IconMagic

0.1

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IconMagic

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Chapter 2

Todo List

Member TestFramework::addTest (std::function< bool(void)> testFunction)

: document this function

Member TestFramework::execute ()

: document this function

Member TestFramework::getTestsStatus ()

: document this function

Member TestFramework::getTotalTestsRun ()

: document this function

Member TestFramework::getTotalTestsRunSuccessfully ()

: document this function

Member TestFramework::TestFramework ()

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Class Index

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D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/Common/**KeyService.hpp** . . . **??**
D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/DataAccess/**DirectRegistry↩ Access.hpp** . . . **??**
D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/DataAccess/**RegistryAccess↩ Exception.hpp** . . . **??**
D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/DataAccess/**SimpleRegistry↩ Access.hpp** . . . **??**
D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/History/**ExtensionHistory.hpp** . . **??**

D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/History/**ImageEntry.hpp** . . . . . **??**
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Chapter 6

Class Documentation

6.1 DirectRegistryAccess Class Reference

Static Public Member Functions

- static bool **openKeyForEnumeration** (HKEY root_key, std::string path, HKEY &h_key)
- static bool **openKeyForEnumeration** (HKEY root_key, HKEY &h_key)
- static bool **openKeyForSettingValue** (HKEY root_key, std::string path, HKEY &h_key)
- static bool **getSubKeyNameAt** (const HKEY &root_key, int n, std::string &key_name)
- static bool **getValueFromKey** (HKEY &h_key, std::string search_value_name, std::string ∗value)
- static bool **getValueFromKey** (HKEY &h_key, std::string ∗value)
- static bool **setValueForKey** (HKEY &h_key, std::string value_name, std::string value)
- static bool **setValueForKey** (HKEY &h_key, std::string value)
- static void **closeKey** (HKEY &h_key)

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/DataAccess/DirectRegistryAccess.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/DataAccess/DirectRegistryAccess.cpp

6.2 ExampleClass Class Reference

An example class.

`#include <example.hpp>`

Public Types

- enum { val1, val2 }
- enum MyEnum { val3, val4 }
- enum MyEnumClass { MyEnumClass::val5 }

Public Member Functions

- int **publicMethod** ()
- int getProtectedVariable ()

  A protected variable getter.
- void setProtectedVariable (int value_to_set)

  A protected variable setter.

Public Attributes

- int **publicVariable**
- int standardDocstring
- int inlineDocstring
- enum ExampleClass::MyEnum myEnumCase
- int detailedVariable
- int markdownVariable

  Some markdown examples.

Protected Member Functions

- int **protectedMethod** ()

Protected Attributes

- int **protectedVariable**

6.2.1 Detailed Description

An example class.

A detailed description of my example class. The class markup for this comment block indicates which class it is being used to document.

6.2.2 Member Enumeration Documentation

6.2.2.1 anonymous enum

An anonymous enum.

Enumerator

val1 enum value 1

val2 enum value 2

6.2.2.2 enum ExampleClass::MyEnum

A named enum.

Enumerator

val3 MyEnum value 3

val4 MyEnum value 4

6.2.2.3 enum ExampleClass::MyEnumClass [strong]

An enum class.

Enumerator

val5 MyEnumClass value 5

6.2.3 Member Function Documentation

6.2.3.1 int ExampleClass::getProtectedVariable ( )

A protected variable getter.

This method allows access to a protected varaible.

Returns

The value of the protected variable.

See also

setProtectedVariable()

6.2.3.2 void ExampleClass::setProtectedVariable (int *value_to_set*)

A protected variable setter.

This method allows the setting of a protected variable.

See also

getProtectedVariable()

Parameters

value_to_set	The value to be assigned to the protected variable.

6.2.4 Member Data Documentation

6.2.4.1 int ExampleClass::detailedVariable

A brief description of a variable.

A more detailed description of the very boring variable.

6.2.4.2 int ExampleClass::inlineDocstring

This documentation is placed at the end of a variable documentation.

6.2.4.3 int ExampleClass::markdownVariable

Some markdown examples.

A big header

With a smaller header underneath.

> This is a VERY INTERESTING block quote.

This is a list:

- Level 1

    - level 2 tem 1

- Level 1 item 2
    - Level 2 item 1
    - Level 2 item 2

Using 4 spaces you can

```
class code
{
  int x = 4;
};
```

put a code sample into your documentation.

6.2.4.4 enum ExampleClass::MyEnum ExampleClass::myEnumCase

< An instance of type MyEnum

6.2.4.5 int ExampleClass::standardDocstring

This documentation placed before a variable.

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/doxygen/example.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/doxygen/example.cpp

6.3 ExtensionHistory Class Reference

Public Member Functions

- void **createFromData** (std::string extension_name, ImageEntry image_entry)
- void **createFromFormatted** (std::string entry)
- int **size** ()
- std::string **getExtensionName** () const
- ImageEntry **getLastEntry** ()
- std::string **getFormatted** () const
- void **pushImageEntry** (ImageEntry image_entry)
- void **popImageEntry** ()
- bool **isValid** ()

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/History/ExtensionHistory.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/History/ExtensionHistory.cpp

6.4 ImageEntry Class Reference

Public Member Functions

- void **createFromData** (std::string image_path, std::string image_index)
- void **createFromFormatted** (std::string entry)

- std::string **getImagePath** () const
- std::string **getImageIndex** () const
- std::string **getFormatted** () const
- bool **isValid** ()

Static Public Attributes

- static const std::string **seperator** = ","
- static const std::string **blockOpen** = "["
- static const std::string **blockShut** = "]"

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/History/ImageEntry.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/History/ImageEntry.cpp

6.5 KeyPath Class Reference

Public Member Functions

- **KeyPath** (std::string key_name)
- **KeyPath** (const KeyPath &kp)
- KeyPath & **append** (std::string key_name)
- int **getPathLength** ()
- std::string **getKeyName** (int index)
- std::string **toString** ()

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/Common/KeyPath.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/Common/KeyPath.cpp

6.6 KeyService Class Reference

Static Public Member Functions

- static std::string **resolveName** (std::string name)
- static HKEY **getkeyByName** (std::string name)
- static HKEY **getKeyByAnyName** (std::string name)

Static Public Attributes

- static const std::map< std::string, std::string > **ALTERNATE_KEY_NAME_MAP**
- static const std::map< std::string, HKEY > **PREDEFINED_ROOT_KEYS**

6.6.1 Member Data Documentation

6.6.1.1 const std::map< std::string, std::string > KeyService::ALTERNATE_KEY_NAME_MAP [static]

Initial value:

```
= {
  {"classes_root", "HKEY_CLASSES_ROOT"},
  {"current_config", "HKEY_CURRENT_CONFIG"},
  {"current_user", "HKEY_CURRENT_USER"},
  {"local_machine", "HKEY_LOCAL_MACHINE"},
  {"users", "HKEY_USERS"}
}
```

6.6.1.2 const std::map< std::string, HKEY > KeyService::PREDEFINED_ROOT_KEYS [static]

Initial value:

```
= {
  {"HKEY_CLASSES_ROOT", HKEY_CLASSES_ROOT},
  {"HKEY_CURRENT_CONFIG", HKEY_CURRENT_CONFIG},
  {"HKEY_CURRENT_USER", HKEY_CURRENT_USER},
  {"HKEY_LOCAL_MACHINE", HKEY_LOCAL_MACHINE},
  {"HKEY_USERS", HKEY_USERS}
}
```

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/Common/KeyService.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/Common/KeyService.cpp

6.7 Manager Class Reference

Public Member Functions

- void **cacheBuild** ()

Static Public Attributes

- static const std::string ICON_MAGIC_CACHE_NAME = "IconMagicCache"

  Notes.
- static const std::string **ICON_MAGIC_CACHE_FILE_EXTENSION** = ".txt"

6.7.1 Member Data Documentation

6.7.1.1 const std::string Manager::ICON_MAGIC_CACHE_NAME = "IconMagicCache" [static]

Notes.

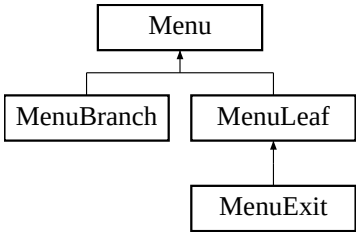
Shared functionality When the file type already exists (has an entry with a default icon. Add a new file type Rebuild system icon cache option Menu design

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Manager.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Manager.cpp

6.8 Menu Class Reference

Inheritance diagram for Menu:



Public Member Functions

- **Menu** (std::string title, Menu ∗sub_menu)
- Menu ∗ **add** (std::string title, Menu ∗sub_menu)
- std::vector< std::string > **getMenu** ()
- Menu ∗ **getParent** ()
- virtual Menu ∗ **action** (std::string input)=0

Protected Attributes

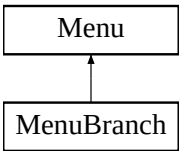
- Menu ∗ **parent** = nullptr
- std::vector< std::pair< std::string, Menu ∗ > > **menu**

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Menu/Menu.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Menu/Menu.cpp

6.9 MenuBranch Class Reference

Inheritance diagram for MenuBranch:



Public Member Functions

- Menu ∗ **action** (std::string input)

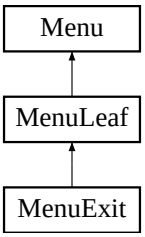
Additional Inherited Members

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Menu/Menu.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Menu/Menu.cpp

6.10 MenuExit Class Reference

Inheritance diagram for MenuExit:



Public Member Functions

- Menu * **action** (std::string _)

Additional Inherited Members

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Menu/Menu.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Menu/Menu.cpp

6.11 MenuFactory Class Reference

Public Member Functions

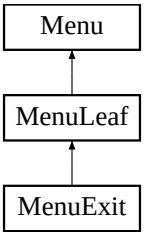
- Menu * **getMainMenuInstance** ()

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Menu/MenuDefinitions/MenuFactory.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Menu/MenuDefinitions/MenuFactory.cpp

6.12 MenuLeaf Class Reference

Inheritance diagram for MenuLeaf:



Public Member Functions

- Menu * **action** (std::string input)
- Menu * **addAction** (std::function< int(void)> f)

Additional Inherited Members

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Menu/Menu.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Menu/Menu.cpp

6.13 MenuManager Class Reference

Public Member Functions

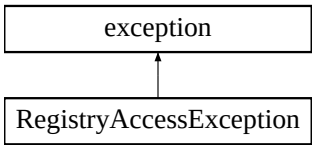
- **MenuManager** (Menu *menu_handle)
- void **start** ()

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Menu/MenuManager.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Menu/MenuManager.cpp

6.14 RegistryAccessException Class Reference

Inheritance diagram for RegistryAccessException:



Public Member Functions

- **RegistryAccessException** (std::string message)
- std::string **what** ()

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/DataAccess/RegistryAccessException.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/DataAccess/RegistryAccessException.cpp

6.15 RegistryHistory Class Reference

Public Member Functions

- RegistryHistory ()

  Default constructor.
- void setHistoryFileName (std::string history_file_name)

  Set the path to the file to be used for storing registry modification history.
- bool readHistory ()

- bool writeHistory ()
- bool **push** (std::string extension_name, std::string image_name, std::string image_index)
- bool **pop** (std::string extension_name)
- void **deleteExtension** (std::string extension_name)
- std::string **getPath** (std::string extension_name)
- std::string **getIndex** (std::string extension_name)
- std::string **getRegString** (std::string extension_name)

6.15.1 Member Function Documentation

6.15.1.1 bool RegistryHistory::readHistory ( )

Returns

bool

6.15.1.2 void RegistryHistory::setHistoryFileName (std::string *history_file_name*)

Set the path to the file to be used for storing registry modification history.

Parameters

history_file_name	std::string

Returns

void

6.15.1.3 bool RegistryHistory::writeHistory ( )

Returns

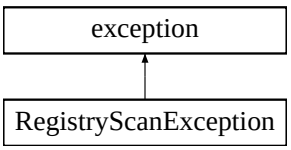
bool

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/History/RegistryHistory.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/History/RegistryHistory.cpp

6.16 RegistryScanException Class Reference

Inheritance diagram for RegistryScanException:



Public Member Functions

- **RegistryScanException** (std::string msg)
- virtual const char * **what** () const throw ()

Public Attributes

- std::string **err** = "Unknown failure."

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/Scanner/ScanTool.hpp

6.17 RegistryScanner Class Reference

Public Member Functions

- std::vector< std::pair< KeyPath, std::string > > **getValues** (std::string key_name, std::string value_name)
- void **setRootKey** (std::string root_key_name)
- std::string **getRootKey** ()
- void **setMaxDepth** (int max_depth)
- int **getMaxDepth** ()
- void **setMaxMatches** (int max_matches)
- int **getMaxMatches** ()

Static Public Member Functions

- static int **unlimitedMatches** ()
- static int **unlimitedRecursionDepth** ()

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/Scanner/RegistryScanner.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/Scanner/RegistryScanner.cpp

6.18 ScanTool Class Reference

Public Member Functions

- std::vector< std::pair< KeyPath, std::string > > **simpleSearch** (std::string root_key_name, std::string search_key_name, std::string search_value_name, int maximum_recursion_depth, int maximum_items_↩ to_search_for)
- bool **testRootKeyNameValid** (std::string root_key_name)

Static Public Member Functions

- static int **unlimitedMatches** ()
- static int **unlimitedRecursionDepth** ()

Static Public Attributes

- static const int **UNLIMITED_RECURSION_DEPTH** = -7
- static const int **UNLIMITED_MATCHES** = -7

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/Scanner/ScanTool.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/Scanner/ScanTool.cpp

6.19 SimpleRegistryAccess Class Reference

Static Public Member Functions

- static std::string **getValueAtPath** (KeyPath key_path, std::string value_name)
- static std::string **getValueAtPath** (KeyPath key_path)
- static bool **setValueAtPath** (KeyPath key_path, std::string value_name, std::string value)
- static bool **setValueAtPath** (KeyPath key_path, std::string value)

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/DataAccess/SimpleRegistryAccess.↩ hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/DataAccess/SimpleRegistryAccess.↩ cpp

6.20 TestFramework Class Reference

Public Member Functions

- void addTest (std::function< bool(void)> testFunction)

  addTest
- bool execute ()

  execute
- bool getTestsStatus ()

  getTestStatus
- int getTotalTestsRun ()

  getTotalTestsRun
- int getTotalTestsRunSuccessfully ()

  getTotalTestsRunSuccessfully
- TestFramework ()

  TestFramework.
- ~TestFramework ()

  ~*TestFramework*

6.20.1 Constructor & Destructor Documentation

6.20.1.1 TestFramework::TestFramework ( )

TestFramework.

Todo : document this function

6.20.1.2 TestFramework::~TestFramework ( )

~TestFramework

Todo : document this function

6.20.2 Member Function Documentation

6.20.2.1 void TestFramework::addTest (std::function< bool(void)> *testFunction*)

addTest

Todo : document this function

6.20.2.2 bool TestFramework::execute ( )

execute

Todo : document this function

6.20.2.3 bool TestFramework::getTestsStatus ( )

getTestStatus

Todo : document this function

6.20.2.4 int TestFramework::getTotalTestsRun ( )

getTotalTestsRun

Todo : document this function

6.20.2.5 int TestFramework::getTotalTestsRunSuccessfully ( )

getTotalTestsRunSuccessfully

Todo : document this function

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

- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/test/framework.hpp
- D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/test/framework.cpp

Chapter 7

File Documentation

7.1 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/doxygen/example.hpp File Reference

Examples of the doxygen markup I plan to use accross the project.

Classes

- class ExampleClass

  An example class.

7.1.1 Detailed Description

Examples of the doxygen markup I plan to use accross the project.

Given that I'm new to using doxygen, I thought it'd be a good idea to get to know it's capabilaties in a sandbox rather than documenting everything then changing my mind over and over again and having to redo very bit of documentation every time.

You can use the folowwing to document items, hopefully obviously - struct, union, enum, fn, var, def, typedef, file, namespace

7.2 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main.cpp File Reference

Created by ThetaSinner (Gregory Jensen). Released as open source.

```
#include "main/IconMagic.hpp"
#include <iostream>
#include "./main/Registry/Scanner/ScanTool.hpp"
#include "./main/Registry/DataAccess/SimpleRegistryAccess.hpp"
#include <sstream>
#include <fstream>
#include <list>
#include <string>
#include "./main/Menu/Menu.hpp"
#include "./main/Menu/MenuManager.hpp"
#include "./main/Menu/MenuDefinitions/MenuFactory.hpp"
#include "./main/Manager.hpp"
#include "./main/Util.hpp"
```

Functions

- int **main** (int argc, char ∗∗args)

7.2.1 Detailed Description

Created by ThetaSinner (Gregory Jensen). Released as open source.

This file launches IconMagic.

7.3 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/IconMagic.cpp File Reference

Created by ThetaSinner (Gregory Jensen). Released as open source.

```
#include "IconMagic.hpp"
```

Functions

- int **exitIconMagic** (int exitCode=0)
- int **runIconMagic** ()

7.3.1 Detailed Description

Created by ThetaSinner (Gregory Jensen). Released as open source.

// TODO file_desc

7.4 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/IconMagic.hpp File Reference

Created by ThetaSinner (Gregory Jensen). Released as open source.

```
#include <iostream>
#include <string>
#include <vector>
#include "SystemValidation.hpp"
#include "WindowsToolbox.hpp"
#include "TextUI.hpp"
```

Functions

- int **runIconMagic** ()

7.4.1 Detailed Description

Created by ThetaSinner (Gregory Jensen). Released as open source.

// TODO file_desc

7.5 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Manager.cpp File Reference

Created by ThetaSinner (Gregory Jensen). Released as open source.

```
#include "./Manager.hpp"
#include <stdio.h>
#include "./Util.hpp"
#include "./WindowsToolbox.hpp"
#include "./Registry/Scanner/RegistryScanner.hpp"
#include "./Registry/History/registryHistory.hpp"
```

7.5.1 Detailed Description

Created by ThetaSinner (Gregory Jensen). Released as open source.

// TODO file_desc

7.6 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Manager.hpp File Reference

Created by ThetaSinner (Gregory Jensen). Released as open source.

```
#include <Windows.h>
#include <list>
#include <string>
#include <iostream>
#include <fstream>
```

Classes

- class Manager

7.6.1 Detailed Description

Created by ThetaSinner (Gregory Jensen). Released as open source.

// TODO file_desc

7.7 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/Registry/History/RegistryHistory.cpp File Reference

Record changes to 'DefaultIcon' keys in the registry using a custom file format.

```
#include "./RegistryHistory.hpp"
#include "./../../WindowsToolbox.hpp"
#include "./../../Util.hpp"
```

7.7.1 Detailed Description

Record changes to 'DefaultIcon' keys in the registry using a custom file format.

Designed to manage a custom file format for storing changes made by IconMagic to the registry. Each file extension for which IconMagic has made registry changes will be associated with a list of all the values which have been assigned to the 'DefaultIcon' subkey for that extension. This means that (in the best case) the user can choose to roll back changes, or even revert to the system's default icon.

Created by ThetaSinner (Gregory Jensen). Released as open source.

7.8 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/SystemValidation.cpp File Reference

Created by ThetaSinner (Gregory Jensen). Released as open source.

```
#include "SystemValidation.hpp"
```

Functions

- std::string windowsVersion ()
- std::string **windowsVersionToName** (std::string)
- bool **registryAccess** ()
- bool **verifyWindowsVersionSupported** ()
- bool **verifyWindowsVersionSupportedWithUserInteraction** ()
- bool **verifyProgramHasRegistryAccess** ()
- bool **verifyProgramHasRegistryAccessWithUserInteraction** ()

7.8.1 Detailed Description

Created by ThetaSinner (Gregory Jensen). Released as open source.

// TODO file_desc

7.8.2 Function Documentation

7.8.2.1 std::string windowsVersion ( )

GetVersionEx depreciated from this version of windows onwards.

7.9 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/SystemValidation.hpp File Reference

Created by ThetaSinner (Gregory Jensen). Released as open source.

```
#include <Windows.h>
#include <string>
#include "WindowsToolbox.hpp"
#include "TextUI.hpp"
```

Functions

- bool **verifyWindowsVersionSupported** ()
- bool **verifyWindowsVersionSupportedWithUserInteraction** ()
- bool **verifyProgramHasRegistryAccess** ()
- bool **verifyProgramHasRegistryAccessWithUserInteraction** ()

7.9.1 Detailed Description

Created by ThetaSinner (Gregory Jensen). Released as open source.

// TODO file_desc

7.10 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/TextUI.cpp File Reference

Created by ThetaSinner (Gregory Jensen). Released as open source.

```
#include "TextUI.hpp"
```

Functions

- void **setConsoleCharacterOutputWidth** (unsigned width)
- void **setConsoleCharacterOutputHeight** (unsigned height)
- void **setPrintFillerCharacter** (char character)
- void **setInputBufferMaxCharacters** (unsigned maximum)
- std::string **repeatString** (std::string str, int times=1)
- std::string **centerStringForConsole** (std::string str, std::string filler="∗")
- void **printTitleBox** (std::string title)
- void **printTitleLine** (std::string title)
- void **printLine** (std::string line)
- std::string **getInputLine** (std::string prompt)
- std::string **getInputYesNo** (std::string prompt, bool forceAnswer)
- int **getInputValue** (std::string prompt, bool forceAnswer)
- int **getInputMenuSelection** (const std::vector< std::string > &menuOptions, bool forceAnswer)
- void **waitForUser** ()
- void **printNewLine** (int times)
- void **textClearConsole** ()

Variables

- unsigned int **CONSOLE_CHARACTER_OUTPUT_WIDTH** = 80
- unsigned int **CONSOLE_CHARACTER_OUTPUT_HEIGHT** = 25
- unsigned int **INPUT_BUFFER_MAX_CHARACTERS** = 100
- std::string **PRINT_FILLER_CHARACTER** = "∗"

7.10.1 Detailed Description

Created by ThetaSinner (Gregory Jensen). Released as open source.

// TODO file_desc

7.11 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/TextUI.hpp File Reference

Created by ThetaSinner (Gregory Jensen). Released as open source.

```
#include <iostream>
#include <string>
#include <vector>
#include <sstream>
```

Functions

- void **setConsoleCharacterOutputWidth** (unsigned width)
- void **setConsoleCharacterOutputHeight** (unsigned height)
- void **setPrintFillerCharacter** (char character)
- void **setInputBufferMaxCharacters** (unsigned maximum)
- void **printTitleBox** (std::string title)
- void **printTitleLine** (std::string title)
- void **printLine** (std::string line)
- std::string **getInputLine** (std::string prompt)
- std::string **getInputYesNo** (std::string prompt, bool forceAnswer=false)
- int **getInputValue** (std::string prompt, bool forceAnswer=false)
- int **getInputMenuSelection** (const std::vector< std::string > &options, bool forceAnswer=false)
- void **waitForUser** ()
- void **printNewLine** (int times=1)
- void **textClearConsole** ()

7.11.1 Detailed Description

Created by ThetaSinner (Gregory Jensen). Released as open source.

// TODO file_desc

7.12 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/WindowsToolbox.cpp File Reference

Created by ThetaSinner (Gregory Jensen). Released as open source.

```
#include "WindowsToolbox.hpp"
#include <Windows.h>
```

Functions

- std::string **getLastWindowsErrorMessage** ()
- void **systemClearScreen** ()
- bool **validPathToFile** (std::string file_path)
- bool **fileExists** (std::string file_path)
- bool **canOpenFile** (std::string file_path)

7.12.1 Detailed Description

Created by ThetaSinner (Gregory Jensen). Released as open source.

// TODO file_desc

7.13 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/main/WindowsToolbox.hpp File Reference

Created by ThetaSinner (Gregory Jensen). Released as open source.

```
#include <iostream>
#include <string>
#include <unordered_map>
#include <sstream>
#include <fstream>
#include <list>
```

Macros

- #define **WINDOWS_OPERATION_SUCCESS** ERROR_SUCCESS

Functions

- std::string **getLastWindowsErrorMessage** ()
- void **systemClearScreen** ()
- bool **canOpenFile** (std::string file_path)
- bool **validPathToFile** (std::string file_path)
- bool **fileExists** (std::string file_path)
- bool **scanRegistryForDefaultIcons** ()

7.13.1 Detailed Description

Created by ThetaSinner (Gregory Jensen). Released as open source.

// TODO file_desc

7.14 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/test/framework.cpp File Reference

Created by ThetaSinner (Gregory Jensen). Released as open source.

```
#include "framework.hpp"
#include <iostream>
```

7.14.1 Detailed Description

Created by ThetaSinner (Gregory Jensen). Released as open source.

// TODO file_desc

7.15 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/test/RegistryHistory/RegistryHistoryTest.cpp File Reference

Created by ThetaSinner (Gregory Jensen). Released as open source.

```
#include "./../framework.hpp"
#include "./../../main//RegistryHistory.hpp"
```

Functions

- bool **setAndRetrieveImageEntry** ()
- bool **setAndRetrieveFormattedImageEntry** ()
- bool testRegistryHistory (int &total_tests_run, int &total_tests_run_successfully)

7.15.1 Detailed Description

Created by ThetaSinner (Gregory Jensen). Released as open source.

// TODO file_desc

7.15.2 Function Documentation

7.15.2.1 bool testRegistryHistory (int & *total_tests_run,* int & *total_tests_run_successfully*)

< Use the test framework to run all tests.

< Set the test statisics so they can be used by the calling process.

7.16 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/test/Testing.cpp File Reference

Created by ThetaSinner (Gregory Jensen). Released as open source.

```
#include "Testing.hpp"
#include "TextUI.hpp"
```

Functions

- void **testTextUI** ()

7.16.1 Detailed Description

Created by ThetaSinner (Gregory Jensen). Released as open source.

// TODO file_desc

7.17 D:/Users/Gregory/OneDrive/GitHub/IconMagic/Source/test/Testing.hpp File Reference

Created by ThetaSinner (Gregory Jensen). Released as open source.

Functions

- void **testTextUI** ()

7.17.1 Detailed Description

Created by ThetaSinner (Gregory Jensen). Released as open source.

// TODO file_desc

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