

prog-en-c

Généré par Doxygen 1.8.5

Mercredi Janvier 25 2023 14 :44 :14



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# Chapitre 1

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### 1.1 Structures de données

Liste des structures de données avec une brève description :

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## Chapitre 2

# Index des fichiers

### 2.1 Liste des fichiers

Liste de tous les fichiers avec une brève description :

<code>/net/r/jroyet/Documents/S6/PG120/include/matrix.h</code>	??
A small matrix library	
<code>/net/r/jroyet/Documents/S6/PG120/include/vector.h</code>	??
A small vector library	





# Chapitre 3

## Documentation des structures de données

### 3.1 Référence de la structure `matrix_t`

Definition of `vector_t` type.

```
#include <matrix.h>
```

#### Champs de données

- unsigned `row_size`
- unsigned `col_size`
- double \* `values`

#### 3.1.1 Description détaillée

Definition of `vector_t` type.

#### 3.1.2 Documentation des champs

##### 3.1.2.1 `unsigned matrix_t : col_size`

the column number of the matrix

##### 3.1.2.2 `unsigned matrix_t : row_size`

the row number of the matrix

##### 3.1.2.3 `double* matrix_t : values`

a pointer to the array of entries

La documentation de cette structure a été générée à partir du fichier suivant :

- `/net/r/jroyet/Documents/S6/PG120/include/matrix.h`

### 3.2 Référence de la structure `vector_t`

Definition of `vector_t` type.

```
#include <vector.h>
```

## Champs de données

- unsigned [size](#)
- double \* [values](#)

### 3.2.1 Description détaillée

Definition of [vector\\_t](#) type.

### 3.2.2 Documentation des champs

#### 3.2.2.1 unsigned vector\_t : :size

the size of the vector

#### 3.2.2.2 double\* vector\_t : :values

a pointer to the array of entries

La documentation de cette structure a été générée à partir du fichier suivant :

- [/net/r/jroyet/Documents/S6/PG120/include/vector.h](#)

# Chapitre 4

## Documentation des fichiers

### 4.1 Référence du fichier /net/r/jroyet/Documents/S6/PG120/include/matrix.h

A small matrix library.

```
#include <vector.h>
```

#### Structures de données

- struct `matrix_t`  
*Definition of `vector_t` type.*

#### Fonctions

- `matrix_t make_matrix` (unsigned r, unsigned c)  
*Matrix factory.*
- void `free_matrix` (`matrix_t` m)  
*Matrix factory.*
- double `m_get` (`matrix_t` m, unsigned i, unsigned j)  
*Matrix factory.*
- void `m_set` (`matrix_t` m, unsigned i, unsigned j, double x)  
*Matrix factory.*
- void `m_add` (`matrix_t` m, unsigned i, unsigned j, double x)  
*Matrix factory.*
- void `peek_row` (const `matrix_t` \*m, unsigned i, `vector_t` \*v)
- `vector_t apply` (`matrix_t` m, `vector_t` v)
- void `m_print` (`matrix_t` m)  
*Matrix factory.*
- `matrix_t make_rotation_matrix` (double alpha)  
*Matrix factory.*

#### 4.1.1 Description détaillée

A small matrix library. This library provide a few functions for the computation with matrixs.

#### 4.1.2 Documentation des fonctions

##### 4.1.2.1 `vector_t apply ( matrix_t m, vector_t v )`

##### 4.1.2.2 `void free_matrix ( matrix_t m )`

Matrix factory.

---

This function delete in memory the dynamic array of the matrix stucture ;

---

#### Paramètres

---

|>p0.15|p0.805|

---

*m*, : the matrix you want to free, must not be null.

---

#### 4.1.2.3 void m\_add ( matrix\_t *m*, unsigned *i*, unsigned *j*, double *x* )

Matrix factory.

---

This function insert your value *x* at the index *i,j* of the matrix ;

---

#### Paramètres

---

|>p0.15|p0.805|

---

*m,i,j,x*, : the vector *v* you want to add value and *i* the index and *x* double you want to set.

---

#### 4.1.2.4 double m\_get ( matrix\_t *m*, unsigned *i*, unsigned *j* )

Matrix factory.

---

This function return you the value contained in at the *i* index of his value array ;

---

#### Paramètres

---

|>p0.15|p0.805|

---

*m,i,j*, : the matrix *m* you want to get value (not null) and *i* the index of row (not null), *j* the index of column (not null).

---

#### Renvoie

a double, corresponding to the value contained at *i,j* index in the array.

#### 4.1.2.5 void m\_print ( matrix\_t *m* )

Matrix factory.

---

This function print the matrix.

---

#### Paramètres

---

|>p0.15|p0.805|

---

*m*, : matrix you want to display.

---

#### 4.1.2.6 void m\_set ( matrix\_t *m*, unsigned *i*, unsigned *j*, double *x* )

Matrix factory.

---

This function set at the value indexed *i,j*, the value *x* you passed in parameter ;

---

#### Paramètres

---

|>p0.15|p0.805|

---

*m,i,j,x*, : the vector *v* you want to set value (not null) and *i* the index (not null) and *x* double you want to set.

---

**4.1.2.7 matrix\_t make\_matrix ( unsigned r, unsigned c )**

Matrix factory.

This function builds a null matrix of size s ; the array is dynamically allocated and must be freed with the function `free_matrix`

**Paramètres**

|>p0.15|p0.805|

r,c, : number of row (r) and columns (c) must be >0

**Renvoie**

a matrix of size s initialized to 0

**Voir également**

[free\\_matrix](#)

**4.1.2.8 matrix\_t make\_rotation\_matrix ( double alpha )**

Matrix factory.

This function return your matrix rotated by alpha degree ;

**Paramètres**

|>p0.15|p0.805|

alpha, : degree you want to rotate your matrix.

**Renvoie**

your matrix.

**4.1.2.9 void peek\_row ( const matrix\_t \* m, unsigned i, vector\_t \* v )****4.2 Référence du fichier /net/r/jroyet/Documents/S6/PG120/include/vector.h**

A small vector library.

**Structures de données**

- struct [vector\\_t](#)  
Definition of [vector\\_t](#) type.

**Fonctions**

- [vector\\_t make\\_vector](#) (unsigned s)  
Vector factory.
- void [free\\_vector](#) ([vector\\_t](#) v)  
Vector factory.
- double [v\\_get](#) ([vector\\_t](#) v, unsigned i)  
Vector factory.
- void [v\\_set](#) ([vector\\_t](#) v, unsigned i, double x)  
Vector factory.
- void [v\\_add](#) ([vector\\_t](#) v, unsigned i, double x)  
Vector factory.

- double `scalar_prod` (`vector_t` v1, `vector_t` v2)  
Vector factory.
- void `v_print_h` (`vector_t` v)  
Vector factory.
- void `v_print` (`vector_t` v)  
Vector factory.

### 4.2.1 Description détaillée

A small vector library. This library provide a few functions for the computation with vectors.

### 4.2.2 Documentation des fonctions

#### 4.2.2.1 void free\_vector ( vector\_t v )

Vector factory.

This function delete in memory the dynamic array of the vector stucture ;

---

##### Paramètres

|>p0.15|p0.805|

---

v, : the vector you want to free, must not be null.

---

#### 4.2.2.2 vector\_t make\_vector ( unsigned s )

Vector factory.

This function builds a null vector of size s ; the array is dynamically allocated and must be freed with the function `free_vector`

---

##### Paramètres

|>p0.15|p0.805|

---

s, : the size of the vector must be >0

---

##### Renvoie

a vector of size s initialized to 0

##### Voir également

[free\\_vector](#)

#### 4.2.2.3 double scalar\_prod ( vector\_t v1, vector\_t v2 )

Vector factory.

This function do the scalar product of two vectors ;

---

##### Paramètres

|>p0.15|p0.805|

---

v1,v2, : two vector you want to multiply (not null)

---

##### Renvoie

the product of scalar product.

---

**4.2.2.4 void v\_add ( vector\_t v, unsigned i, double x )**

Vector factory.

This function insert your value v at the index i of the vector ;

**Paramètres**

|>p0.15|p0.805|

v,i,x, : the vector v you want to add value and i the index and x double you want to set.

**4.2.2.5 double v\_get ( vector\_t v, unsigned i )**

Vector factory.

This function return you the value contained in at the i index of his value array ;

**Paramètres**

|>p0.15|p0.805|

v,i, : the vector v you want to get value (not null) and i the index (not null).

**Renvoie**

a double, corresponding to the value contained at i index in the array.

**4.2.2.6 void v\_print ( vector\_t v )**

Vector factory.

This function print the vector into a vertical array.

**Paramètres**

|>p0.15|p0.805|

v, : vector you want to display.

**4.2.2.7 void v\_print\_h ( vector\_t v )**

Vector factory.

This function print the vector into an horizontal array.

**Paramètres**

|>p0.15|p0.805|

v, : vector you want to display.

**4.2.2.8 void v\_set ( vector\_t v, unsigned i, double x )**

Vector factory.

This function set at the value indexed i, the value x you passed in parameter ;

**Paramètres**

|>p0.15|p0.805|

v,i,x, : the vector v you want to set value (not null) and i the index (not null) and x double you want to set.