

AAC

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# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

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# Class Index

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## Chapter 3

# File Index

### 3.1 File List

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headers/ <b>structs.h</b>	. . . . .	??
sources/ <b>AAC_brightness_converter.cpp</b>	. . . . .	??
sources/ <b>AAC_chunk.cpp</b>	. . . . .	??
sources/ <b>AAC_chunk_converter.cpp</b>	. . . . .	??
sources/ <b>AAC_chunk_generator.cpp</b>	. . . . .	??
sources/ <b>AAC_error.cpp</b>	. . . . .	??
sources/ <b>AAC_image.cpp</b>	. . . . .	??
sources/ <b>AAC_pixel.cpp</b>	. . . . .	??



## Chapter 4

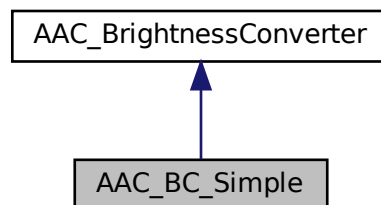
# Class Documentation

### 4.1 AAC\_BC\_Simple Class Reference

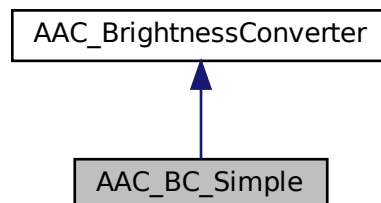
Simplest possible brightness converter.

```
#include <AAC.h>
```

Inheritance diagram for AAC\_BC\_Simple:



Collaboration diagram for AAC\_BC\_Simple:



## Public Member Functions

- **AAC\_BC\_Simple** (float red\_weight, float green\_weight, float blue\_weight)
- std::shared\_ptr< [AAC\\_Matrix](#)< uint8\_t > > **convert** ([AAC\\_Image](#) \*img) override

### 4.1.1 Detailed Description

Simplest possible brightness converter.

Definition at line 361 of file AAC.h.

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

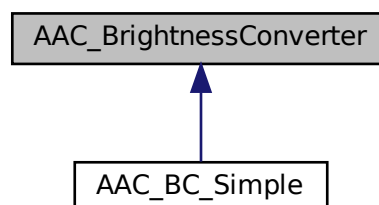
- [AAC.h](#)
- sources/AAC\_brightness\_converter.cpp

## 4.2 AAC\_BrightnessConverter Class Reference

Specifies group off classes converting [AAC\\_Image](#) to brightness matrix.

```
#include <AAC.h>
```

Inheritance diagram for AAC\_BrightnessConverter:



## Public Member Functions

- virtual std::shared\_ptr< [AAC\\_Matrix](#)< uint8\_t > > **convert** ([AAC\\_Image](#) \*img)=0

### 4.2.1 Detailed Description

Specifies group off classes converting [AAC\\_Image](#) to brightness matrix.

Definition at line 349 of file AAC.h.

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

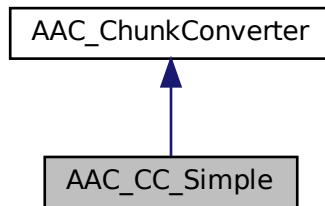
- [AAC.h](#)

## 4.3 AAC\_CC\_Simple Class Reference

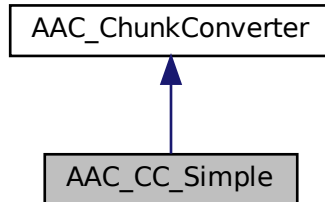
Simplest possible chunk converter.

```
#include <AAC.h>
```

Inheritance diagram for AAC\_CC\_Simple:



Collaboration diagram for AAC\_CC\_Simple:



### Public Member Functions

- **AAC\_CC\_Simple** (std::string alphabet)
- std::string **convert** ([AAC\\_Matrix](#)< [AAC\\_Chunk](#) > \*chunks) override

#### 4.3.1 Detailed Description

Simplest possible chunk converter.

Definition at line 394 of file AAC.h.

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

- [AAC.h](#)
- sources/AAC\_chunk\_converter.cpp

## 4.4 AAC\_Chunk Class Reference

Representation of groups of pixels which are going to be replaced by single char.

```
#include <AAC.h>
```

### Public Member Functions

- **AAC\_Chunk** (unsigned int X\_start\_index, unsigned int X\_end\_index, unsigned int Y\_start\_index, unsigned int Y\_end\_index, std::shared\_ptr< [AAC\\_Matrix](#)< uint8\_t >> data)
- void **SetChunk** (unsigned int X\_start\_index, unsigned int X\_end\_index, unsigned int Y\_start\_index, unsigned int Y\_end\_index, std::shared\_ptr< [AAC\\_Matrix](#)< uint8\_t >> data)
- std::shared\_ptr< [AAC\\_Matrix](#)< uint8\_t >> **GetData** ()
- unsigned int **GetXStart** ()
- unsigned int **GetXEnd** ()
- unsigned int **GetYStart** ()
- unsigned int **GetYEnd** ()

### 4.4.1 Detailed Description

Representation of groups of pixels which are going to be replaced by single char.

Definition at line 317 of file AAC.h.

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

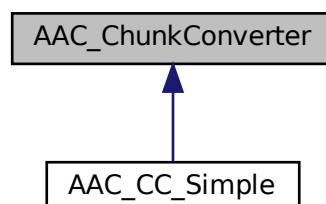
- [AAC.h](#)
- sources/AAC\_chunk.cpp

## 4.5 AAC\_ChunkConverter Class Reference

Converts chunks matrix into final string.

```
#include <AAC.h>
```

Inheritance diagram for AAC\_ChunkConverter:



## Public Member Functions

- virtual std::string **convert** ([AAC\\_Matrix](#)< [AAC\\_Chunk](#) > \*chunks)=0

### 4.5.1 Detailed Description

Converts chunks matrix into final string.

Definition at line 382 of file AAC.h.

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

- [AAC.h](#)

## 4.6 AAC\_Converter Class Reference

Creates main converter combining all other steps to create art.

```
#include <AAC.h>
```

## Public Member Functions

- **AAC\_Converter** ([AAC\\_BrightnessConverter](#) \*brightness\_conv, [AAC\\_ChunkConverter](#) \*chunk\_conv)
- std::string **CreateArt** ([AAC\\_Image](#) \*img, size\_t chunk\_size)

### 4.6.1 Detailed Description

Creates main converter combining all other steps to create art.

Definition at line 415 of file AAC.h.

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

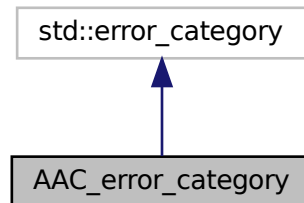
- [AAC.h](#)
- [AAC.cpp](#)
- sources/AAC\_chunk\_generator.cpp

## 4.7 AAC\_error\_category Class Reference

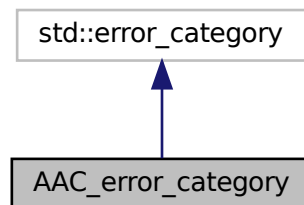
Class provideing error messages for AAC library.

```
#include <AAC.h>
```

Inheritance diagram for AAC\_error\_category:



Collaboration diagram for AAC\_error\_category:



### Public Member Functions

- virtual const char \* **name** () const noexcept override
- virtual std::string **message** (int ec) const override

#### 4.7.1 Detailed Description

Class provideing error messages for AAC library.

Definition at line 40 of file AAC.h.

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

- [AAC.h](#)



## 4.8 AAC\_Image Class Reference

Contains full image as pixels matrix.

```
#include <AAC.h>
```

### Public Member Functions

- **AAC\_Image** (std::string path, unsigned int size\_x, unsigned int size\_y, unsigned int n, unsigned char \*data)
- void \* **GetMatrix** ()

### Public Attributes

- const AAC\_Pixel\_Type **pixel\_type**
- const unsigned int **size\_x**
- const unsigned int **size\_y**

#### 4.8.1 Detailed Description

Contains full image as pixels matrix.

Definition at line 277 of file AAC.h.

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

- [AAC.h](#)
- sources/AAC\_image.cpp

## 4.9 AAC\_Matrix< T > Class Template Reference

Multipurpose matrix class.

```
#include <AAC.h>
```

### Public Member Functions

- **AAC\_Matrix** (unsigned int size\_x, unsigned int size\_y)
- const T **GetElement** (unsigned int x, unsigned int y)
- T & **GetElementReference** (unsigned int x, unsigned int y)
- unsigned int **GetXSize** ()
- unsigned int **GetYSize** ()

### 4.9.1 Detailed Description

```
template<typename T>  
class AAC_Matrix< T >
```

Multipurpose matrix class.

Definition at line 86 of file AAC.h.

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

- [AAC.h](#)

## 4.10 AAC\_Pixel< E > Class Template Reference

Pixel class for storing [AAC\\_Image](#) pixels in more organised way.

```
#include <AAC.h>
```

### 4.10.1 Detailed Description

```
template<AAC_Pixel_Type E>  
class AAC_Pixel< E >
```

Pixel class for storing [AAC\\_Image](#) pixels in more organised way.

Definition at line 177 of file AAC.h.

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

- [AAC.h](#)

## 4.11 AAC\_Pixel< AAC\_Pixel\_Type::EMPTY > Class Reference

### 4.11.1 Detailed Description

Definition at line 258 of file AAC.h.

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

- [AAC.h](#)
- [sources/AAC\\_pixel.cpp](#)

## 4.12 AAC\_Pixel< AAC\_Pixel\_Type::G > Class Reference

### Public Member Functions

- **AAC\_Pixel** (uint8\_t grey)
- struct [AAC\\_Pixel\\_G](#) **GetPixelValues** ()
- void **SetPixelValues** (uint8\_t grey)

#### 4.12.1 Detailed Description

Definition at line 186 of file AAC.h.

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

- [AAC.h](#)
- sources/AAC\_pixel.cpp

## 4.13 AAC\_Pixel< AAC\_Pixel\_Type::GA > Class Reference

### Public Member Functions

- **AAC\_Pixel** (uint8\_t grey, uint8\_t alpha)
- struct [AAC\\_Pixel\\_GA](#) **GetPixelValues** ()
- void **SetPixelValues** (uint8\_t grey, uint8\_t alpha)

#### 4.13.1 Detailed Description

Definition at line 204 of file AAC.h.

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

- [AAC.h](#)
- sources/AAC\_pixel.cpp

## 4.14 AAC\_Pixel< AAC\_Pixel\_Type::RGB > Class Reference

### Public Member Functions

- **AAC\_Pixel** (uint8\_t red, uint8\_t green, uint8\_t blue)
- struct [AAC\\_Pixel\\_RGB](#) **GetPixelValues** ()
- void **SetPixelValues** (uint8\_t red, uint8\_t green, uint8\_t blue)

### 4.14.1 Detailed Description

Definition at line 222 of file AAC.h.

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

- [AAC.h](#)
- sources/AAC\_pixel.cpp

## 4.15 AAC\_Pixel< AAC\_Pixel\_Type::RGBA > Class Reference

### Public Member Functions

- **AAC\_Pixel** (uint8\_t red, uint8\_t green, uint8\_t blue, uint8\_t alpha)
- struct [AAC\\_Pixel\\_RGBA](#) **GetPixelValues** ()
- void **SetPixelValues** (uint8\_t red, uint8\_t green, uint8\_t blue, uint8\_t alpha)

### 4.15.1 Detailed Description

Definition at line 240 of file AAC.h.

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

- [AAC.h](#)
- sources/AAC\_pixel.cpp

## 4.16 AAC\_Pixel\_EMPTY Struct Reference

### 4.16.1 Detailed Description

Definition at line 30 of file structs.h.

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

- headers/structs.h

## 4.17 AAC\_Pixel\_G Struct Reference

### Public Attributes

- uint8\_t **grey**

### 4.17.1 Detailed Description

Definition at line 4 of file structs.h.

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

- headers/structs.h

## 4.18 AAC\_Pixel\_GA Struct Reference

### Public Attributes

- uint8\_t **grey**
- uint8\_t **alpha**

### 4.18.1 Detailed Description

Definition at line 9 of file structs.h.

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

- headers/structs.h

## 4.19 AAC\_Pixel\_RGB Struct Reference

### Public Attributes

- uint8\_t **red**
- uint8\_t **green**
- uint8\_t **blue**

### 4.19.1 Detailed Description

Definition at line 15 of file structs.h.

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

- headers/structs.h

## 4.20 AAC\_Pixel\_RGBA Struct Reference

### Public Attributes

- uint8\_t **red**
- uint8\_t **green**
- uint8\_t **blue**
- uint8\_t **alpha**

### 4.20.1 Detailed Description

Definition at line 22 of file structs.h.

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

- headers/structs.h



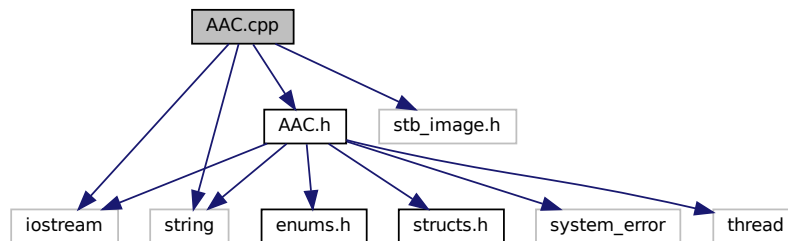
## Chapter 5

# File Documentation

### 5.1 AAC.cpp File Reference

This file contains shiet.

```
#include "AAC.h"  
#include <iostream>  
#include <string>  
#include "stb_image.h"  
Include dependency graph for AAC.cpp:
```



### Functions

- [AAC\\_Image](#) \* [AAC\\_OpenImage](#) (std::string path)  
*Global image opener.*

#### 5.1.1 Detailed Description

This file contains shiet.

#### 5.1.2 Function Documentation

### 5.1.2.1 AAC\_OpenImage()

```
AAC_Image* AAC_OpenImage (
    std::string path )
```

Global image opener.

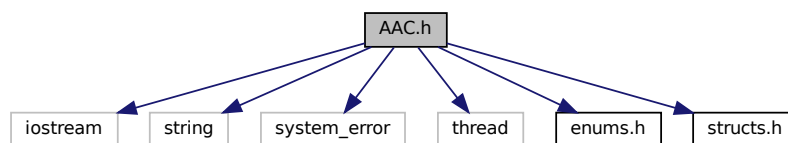
AAC\_OpenImage

Definition at line 25 of file AAC.cpp.

## 5.2 AAC.h File Reference

Main library header file.

```
#include <iostream>
#include <string>
#include <system_error>
#include <thread>
#include "enums.h"
#include "structs.h"
Include dependency graph for AAC.h:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [AAC\\_error\\_category](#)  
*Class provideing error messages for AAC library.*
- class [AAC\\_Matrix< T >](#)  
*Multipurpose matrix class.*
- class [AAC\\_Pixel< E >](#)  
*Pixel class for storing [AAC\\_Image](#) pixels in more organised way.*
- class [AAC\\_Pixel< AAC\\_Pixel\\_Type::G >](#)
- class [AAC\\_Pixel< AAC\\_Pixel\\_Type::GA >](#)



- class [AAC\\_Pixel](#)< [AAC\\_Pixel\\_Type::RGB](#) >
- class [AAC\\_Pixel](#)< [AAC\\_Pixel\\_Type::RGBA](#) >
- class [AAC\\_Pixel](#)< [AAC\\_Pixel\\_Type::EMPTY](#) >
- class [AAC\\_Image](#)  
*Contains full image as pixels matrix.*
- class [AAC\\_Chunk](#)  
*Representation of groups of pixels which are going to be replaced by single char.*
- class [AAC\\_BrightnessConverter](#)  
*Specifies group off classes converting [AAC\\_Image](#) to brightness matrix.*
- class [AAC\\_BC\\_Simple](#)  
*Simplest possible brightness converter.*
- class [AAC\\_ChunkConverter](#)  
*Converts chunks matrix into final string.*
- class [AAC\\_CC\\_Simple](#)  
*Simplest possible chunk converter.*
- class [AAC\\_Converter](#)  
*Creates main converter combining all other steps to create art.*

## Macros

- `#define MAX_SIZE 4000`

## Functions

- void **set\_AAC\_error\_code** (std::error\_code ec)
- std::error\_code **get\_AAC\_error\_code** ()
- void **clear\_AAC\_error\_code** ()
- std::error\_code **make\_error\_code** (AAC\_error\_codes ec)
- [AAC\\_Image](#) \* [AAC\\_OpenImage](#) (std::string path)  
*Global image opener.*

## Variables

- const [AAC\\_error\\_category](#) **AAC\_category** {}

### 5.2.1 Detailed Description

Main library header file.

### 5.2.2 Function Documentation

#### 5.2.2.1 AAC\_OpenImage()

```
AAC\_Image* AAC_OpenImage (
    std::string path )
```

Global image opener.

[AAC\\_OpenImage](#)

Definition at line 25 of file AAC.cpp.



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