

Coronas Library

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Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

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This namespace contains everything related to Machine Learning Using the contents of this class might require lots of dependencies	9
Engine.Advanced.ML.NPL	
This namespace is dedicated to classes related to Natural Language Processing	10
Engine.Advanced.TCP	
This namespace contains classes that allow TCP connections	10
Engine.Base	10

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Engine.Advanced.TCP.AsyncServerSocket	13
Engine.Advanced.TCP.AsyncServerSocket.Client	15
Engine.Advanced.DB	17
Exception	
Engine.Advanced.DB.IncorrectLoginException	19
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Engine.Advanced.ML.NPL.SentimentData	21
Engine.Advanced.ML.NPL.SentimentPrediction	22
Engine.Advanced.TCP.AsyncServerSocket.ServerStatus	23

Chapter 3

Class Index

3.1 Class List

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

Engine.Advanced.TCP.AsyncClientSocket	11
Engine.Advanced.TCP.AsyncServerSocket	
Basic TCP "Server" class	13
Engine.Advanced.TCP.AsyncServerSocket.Client	15
Engine.Advanced.DB	
This class manages connections to MYSQL databases and can be used to interact with them .	17
Engine.Advanced.DB.IncorrectLoginException	19
Engine.Advanced.ML.NPL.SentimentAnalyzer	
Sentiment Analysys class, designed using Microsoft's Tutorial: Analyze sentiment of website comments with binary classification in ML.NET[1] It's just an implementation of the tutorial's code as an object that can be reused	20
Engine.Advanced.ML.NPL.SentimentData	21
Engine.Advanced.ML.NPL.SentimentPrediction	22
Engine.Advanced.TCP.AsyncServerSocket.ServerStatus	23
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Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

D:/Documentos/Proyectos VS/Engine/ AsyncClientSocket.cs	27
D:/Documentos/Proyectos VS/Engine/ AsyncServerSocket.cs	27
D:/Documentos/Proyectos VS/Engine/ CommandLine.cs	28
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Chapter 5

Namespace Documentation

5.1 Engine Namespace Reference

Namespaces

- namespace [Advanced](#)
- namespace [Base](#)

5.2 Engine.Advanced Namespace Reference

Namespaces

- namespace [ML](#)
This namespace contains everything related to Machine Learning Using the contents of this class might require lots of dependencies
- namespace [TCP](#)
This namespace contains classes that allow [TCP](#) connections.

Classes

- class **CommandLine**
- class [DB](#)
This class manages connections to MYSQL databases and can be used to interact with them.

5.3 Engine.Advanced.ML Namespace Reference

This namespace contains everything related to Machine Learning Using the contents of this class might require lots of dependencies

Namespaces

- namespace [NPL](#)
This namespace is dedicated to classes related to Natural Language Processing.

5.3.1 Detailed Description

This namespace contains everything related to Machine Learning Using the contents of this class might require lots of dependencies

5.4 Engine.Advanced.ML.NPL Namespace Reference

This namespace is dedicated to classes related to Natural Language Processing.

Classes

- class [SentimentAnalyzer](#)
Sentiment Analysys class, designed using Microsoft's Tutorial: Analyze sentiment of website comments with binary classification in ML.NET[1] It's just an implementation of the tutorial's code as an object that can be reused.
- class [SentimentData](#)
- class [SentimentPrediction](#)

5.4.1 Detailed Description

This namespace is dedicated to classes related to Natural Language Processing.

5.5 Engine.Advanced.TCP Namespace Reference

This namespace contains classes that allow [TCP](#) connections.

Classes

- class [AsyncClientSocket](#)
- class [AsyncServerSocket](#)
Basic [TCP](#) "Server" class.

5.5.1 Detailed Description

This namespace contains classes that allow [TCP](#) connections.

5.6 Engine.Base Namespace Reference

Classes

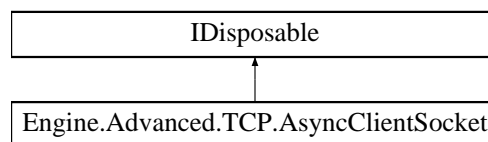
- class **Extended**
- class **General**
This class provides basic functions and methods that are used by other classes in this library. It can be used by itself.

Chapter 6

Class Documentation

6.1 Engine.Advanced.TCP.AsyncClientSocket Class Reference

Inheritance diagram for Engine.Advanced.TCP.AsyncClientSocket:



Public Member Functions

- delegate void [ServerFull](#) ([AsyncClientSocket](#) sender)
- delegate void [ServerWarning](#) ([AsyncClientSocket](#) sender)
- delegate void [MessageRecieved](#) (string message)
- [AsyncClientSocket](#) (String ipAddress, int portNum)
- void [Start](#) ()
- void [SendMessage](#) (string message)
This method is used to send a message to the endpoint that the [TCP](#) Client connected to
- void [Dispose](#) ()

Events

- [ServerFull](#) [OnServerFull](#)
- [ServerWarning](#) [OnServerWarning](#)
- [MessageRecieved](#) [OnMessageRecieved](#)

6.1.1 Constructor & Destructor Documentation

6.1.1.1 AsyncClientSocket()

```
Engine.Advanced.TCP.AsyncClientSocket.AsyncClientSocket (
    String ipAddress,
    int portNum )
```

6.1.2 Member Function Documentation

6.1.2.1 Dispose()

```
void Engine.Advanced.TCP.AsyncClientSocket.Dispose ( )
```

6.1.2.2 MessageRecieved()

```
delegate void Engine.Advanced.TCP.AsyncClientSocket.MessageRecieved (
    string message )
```

6.1.2.3 SendMessage()

```
void Engine.Advanced.TCP.AsyncClientSocket.SendMessage (
    string message )
```

This method is used to send a message to the endpoint that the [TCP](#) Client connected to

Parameters

<i>message</i>	The message to send.
----------------	----------------------

6.1.2.4 ServerFull()

```
delegate void Engine.Advanced.TCP.AsyncClientSocket.ServerFull (
    AsyncClientSocket sender )
```

6.1.2.5 ServerWarning()

```
delegate void Engine.Advanced.TCP.AsyncClientSocket.ServerWarning (
    AsyncClientSocket sender )
```

6.1.2.6 Start()

```
void Engine.Advanced.TCP.AsyncClientSocket.Start ( )
```

6.1.3 Event Documentation

6.1.3.1 OnMessageRecieved

[MessageRecieved](#) Engine.Advanced.TCP.AsyncClientSocket.OnMessageRecieved

6.1.3.2 OnServerFull

[ServerFull](#) Engine.Advanced.TCP.AsyncClientSocket.OnServerFull

6.1.3.3 OnServerWarning

[ServerWarning](#) Engine.Advanced.TCP.AsyncClientSocket.OnServerWarning

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

- D:/Documentos/Proyectos VS/Engine/[AsyncClientSocket.cs](#)

6.2 Engine.Advanced.TCP.AsyncServerSocket Class Reference

Basic [TCP](#) "Server" class.

Classes

- class [Client](#)
- class [ServerStatus](#)

Public Member Functions

- delegate void [ClientConnected](#) ([Client](#) sender)
- void [SetMAX_CONNECTIONS](#) (int value)
- [AsyncServerSocket](#) (int port)
- void [Start](#) ()
- void [Stop](#) ()
- [ServerStatus](#) [GetStatus](#) ()

Public Attributes

- int `CURRENT_CONNECTIONS` = 0
- List< `Client` > `Clients`

Events

- `ClientConnected` `OnClientConnected`

6.2.1 Detailed Description

Basic `TCP` "Server" class.

6.2.2 Constructor & Destructor Documentation

6.2.2.1 `AsyncServerSocket()`

```
Engine.Advanced.TCP.AsyncServerSocket.AsyncServerSocket (
    int port )
```

6.2.3 Member Function Documentation

6.2.3.1 `ClientConnected()`

```
delegate void Engine.Advanced.TCP.AsyncServerSocket.ClientConnected (
    Client sender )
```

6.2.3.2 `GetStatus()`

```
ServerStatus Engine.Advanced.TCP.AsyncServerSocket.GetStatus ( )
```

6.2.3.3 `SetMAX_CONNECTIONS()`

```
void Engine.Advanced.TCP.AsyncServerSocket.SetMAX_CONNECTIONS (
    int value )
```

6.2.3.4 Start()

```
void Engine.Advanced.TCP.AsyncServerSocket.Start ( )
```

6.2.3.5 Stop()

```
void Engine.Advanced.TCP.AsyncServerSocket.Stop ( )
```

6.2.4 Member Data Documentation

6.2.4.1 Clients

```
List<Client> Engine.Advanced.TCP.AsyncServerSocket.Clients
```

6.2.4.2 CURRENT_CONNECTIONS

```
int Engine.Advanced.TCP.AsyncServerSocket.CURRENT_CONNECTIONS = 0
```

6.2.5 Event Documentation

6.2.5.1 OnClientConnected

```
ClientConnected Engine.Advanced.TCP.AsyncServerSocket.OnClientConnected
```

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

- D:/Documentos/Proyectos VS/Engine/[AsyncServerSocket.cs](#)

6.3 Engine.Advanced.TCP.AsyncServerSocket.Client Class Reference

Public Member Functions

- delegate void [MessageRecieved](#) ([Client](#) sender, string message)
- delegate void [ConnectionClosed](#) ([Client](#) sender)
- [Client](#) (int iD, TcpClient client)
- void [Start](#) ()
- void [SendMessage](#) (string message)

Public Attributes

- int [ID](#)
- TcpClient [_client](#)

Events

- [MessageRecieved](#) [OnMessageRecieved](#)
- [ConnectionClosed](#) [OnConnectionClosed](#)

6.3.1 Constructor & Destructor Documentation

6.3.1.1 Client()

```
Engine.Advanced.TCP.AsyncServerSocket.Client.Client (
    int id,
    TcpClient client )
```

6.3.2 Member Function Documentation

6.3.2.1 ConnectionClosed()

```
delegate void Engine.Advanced.TCP.AsyncServerSocket.Client.ConnectionClosed (
    Client sender )
```

6.3.2.2 MessageRecieved()

```
delegate void Engine.Advanced.TCP.AsyncServerSocket.Client.MessageRecieved (
    Client sender,
    string message )
```

6.3.2.3 SendMessage()

```
void Engine.Advanced.TCP.AsyncServerSocket.Client.SendMessage (
    string message )
```

6.3.2.4 Start()

```
void Engine.Advanced.TCP.AsyncServerSocket.Client.Start ( )
```

6.3.3 Member Data Documentation

6.3.3.1 _client

```
TcpClient Engine.Advanced.TCP.AsyncServerSocket.Client._client
```

6.3.3.2 ID

```
int Engine.Advanced.TCP.AsyncServerSocket.Client.ID
```

6.3.4 Event Documentation

6.3.4.1 OnConnectionClosed

```
ConnectionClosed Engine.Advanced.TCP.AsyncServerSocket.Client.OnConnectionClosed
```

6.3.4.2 OnMessageRecieved

```
MessageRecieved Engine.Advanced.TCP.AsyncServerSocket.Client.OnMessageRecieved
```

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

- D:/Documentos/Proyectos VS/Engine/[AsyncServerSocket.cs](#)

6.4 Engine.Advanced.DB Class Reference

This class manages connections to MYSQL databases and can be used to interact with them.

Classes

- class [IncorrectLoginException](#)
- class [ServerUnavliableException](#)

Public Member Functions

- [DB](#) (string server, string database, string user, string password)
Constructor.
- bool [OpenConnection](#) ()
- int [ExecuteStoredProcudure](#) (string name)

Properties

- MySqlConnectionCollection [Parameters](#) [get, set]

6.4.1 Detailed Description

This class manages connections to MYSQL databases and can be used to interact with them.

6.4.2 Constructor & Destructor Documentation

6.4.2.1 DB()

```
Engine.Advanced.DB.DB (
    string server,
    string database,
    string user,
    string password )
```

Constructor.

Parameters

<i>server</i>	Server Address.
<i>database</i>	Database Name
<i>user</i>	Username
<i>password</i>	Password

6.4.3 Member Function Documentation

6.4.3.1 ExecuteStoredProcedure()

```
int Engine.Advanced.DB.ExecuteStoredProcedure (
    string name )
```

6.4.3.2 OpenConnection()

```
bool Engine.Advanced.DB.OpenConnection ( )
```

6.4.4 Property Documentation

6.4.4.1 Parameters

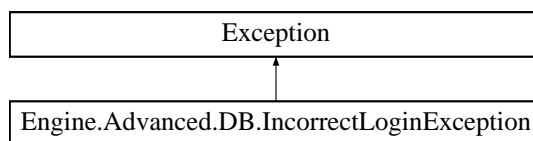
```
MySqlParameterCollection Engine.Advanced.DB.Parameters [get], [set]
```

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

- D:/Documentos/Proyectos VS/Engine/[DB.cs](#)

6.5 Engine.Advanced.DB.IncorrectLoginException Class Reference

Inheritance diagram for Engine.Advanced.DB.IncorrectLoginException:



Public Attributes

- override string [Message](#) => "Wrong User/Pass. Try again."

6.5.1 Member Data Documentation

6.5.1.1 Message

```
override string Engine.Advanced.DB.IncorrectLoginException.Message => "Wrong User/Pass. Try again."
```

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

- D:/Documentos/Proyectos VS/Engine/[DB.cs](#)

6.6 Engine.Advanced.ML.NPL.SentimentAnalyzer Class Reference

Sentiment Analysys class, designed using Microsoft's Tutorial: Analyze sentiment of website comments with binary classification in ML.NET[1] It's just an implementation of the tutorial's code as an object that can be reused.

Public Member Functions

- [SentimentAnalyzer](#) (string dataName="SentimentAnalysisDataset.txt")
Initializes a new instance of the Sentiment Analysis Class. It loads the specified Dataset from the Data directory.
- TrainTestData [LoadData](#) (double percentage)
This function loads the dataset and splits it in sets for training and testing

6.6.1 Detailed Description

Sentiment Analysys class, designed using Microsoft's Tutorial: Analyze sentiment of website comments with binary classification in ML.NET[1] It's just an implementation of the tutorial's code as an object that can be reused.

[1] <https://docs.microsoft.com/en-us/dotnet/machine-learning/tutorials/sentiment-analysis>

6.6.2 Constructor & Destructor Documentation

6.6.2.1 SentimentAnalyzer()

```
Engine.Advanced.ML.NPL.SentimentAnalyzer.SentimentAnalyzer (
    string dataName = "SentimentAnalysisDataset.txt" )
```

Initializes a new instance of the Sentiment Analysis Class. It loads the specified Dataset from the Data directory.

Parameters

<i>dataName</i>	The dataset to load. It defaults to SentimentAnalysisDataset.txt if left empty
-----------------	--

6.6.3 Member Function Documentation

6.6.3.1 LoadData()

```
TrainTestData Engine.Advanced.ML.NPL.SentimentAnalyzer.LoadData (
    double percentage )
```

This function loads the dataset and splits it in sets for training and testing

Parameters

<i>percentage</i>	The percentatge of the dataset that will be used for testing.
-------------------	---

Returns

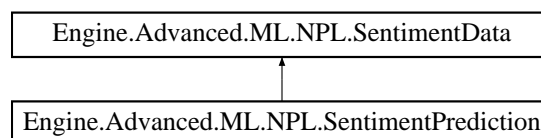
The split training and testing dataset

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

- D:/Documentos/Proyectos VS/Engine/[SentimentAnalyzer.cs](#)

6.7 Engine.Advanced.ML.NPL.SentimentData Class Reference

Inheritance diagram for Engine.Advanced.ML.NPL.SentimentData:



Public Attributes

- string [SentimentText](#)
- bool [Sentiment](#)

6.7.1 Member Data Documentation

6.7.1.1 Sentiment

```
bool Engine.Advanced.ML.NPL.SentimentData.Sentiment
```

6.7.1.2 SentimentText

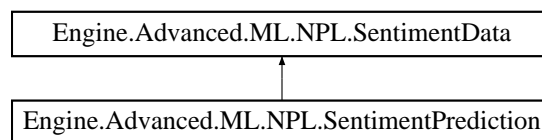
```
string Engine.Advanced.ML.NPL.SentimentData.SentimentText
```

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

- D:/Documentos/Proyectos VS/Engine/[SentimentData.cs](#)

6.8 Engine.Advanced.ML.NPL.SentimentPrediction Class Reference

Inheritance diagram for Engine.Advanced.ML.NPL.SentimentPrediction:



Properties

- bool [Prediction](#) [get, set]
- float [Probability](#) [get, set]
- float [Score](#) [get, set]

Additional Inherited Members

6.8.1 Property Documentation

6.8.1.1 Prediction

```
bool Engine.Advanced.ML.NPL.SentimentPrediction.Prediction [get], [set]
```

6.8.1.2 Probability

```
float Engine.Advanced.ML.NPL.SentimentPrediction.Probability [get], [set]
```

6.8.1.3 Score

```
float Engine.Advanced.ML.NPL.SentimentPrediction.Score [get], [set]
```

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

- D:/Documentos/Proyectos VS/Engine/[SentimentData.cs](#)

6.9 Engine.Advanced.TCP.AsyncServerSocket.ServerStatus Class Reference

Public Member Functions

- [ServerStatus](#) ([AsyncServerSocket](#) server)

Public Attributes

- bool [Running](#)
- bool [Full](#)
- bool [Warning](#)
- int [MAX_CONNECTIONS](#)
- int [CURRENT_CONNECTIONS](#)
- double [USAGE_PERCENT](#)
- TimeSpan [TimeRunning](#)

6.9.1 Constructor & Destructor Documentation

6.9.1.1 ServerStatus()

```
Engine.Advanced.TCP.AsyncServerSocket.ServerStatus.ServerStatus (
    AsyncServerSocket server )
```

6.9.2 Member Data Documentation

6.9.2.1 CURRENT_CONNECTIONS

```
int Engine.Advanced.TCP.AsyncServerSocket.ServerStatus.CURRENT_CONNECTIONS
```

6.9.2.2 Full

```
bool Engine.Advanced.TCP.AsyncServerSocket.ServerStatus.Full
```

6.9.2.3 MAX_CONNECTIONS

```
int Engine.Advanced.TCP.AsyncServerSocket.ServerStatus.MAX_CONNECTIONS
```

6.9.2.4 Running

```
bool Engine.Advanced.TCP.AsyncServerSocket.ServerStatus.Running
```

6.9.2.5 TimeRunning

```
TimeSpan Engine.Advanced.TCP.AsyncServerSocket.ServerStatus.TimeRunning
```

6.9.2.6 USAGE_PERCENT

```
double Engine.Advanced.TCP.AsyncServerSocket.ServerStatus.USAGE_PERCENT
```

6.9.2.7 Warning

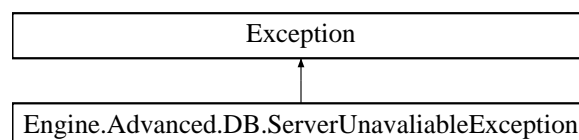
```
bool Engine.Advanced.TCP.AsyncServerSocket.ServerStatus.Warning
```

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

- D:/Documentos/Proyectos VS/Engine/[AsyncServerSocket.cs](#)

6.10 Engine.Advanced.DB.ServerUnavaliableException Class Reference

Inheritance diagram for Engine.Advanced.DB.ServerUnavaliableException:



Public Attributes

- override string [Message](#) => "Cannot connect to server. Contact administrator !"

6.10.1 Member Data Documentation

6.10.1.1 Message

```
override string Engine.Advanced.DB.ServerUnavaliableException.Message => "Cannot connect to  
server. Contact administrator !"
```

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

- D:/Documentos/Proyectos VS/Engine/[DB.cs](#)

Chapter 7

File Documentation

7.1 D:/Documentos/Proyectos VS/Engine/AsyncClientSocket.cs File Reference

Classes

- class [Engine.Advanced.TCP.AsyncClientSocket](#)

Namespaces

- namespace [Engine](#)
- namespace [Engine.Advanced](#)
- namespace [Engine.Advanced.TCP](#)

This namespace contains classes that allow [TCP](#) connections.

7.2 D:/Documentos/Proyectos VS/Engine/AsyncServerSocket.cs File Reference

Classes

- class [Engine.Advanced.TCP.AsyncServerSocket](#)
Basic [TCP](#) "Server" class.
- class [Engine.Advanced.TCP.AsyncServerSocket.ServerStatus](#)
- class [Engine.Advanced.TCP.AsyncServerSocket.Client](#)

Namespaces

- namespace [Engine](#)
- namespace [Engine.Advanced](#)
- namespace [Engine.Advanced.TCP](#)

This namespace contains classes that allow [TCP](#) connections.

7.3 D:/Documentos/Proyectos VS/Engine/CommandLine.cs File Reference

Classes

- class **Engine.Advanced.CommandLine**

Namespaces

- namespace [Engine](#)
- namespace [Engine.Advanced](#)

7.4 D:/Documentos/Proyectos VS/Engine/DB.cs File Reference

Classes

- class [Engine.Advanced.DB](#)
This class manages connections to MYSQL databases and can be used to interact with them.
- class [Engine.Advanced.DB.ServerUnvaliableException](#)
- class [Engine.Advanced.DB.IncorrectLoginException](#)

Namespaces

- namespace [Engine](#)
- namespace [Engine.Advanced](#)

7.5 D:/Documentos/Proyectos VS/Engine/Extended.cs File Reference

Classes

- class **Engine.Base.Extended**

Namespaces

- namespace [Engine](#)
- namespace [Engine.Base](#)

7.6 D:/Documentos/Proyectos VS/Engine/General.cs File Reference

Classes

- class **Engine.Base.General**
This class provides basic functions and methods that are used by other classes in this library. It can be used by itself.

Namespaces

- namespace [Engine](#)
- namespace [Engine.Base](#)

7.7 D:/Documentos/Proyectos VS/Engine/SentimentAnalyzer.cs File Reference

Classes

- class [Engine.Advanced.ML.NPL.SentimentAnalyzer](#)

Sentiment Analysys class, designed using Microsoft's Tutorial: Analyze sentiment of website comments with binary classification in ML.NET[1] It's just an implementation of the tutorial's code as an object that can be reused.

Namespaces

- namespace [Engine](#)
- namespace [Engine.Advanced](#)
- namespace [Engine.Advanced.ML](#)

This namespace contains everything related to Machine Learning Using the contents of this class might require lots of dependencies

- namespace [Engine.Advanced.ML.NPL](#)

This namespace is dedicated to classes related to Natural Language Processing.

7.8 D:/Documentos/Proyectos VS/Engine/SentimentData.cs File Reference

Classes

- class [Engine.Advanced.ML.NPL.SentimentData](#)
- class [Engine.Advanced.ML.NPL.SentimentPrediction](#)

Namespaces

- namespace [Engine](#)
- namespace [Engine.Advanced](#)
- namespace [Engine.Advanced.ML](#)

This namespace contains everything related to Machine Learning Using the contents of this class might require lots of dependencies

- namespace [Engine.Advanced.ML.NPL](#)

This namespace is dedicated to classes related to Natural Language Processing.

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