Filename: structures.cpp

Header:

#include <string>

#include <QString>

#include <QMap>

#include <QList>

Class name: Coin

Description: Coin is a class that records information about a particular coin.

Constructor:

**Coin**(QString core\_name):

Parameters: Name of the coin.

Return: None.

Task: Constructs a Coin object.

Public Fields:

|  |  |
| --- | --- |
| QString name | Name of the Coin. |
| QList<Core\*> cores | A list of Core\* that can mine the coin. |
| QList<Pool\*> pools | A list of Pool\* that can mine the coin. |

Public Methods:

void **AddCore**(Core\* core, const QString& cmd):

Parameters: Pointer to a Core object; Command to use the Core to mine the Coin.

Return: None.

Task: Bind a Core to the Coin.

void **AddPool**(Pool\* pool, const QString& cmd):

Parameters: Pointer to a Pool object; Command to use the Pool to mine the Coin.

Return: None.

Task: Bind a Pool to the Coin.

Class name: Core

Description: Core is a class that records information about a particular mining core.

Constructor:

**Core**(QString core\_name, const QString& path, const QString& api):

Parameters: Name of the core; Path of the core; API URL of the core.

Return: None.

Task: Constructs a Core object.

Public Fields:

|  |  |
| --- | --- |
| QString name | Name of the Core. |
| QString path | Path of the Core. |
| QString api | API URL of the Core. |
| QMap<Coin\*, QString> cmds | A map from a Coin\* to a QString which is the command to mine the Coin using the Core. |
| QString ver | Version of the Core. |

Class name: Pool

Description: Pool is a class that records information about a particular mining pool.

Constructor:

**Pool**(QString pool\_name):

Parameters: Name of the pool.

Return: None.

Task: Constructs a Pool object.

Public Fields:

|  |  |
| --- | --- |
| QString name | Name of the Coin. |
| QMap<Coin\*, QString> cmds | A map from a Coin\* to a QString which is the command to mine the Coin in the Pool. |