

FastqArazketa

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# Chapter 1

## Class Index

### 1.1 Class List

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

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## Chapter 2

# File Index

### 2.1 File List

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

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## Chapter 3

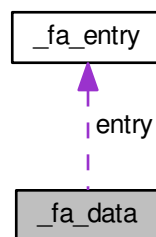
# Class Documentation

### 3.1 `_fa_data` Struct Reference

stores sequences of a fasta file

```
#include <fa_read.h>
```

Collaboration diagram for `_fa_data`:



#### Public Attributes

- `uint64_t nlines`
- `int nentries`
- `int linelen`
- `uint64_t * entrylen`
- `Fa_entry * entry`

#### 3.1.1 Detailed Description

stores sequences of a fasta file

#### 3.1.2 Member Data Documentation

### 3.1.2.1 `Fa_entry* _fa_data::entry`

Array with fasta entries (see `Fa_entry`)

### 3.1.2.2 `uint64_t* _fa_data::entrylen`

Array containing the length of the entries

### 3.1.2.3 `int _fa_data::linelen`

Line length of the `*fa` file entries

### 3.1.2.4 `int _fa_data::nentries`

Number of entries in `*fa` file

### 3.1.2.5 `uint64_t _fa_data::nlines`

Number of lines in `*fa` file

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

- [include/fa\\_read.h](#)

## 3.2 `_fa_entry` Struct Reference

fasta entry

```
#include <fa_read.h>
```

### Public Attributes

- `uint64_t N`
- `char * seq`

### 3.2.1 Detailed Description

fasta entry

### 3.2.2 Member Data Documentation

#### 3.2.2.1 `uint64_t _fa_entry::N`

Entry length (chars)

#### 3.2.2.2 `char* _fa_entry::seq`

sequence

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

- [include/fa\\_read.h](#)

## 3.3 \_fq\_read Struct Reference

stores a fastq entry

```
#include <fq_read.h>
```

### Public Attributes

- char **line1** [READ\_MAXLEN]
- char **line2** [READ\_MAXLEN]
- char **line3** [READ\_MAXLEN]
- char **line4** [READ\_MAXLEN]
- int **L**
- int **start**

#### 3.3.1 Detailed Description

stores a fastq entry

#### 3.3.2 Member Data Documentation

##### 3.3.2.1 int \_fq\_read::L

read length

##### 3.3.2.2 int \_fq\_read::start

nucleotide position start. Can only be different from zero if the read has been filtered with this tool.

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

- [include/fq\\_read.h](#)

## 3.4 \_iparam\_Qreport Struct Reference

contains Qreport input parameters

```
#include <init_Qreport.h>
```

### Public Attributes

- char \* **inputfile**
- char **outputfilebin** [MAX\_FILENAME]
- char **outputfilehtml** [MAX\_FILENAME]
- char **outputfileinfo** [MAX\_FILENAME]
- int **nQ**
- int **ntiles**
- int **minQ**
- int **read\_len**
- int **filter**
- int **one\_read\_len**

### 3.4.1 Detailed Description

contains Qreport input parameters

### 3.4.2 Member Data Documentation

#### 3.4.2.1 `int _iparam_Qreport::filter`

0 original data, 1 this tool filtered data, 2 other tool filtered data

#### 3.4.2.2 `char* _iparam_Qreport::inputfile`

Inputfile name

#### 3.4.2.3 `int _iparam_Qreport::minQ`

minimum Quality allowed 0 - 45

#### 3.4.2.4 `int _iparam_Qreport::nQ`

# different quality values (default is 46)

#### 3.4.2.5 `int _iparam_Qreport::ntiles`

# tiles (default is 96)

#### 3.4.2.6 `int _iparam_Qreport::one_read_len`

1 all reads of equal length 0 reads have different lengths.

#### 3.4.2.7 `char _iparam_Qreport::outputfilebin[MAX_FILENAME]`

Binary outputfile name.

#### 3.4.2.8 `char _iparam_Qreport::outputfilehtml[MAX_FILENAME]`

html outputfile name

#### 3.4.2.9 `char _iparam_Qreport::outputfileinfo[MAX_FILENAME]`

Info outputfile name

#### 3.4.2.10 `int _iparam_Qreport::read_len`

original read length

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

- [include/init\\_Qreport.h](#)



## 3.5 \_iparam\_Sreport Struct Reference

contains Sreport input parameters

```
#include <init_Sreport.h>
```

### Public Attributes

- char \* [inputfolder](#)
- char [outputfile](#) [[MAX\\_FILENAME](#)]

#### 3.5.1 Detailed Description

contains Sreport input parameters

#### 3.5.2 Member Data Documentation

##### 3.5.2.1 char\* \_iparam\_Sreport::inputfolder

Outputfile name

##### 3.5.2.2 char \_iparam\_Sreport::outputfile[[MAX\\_FILENAME](#)]

html outputfile name

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

- [include/init\\_Sreport.h](#)

## 3.6 statsinfo Struct Reference

stores info needed to create the summary graphs

```
#include <stats_info.h>
```

### Public Attributes

- int [read\\_len](#)
- int [ntiles](#)
- int [nQ](#)
- int [minQ](#)
- int [tile\\_pos](#)
- int [nreads](#)
- int [reads\\_wN](#)
- int [sz\\_lowQ\\_ACGT\\_tile](#)
- int [sz\\_ACGT\\_tile](#)
- int [sz\\_reads\\_MlowQ](#)
- int [sz\\_QPosTile\\_table](#)
- int [sz\\_ACGT\\_pos](#)
- int \* [tile\\_tags](#)
- int \* [lane\\_tags](#)
- int \* [qual\\_tags](#)

- uint64\_t \* [lowQ\\_ACGT\\_tile](#)
- uint64\_t \* [ACGT\\_tile](#)
- uint64\_t \* [reads\\_MlowQ](#)
- uint64\_t \* [QPosTile\\_table](#)
- uint64\_t \* [ACGT\\_pos](#)

### 3.6.1 Detailed Description

stores info needed to create the summary graphs

### 3.6.2 Member Data Documentation

#### 3.6.2.1 uint64\_t\* statsinfo::ACGT\_pos

# A, C, G, T, N per position

#### 3.6.2.2 uint64\_t\* statsinfo::ACGT\_tile

# A, C, G, T, N per tile, to compute the fraction of lowQuality bases per tile and per nucleotide.

#### 3.6.2.3 int\* statsinfo::lane\_tags

Names of the existing tiles

#### 3.6.2.4 uint64\_t\* statsinfo::lowQ\_ACGT\_tile

# low Quality A, C, G, T, N per tile

#### 3.6.2.5 int statsinfo::minQ

Minimum quality threshold

#### 3.6.2.6 int statsinfo::nQ

# possible quality values

#### 3.6.2.7 int statsinfo::nreads

# reads read till current position.

#### 3.6.2.8 int statsinfo::ntiles

# tiles

#### 3.6.2.9 uint64\_t\* statsinfo::QPosTile\_table

# bases of a given quality per tile.

**3.6.2.10 int\* statsinfo::qual\_tags**

Names of the existing qualities

**3.6.2.11 int statsinfo::read\_len**

Maximum length of a read

**3.6.2.12 uint64\_t\* statsinfo::reads\_MlowQ**

# reads with M(position) lowQuality bases.

**3.6.2.13 int statsinfo::reads\_wN**

# reads with N's found till current position

**3.6.2.14 int statsinfo::sz\_ACGT\_pos**

ACGT\_pos size = read\_len \* N\_ACGT

**3.6.2.15 int statsinfo::sz\_ACGT\_tile**

ACGT\_tile size = ntiles \* NACGT

**3.6.2.16 int statsinfo::sz\_lowQ\_ACGT\_tile**

lowQ\_ACGT\_tile size = ntiles \* N\_ACGT

**3.6.2.17 int statsinfo::sz\_QPosTile\_table**

QposTile\_Table size = ntiles \* nQ \* read\_len

**3.6.2.18 int statsinfo::sz\_reads\_MlowQ**

reads\_MlowQ size = read\_len + 1

**3.6.2.19 int statsinfo::tile\_pos**

current tile position

**3.6.2.20 int\* statsinfo::tile\_tags**

Names of the existing tiles

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

- include/[stats\\_info.h](#)



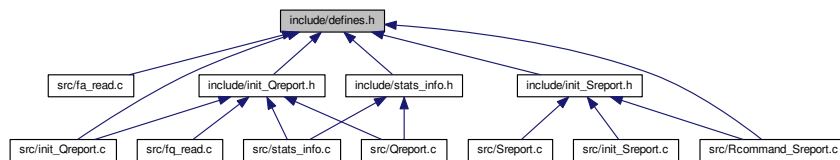
## Chapter 4

# File Documentation

### 4.1 include/defines.h File Reference

Macro definitions.

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



#### Macros

- `#define MAX_FILENAME 300`
- `#define DEFAULT_MINQ 27`
- `#define DEFAULT_NTILES 96`
- `#define DEFAULT_NQ 46`
- `#define ZEROQ 33`
- `#define N_ACGT 5`
- `#define MAX_RCOMMAND 4000`
- `#define B_LEN 131072`
- `#define FA_ENTRY_BUF 20`
- `#define max(a, b) ((a) > (b)) ? (a) : (b)`
- `#define min(a, b) ((a) < (b)) ? (a) : (b)`
- `#define mem_usageMB()`
- `#define mem_usage()`

#### 4.1.1 Detailed Description

Macro definitions.

Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

**Date**

07.08.2017

**4.1.2 Macro Definition Documentation****4.1.2.1 #define B\_LEN 131072**

buffer size

**4.1.2.2 #define DEFAULT\_MINQ 27**

Minimum quality threshold

**4.1.2.3 #define DEFAULT\_NQ 46**

Default number of different quality values

**4.1.2.4 #define DEFAULT\_NTILES 96**

Default number of tiles

**4.1.2.5 #define FA\_ENTRY\_BUF 20**

buffer for fasta entries

**4.1.2.6 #define MAX\_FILENAME 300**

Maximum # chars in a filename

**4.1.2.7 #define MAX\_RCOMMAND 4000**

Maximum # chars in R command

**4.1.2.8 #define mem\_usage( )****Value:**

```
fprintf(stderr, \
    "- Current allocated memory: %ld Bytes.\n", alloc_mem)
```

**4.1.2.9 #define mem\_usageMB( )****Value:**

```
fprintf(stderr, \
    "- Current allocated memory: %ld MB.\n", alloc_mem >> 20)
```

**4.1.2.10 #define N\_ACGT 5**

Number of different nucleotides in the fq file

## 4.1.2.11 #define ZEROQ 33

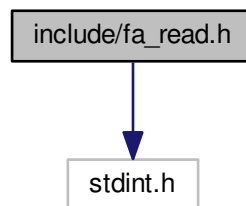
ASCII code of lowest quality value (!)

## 4.2 include/fa\_read.h File Reference

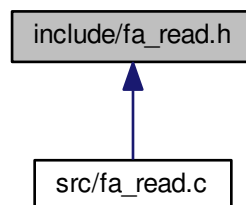
reads in and stores fasta files

```
#include <stdint.h>
```

Include dependency graph for fa\_read.h:



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



### Classes

- struct [\\_fa\\_entry](#)  
*fasta entry*
- struct [\\_fa\\_data](#)  
*stores sequences of a fasta file*

### Typedefs

- typedef struct [\\_fa\\_entry](#) [Fa\\_entry](#)  
*fasta entry*

- typedef struct `_fa_data` `Fa_data`  
stores sequences of a fasta file

## Functions

- int `read_fasta` (char \*filename, `Fa_data` \*ptr\_fa)  
reads a fasta file and stores the contents in a `Fa_data` structure.
- void `free_fasta` (`Fa_data` \*ptr\_fa)  
free fasta file

### 4.2.1 Detailed Description

reads in and stores fasta files

Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

Date

16.08.2017

### 4.2.2 Function Documentation

#### 4.2.2.1 void free\_fasta ( `Fa_data` \* `ptr_fa` )

free fasta file

Parameters

<i>pointer</i>	to <code>Fa_data</code> structure.
----------------	------------------------------------

The dynamically allocated memory in a `Fa_data` struct is deallocated and counted, so that we can

#### 4.2.2.2 int read\_fasta ( `char` \* `filename`, `Fa_data` \* `ptr_fa` )

reads a fasta file and stores the contents in a `Fa_data` structure.

Parameters

<i>path</i>	to a fasta input file.
<i>pointer</i>	to <code>Fa_data</code> structure.

Returns

number of entries in the fasta file.

A fasta file is read and stored in a structure `Fa_data`. The basic problem with reading FASTA files is that there is no end-of-record indicator. When you're reading sequence `n`, you don't know you're done until you've read the header line for sequence `n+1`, which you won't parse 'til later (when you're reading in the sequence `n+1`). The solution implemented here is to read the file twice. The first time, (`sweep_fa`), we initialize `Fa_data` and store the parameters:

- `nlines`: number of lines of the fasta file.
- `nentries`: number of entries in the fasta file.
- `linelen`: length of a line in the considered fasta file.
- `entrylen`: array containing the lengths of every entry. With this information, the pointer to `Fa_entry` can be allocated and the file is read again and the entries are stored in the structure.

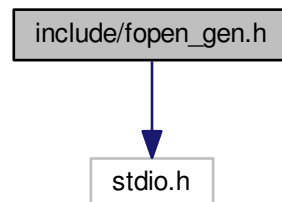


## 4.3 include/fopen\_gen.h File Reference

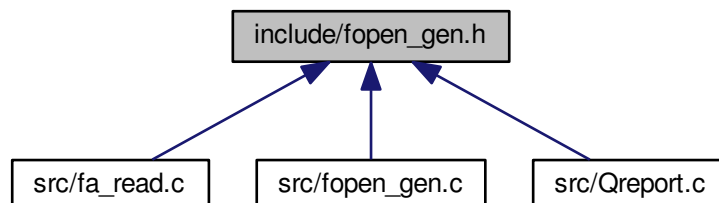
Uncompress/compress input/output files using pipes.

```
#include <stdio.h>
```

Include dependency graph for fopen\_gen.h:



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



### Macros

- #define **READ\_END** 0
- #define **WRITE\_END** 1
- #define **PERMISSIONS** 0640

### Functions

- int **setCloexec** (int fd)
- FILE \* **fopen\_gen** (const char \*path, const char \*mode)

*Generalized fopen function. fopen\_gen is to be used as fopen. Can be used in read and in write mode. When used in read mode with a compressed extension, the file will be first decompressed and then read. When used in write mode with a compressed extension, the output will be compressed.*

#### 4.3.1 Detailed Description

Uncompress/compress input/output files using pipes.

Hook the standard file opening functions, `open`, `fopen` and `fopen64`. If the extension of the file being opened indicates the file is compressed (.gz, .bz2, .xz), when opening in the reading mode a pipe to a program is opened that decompresses that file (gunzip, bunzip2 or xzdec) and return a handle to the open pipe. When opening in the writing mode (only for .gz, .bam), a pipe to a program is opened that compresses the output.

**Author**

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

**Date**

03.08.2017

**Warning**

vfork vs fork to be checked!

**Note**

- original copyright note - (reading mode, original C++ code) author: Shaun Jackman [sjackman@bcgsc.ca](mailto:sjackman@bcgsc.ca), <https://github.com/bcgsc>, filename: Uncompress.cpp

## 4.3.2 Function Documentation

### 4.3.2.1 FILE\* fopen\_gen ( const char \* *path*, const char \* *mode* )

Generalized fopen function. `fopen_gen` is to be used as `fopen`. Can be used in read and in write mode. When used in read mode with a compressed extension, the file will be first decompressed and then read. When used in write mode with a compressed extension, the output will be compressed.

**Returns**

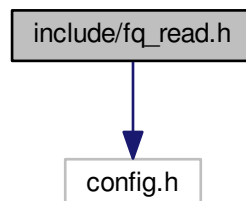
a FILE pointer

## 4.4 include/fq\_read.h File Reference

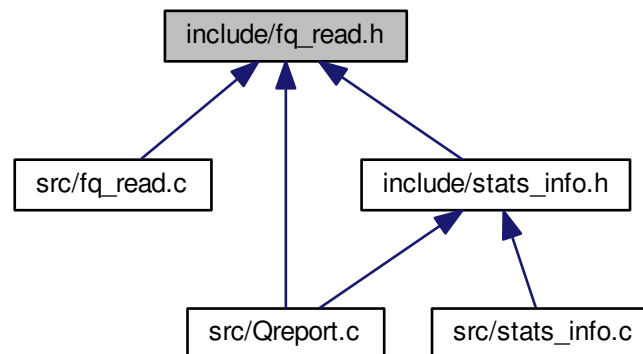
fastq entries manipulations (read/write)

```
#include "config.h"
```

Include dependency graph for `fq_read.h`:



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



## Classes

- `struct _fq_read`  
*stores a fastq entry*

## Typedefs

- `typedef struct _fq_read Fq_read`  
*stores a fastq entry*

## Functions

- `void get_fqread (Fq_read *seq, char *buffer, int c1, int c2, int k)`  
*reads fastq line from a buffer*
- `int string_seq (Fq_read *seq, char *char_seq)`  
*writes the fq entry in a string*

### 4.4.1 Detailed Description

fastq entries manipulations (read/write)

#### Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

#### Date

03.08.2017

## 4.4.2 Function Documentation

### 4.4.2.1 void get\_fqread ( **Fq\_read** \* *seq*, char \* *buffer*, int *pos1*, int *pos2*, int *nline* )

reads fastq line from a buffer

a fastq line is read from a buffer and the relevant information is stored in a structure **Fq\_read**. Depending on the variable **par\_QR** values, information about whether the read was trimmed is stored.

#### Parameters

<i>*seq</i>	pointer to <b>Fq_read</b> , where the info will be stored.
<i>buffer</i>	variable where the file being read is stored.
<i>pos1</i>	buffer start position of the line.
<i>pos2</i>	buffer end position of the line.
<i>nline</i>	file line number being read.

### 4.4.2.2 int string\_seq ( **Fq\_read** \* *seq*, char \* *char\_seq* )

writes the fq entry in a string

#### Parameters

<i>*seq</i>	pointer to <b>Fq_read</b> , where the info will be stored.
<i>char_seq</i>	pointer to buffer, where the sequence will be stored

#### Warning

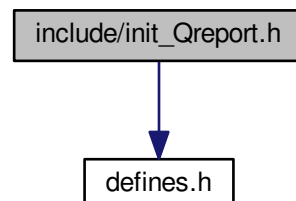
change the call to sprintf to snprintf

## 4.5 include/init\_Qreport.h File Reference

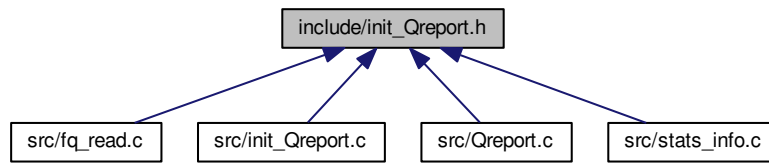
Header file: help dialog for Qreport and initialization of the command line arguments.

```
#include "defines.h"
```

Include dependency graph for init\_Qreport.h:



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



## Classes

- struct [\\_iparam\\_Qreport](#)  
*contains Qreport input parameters*

## Typedefs

- typedef struct [\\_iparam\\_Qreport](#) [Iparam\\_Qreport](#)  
*contains Qreport input parameters*

## Functions

- void [printHelpDialog\\_Qreport](#) ()  
*Function that prints Qreport help dialog when called.*
- void [getarg\\_Qreport](#) (int argc, char \*\*argv)  
*Reads in the arguments passed through the command line to Qreport. and stores them in the global variable par\_QR.*

### 4.5.1 Detailed Description

Header file: help dialog for Qreport and initialization of the command line arguments.

#### Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

#### Date

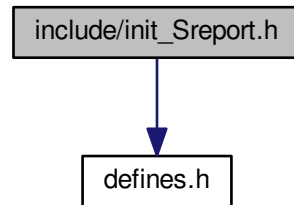
03.08.2017

## 4.6 include/init\_Sreport.h File Reference

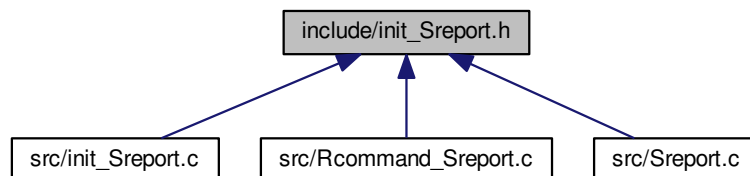
Help dialog for Sreport and initialization of the command line arguments.

```
#include "defines.h"
```

Include dependency graph for init\_Sreport.h:



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



## Classes

- struct [\\_iparam\\_Sreport](#)  
*contains Sreport input parameters*

## Typedefs

- typedef struct [\\_iparam\\_Sreport](#) [Iparam\\_Sreport](#)  
*contains Sreport input parameters*

## Functions

- void [printHelpDialog\\_Sreport](#) ()  
*Function that prints Sreport help dialog when called.*
- void [getarg\\_Sreport](#) (int argc, char \*\*argv)  
*Reads in the arguments passed through the command line to Sreport. and stores them in the global variable par\_SR.*

### 4.6.1 Detailed Description

Help dialog for Sreport and initialization of the command line arguments.

**Author**

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

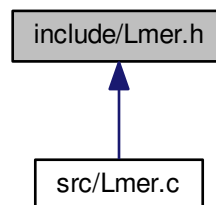
**Date**

09.08.2017

## 4.7 include/Lmer.h File Reference

Manipulation of Lmers and sequences.

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



### Functions

- void [init\\_map](#) ()  
*Initialize lookup table LT.*
- void [init\\_map\\_SA](#) ()  
*Initialize lookup table LT (for SA)*
- void [Lmer\\_sLmer](#) (char \*Lmer, int L)  
*Transforms an Lmer to the convention stored in the lookup table LT.*
- void [rev\\_comp](#) (char \*sLmer, int L)  
*Obtains the reverse complement, for {"000","001","002","003"}.*
- void [rev\\_comp2](#) (char \*sLmer, int L)  
*Obtains the reverse complement, for {"001","002","003","004"}.*

#### 4.7.1 Detailed Description

Manipulation of Lmers and sequences.

**Author**

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

**Date**

18.08.2017

**Note**

I have to try to merge the two versions of conversions!

Basically, and depending on the method used, nucleotides {'a', 'c', 'g', 't'} are shifted to the characters {'\000', '\001', '\002', '\003'} or to {'\001', '\002', '\003', '\004'} in a Lmer. A function to provide the reverse complement is also provided.

**4.7.2 Function Documentation****4.7.2.1 void init\_map ( )**

Initialize lookup table LT.

{'a','c','g','t'} -> {'\000','\001','\002','\003'}, rest '\004'.

**4.7.2.2 void init\_map\_SA ( )**

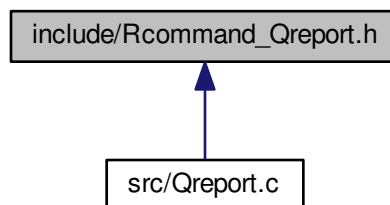
Initialize lookup table LT (for SA)

{'a','c','g','t'} -> {'\001','\002','\003','\004'}, rest '\005'.

**4.8 include/Rcommand\_Qreport.h File Reference**

get Rscript command for Qreport

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

**Functions**

- char \* [command\\_Qreport](#) ()  
*returns Rscript command that generates the quality report in html*

**4.8.1 Detailed Description**

get Rscript command for Qreport

**Author**

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)



**Date**

07.08.2017

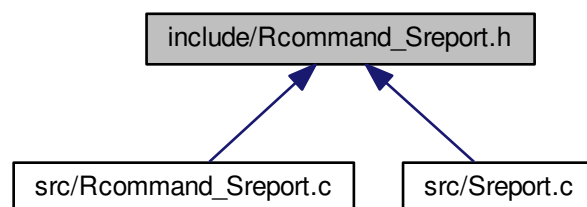
**Author**Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)**Date**

09.08.2017

## 4.9 include/Rcommand\_Sreport.h File Reference

get Rscript command for Sreport

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



### Functions

- `char * command\_Sreport ()`  
*returns Rscript command that generates the summary report in html*

#### 4.9.1 Detailed Description

get Rscript command for Sreport

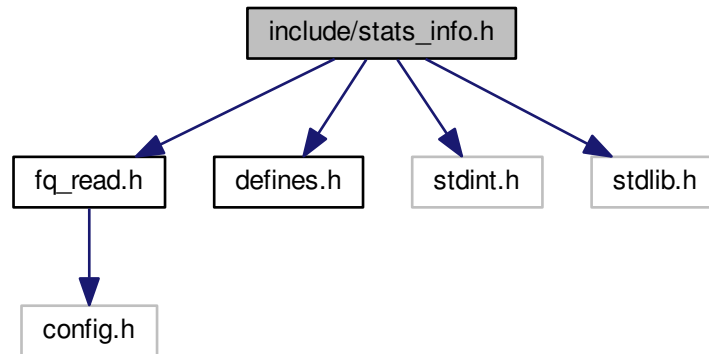
**Author**Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)**Date**

09.08.2017

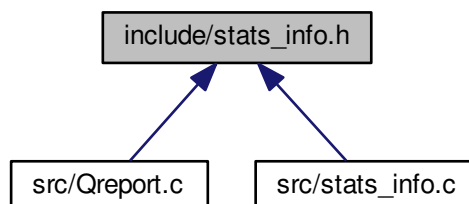
## 4.10 include/stats\_info.h File Reference

Construct the quality report variables and update them.

```
#include "fq_read.h"
#include "defines.h"
#include <stdint.h>
#include <stdlib.h>
Include dependency graph for stats_info.h:
```



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



## Classes

- struct [statsinfo](#)  
*stores info needed to create the summary graphs*

## Typedefs

- typedef struct [statsinfo](#) [Info](#)  
*stores info needed to create the summary graphs*

## Functions

- void [init\\_info](#) ([Info](#) \*res)

- Initialization of a Info type.*
- void `free_info` (`Info *res`)  
*frees allocated memory in Info*
- void `read_info` (`Info *res`, `char *file`)  
*Read Info from binary file.*
- void `write_info` (`Info *res`, `char *file`)  
*Write info to binary file.*
- void `print_info` (`Info *res`, `char *infofile`)  
*print Info to a textfile*
- void `get_first_tile` (`Info *res`, `Fq_read *seq`)  
*gets first tile*
- void `update_info` (`Info *res`, `Fq_read *seq`)  
*updates Info with Fq\_read*
- int `update_ACGT_counts` (`uint64_t *ACGT_low`, `char ACGT`)  
*update, for current tile, ACGT counts.*
- void `update_QPosTile_table` (`Info *res`, `Fq_read *seq`)  
*update QPostile table*
- void `update_ACGT_pos` (`uint64_t *ACGT_pos`, `Fq_read *seq`, `int read_len`)  
*update ACGT\_pos*
- void `resize_info` (`Info *res`)  
*resize Info*

#### 4.10.1 Detailed Description

Construct the quality report variables and update them.

##### Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

##### Date

04.08.2017

#### 4.10.2 Function Documentation

##### 4.10.2.1 void init\_info ( Info \* res )

Initialization of a Info type.

It sets: nQ, read\_len, ntiles, minQ and the dimensions of the arrays. Initializes the rest of the variables to zero and allocates memory to the arrays initializing them to 0 (calloc).

##### 4.10.2.2 void resize\_info ( Info \* res )

resize Info

At the end of the program, resize the structure Info, and adapt it to the actual number of tiles and the actual number of different quality values present.

##### 4.10.2.3 int update\_ACGT\_counts ( uint64\_t \* ACGT\_low, char ACGT )

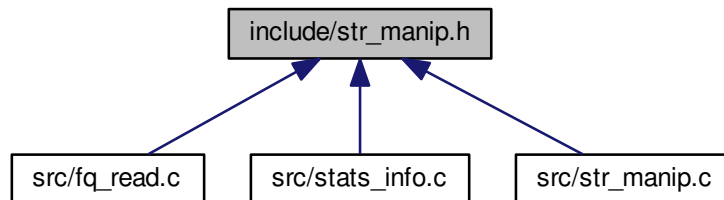
update, for current tile, ACGT counts.

Makes update of ACGT counts for the current tile. Can be used with variables: lowQ\_ACGT\_tile and ACGT\_tile

## 4.11 include/str\_manip.h File Reference

functions that do string manipulation

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



### Functions

- int [strindex](#) (char \*s, char \*t)  
*returns index of t in s (start, first occurrence)*
- int [count\\_char](#) (char \*s, char c)  
*returns the # of occurrences of char c in string s*

### 4.11.1 Detailed Description

functions that do string manipulation

#### Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

#### Date

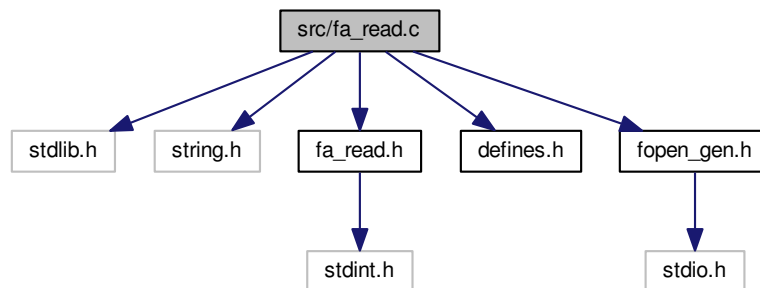
03.08.2017

## 4.12 src/fa\_read.c File Reference

reads in and stores fasta files

```
#include <stdlib.h>
#include <string.h>
#include "fa_read.h"
#include "defines.h"
#include "fopen_gen.h"
```

Include dependency graph for fa\_read.c:



## Functions

- static int [ignore\\_line](#) (char \*line)  
*ignore header lines.*
- static void [init\\_fa](#) ([Fa\\_data](#) \*ptr\_fa)  
*Initialization of Fa\_data.*
- static void [realloc\\_fa](#) ([Fa\\_data](#) \*ptr\_fa)  
*Reallocation of Fa\_data, in case the length of entrylen is exhausted.*
- static void [init\\_entries](#) ([Fa\\_data](#) \*ptr\_fa)  
*Allocation of Fa\_entries.*
- static uint64\_t [sweep\\_fa](#) (char \*filename, [Fa\\_data](#) \*ptr\_fa)  
*this function sweeps a fasta file to obtain structure details.*
- int [read\\_fasta](#) (char \*filename, [Fa\\_data](#) \*ptr\_fa)  
*reads a fasta file and stores the contents in a Fa\_data structure.*
- void [free\\_fasta](#) ([Fa\\_data](#) \*ptr\_fa)  
*free fasta file*

## Variables

- uint64\_t **alloc\_mem**

### 4.12.1 Detailed Description

reads in and stores fasta files

Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

Date

18.08.2017

## 4.12.2 Function Documentation

### 4.12.2.1 void free\_fasta ( Fa\_data \* ptr\_fa )

free fasta file

## Parameters

<i>pointer</i>	to Fa_data structure.
----------------	-----------------------

The dynamically allocated memory in a Fa\_data struct is deallocated and counted, so that we can

## 4.12.2.2 static int ignore\_line ( char \* line ) [static]

ignore header lines.

## Parameters

<i>string</i>	of characters.
---------------	----------------

## Returns

number of characters to jump until a  
is found.

## 4.12.2.3 static void init\_entries ( Fa\_data \* ptr\_fa ) [static]

Allocation of Fa\_entries.

## Parameters

<i>pointer</i>	to Fa_data structure.
----------------	-----------------------

When we have swept the fasta file once, we can proceed to allocate the memory for the entries (now we have registered their length).

## 4.12.2.4 static void init\_fa ( Fa\_data \* ptr\_fa ) [static]

Initialization of Fa\_data.

## Parameters

<i>pointer</i>	to Fa_data structure.
----------------	-----------------------

Initializes nlines, linelen, nentries to 0 and allocates memory for entrylen (FA\_ENTRY\_BUF entries).

## 4.12.2.5 int read\_fasta ( char \* filename, Fa\_data \* ptr\_fa )

reads a fasta file and stores the contents in a Fa\_data structure.

## Parameters

<i>path</i>	to a fasta input file.
<i>pointer</i>	to Fa_data structure.

## Returns

number of entries in the fasta file.

A fasta file is read and stored in a structure Fa\_data. The basic problem with reading FASTA files is that there is no end-of-record indicator. When you're reading sequence n, you don't know you're done until you've read the header line for sequence n+1, which you won't parse 'til later (when you're reading in the sequence n+1). The solution implemented here is to read the file twice. The first time, (sweep\_fa), we initialize Fa\_data and store the parameters:

- nlines: number of lines of the fasta file.

- nentries: number of entries in the fasta file.
- linelen: length of a line in the considered fasta file.
- entrylen: array containing the lengths of every entry. With this information, the pointer to Fa\_entry can be allocated and the file is read again and the entries are stored in the structure.

#### 4.12.2.6 static void realloc\_fa ( Fa\_data \* ptr\_fa ) [static]

Reallocation of Fa\_data, in case the length of entrylen is exhausted.

##### Parameters

<i>pointer</i>	to Fa_data.
----------------	-------------

#### 4.12.2.7 static uint64\_t sweep\_fa ( char \* filename, Fa\_data \* ptr\_fa ) [static]

this function sweeps a fasta file to obtain structure details.

##### Parameters

<i>path</i>	to a fasta input file.
<i>pointer</i>	to Fa_data structure.

##### Returns

size of fasta file.

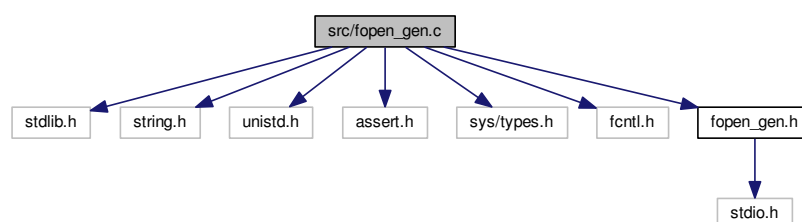
This function sweeps over the fasta file once to annotate how many entries there are, how long they are, how many characters there are per line, and how many lines the file has.

## 4.13 src/fopen\_gen.c File Reference

Uncompress/compress input/output files using pipes.

```
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <assert.h>
#include <sys/types.h>
#include <fcntl.h>
#include "fopen_gen.h"
```

Include dependency graph for fopen\_gen.c:





## Functions

- static const char \* **zcatExec** (const char \*path)
- static const char \* **catExec** (const char \*path)  
*Commands to compress files. To be done in output.*
- static int **uncompress** (const char \*path)  
*Open a pipe to uncompress file. Open a pipe to uncompress the specified file. Not thread safe.*
- static int **compress** (const char \*path)  
*Open a pipe to compress output. Open a pipe to uncompress the specified file. Not thread safe.*
- int **setCloexec** (int fd)
- static FILE \* **funcompress** (const char \*path)  
*Open a pipe to uncompress the specified file.*
- static FILE \* **fcompress** (const char \*path)  
*Open a pipe to compress the specified file.*
- FILE \* **fopen\_gen** (const char \*path, const char \*mode)  
*Generalized fopen function. fopen\_gen is to be used as fopen. Can be used in read and in write mode. When used in read mode with a compressed extension, the file will be first decompressed and then read. When used in write mode with a compressed extension, the output will be compressed.*

### 4.13.1 Detailed Description

Uncompress/compress input/output files using pipes.

Hook the standard file opening functions, open, fopen and fopen64. If the extension of the file being opened indicates the file is compressed (.gz, .bz2, .xz), when opening in the reading mode a pipe to a program is opened that decompresses that file (gunzip, bunzip2 or xzdec) and return a handle to the open pipe. When opening in the writing mode (only for .gz, .bam), a pipe to a program is opened that compresses the output.

#### Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

#### Date

03.08.2017

#### Warning

vfork vs fork to be checked!

#### Note

- original copyright note - (reading mode, original C++ code) author: Shaun Jackman [sjackman@bcgsc.ca](mailto:sjackman@bcgsc.ca), <https://github.com/bcgsc>, filename: Uncompress.cpp

### 4.13.2 Function Documentation

#### 4.13.2.1 static int compress ( const char \* path ) [static]

Open a pipe to compress output. Open a pipe to uncompress the specified file. Not thread safe.

#### Returns

a file descriptor

#### 4.13.2.2 static FILE\* fcompress ( const char \* *path* ) [static]

Open a pipe to compress the specified file.

##### Returns

a FILE pointer

#### 4.13.2.3 FILE\* fopen\_gen ( const char \* *path*, const char \* *mode* )

Generalized fopen function. fopen\_gen is to be used as fopen. Can be used in read and in write mode. When used in read mode with a compressed extension, the file will be first decompressed and then read. When used in write mode with a compressed extension, the output will be compressed.

##### Returns

a FILE pointer

#### 4.13.2.4 static FILE\* funcompress ( const char \* *path* ) [static]

Open a pipe to uncompress the specified file.

##### Returns

a FILE pointer

#### 4.13.2.5 static int uncompress ( const char \* *path* ) [static]

Open a pipe to uncompress file. Open a pipe to uncompress the specified file. Not thread safe.

##### Returns

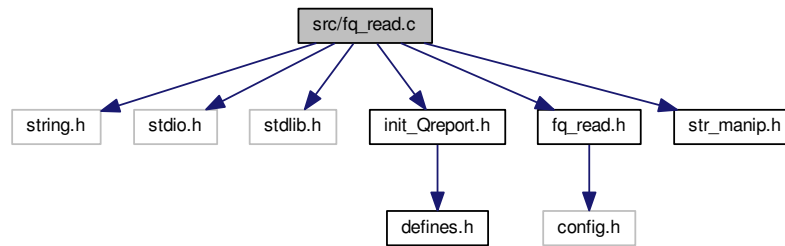
a file descriptor

## 4.14 src/fq\_read.c File Reference

fastq entries manipulations (read/write)

```
#include <string.h>
#include <stdio.h>
#include <stdlib.h>
#include "init_Qreport.h"
#include "fq_read.h"
#include "str_manip.h"
```

Include dependency graph for fq\_read.c:



## Functions

- void [get\\_fqread](#) ([Fq\\_read](#) \*seq, char \*buffer, int pos1, int pos2, int nline)  
*reads fastq line from a buffer*
- int [string\\_seq](#) ([Fq\\_read](#) \*seq, char \*char\_seq)  
*writes the fq entry in a string*

## Variables

- [lparam\\_Qreport](#) [par\\_QR](#)

### 4.14.1 Detailed Description

fastq entries manipulations (read/write)

#### Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

#### Date

03.08.2017

### 4.14.2 Function Documentation

4.14.2.1 void [get\\_fqread](#) ( [Fq\\_read](#) \* seq, char \* buffer, int pos1, int pos2, int nline )

reads fastq line from a buffer

a fastq line is read from a buffer and the relevant information is stored in a structure **Fq\_read**. Depending on the variable **par\_QR** values, information about whether the read was trimmed is stored.

#### Parameters

*seq	pointer to <b>Fq_read</b> , where the info will be stored.
------	--

<i>buffer</i>	variable where the file being read is stored.
<i>pos1</i>	buffer start position of the line.
<i>pos2</i>	buffer end position of the line.
<i>nline</i>	file line number being read.

#### 4.14.2.2 int string\_seq ( Fq\_read \* seq, char \* char\_seq )

writes the fq entry in a string

##### Parameters

<i>*seq</i>	pointer to <b>Fq_read</b> , where the info will be stored.
<i>char_seq</i>	pointer to buffer, where the sequence will be stored

##### Warning

change the call to sprintf to snprintf

### 4.14.3 Variable Documentation

#### 4.14.3.1 lparam\_Qreport par\_QR

input parameters

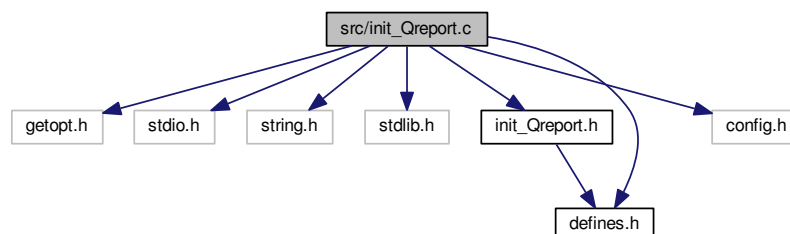
global variable: input parameters

## 4.15 src/init\_Qreport.c File Reference

Help dialog for Qreport and initialization of the command line arguments.

```
#include <getopt.h>
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
#include "init_Qreport.h"
#include "config.h"
#include "defines.h"
```

Include dependency graph for init\_Qreport.c:



## Functions

- void [printHelpDialog\\_Qreport](#) ()

*Function that prints Qreport help dialog when called.*

- void [getarg\\_Qreport](#) (int argc, char \*\*argv)

*Reads in the arguments passed through the command line to Qreport. and stores them in the global variable par\_QR.*

## Variables

- [lparam\\_Qreport](#) [par\\_QR](#)

### 4.15.1 Detailed Description

Help dialog for Qreport and initialization of the command line arguments.

#### Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

#### Date

03.08.2017

### 4.15.2 Variable Documentation

#### 4.15.2.1 [lparam\\_Qreport](#) [par\\_QR](#)

input parameters

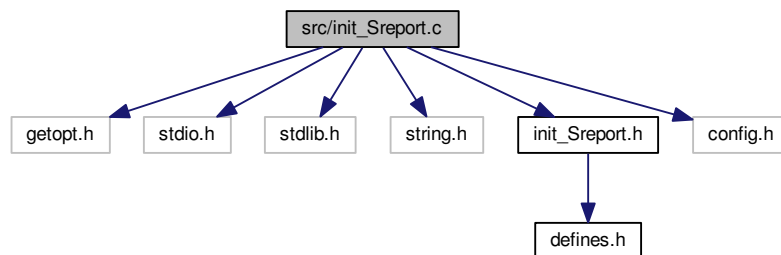
global variable: input parameters

## 4.16 src/init\_Sreport.c File Reference

Help dialog for Sreport and initialization of the command line arguments.

```
#include <getopt.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include "init_Sreport.h"
#include "config.h"
```

Include dependency graph for init\_Sreport.c:



## Functions

- void [printHelpDialog\\_Sreport](#) ()  
*Function that prints Sreport help dialog when called.*
- void [getarg\\_Sreport](#) (int argc, char \*\*argv)  
*Reads in the arguments passed through the command line to Sreport. and stores them in the global variable par\_SR.*

## Variables

- [lparam\\_Sreport](#) par\_SR

### 4.16.1 Detailed Description

Help dialog for Sreport and initialization of the command line arguments.

#### Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

#### Date

09.08.2017

### 4.16.2 Variable Documentation

#### 4.16.2.1 [lparam\\_Sreport](#) par\_SR

input parameters Sreport

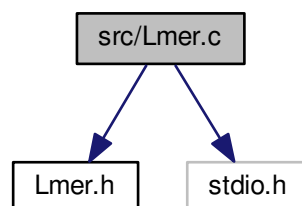
## 4.17 src/Lmer.c File Reference

Manipulation of Lmers and sequences.

```
#include "Lmer.h"
```

```
#include <stdio.h>
```

Include dependency graph for Lmer.c:



## Functions

- void `init_map` ()  
*Initialize lookup table LT.*
- void `init_map_SA` ()  
*Initialize lookup table LT (for SA)*
- void `Lmer_sLmer` (char \*Lmer, int L)  
*Transforms an Lmer to the convention stored in the lookup table LT.*
- void `rev_comp` (char \*sLmer, int L)  
*Obtains the reverse complement, for {"000","001","002","003"}.*
- void `rev_comp2` (char \*sLmer, int L)  
*Obtains the reverse complement, for {"001","002","003","004"}.*

## Variables

- char `LT` [256]

### 4.17.1 Detailed Description

Manipulation of Lmers and sequences.

#### Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

#### Date

18.08.2017

### 4.17.2 Function Documentation

#### 4.17.2.1 void `init_map` ( )

Initialize lookup table LT.

{'a','c','g','t'} -> {"000","001","002","003"}, rest "004".

#### 4.17.2.2 void `init_map_SA` ( )

Initialize lookup table LT (for SA)

{'a','c','g','t'} -> {"001","002","003","004"}, rest "005".

### 4.17.3 Variable Documentation

#### 4.17.3.1 char `LT`[256]

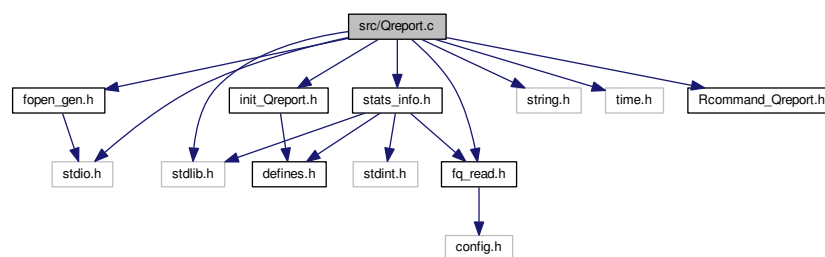
global variable. Lookup table.

## 4.18 src/Qreport.c File Reference

QReport main function.

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>
#include "init_Qreport.h"
#include "fopen_gen.h"
#include "fq_read.h"
#include "stats_info.h"
#include "Rcommand_Qreport.h"
```

Include dependency graph for Qreport.c:



### Functions

- int [main](#) (int argc, char \*argv[])  
*Qreport main function.*

### Variables

- [lparam\\_Qreport](#) [par\\_QR](#)

### 4.18.1 Detailed Description

QReport main function.

#### Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

#### Date

03.08.2017 This file contains the quality report main function. It reads a fastq file and creates a html quality report. See README\_Qreport.md for more details.

### 4.18.2 Variable Documentation

#### 4.18.2.1 lparam\_Qreport par\_QR

global variable: input parameters

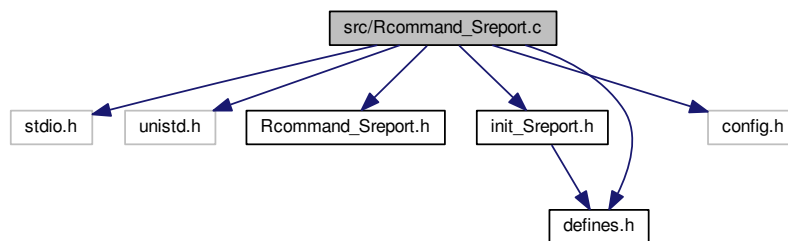


## 4.19 src/Rcommand\_Sreport.c File Reference

get Rscript command for Sreport

```
#include <stdio.h>
#include <unistd.h>
#include "Rcommand_Sreport.h"
#include "init_Sreport.h"
#include "defines.h"
#include "config.h"
```

Include dependency graph for Rcommand\_Sreport.c:



### Functions

- `char * command\_Sreport ()`  
*returns Rscript command that generates the summary report in html*

### Variables

- `lparam\_Sreport par\_SR`

#### 4.19.1 Detailed Description

get Rscript command for Sreport

Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

Date

09.08.2017

#### 4.19.2 Variable Documentation

##### 4.19.2.1 `lparam\_Sreport par\_SR`

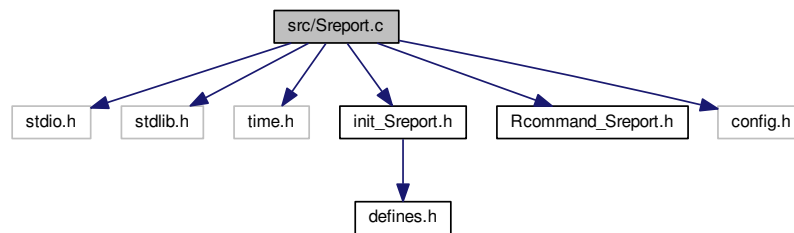
input parameters Sreport

## 4.20 src/Sreport.c File Reference

Sreport main function.

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#include "init_Sreport.h"
#include "Rcommand_Sreport.h"
#include "config.h"
```

Include dependency graph for Sreport.c:



### Functions

- `int main (int argc, char *argv[])`  
*Qreport main function.*

### Variables

- `lparam_Sreport par_SR`

#### 4.20.1 Detailed Description

Sreport main function.

##### Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

##### Date

09.08.2017 This file contains the summary report main function. Given a folder containing \*bin as from Qreport output, Sreport generates a summary report in html format. See README\_Sreport.md for more details.

#### 4.20.2 Variable Documentation

##### 4.20.2.1 lparam\_Sreport par\_SR

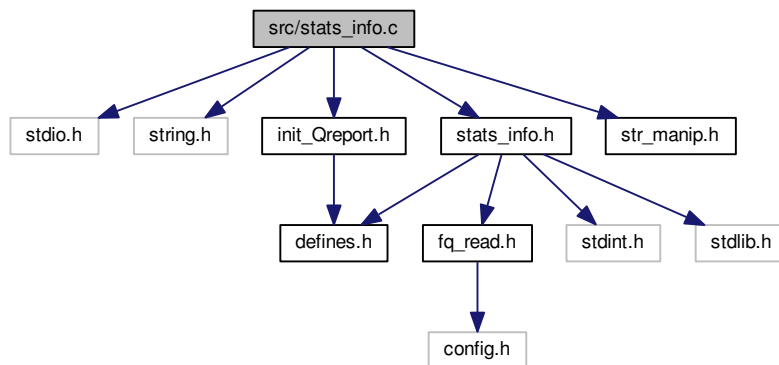
input parameters Sreport

## 4.21 src/stats\_info.c File Reference

Construct the quality report variables and update them.

```
#include <stdio.h>
#include <string.h>
#include "stats_info.h"
#include "init_Qreport.h"
#include "str_manip.h"
```

Include dependency graph for stats\_info.c:



### Functions

- void [get\\_tile\\_lane](#) (char \*line1, int \*tile, int \*lane)  
*get tile number from first line in fastq entry.*
- static int [belongsto](#) (int k, int \*qual\_tags, int nQ)  
*returns 1 if k is in qual\_tags, 0 otherwise.*
- static int [cmpfunc](#) (const void \*a, const void \*b)  
*comparison function for qsort*
- void [init\\_info](#) (Info \*res)  
*Initialization of a Info type.*
- void [free\\_info](#) (Info \*res)  
*frees allocated memory in Info*
- void [read\\_info](#) (Info \*res, char \*file)  
*Read Info from binary file.*
- void [write\\_info](#) (Info \*res, char \*file)  
*Write info to binary file.*
- void [print\\_info](#) (Info \*res, char \*infofile)  
*print Info to a textfile*
- void [get\\_first\\_tile](#) (Info \*res, Fq\_read \*seq)  
*gets first tile*
- void [update\\_info](#) (Info \*res, Fq\_read \*seq)  
*updates Info with Fq\_read*
- int [update\\_ACGT\\_counts](#) (uint64\_t \*ACGT\_low, char ACGT)  
*update, for current tile, ACGT counts.*
- void [update\\_QPosTile\\_table](#) (Info \*res, Fq\_read \*seq)

- update QPostile table*
- void [update\\_ACGT\\_pos](#) (uint64\_t \*ACGT\_pos, [Fq\\_read](#) \*seq, int read\_len)
- update ACGT\_pos*
- void [resize\\_info](#) ([Info](#) \*res)
- resize Info*

## Variables

- [lparam\\_Qreport](#) [par\\_QR](#)

### 4.21.1 Detailed Description

Construct the quality report variables and update them.

#### Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

#### Date

04.08.2017

### 4.21.2 Function Documentation

#### 4.21.2.1 void [get\\_tile\\_lane](#) ( char \* *line1*, int \* *tile*, int \* *lane* )

get tile number from first line in fastq entry.

#### Parameters

<i>line1</i>	first line of a fastq entry
<i>tile</i>	int* where the tile will be stored
<i>lane</i>	int* where the lane will be stored

#### See also

[http://wiki.christophchamp.com/index.php?title=FASTQ\\_format](http://wiki.christophchamp.com/index.php?title=FASTQ_format)

Only Illumina sequence identifiers are allowed. The line is inspected, and the number of ':' is obtained. The function exits with an error if the number of semicolons is different from 4 or 9.

#### 4.21.2.2 void [init\\_info](#) ( [Info](#) \* *res* )

Initialization of a [Info](#) type.

It sets: nQ, read\_len, ntiles, minQ and the dimensions of the arrays. Initializes the rest of the variables to zero and allocates memory to the arrays initializing them to 0 (calloc).

#### 4.21.2.3 void [resize\\_info](#) ( [Info](#) \* *res* )

resize [Info](#)

At the end of the program, resize the structure [Info](#), and adapt it to the actual number of tiles and the actual number of different quality values present.

## 4.21.2.4 int update\_ACGT\_counts ( uint64\_t \* ACGT\_low, char ACGT )

update, for current tile, ACGT counts.

Makes update of ACGT counts for the current tile. Can be used with variables: lowQ\_ACGT\_tile and ACGT\_tile

## 4.21.3 Variable Documentation

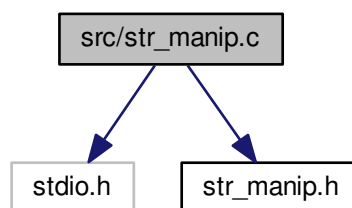
## 4.21.3.1 lparam\_Qreport par\_QR

global variable: input parameters

## 4.22 src/str\_manip.c File Reference

functions that do string manipulation

```
#include <stdio.h>
#include "str_manip.h"
Include dependency graph for str_manip.c:
```



## Functions

- int [strindex](#) (char \*s, char \*t)  
*returns index of t in s (start, first occurrence)*
- int [count\\_char](#) (char \*s, char c)  
*returns the # of occurrences of char c in string s*

## 4.22.1 Detailed Description

functions that do string manipulation

## Author

Paula Perez [paulaperezrubio@gmail.com](mailto:paulaperezrubio@gmail.com)

## Date

03.08.2017

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