

PANN(Parallel Artificial Neural Network)

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Chapter 1

Namespace Index

1.1 Namespace List

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

PANN	Global PANN namespace	??
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Chapter 2

File Index

2.1 File List

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

/Users/moeidheidari/Google_Drive/MACFlies/Projects/PANN/include/base/ PANN_PCH.h	??
/Users/moeidheidari/Google_Drive/MACFlies/Projects/PANN/include/base/ Prerequisites.h	??
/Users/moeidheidari/Google_Drive/MACFlies/Projects/PANN/src/ main.cpp	??

Chapter 3

Namespace Documentation

3.1 PANN Namespace Reference

Global [PANN](#) namespace.

3.1.1 Detailed Description

Global [PANN](#) namespace.

Chapter 4

File Documentation

4.1 [/Users/moeidheidari/Google_Drive/MACFlies/Projects/PANN](#) N/include/base/PANN_PCH.h File Reference

4.1.1 Detailed Description

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Version

0.1

Date

2020-08-26

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4.2 [/Users/moeidheidari/Google_Drive/MACFlies/Projects/PANN](#) N/include/base/Prerequisites.h File Reference

Namespaces

- [PANN](#)

Global [PANN](#) namespace.

Macros

- #define [PANN_WINDOWS_PLATFORM](#) 1
if the program is running on WINDOWS
- #define [PANN_MAC_PLATFORM](#) 2
if the program is running on WINDOWS
- #define [PANN_LINUX_PLATFORM](#) 3
if the program is running on WINDOWS
- #define [PANN_MSVC_COMPILER](#) 1
if the program is running on WINDOWS
- #define [PANN_CLANG_COMPILER](#) 2
if the program is running on WINDOWS
- #define [PANN_GNUC_COMPILER](#) 3
if the program is running on WINDOWS
- #define [PANN_APPLECLANG_COMPILER](#) 4
if the program is running on WINDOWS
- #define [PANN_LITTLE_ENDIAN](#) 1
if the program is running on WINDOWS
- #define [PANN_BIG_ENDIAN](#) 2
if the program is running on WINDOWS
- #define [PANN_32BIT_ARCHITECTURE](#) 1
if the program is running on WINDOWS
- #define [PANN_64BIT_ARCHITECTURE](#) 2
if the program is running on WINDOWS
- #define [PANN_PLATFORM](#) [PANN_LINUX_PLATFORM](#)
if the program is running on WINDOWS
- #define [PANN_ARCH_TYPE](#) [PANN_ARCH_32](#)
if the program is running on WINDOWS
- #define **PANN_INLINE** inline
- #define **PANN_FORCE_INLINE** inline
- #define [PANN_NO_CPP14_CONSTEXPR_AVAILABLE](#)
if the program is running on WINDOWS
- #define **PANN_NO_CPP11_CONSTEXPR_AVAILABLE**
- #define **PANN_NO_CPP17_CONSTEXPR_AVAILABLE**
- #define [PANN_CONSTEXPR](#) constexpr
if the program is running on WINDOWS
- #define **PANN_CONSTEXPR_OR_CONST** constexpr
- #define [PANN_CXX14_CONSTEXPR](#) constexpr
if the program is running on WINDOWS
- #define [PANN_NOEXCEPT](#) noexcept
if the program is running on WINDOWS
- #define **PANN_NOEXCEPT_OR_NOTHROW** noexcept
- #define [PANN_STATIC_CONSTEXPR](#) static [PANN_CONSTEXPR_OR_CONST](#)
if the program is running on WINDOWS

4.2.1 Detailed Description

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4.2.2 Macro Definition Documentation

4.2.2.1 PANN_ARCH_TYPE

```
#define PANN_ARCH_TYPE PANN_ARCH_32
```

if the program is running on WINDOWS

if the program is running on WINDOWS

4.2.2.2 PANN_NO_CPP14_CONSTEXPR_AVAILABLE

```
#define PANN_NO_CPP14_CONSTEXPR_AVAILABLE
```

if the program is running on WINDOWS

if the program is running on WINDOWS

4.3 /Users/moeidheidari/Google_Drive/MACFlies/Projects/PANN/src/main.cpp File Reference

```
#include <iostream>
#include "lib/include/Sample.h"
```

Functions

- `int main (int, char **)`

4.3.1 Detailed Description

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