

Automatiser dit studievalg

Generated by Doxygen 1.8.13

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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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education	
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vector	8

Chapter 2

File Index

2.1 File List

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

commands.h	Contains functions related to command handling	9
constants.h	Contains symbolic constants used throughout the program	9
CuTest.h		??
database.h	Contains elements relating to the database	10
education.h	Contains elements relating to educations	12
parser.h	Contains elements relating to parsing the database	13
profile.h	Contains elements relating to profile	15
region.h	Contains geographical elements	15
serialize.h	Save and load profile data	16
subjects.h	Contains code regarding subjects and qualifications for educations	17
vector.h	Contains elements relating to vectors	18

Chapter 3

Class Documentation

3.1 database Struct Reference

Collaboration diagram for database:

Public Attributes

- int **amount_of_educations**
- struct [education](#) * [educations](#)
- int [amount_of_interests](#)
- char ** [interest_string](#)

3.1.1 Member Data Documentation

3.1.1.1 amount_of_interests

```
int database::amount_of_interests
```

an array of educations delimited by amount_of_educations

3.1.1.2 educations

```
struct education* database::educations
```

the amount of educations in the database

3.1.1.3 interest_string

```
char** database::interest_string
```

the amount of interests in the database

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

- [database.h](#)

3.2 education Struct Reference

Describes an education and all it requirements.

```
#include </home/xomnez/aau/1.semester/pl_ads/P1/include/education.h>
```

Collaboration diagram for education:

Public Attributes

- char * **name**
- char * **description**
- char * **link**
- enum [region](#) **region**
- double **required_grade**
- struct [vector](#) **interests**
- struct [qualification](#) **required_qualifications**

3.2.1 Detailed Description

Describes an education and all it requirements.

A structure, which contains amount_of_educations educations.

This structure defines an education and all the details about the education.

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

- [education.h](#)

3.3 location Struct Reference

Public Attributes

- enum [region](#) **region**
- double **region_importance**

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

- [region.h](#)

3.4 profile Struct Reference

Collaboration diagram for profile:

Public Attributes

- struct [vector](#) **interests**
- struct [vector](#) **adjustment_vector**
- char **name** [MAX_NAME_LENGTH]
- struct [qualification](#) **qualifications**
- double **average**
- struct [location](#) **location**
- char **saved_educations** [EDUCATION_LIST_LENGTH][MAX_EDU_NAME_LENGTH]
- int **last_recommended**
- char **recommended_educations** [EDUCATION_LIST_LENGTH][MAX_EDU_NAME_LENGTH]

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

- [profile.h](#)

3.5 qualification Struct Reference

Collaboration diagram for qualification:

Public Attributes

- int **amount_of_subjects**
- struct [subject](#) * **subjects**

3.5.1 Member Data Documentation

3.5.1.1 subjects

```
struct subject* qualification::subjects
```

the amount of subjects in qualifications

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

- [subjects.h](#)

3.6 subject Struct Reference

Public Attributes

- enum level [level](#)

3.6.1 Member Data Documentation

3.6.1.1 level

```
enum level subject::level
```

the name of the subject

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

- [subjects.h](#)

3.7 vector Struct Reference

Public Attributes

- double * **array**
- int **size**

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

- [vector.h](#)

Chapter 4

File Documentation

4.1 commands.h File Reference

Contains functions related to command handling.

```
#include "profile.h"
#include "education.h"
#include "subjects.h"
#include "vector.h"
#include "database.h"
```

Include dependency graph for commands.h:

4.2 constants.h File Reference

Contains symbolic constants used throughout the program.

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

Macros

- `#define VERSION "1.0.1"`
- `#define NUMBER_OF_REGIONS 5`
- `#define IMPORTANT_SUBJECTS 5`
- `#define OTHER_SUBJECTS 11`
- `#define LANGUAGE_SUBJECTS 11`
- `#define USELESS_SUBJECTS 2`
- `#define TOTAL_SUBJECTS (IMPORTANT_SUBJECTS + OTHER_SUBJECTS + LANGUAGE_SUBJECTS)`
- `#define MAX_NAME_LENGTH 20`
- `#define MAX_FILE_NAME_LENGTH MAX_NAME_LENGTH + 12`
- `#define EDUCATION_LIST_LENGTH 10`
- `#define MAX_EDU_NAME_LENGTH 40`
- `#define MAX_COMMAND_LENGTH 10`
- `#define MAX_INPUT_LENGTH (MAX_COMMAND_LENGTH + 100)`
- `#define NOT_IN_LIST -1`
- `#define NO_EMPTY_INDEX -1`
- `#define FIELD_SIZE 25`
- `#define ADJUSTMENT_CONSTANT 0.1`
- `#define STRING_MAX_LENGTH 10000`
- `#define TABS ' '`
- `#define NOT_FOUND_STRING " "`
- `#define DATABASE_PATH "./bin/data/database.txt"`

4.2.1 Detailed Description

Contains symbolic constants used throughout the program.

<Detailed esription="" here>="">

4.3 database.h File Reference

Contains elements relating to the database.

```
#include "education.h"
```

Include dependency graph for database.h: This graph shows which files directly or indirectly include this file:

Classes

- struct [database](#)

Functions

- void [freeDatabase](#) (struct [database](#) *)
Free a databases memories.
- struct [database](#) * [createDatabase](#) (char *)
Create a Database object.
- struct [education](#) * [findEducation](#) (char *, struct [database](#) *)
Finds an education in a database and returns a pointer to the education.
- void [searchDatabaseForEducation](#) (char *, struct [database](#) *, struct [education](#) **, int *)
Finds all educations with the matching search_word.

4.3.1 Detailed Description

Contains elements relating to the database.

<Detailed esription="" here>="">

4.3.2 Function Documentation

4.3.2.1 createDatabase()

```
struct database* createDatabase (
    char * database_file )
```

Create a Database object.

Parameters

<code>database_file</code>	is the databasefile, which will be read into a database object
----------------------------	--

Returns

struct database*

4.3.2.2 findEducation()

```
struct education* findEducation (
    char * key,
    struct database * database )
```

Finds an education in a database and returns a pointer to the education.

Parameters

<code>database</code>	is the database, which will be searched
-----------------------	---

Returns

struct education*

4.3.2.3 freeDatabase()

```
void freeDatabase (
    struct database * database )
```

Free a databases memories.

Parameters

<code>database</code>	
-----------------------	--

4.3.2.4 searchDatabaseForEducation()

```
void searchDatabaseForEducation (
    char * search_word,
    struct database * database,
```

```
struct education ** array,
int * size_of_array )
```

Finds all educations with the matching search_word.

Parameters

<code>search_word</code>	The name of the education you are searching for
--------------------------	---

Returns

struct educationArray*

4.4 education.h File Reference

Contains elements relating to educations.

```
#include "region.h"
#include "subjects.h"
#include "vector.h"
```

Include dependency graph for education.h: This graph shows which files directly or indirectly include this file:

Classes

- struct [education](#)
Describes an education and all it requirements.

Functions

- struct [education](#) **createDefaultEducation** (int amount_of_interests, int amount_of_subjects)
- void [freeEducation](#) (struct [education](#) *)

4.4.1 Detailed Description

Contains elements relating to educations.

This file contains the education struct and the function that creates educations.

4.4.2 Function Documentation

4.4.2.1 freeEducation()

```
void freeEducation (
    struct education * education )
```

Parameters

education	
-----------	--

4.5 parser.h File Reference

Contains elements relating to parsing the database.

```
#include <stdio.h>
#include <stdlib.h>
#include "database.h"
#include "region.h"
Include dependency graph for parser.h:
```

Functions

- void [parseDatabase](#) (struct [database](#) *[database](#), FILE *[filereader](#))
- void [parseDatabaseLine](#) (const char key[], struct [database](#) *[database](#), FILE *[filereader](#))
- void [findDatabaseLine](#) (const char key[], FILE *[filereader](#), char *[current_line](#))
- int [parseNumOfEdu](#) (FILE *[filereader](#))

Returns the number of educations from database file.
- int [parseNumOfInterests](#) (FILE *[filereader](#))
- void [parseEduNames](#) (struct [database](#) *[database](#), char [current_line](#)[])
- void [parseEduDesc](#) (struct [database](#) *[database](#), char [current_line](#)[])
- void [parseEduLink](#) (struct [database](#) *[database](#), char [current_line](#)[])
- void [parseEduRegion](#) (struct [database](#) *[database](#), char [current_line](#)[])
- void [parseSubReq](#) (struct [education](#) *[education](#), int [number_of_educations](#), FILE *[filereader](#), char [current_line](#)[])
- void [parseReqGrade](#) (struct [database](#) *[database](#), char [current_line](#)[])
- void [parseInterestValues](#) (struct [database](#) *[database](#), FILE *[filereader](#))
- void [parseInterestNames](#) (struct [database](#) *[database](#), FILE *[filereader](#))
- char * [parseEduString](#) (char *[current_line](#), int [amount_of_educations](#), int [offset](#))

Scans the current line + i until TABS or newline. Saves the scanned string and returns a pointer to it.
- int [sseek](#) (char *, char)
- void [readReqString](#) (struct [qualification](#) *, char *, int)
- enum [region](#) [strToReg](#) (char *[region_string](#))

Converts a string into an enum region.

4.5.1 Detailed Description

Contains elements relating to parsing the database.

<Detailed esription="" here>="">

4.5.2 Function Documentation

4.5.2.1 parseDatabase()

```
void parseDatabase (
    struct database * database,
    FILE * filereader )
```

Parameters

<i>database</i>	
<i>filereader</i>	

4.5.2.2 parseEduString()

```
char * parseEduString (
    char * current_line,
    int amount_of_educations,
    int offset )
```

Scans the current line + i until TABS or newline. Saves the scanned string and returns a pointer to it.

Parameters

<i>current_line</i>	The line to scan
<i>amount_of_educations</i>	The amount of educations in database
<i>offset</i>	The offset to decide how many chars to skip in <i>current_line</i>

4.5.2.3 parseNumOfEdu()

```
int parseNumOfEdu (
    FILE * filereader )
```

Returns the number of educations from database file.

Parameters

<i>filereader</i>	The file to read from
-------------------	-----------------------

4.5.2.4 strToReg()

```
int strToReg (
    char * region_string )
```

Converts a string into an enum region.

Parameters

<i>region_string</i>	The string to convert
----------------------	-----------------------

4.6 profile.h File Reference

Contains elements relating to profile.

```
#include "vector.h"
#include "subjects.h"
#include "region.h"
#include "education.h"
#include "constants.h"
```

Include dependency graph for profile.h: This graph shows which files directly or indirectly include this file:

Classes

- struct [profile](#)

Functions

- void **printProfile** (struct [profile](#) p)
- void **freeProfile** (struct [profile](#) p)
- void **freeQualifications** (struct [qualification](#) q)
- struct [qualification](#) **createQualifications** (int number_of_qualifications)
- struct [profile](#) **createProfile** (int number_of_interests)

4.6.1 Detailed Description

Contains elements relating to profile.

<Detailed esription="" here>="">

4.7 region.h File Reference

Contains geographical elements.

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

Classes

- struct [location](#)

Enumerations

- enum [region](#) {
NORTH_JUTLAND = 0, **CENTRAL_JUTLAND**, **SOUTHERN_DENMARK**, **ZEALAND**,
CAPITAL_REGION }
Describes a region.

4.7.1 Detailed Description

Contains geographical elements.

This file contains the enums for different regions and the struct that symbolises a location.

4.7.2 Enumeration Type Documentation

4.7.2.1 region

enum `region`

Describes a region.

This enum describes a region AKA it describes a location in denmark.

4.8 `serialize.h` File Reference

Save and load profile data.

```
#include "profile.h"
```

Include dependency graph for `serialize.h`:

Macros

- `#define SAVE_FILE "data/save.data"`

Functions

- `int saveProfile (struct profile *)`
- `struct profile * loadProfile ()`

4.8.1 Detailed Description

Save and load profile data.

Author

Version

0.1

Date

2019-11-27

Copyright

Copyright (c) 2019

4.9 subjects.h File Reference

Contains code regarding subjects and qualifications for educations.

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

Classes

- struct [subject](#)
- struct [qualification](#)

Enumerations

- enum {
MATHEMATICS, CHEMISTRY, BIOLOGY, PHYSICS,
ENGLISH, BIOTECHNOLOGY, GEOSCIENCE, HISTORY,
IDEA_HISTORY, INFORMATICS, INTERNATIONAL_ECONOMICS, COMMUNICATION_AND_IT,
RELIGION, SOCIALSTUDIES, BUSINESS_ECONOMICS, CONTEMPORARY_HISTORY,
FRENCH, SPANISH, GERMAN, CHINESE,
ARABIC, GREEK, ITALIAN, JAPANESE,
LATIN, PORTUGUESE, RUSSIAN, NONE,
DANISH }
- enum **level** { **Z, C, B, A** }

Functions

- void [freeSubject](#) (struct [subject](#) *)
free a subject and its members
- void [freeQualification](#) (struct [qualification](#) *)
free a qualification and its members
- enum **stringToClass** (char *)
- enum level **charToLevel** (char ch)
- char **levelToChar** (enum level l)

4.9.1 Detailed Description

Contains code regarding subjects and qualifications for educations.

<Detailed esription="" here>="">

4.9.2 Function Documentation

4.9.2.1 freeQualification()

```
void freeQualification (
    struct qualification * qualification )
```

free a qualification and its members

Parameters

<i>qualification</i>	the qualification to be freed
----------------------	-------------------------------

4.9.2.2 freeSubject()

```
void freeSubject (
    struct subject * subject )
```

free a subject and its members

Parameters

<i>subject</i>	the subject to be freed
----------------	-------------------------

4.10 vector.h File Reference

Contains elements relating to vectors.

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

Classes

- struct **vector**

Functions

- struct **vector** **createVector** (int size)
creates a vector on the heap and outputs it
- struct **vector** **copyVector** (struct **vector** v)
Copies the the inputted vector into vector copy and returns this.
- struct **vector** **addVector** (struct **vector** v1, struct **vector** v2)
Adds two vectors together and outputs the sum as a vector.
- struct **vector** **subtractVector** (struct **vector** v1, struct **vector** v2)
Subtracts the second vector from the first vector and returns the result as a vector.
- struct **vector** **scaleVector** (struct **vector** v, double scale)
Multiplies the given vector's array values by the value inputted as scale, then outputs the result as a vector.
- struct **vector** **normalizeVector** (struct **vector** v)
Normalises a vector via scaling it by one over it's length, then returns the normalized vector.
- double **lengthOfVector** (struct **vector** v)
Calculates and returns the length of the given vector.
- double **dotProduct** (struct **vector** v1, struct **vector** v2)
Calculates and returns the dot product of two vectors.
- void **printVector** (struct **vector** v)
Prints a vector.
- void **freeVector** (struct **vector** v)
frees the dynamically allocated array on the heap
- void **freeVectorM** (int num,...)
Frees a variable number of struct vectors using free(Vector)

4.10.1 Detailed Description

Contains elements relating to vectors.

This file contains the vector struct and various functions used to create, manipulate or free vectors.

4.10.2 Function Documentation

4.10.2.1 addVector()

```
struct vector addVector (  
    struct vector v1,  
    struct vector v2 )
```

Adds two vectors together and outputs the sum as a vector.

Parameters

v1	The first vector struct: v1.array[] is a vector, v1.size number of elements in the vector
v2	The second vector struct: v2.array[] is a vector

4.10.2.2 copyVector()

```
struct vector copyVector (  
    struct vector v )
```

Copies the the inputted vector into vector copy and returns this.

Parameters

v	The input vector that is copied
---	---------------------------------

4.10.2.3 createVector()

```
struct vector createVector (  
    int size )
```

creates a vector on the heap and outputs it

Parameters

<i>size</i>	The number of elements in the vector
-------------	--------------------------------------

4.10.2.4 dotProduct()

```
double dotProduct (
    struct vector v1,
    struct vector v2 )
```

Calculates and returns the dot product of two vectors.

Parameters

<i>v1</i>	The first vector to be used for dot product calculation
<i>v2</i>	The second vector to be used for dot product calculation

4.10.2.5 freeVector()

```
void freeVector (
    struct vector v )
```

frees the dynamically allocated array on the heap

Parameters

<i>v</i>	The vector struct containing the array on the heap
----------	--

4.10.2.6 freeVectorM()

```
void freeVectorM (
    int num,
    ... )
```

Frees a variable number of struct vectors using free(Vector)

Parameters

<i>num</i>	The number of arguments (vectors) that should be freed
------------	--

4.10.2.7 lengthOfVector()

```
double lengthOfVector (
    struct vector v )
```

Calculates and returns the length of the given vector.

Parameters

v	The vector whose length is found
----------	----------------------------------

4.10.2.8 normalizeVector()

```
struct vector normalizeVector (
    struct vector v )
```

Normalises a vector via scaling it by one over it's length, then returns the normalized vector.

Parameters

v	The vector which is to be normalized
----------	--------------------------------------

4.10.2.9 printVector()

```
void printVector (
    struct vector v )
```

Prints a vector.

Parameters

v	The vector that is printed
----------	----------------------------

4.10.2.10 scaleVector()

```
struct vector scaleVector (
    struct vector v,
    double scale )
```

Multiplies the given vector's array values by the value inputted as scale, then outputs the result as a vector.

Parameters

<i>v</i>	The vector that should be up- or downscaled
<i>scale</i>	The value that the vector should be scaled by

4.10.2.11 subtractVector()

```
struct vector subtractVector (  
    struct vector v1,  
    struct vector v2 )
```

Subtracts the second vector from the first vector and returns the result as a vector.

Parameters

<i>v1</i>	The vector that should be subtracted from
<i>v2</i>	The vector that is used for subtraction

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