

## Rematch

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# Chapter 1

## Namespace Index

### 1.1 Namespace List

Here is a list of all namespaces with brief descriptions:

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## Chapter 2

# Class Index

### 2.1 Class List

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

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<a href="#">rematch::Enumerator</a>	14
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## Chapter 3

# File Index

### 3.1 File List

Here is a list of all files with brief descriptions:

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## Chapter 4

# Namespace Documentation

### 4.1 rematch Namespace Reference

#### Classes

- class [ECS](#)
- class [ECSNode](#)
- class [Enumerator](#)
- class [MiniPool](#)
- class [NodeManager](#)

#### Enumerations

- enum [ECSNodeType](#) { [ECSNodeType::kBottom](#) = 0, [ECSNodeType::kUnion](#) = 1, [ECSNodeType::kLabel](#) = 2 }

#### Functions

- `std::ostream & operator<< (std::ostream &os, const ECSNode &n)`

#### Variables

- `const size_t MEMORY\_POOL\_STARTING\_SIZE = 2048`

#### 4.1.1 Enumeration Type Documentation

##### 4.1.1.1 ECSNodeType

```
enum rematch::ECSNodeType [strong]
```

### Enumerator

kBottom	
kUnion	
kLabel	

## 4.1.2 Function Documentation

### 4.1.2.1 operator<<()

```
std::ostream& rematch::operator<< (  
    std::ostream & os,  
    const ECSNode & n )
```

## 4.1.3 Variable Documentation

### 4.1.3.1 MEMORY\_POOL\_STARTING\_SIZE

```
const size_t rematch::MEMORY_POOL_STARTING_SIZE = 2048
```

## Chapter 5

# Class Documentation

### 5.1 rematch::ECS Class Reference

```
#include <ecs.hpp>
```

#### Public Member Functions

- `size_t` [get\\_amount\\_of\\_nodes\\_used](#) () const
- `size_t` [amount\\_of\\_nodes\\_allocated](#) () const
- [ECS](#) ()=default
- [ECSNode](#) \* [create\\_bottom\\_node](#) ()
- [ECSNode](#) \* [create\\_extend\\_node](#) ([ECSNode](#) \*node, `std::bitset< 64 >` variable\_markers, `int` document\_↔  
position)
- [ECSNode](#) \* [create\\_union\\_node](#) ([ECSNode](#) \*node\_1, [ECSNode](#) \*node\_2)
- [ECSNode](#) \* [pin\\_node](#) ([ECSNode](#) \*node)
- `void` [unpin\\_node](#) ([ECSNode](#) \*node)

#### 5.1.1 Constructor & Destructor Documentation

##### 5.1.1.1 ECS()

```
rematch::ECS::ECS ( ) [default]
```

#### 5.1.2 Member Function Documentation

#### 5.1.2.1 amount\_of\_nodes\_allocated()

```
size_t rematch::ECS::amount_of_nodes_allocated ( ) const [inline]
```

#### 5.1.2.2 create\_bottom\_node()

```
ECSNode * rematch::ECS::create_bottom_node ( )
```

#### 5.1.2.3 create\_extend\_node()

```
ECSNode * rematch::ECS::create_extend_node (
    ECSNode * node,
    std::bitset< 64 > variable_markers,
    int document_position )
```

#### 5.1.2.4 create\_union\_node()

```
ECSNode * rematch::ECS::create_union_node (
    ECSNode * node_1,
    ECSNode * node_2 )
```

#### 5.1.2.5 get\_amount\_of\_nodes\_used()

```
size_t rematch::ECS::get_amount_of_nodes_used ( ) const
```

#### 5.1.2.6 pin\_node()

```
ECSNode * rematch::ECS::pin_node (
    ECSNode * node )
```

#### 5.1.2.7 unpin\_node()

```
void rematch::ECS::unpin_node (
    ECSNode * node )
```

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

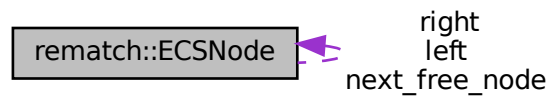
- [src/rematch/ecs/ecs.hpp](#)
- [src/rematch/ecs/ecs.cpp](#)



## 5.2 rematch::ECSNode Class Reference

```
#include <ecs_node.hpp>
```

Collaboration diagram for rematch::ECSNode:



### Public Member Functions

- [ECSNode](#) ([ECSNodeType](#) node\_type, [ECSNode](#) \*left=nullptr, [ECSNode](#) \*right=nullptr, std::bitset< 64 > variable\_markers=0, int document\_position=0)
- [ECSNode](#) \* reset ([ECSNodeType](#) node\_type, [ECSNode](#) \*left=nullptr, [ECSNode](#) \*right=nullptr, std::bitset< 64 > variable\_markers=0, int document\_position=0)
- bool is\_output () const
- bool is\_bottom () const
- [ECSNode](#) \* left\_node () const
- [ECSNode](#) \* right\_node () const
- [ECSNode](#) \* next () const

### Public Attributes

- std::bitset< 64 > [variable\\_markers](#)
- [ECSNode](#) \* left = nullptr
- union {  
    [ECSNode](#) \* right = nullptr  
    int document\_position  
};
- [ECSNodeType](#) type
- int ref\_count {1}
- [ECSNode](#) \* next\_free\_node

### Friends

- class [NodeManager](#)
- std::ostream & operator<< (std::ostream &os, const [ECSNode](#) &n)

#### 5.2.1 Constructor & Destructor Documentation

### 5.2.1.1 ECSNode()

```
rematch::ECSNode::ECSNode (
    ECSNodeType node_type,
    ECSNode * left = nullptr,
    ECSNode * right = nullptr,
    std::bitset< 64 > variable_markers = 0,
    int document_position = 0 )
```

## 5.2.2 Member Function Documentation

### 5.2.2.1 is\_bottom()

```
bool rematch::ECSNode::is_bottom ( ) const
```

### 5.2.2.2 is\_output()

```
bool rematch::ECSNode::is_output ( ) const
```

### 5.2.2.3 left\_node()

```
ECSNode* rematch::ECSNode::left_node ( ) const [inline]
```

### 5.2.2.4 next()

```
ECSNode* rematch::ECSNode::next ( ) const [inline]
```

### 5.2.2.5 reset()

```
ECSNode * rematch::ECSNode::reset (
    ECSNodeType node_type,
    ECSNode * left = nullptr,
    ECSNode * right = nullptr,
    std::bitset< 64 > variable_markers = 0,
    int document_position = 0 )
```

### 5.2.2.6 right\_node()

```
ECSNode* rematch::ECSNode::right_node ( ) const [inline]
```

## 5.2.3 Friends And Related Function Documentation

### 5.2.3.1 NodeManager

```
friend class NodeManager [friend]
```

### 5.2.3.2 operator<<

```
std::ostream& operator<< (
    std::ostream & os,
    const ECSNode & n ) [friend]
```

## 5.2.4 Member Data Documentation

### 5.2.4.1 "@1

```
union { ... }
```

### 5.2.4.2 document\_position

```
int rematch::ECSNode::document_position
```

### 5.2.4.3 left

```
ECSNode* rematch::ECSNode::left = nullptr
```

#### 5.2.4.4 next\_free\_node

```
ECSNode* rematch::ECSNode::next_free_node
```

#### 5.2.4.5 ref\_count

```
int rematch::ECSNode::ref_count {1}
```

#### 5.2.4.6 right

```
ECSNode* rematch::ECSNode::right = nullptr
```

#### 5.2.4.7 type

```
ECSNodeType rematch::ECSNode::type
```

#### 5.2.4.8 variable\_markers

```
std::bitset<64> rematch::ECSNode::variable_markers
```

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

- src/rematch/ecs/[ecs\\_node.hpp](#)
- src/rematch/ecs/[ecs\\_node.cpp](#)

## 5.3 rematch::Enumerator Class Reference

```
#include <enumerator.hpp>
```

### Public Member Functions

- [Enumerator](#) (RegEx &r, std::string\_view document)
- void [add\\_node](#) (ECS::Node \*n)
- bool [has\\_next](#) () const
- Match\_ptr [next](#) ()

## 5.3.1 Constructor & Destructor Documentation

### 5.3.1.1 Enumerator()

```
rematch::Enumerator::Enumerator (
    RegEx & r,
    std::string_view document )
```

## 5.3.2 Member Function Documentation

### 5.3.2.1 add\_node()

```
void rematch::Enumerator::add_node (
    ECS::Node * n ) [inline]
```

### 5.3.2.2 has\_next()

```
bool rematch::Enumerator::has_next ( ) const [inline]
```

### 5.3.2.3 next()

```
Match_ptr rematch::Enumerator::next ( )
```

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

- [src/rematch/ecs/enumerator.hpp](#)
- [src/rematch/ecs/enumerator.cpp](#)

## 5.4 rematch::MiniPool Class Reference

```
#include <minipool.hpp>
```

## Public Member Functions

- [MiniPool](#) (size\_t cap)
- size\_t [capacity](#) () const
- size\_t [size](#) () const
- bool [is\\_full](#) () const
- [MiniPool](#) \* [next](#) () const
- void [set\\_next](#) ([MiniPool](#) \*mp)
- [MiniPool](#) \* [prev](#) () const
- void [set\\_prev](#) ([MiniPool](#) \*mp)
- template<class... Args>  
  [ECSNode](#) \* [alloc](#) (Args... args)

## 5.4.1 Constructor & Destructor Documentation

### 5.4.1.1 MiniPool()

```
rematch::MiniPool::MiniPool (  
    size_t cap ) [inline]
```

## 5.4.2 Member Function Documentation

### 5.4.2.1 alloc()

```
template<class... Args>  
ECSNode* rematch::MiniPool::alloc (  
    Args... args ) [inline]
```

### 5.4.2.2 capacity()

```
size_t rematch::MiniPool::capacity ( ) const
```

### 5.4.2.3 is\_full()

```
bool rematch::MiniPool::is_full ( ) const
```

#### 5.4.2.4 next()

```
MiniPool * rematch::MiniPool::next ( ) const
```

#### 5.4.2.5 prev()

```
MiniPool * rematch::MiniPool::prev ( ) const
```

#### 5.4.2.6 set\_next()

```
void rematch::MiniPool::set_next (
    MiniPool * mp )
```

#### 5.4.2.7 set\_prev()

```
void rematch::MiniPool::set_prev (
    MiniPool * mp )
```

#### 5.4.2.8 size()

```
size_t rematch::MiniPool::size ( ) const
```

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

- [src/rematch/ecs/minipool.hpp](#)
- [src/rematch/ecs/minipool.cpp](#)

## 5.5 rematch::NodeManager Class Reference

```
#include <node_manager.hpp>
```

### Public Member Functions

- [size\\_t amount\\_of\\_nodes\\_allocated \( \) const](#)
- [NodeManager \(size\\_t starting\\_size=MEMORY\\_POOL\\_STARTING\\_SIZE\)](#)
- [template<class... Args>  
ECSNode \\* alloc \(Args &&...args\)](#)
- [void decrease\\_ref\\_count \(ECSNode \\*node\)](#)
- [void increase\\_ref\\_count \(ECSNode \\*node\)](#)
- [void add\\_to\\_list\\_of\\_free\\_memory \(ECSNode \\*node\)](#)
- [size\\_t get\\_amount\\_of\\_nodes\\_used \( \) const](#)
- [std::string print\\_list\\_of\\_free\\_memory \( \)](#)

## Public Attributes

- `size_t amount_of_nodes_used {0}`
- `size_t amount_of_recycled_nodes {0}`

## 5.5.1 Constructor & Destructor Documentation

### 5.5.1.1 NodeManager()

```
rematch::NodeManager::NodeManager (
    size_t starting_size = MEMORY_POOL_STARTING_SIZE ) [inline]
```

## 5.5.2 Member Function Documentation

### 5.5.2.1 add\_to\_list\_of\_free\_memory()

```
void rematch::NodeManager::add_to_list_of_free_memory (
    ECSNode * node )
```

### 5.5.2.2 alloc()

```
template<class... Args>
ECSNode* rematch::NodeManager::alloc (
    Args &&... args ) [inline]
```

### 5.5.2.3 amount\_of\_nodes\_allocated()

```
size_t rematch::NodeManager::amount_of_nodes_allocated ( ) const
```

### 5.5.2.4 decrease\_ref\_count()

```
void rematch::NodeManager::decrease_ref_count (
    ECSNode * node )
```



#### 5.5.2.5 get\_amount\_of\_nodes\_used()

```
size_t rematch::NodeManager::get_amount_of_nodes_used ( ) const [inline]
```

#### 5.5.2.6 increase\_ref\_count()

```
void rematch::NodeManager::increase_ref_count (
    ECSNode * node )
```

#### 5.5.2.7 print\_list\_of\_free\_memory()

```
std::string rematch::NodeManager::print_list_of_free_memory ( )
```

### 5.5.3 Member Data Documentation

#### 5.5.3.1 amount\_of\_nodes\_used

```
size_t rematch::NodeManager::amount_of_nodes_used {0}
```

#### 5.5.3.2 amount\_of\_recycled\_nodes

```
size_t rematch::NodeManager::amount_of_recycled_nodes {0}
```

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

- [src/rematch/ecs/node\\_manager.hpp](#)
- [src/rematch/ecs/node\\_manager.cpp](#)

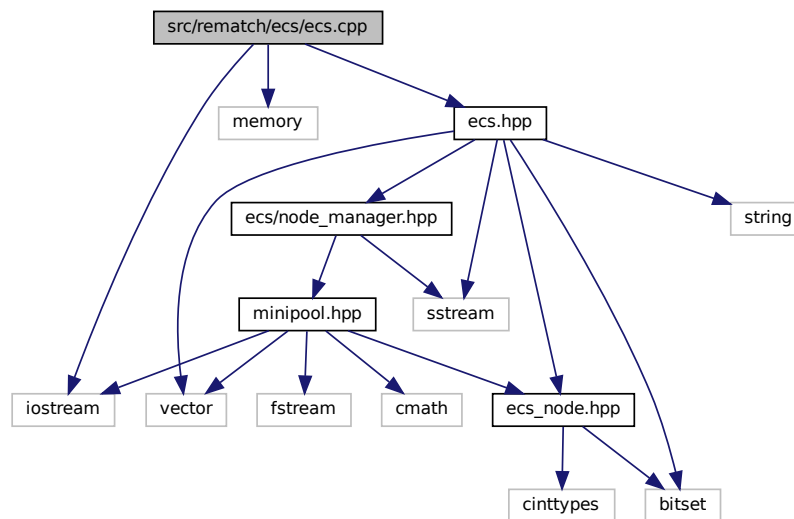


## Chapter 6

# File Documentation

### 6.1 src/rematch/ecs/ecs.cpp File Reference

```
#include <iostream>
#include <memory>
#include "ecs.hpp"
Include dependency graph for ecs.cpp:
```

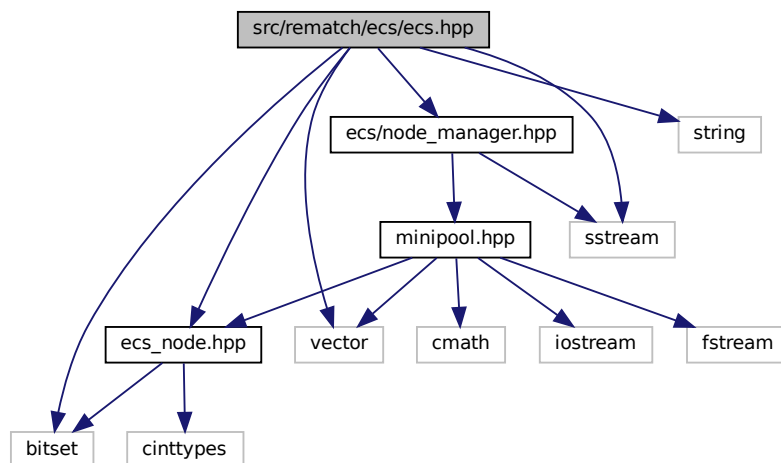


### Namespaces

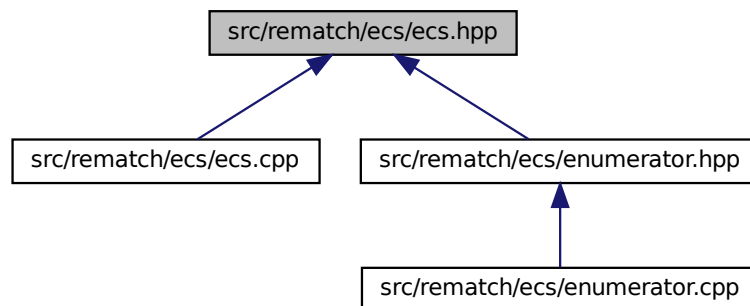
- [rematch](#)

## 6.2 src/rematch/ecs/ecs.hpp File Reference

```
#include <bitset>
#include <sstream>
#include <string>
#include <vector>
#include "ecs/node_manager.hpp"
#include "ecs_node.hpp"
Include dependency graph for ecs.hpp:
```



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



## Classes

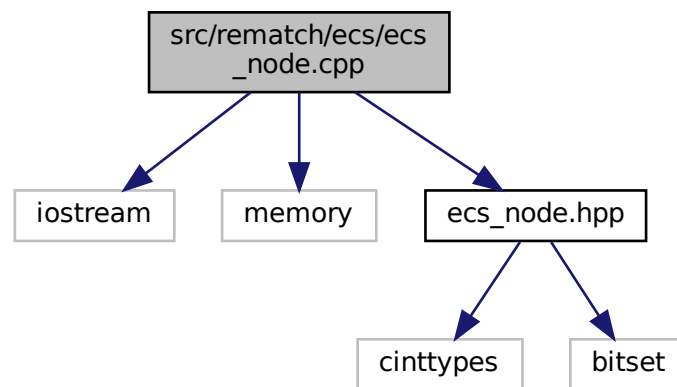
- class [rematch::ECS](#)

## Namespaces

- [rematch](#)

## 6.3 src/rematch/ecs/ecs\_node.cpp File Reference

```
#include <iostream>
#include <memory>
#include "ecs_node.hpp"
Include dependency graph for ecs_node.cpp:
```



## Namespaces

- [rematch](#)

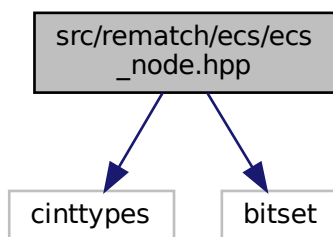
## Functions

- `std::ostream & rematch::operator<< (std::ostream &os, const ECSNode &n)`

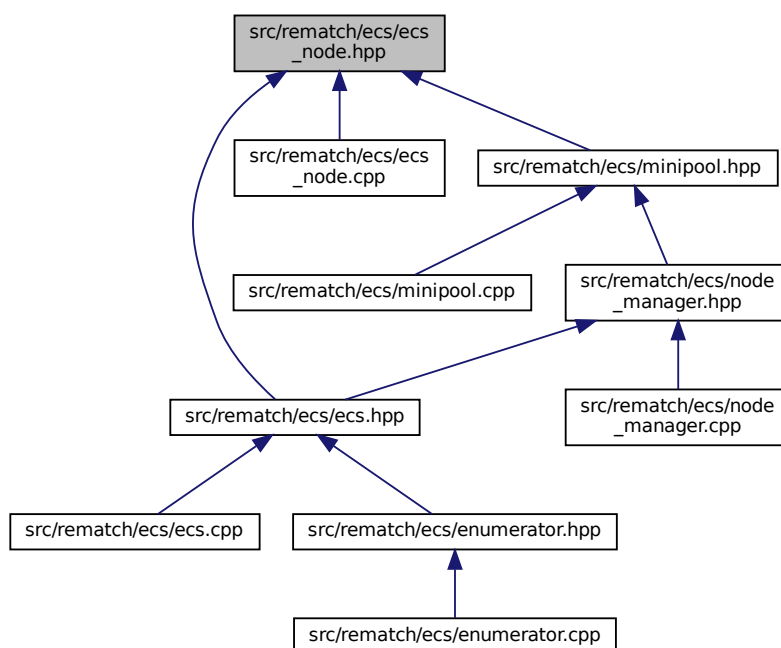
## 6.4 src/rematch/ecs/ecs\_node.hpp File Reference

```
#include <cinttypes>
#include <bitset>
```

Include dependency graph for `ecs_node.hpp`:



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



## Classes

- class [rematch::ECSNode](#)

## Namespaces

- [rematch](#)

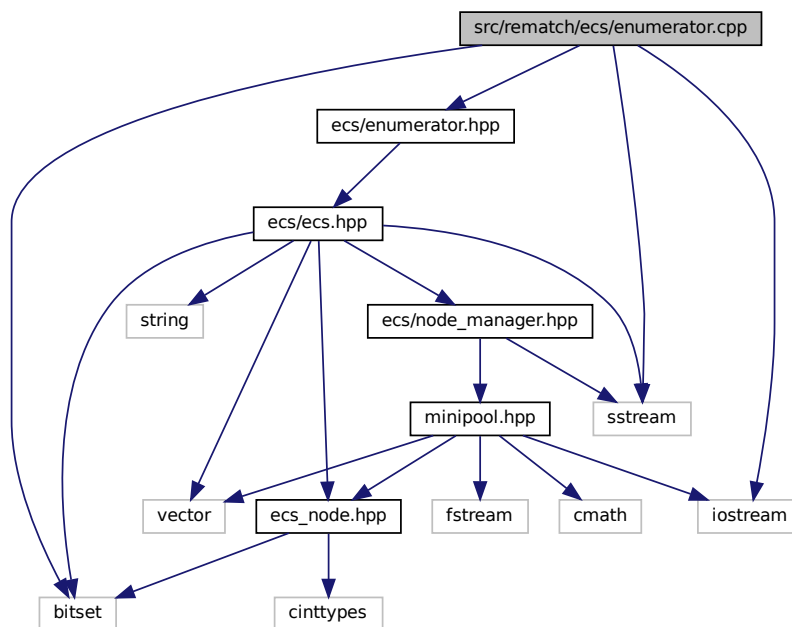
## Enumerations

- enum `rematch::ECSNodeType` { `rematch::ECSNodeType::kBottom` = 0, `rematch::ECSNodeType::kUnion` = 1, `rematch::ECSNodeType::kLabel` = 2 }

## 6.5 src/rematch/ecs/enumerator.cpp File Reference

```
#include "ecs/enumerator.hpp"
#include <bitset>
#include <iostream>
#include <sstream>
```

Include dependency graph for enumerator.cpp:



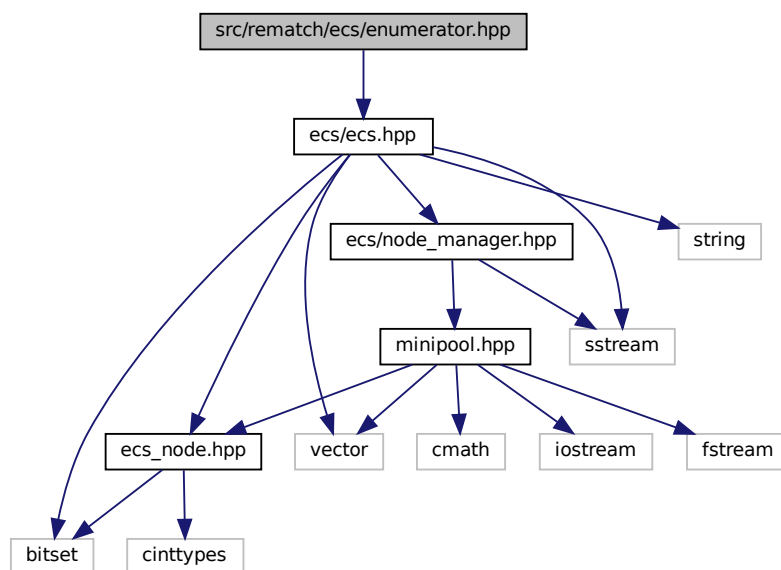
## Namespaces

- `rematch`

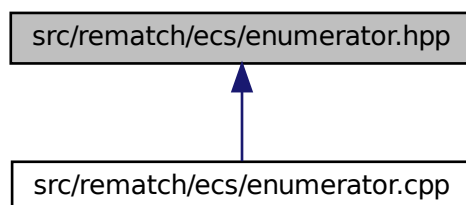
## 6.6 src/rematch/ecs/enumerator.hpp File Reference

```
#include "ecs/ecs.hpp"
```

Include dependency graph for enumerator.hpp:



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



## Classes

- class [rematch::Enumerator](#)

## Namespaces

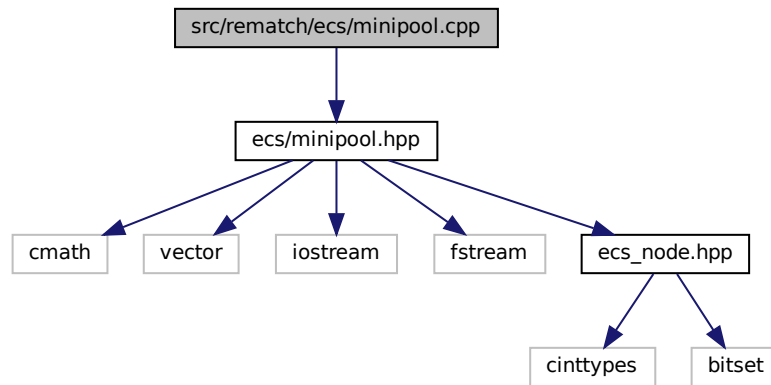
- [rematch](#)



## 6.7 src/rematch/ecs/minipool.cpp File Reference

```
#include "ecs/minipool.hpp"
```

Include dependency graph for minipool.cpp:



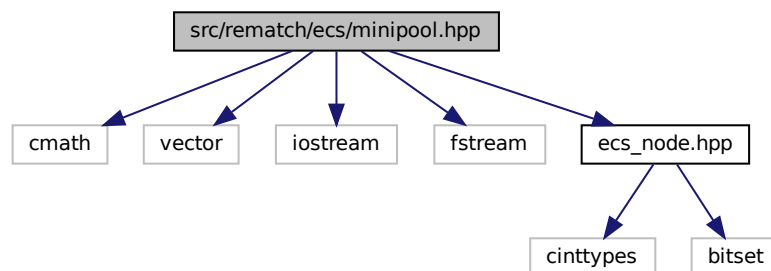
### Namespaces

- [rematch](#)

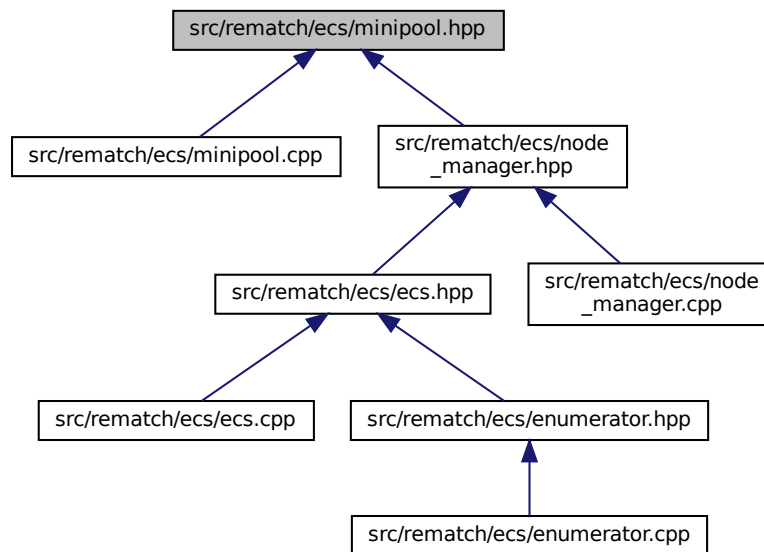
## 6.8 src/rematch/ecs/minipool.hpp File Reference

```
#include <cmath>
#include <vector>
#include <iostream>
#include <fstream>
#include "ecs_node.hpp"
```

Include dependency graph for minipool.hpp:



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



## Classes

- class [rematch::MiniPool](#)

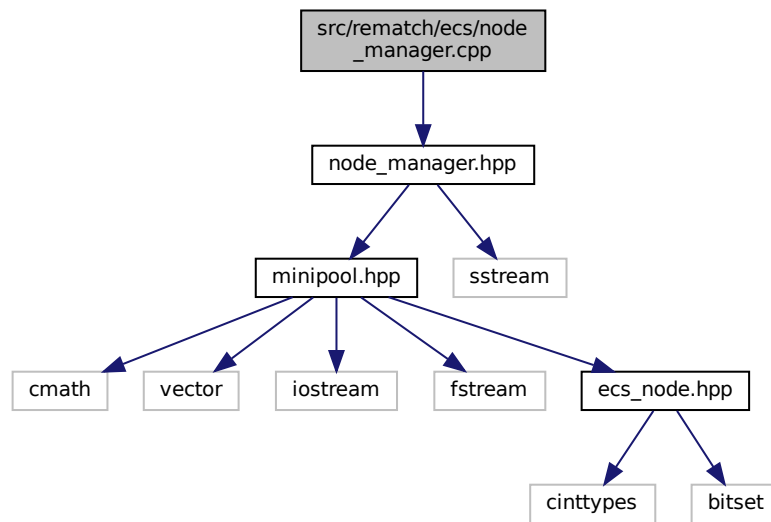
## Namespaces

- [rematch](#)

## 6.9 src/rematch/ecs/node\_manager.cpp File Reference

```
#include "node_manager.hpp"
```

Include dependency graph for node\_manager.cpp:



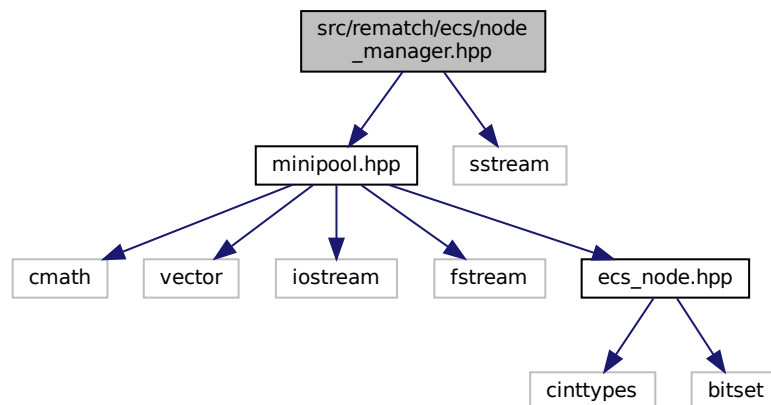
## Namespaces

- [rematch](#)

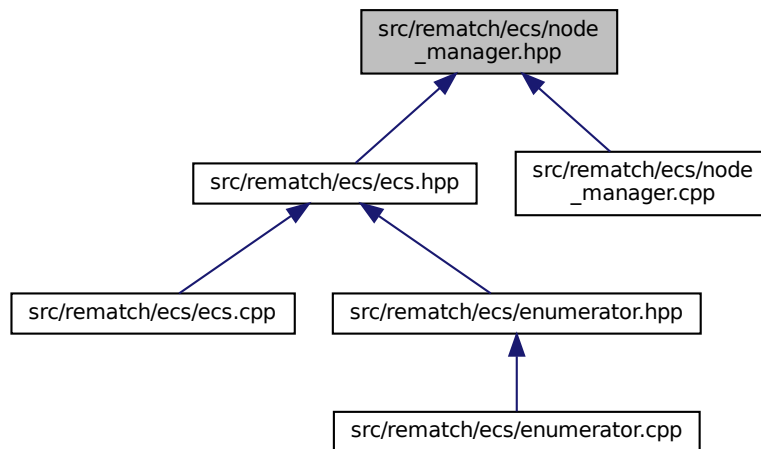
## 6.10 src/rematch/ecs/node\_manager.hpp File Reference

```
#include "minipool.hpp"  
#include <sstream>
```

Include dependency graph for node\_manager.hpp:



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



## Classes

- class [rematch::NodeManager](#)

## Namespaces

- [rematch](#)

## Variables

- const size\_t [rematch::MEMORY\\_POOL\\_STARTING\\_SIZE](#) = 2048

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