [1/3]

```
template<class ItemType >
Node< ItemType >::Node ( )
```

Node default constructor.

Default constructor assigning next as NULLPTR

Definition at line 8 of file Node.cpp.

```
8             : next (nullptr)
9 {
10 } // end default constructor
```

4.3.2.2 Node() [2/3]

```
template<class ItemType>
Node< ItemType >::Node (
    const ItemType & anItem )
```

Node constructor.

Taking one argument to assign to item and assigns next to null pointer.

Parameters

<i>anItem</i>	a constant reference to an item of itemtype
---------------	---

Definition at line 18 of file Node.cpp.

```
18             : item(anItem), next (nullptr)
19 {
20 } // end constructor
```

4.3.2.3 Node() [3/3]

```
template<class ItemType>
Node< ItemType >::Node (
    const ItemType & anItem,
    Node< ItemType > * nextNodePtr )
```

Node constructor.

Taking two arguments. The first to assign to item and the other assigns next to argument.

Parameters

<i>anItem</i>	a constant reference to an item of itemType
<i>nextNodePtr</i>	a pointer to the next node

Definition at line 30 of file Node.cpp.

```

30                                     :
31     item(anItem), next(nextNodePtr)
32 {
33 } // end constructor

```

4.3.3 Member Function Documentation**4.3.3.1 getItem()**

```

template<class ItemType >
ItemType Node< ItemType >::getItem ( ) const

```

Member function returning an item.

/return the item of itemType

Definition at line 60 of file Node.cpp.

```

61 {
62     return item;
63 } // end getItem

```

4.3.3.2 getNext()

```

template<class ItemType >
Node< ItemType > * Node< ItemType >::getNext ( ) const

```

Member function to get the pointer to the next Node.

/return a pointer to the next node.

Definition at line 70 of file Node.cpp.

```

71 {
72     return next;
73 } // end getNext

```

4.3.3.3 setItem()

```

template<class ItemType>
void Node< ItemType >::setItem (
    const ItemType & anItem )

```

Member function taking one argument to set the member item.

Parameters

<i>anItem</i>	to be reference to by item
---------------	----------------------------

Definition at line 40 of file Node.cpp.

```
41 {
42     item = anItem;
43 } // end setItem
```

4.3.3.4 setNext()

```
template<class ItemType>
void Node< ItemType >::setNext (
    Node< ItemType > * nextNodePtr )
```

Member function taking one argument, a pointer to a [Node](#).

/param nextNodePtr a point to a [Node](#), the next [Node](#) in a linked list

Definition at line 50 of file Node.cpp.

```
51 {
52     next = nextNodePtr;
53 } // end setNext
```

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

- Node.h
- Node.cpp

4.4 SecKeySS Class Reference

Public Member Functions

- **SecKeySS** (const [SecKeySS](#) &s)
- string **getData** () const
- [LinkedList](#)< int > **getDuplicates** () const
- void **setData** (const string s)
- void **setDuplicates** ([LinkedList](#)< int > dup)
- bool **operator**< (const string &s) const
- bool **operator**< (const [SecKeySS](#) &s) const
- bool **operator**> (const string &s) const
- bool **operator**> (const [SecKeySS](#) &s) const
- bool **operator**== (const string &s) const
- bool **operator**== (const [SecKeySS](#) &s) const
- void **operator**= (const [SecKeySS](#) &s)

4.4.1 Detailed Description

Definition at line 9 of file SecKeySS.h.

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

- SecKeySS.h

4.5 SSClass Class Reference

[LinkedList](#) integration for blocks, records, and fields.

```
#include "SSClass.h"
```

Public Member Functions

- [SSClass](#) ()
Default constructor.
- [SSClass](#) (const [SSClass](#) &ss)
Constructor.
- [~SSClass](#) ()
Destructor.
- bool [isEmpty](#) ()
Check if numRecords is 0.
- bool [openFile](#) (string input)
Opens external file.
- void [insert](#) (string s)
inserts line by line into data
- vector< int > [search](#) (string s, unsigned fieldNum)
Searches for record.
- int [directionalSearch](#) (string state, char direction)
Searches directionly (N, S, W, E)
- string [returnLine](#) (int rrn)
Fills secondary key vector.

4.5.1 Detailed Description

[LinkedList](#) integration for blocks, records, and fields.

Authors

Jordan Bremer, Melvin Schmid, ..., ..., ...

Sequence Set class: – allows for insert and deletion of linked list – populates secondary keys – allows for searching of said linked list – ability to return city, state, county, latitude, longitude, zip, and lower and upper indicies – ability to input a txt file and populate it's contents

Implementation and assumptions: – size defaults are listed towards the top of the program – array/vector elements are initialized to zero

Definition at line 65 of file SSClass.h.

4.5.2 Member Function Documentation

4.5.2.1 directionalSearch()

```
int SSClass::directionalSearch (
    string state,
    char direction )
```

Searches directionly (N, S, W, E)

Parameters

<i>state</i>	the state to search
<i>direction</i>	(N, S, W, E)

Returns

the line contating the soght after direction

Definition at line 434 of file SSClass.h.

```
434                                     {
435     direction = toupper(direction);
436     int i = 1;
437     int returnIndex = -1;
438     double highOrLow;
439     vector<int> state = search(states, 3);
440     switch (direction) {
441     case 'N':
442     {
443         returnIndex = state[0];
444         highOrLow = stod(getLat(returnLine(state[0])));
445         for (i; i < state.size(); i++) {
446             if (highOrLow < stod(getLat(returnLine(state[i])))) {
447                 highOrLow = stod(getLat(returnLine(state[i])));
448                 returnIndex = i;
449             }
450         }
451     }
452     }
453     break;
454     case 'E':
455     {
456         returnIndex = state[0];
457         highOrLow = stod(getLon(returnLine(state[0])));
458         for (i; i < state.size(); i++) {
459             if (highOrLow < stod(getLon(returnLine(state[i])))) {
460                 highOrLow = stod(getLon(returnLine(state[i])));
461                 returnIndex = i;
462             }
463         }
464     }
465     }
466     break;
467     case 'S':
468     {
469         returnIndex = state[0];
470         highOrLow = stod(getLat(returnLine(state[0])));
471         for (i; i < state.size(); i++) {
472             if (highOrLow > stod(getLat(returnLine(state[i])))) {
473                 highOrLow = stod(getLat(returnLine(state[i])));
474                 returnIndex = i;
475             }
476         }
477         break;
478     }
```

```

479     case 'W':
480     {
481         returnIndex = state[0];
482         highOrLow = stod(getLon(returnLine(state[0])));
483         for (i; i < state.size(); i++) {
484             if (highOrLow > stod(getLon(returnLine(state[i])))) {
485                 highOrLow = stod(getLon(returnLine(state[i])));
486                 returnIndex = i;
487             }
488         }
489     }
490 }
491 break;
492 }
493 return returnIndex;
494 }
495 }

```

4.5.2.2 insert()

```

void SSClass::insert (
    string s )

```

inserts line by line into data

Parameters

s	a string to insert
---	--------------------

Insertion of records into both the index file as well as the linkedlist of linkedlists /param s string to be inserted

Definition at line 325 of file SSClass.h.

```

325     {
326     if (nextEmpty == -1) {
327         goToFile(indexFile, numLinesIndex);
328         indexFile << "\n" << s;
329         insertZip(getZip(s), numLinesIndex);
330         insertPlace(getPlace(s), numLinesIndex);
331         insertState(getState(s), numLinesIndex);
332         insertCounty(getCounty(s), numLinesIndex);
333         insertLat(getLat(s), numLinesIndex);
334         insertLon(getLon(s), numLinesIndex);
335         numLinesIndex++;
336         return;
337     }
338     goToFile(indexFile, nextEmpty);
339     //replace(s, nextEmpty);
340     insertZip(getZip(s), nextEmpty);
341     insertPlace(getPlace(s), nextEmpty);
342     insertState(getState(s), nextEmpty);
343     insertCounty(getCounty(s), nextEmpty);
344     insertLat(getLat(s), nextEmpty);
345     insertLon(getLon(s), nextEmpty);
346 }

```

4.5.2.3 isEmpty()

```

bool SSClass::isEmpty ( ) [inline]

```

Check if numRecords is 0.

Returns

returns false if empty, otherwise returns true

Definition at line 206 of file SSClass.h.

```
206 { return numRecords == 0; };
```

4.5.2.4 openFile()

```
bool SSClass::openFile (
    string input )
```

Opens external file.

Parameters

<i>input</i>	string
--------------	--------

Precondition

data file

Returns

true if file location exists, otherwise returns false

Definition at line 261 of file SSClass.h.

```
261                                     { //input is a file name
262     indexFile.open(input);
263     nextEmpty = -1;
264     return (indexFile.is_open());
265
266 }
```

4.5.2.5 returnLine()

```
string SSClass::returnLine (
    int rrn )
```

Fills secondary key vector.

Parameters

<i>rrn</i>	and integer refing to the line to get
------------	---------------------------------------

Returns

string containing the contents of the line

Definition at line 352 of file SSClass.h.

```

352                                     {
353     string returnVal;
354     goToLine(indexFile, rrrn);
355     getline(indexFile, returnVal);
356     return returnVal;
357 }
```

4.5.2.6 search()

```

vector< int > SSClass::search (
    string s,
    unsigned fieldNum )
```

Searches for record.

Parameters

s	string to search for fieldNum the field in which to search
---	--

Returns

vector of results

Definition at line 360 of file SSClass.h.

```

360                                     {
361     SecKeySS secCopy;
362     int i;
363     vector<int> results;
364     switch (fieldNum) {
365     case 1:
366     {
367         for (i = 1; (i < (secKeyZip.getItemCount() + 1)) && (secKeyZip.
368         getEntry(i).getData() < s); i++);
369         if (stoi(secKeyZip.getEntry(i).getData()) == stoi(s)) {
370             LinkedList<int> toCopy = LinkedList<int>(secKeyZip.
371             getEntry(i).getDuplicates());
372             for (int j = 1; j < (toCopy.getItemCount() + 1); j++) {
373                 results.push_back(toCopy.getEntry(j));
374             }
375             break;
376         case 2:
377         {
378             for(i = 1; (i < (secKeyPlace.getItemCount() + 1)) && (secKeyPlace.
379             getEntry(i).getData() < s); i++);
380             if ((secKeyPlace.getEntry(i).getData()) == (s)) {
381                 LinkedList<int> toCopy = LinkedList<int>(secKeyPlace.
382                 getEntry(i).getDuplicates());
383                 for (int j = 1; j < (toCopy.getItemCount() + 1); j++) {
384                     results.push_back(toCopy.getEntry(j));
385                 }
386                 break;
387             }
388         }
389     }
390 }
```



```

387     case 3:
388     {
389         for (i = 1; (i < (secKeyState.getItemCount() + 1)) && (secKeyState.
getEntry(i).getData() < s); i++);
390         if ((secKeyState.getEntry(i).getData()) == (s)) {
391             LinkedList<int> toCopy = LinkedList<int>(secKeyState.
getEntry(i).getDuplicates());
392             for (int j = 1; j < (toCopy.getItemCount() + 1); j++) {
393                 results.push_back(toCopy.getEntry(j));
394             }
395         }
396     }
397     break;
398     case 4:
399     {
400         for (i = 1; (i < (secKeyCounty.getItemCount() + 1)) && (secKeyCounty.
getEntry(i).getData() < s); i++);
401         if ((secKeyCounty.getEntry(i).getData()) == (s)) {
402             LinkedList<int> toCopy = LinkedList<int>(secKeyCounty.
getEntry(i).getDuplicates());
403             for (int j = 1; j < (toCopy.getItemCount() + 1); j++) {
404                 results.push_back(toCopy.getEntry(j));
405             }
406         }
407     }
408     break;
409     case 5:
410     {
411         for (i = 1; (i < (secKeyLat.getItemCount() + 1)) && (secKeyLat.
getEntry(i).getData() < s); i++);
412         if (stoi(secKeyLat.getEntry(i).getData()) == static_cast<int>(stod(s))) {
413             LinkedList<int> toCopy = LinkedList<int>(secKeyLat.
getEntry(i).getDuplicates());
414             for (int j = 1; j < (toCopy.getItemCount() + 1); j++) {
415                 results.push_back(toCopy.getEntry(j));
416             }
417         }
418     }
419     break;
420     case 6:
421     {
422         for (i = 1; (i < (secKeyLon.getItemCount() + 1)) && (secKeyLon.
getEntry(i).getData() < s); i++);
423         if (stoi(secKeyLon.getEntry(i).getData()) == static_cast<int>(stod(s))) {
424             LinkedList<int> toCopy = LinkedList<int>(secKeyLon.
getEntry(i).getDuplicates());
425             for (int j = 1; j < (toCopy.getItemCount() + 1); j++) {
426                 results.push_back(toCopy.getEntry(j));
427             }
428         }
429     }
430     break;
431 }
432 return results;
433 }

```

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

- SSClass.h

Index

- clear
 - ListInterface, 8
- deletion
 - ListInterface, 8
- directionalSearch
 - SSClass, 17
- getEntry
 - ListInterface, 8
- getItem
 - Node, 14
- getLength
 - ListInterface, 9
- getNext
 - Node, 14
- insert
 - ListInterface, 9
 - SSClass, 18
- isEmpty
 - ListInterface, 11
 - SSClass, 18
- LinkedList< ItemType >, 7
- ListInterface
 - clear, 8
 - deletion, 8
 - getEntry, 8
 - getLength, 9
 - insert, 9
 - isEmpty, 11
 - replace, 11
- ListInterface< ItemType >, 7
- Node
 - getItem, 14
 - getNext, 14
 - Node, 12, 13
 - setItem, 14
 - setNext, 15
- Node< ItemType >, 12
- openFile
 - SSClass, 19
- replace
 - ListInterface, 11
- returnLine
 - SSClass, 19
- SSClass, 16
 - directionalSearch, 17
 - insert, 18
 - isEmpty, 18
 - openFile, 19
 - returnLine, 19
 - search, 20
- search
 - SSClass, 20
- SecKeySS, 15
- setItem
 - Node, 14
- setNext
 - Node, 15