

My Project

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1.1 Class List

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

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Chapter 2

Class Documentation

2.1 AllocateGift Class Reference

Public Member Functions

- void **allocateGifts** ()

Public Attributes

- [Commitment](#) **commit**
- [ReadData](#) **rdata**

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

- AllocateGift.h

2.2 Boy Class Reference

Public Member Functions

- ll **getAttract** ()
- ll **getBudget** ()
- ll **getIntelligence** ()
- ll **getType** ()
- void **setStatus** (ll status)
- void **printData** ()

Public Attributes

- `vector< string > typ`
- `string name`
- `ll attract`
- `ll budget`
- `ll attract_req`
- `ll int_level`
- `ll is_single`
- `ll type`

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

- `Boy.h`

2.3 Commitment Class Reference

Public Member Functions

- `void SortByHappiness ()`
- `void SortByCompatibility ()`
- `void printMostHappiestCouple (int k)`
- `void printMostCompatibleCouple (int k)`
- `void MakeCommitment (ReadData r)`

Public Attributes

- `vector< Couple > couple`

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

- `Commitment.h`

2.4 Couple Class Reference

Public Member Functions

- `double GirlHappiness ()`
- `double BoyHappiness ()`
- `void CoupleHappiness ()`
- `ll Absolute (ll x)`
- `void CoupleCompatibility ()`
- `void printData ()`

Public Attributes

- [Boy](#) **b**
- [Girl](#) **g**
- vector< [Gift](#) > **gift**
- double **happiness** = 0.0
- ll **compatibility** = 0

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

- Couple.h

2.5 Essential Class Reference

Public Member Functions

- void **printData** ()

Public Attributes

- ll **price** = 0
- ll **value** = 0

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

- Essential.h

2.6 Gift Class Reference

Public Member Functions

- ll **getType** ()
- double **getPrice** ()
- double **getValue** ()
- double **getModifiedValue** ()
- void **printData** ()

Public Attributes

- ll **type**
- [Essential](#) **e**
- [Luxury](#) **l**
- [Utility](#) **u**

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

- Gift.h

2.7 Girl Class Reference

Public Member Functions

- `|| getMaintenanceCost ()`
- `|| getChoice ()`
- `|| getType ()`
- `void setStatus (|| status)`
- `void printData ()`

Public Attributes

- `vector< string > typ`
- `vector< string > chc`
- `string name`
- `|| attract`
- `|| main_cost`
- `|| int_level`
- `|| is_single`
- `|| choice`
- `|| type`

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

- `Girl.h`

2.8 Luxury Class Reference

Public Member Functions

- `void printData ()`

Public Attributes

- `|| price = 0`
- `|| value = 0`
- `|| rating = 0`
- `|| difficulty = 0`

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

- `Luxury.h`

2.9 ReadData Class Reference

Public Member Functions

- string **readString** ()
- ll **readInteger** ()
- void **readDataFromFile** ()

Public Attributes

- vector< [Boy](#) > **boy**
- vector< [Girl](#) > **girl**
- vector< [Gift](#) > **gift**

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

- ReadData.h

2.10 Utility Class Reference

Public Member Functions

- void **printData** ()

Public Attributes

- ll **price** = 0
- ll **value** = 0
- ll **u_value** = 0
- ll **u_class** = 0

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

- Utility.h

