

My Project

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Chapter 2

Class Documentation

2.1 Boy Class Reference

BOY CLASS Contains the attributes of all the BOYS.

```
#include <Boy.h>
```

Public Attributes

- int `name`
Name of the BOY.
- int `attRate`
Attraction Rate of the BOY.
- int `budget`
Budget of the BOY.
- int `intLevel`
Intelligence of the BOY.
- int `minAttReq`
Minimum Attraction Requirement of the BOY.
- bool `commitment`
Commitment of the BOY.

2.1.1 Detailed Description

BOY CLASS Contains the attributes of all the BOYS.

Attributes like: Name, Attraction Rate, Budget, Intelligence Level, Minimum Attraction Requirement, and Commitment.

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

- Boy.h

2.2 Comm Class Reference

COMM CLASS Makes suitable committed pairs.

```
#include <Comm.h>
```

Public Member Functions

- void [pair](#) ([Boy](#) b[], [Girl](#) g[], [Couples](#) r[], int *c, int noOfBoys, int noOfGirls, [Couples](#) P)
Pairing up Girls with suitable Boys.

2.2.1 Detailed Description

COMM CLASS Makes suitable committed pairs.

Attributes like: Name, Attraction Rate, Maintenance Budget, Intelligence Level, Preference, and Commitment.

2.2.2 Member Function Documentation

2.2.2.1 pair()

```
void Comm::pair (
    Boy b[],
    Girl g[],
    Couples r[],
    int * c,
    int noOfBoys,
    int noOfGirls,
    Couples P )
```

Pairing up Girls with suitable Boys.

Parameters

P	Pairing up Girls with suitable Boys
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The documentation for this class was generated from the following files:

- Comm.h
- Comm.cpp

2.3 Couples Class Reference

COUPLES CLASS Contains the attributes of all the COUPLES.

```
#include <Couples.h>
```


Public Member Functions

- void `commit` (`Boy` p, `Girl` q)
Committing a `Boy` and a `Girl`.
- void `print` (`Couples` r[], int c)
Printing couples formed.

Public Attributes

- `Boy` b
- `Girl` g
- int `bType`
1 - choosy, 2 - normal, 3 - desperate
- int `gType`
1 - miser, 2 - generous, 3 - geek
- double `chappy`
Happiness of Couple.
- double `comp`
Compatibility of Couple.

2.3.1 Detailed Description

COUPLES CLASS Contains the attributes of all the COUPLES.

Attributes like: `Girl` Type, `Boy` Type, Happiness of Couple, and Compatibility of Couple.

2.3.2 Member Function Documentation

2.3.2.1 `print()`

```
void Couples::print (
    Couples r[],
    int c )
```

Printing couples formed.

Parameters

<code>c</code>	Printing couples formed.
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The documentation for this class was generated from the following files:

- `Couples.h`
- `Couples.cpp`

2.4 Gift Class Reference

GIFT CLASS Contains the attributes of all the GIFTS.

```
#include <Gift.h>
```

Public Member Functions

- void `makeBasket` (`Couples` r[], int *c, `Gift` gt[], `Happy` hp)
Making a gift basket according to the couple.

Public Attributes

- int `item`
Gift Name.
- int `price`
Gift Price.
- int `value`
Gift Value.
- int `luxury`
Luxury.
- int `diffToGet`
Difficulty To Get.
- int `utilityVal`
Utility Value.
- int `utilityClass`
Utility Class.

2.4.1 Detailed Description

GIFT CLASS Contains the attributes of all the GIFTS.

Attributes like: `Gift` Name, Price, Value, Luxury, Difficulty To Get, Utility Value, and Utility Class.

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

- Gift.h
- Gift.cpp

2.5 Girl Class Reference

GIRL CLASS Contains the attributes of all the GIRLS.

```
#include <Girl.h>
```

Public Attributes

- int [name](#)
Name of the GIRL.
- int [attRate](#)
Attraction Rate of the GIRL.
- int [maintBudget](#)
MAintenance Budget of the GIRL.
- int [intLevel](#)
Intelligence of the GIRL.
- int [preference](#)
Preference of the GIRL : 1 - MOST ATTRACTIVE, 2 - RICHEST, 3 - MOST INTELLIGENT.
- bool [commitment](#)
Commitment of the GIRL.

2.5.1 Detailed Description

GIRL CLASS Contains the attributes of all the GIRLS.

Attributes like: Name, Attraction Rate, Maintenance Budget, Intelligence Level, Preference, and Commitment.

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

- [GirL.h](#)

2.6 Happy Class Reference

HAPPY CLASS Calculates the Happiness and Compatibilty of [Couples](#).

```
#include <Happy.h>
```

Public Member Functions

- void [Happiness](#) ([Couples](#) r[], int c)
Calculates the Happiness and Compatibility of [Couples](#).

2.6.1 Detailed Description

HAPPY CLASS Calculates the Happiness and Compatibilty of [Couples](#).

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

- [Happy.h](#)
- [Happy.cpp](#)

2.7 makeGift Class Reference

[makeGift](#) CLASS Creates gifts of different Types.

```
#include <makeGift.h>
```

Public Member Functions

- void [makeGifts](#) ()
Randomly generates various types of gifts.

2.7.1 Detailed Description

[makeGift](#) CLASS Creates gifts of different Types.

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

- makeGift.h
- makeGift.cpp

2.8 People Class Reference

BOY CLASS Creates a random list of Boys and Girls with all the information needed to form [Couples](#).

```
#include <People.h>
```

Public Member Functions

- void [getPeople](#) ()
Generates a random list of Boys and Girls with all the information needed to form [Couples](#).

2.8.1 Detailed Description

BOY CLASS Creates a random list of Boys and Girls with all the information needed to form [Couples](#).

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

- People.h
- People.cpp