Inkostilation Project

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Глава 1

Namespace Index

1.1	Packages

Н	ere	are	$_{ m the}$	pacl	kages	with	brief	d	escript	tions	(if	availa	ıb	le)):	
---	-----	-----	-------------	------	-------	------	-------	---	---------	-------	-----	--------	----	-----	----	--

WindowsFormsApp1																							-
WinFormsApp1																							8

Namespace Index

Глава 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

WindowsFormsApp1.Database
Form
WindowsFormsApp1.ClientFound
WindowsFormsApp1.ErrorForm
WindowsFormsApp1.GUI
WindowsFormsApp1.HashMap1Dialog
WindowsFormsApp1.HashMap2Dialog
WindowsFormsApp1.MachineFound
WindowsFormsApp1.operationFound
WindowsFormsApp1.OperationsOfClient
WindowsFormsApp1.OperationsOfMachine
WindowsFormsApp1.percentFound
WindowsFormsApp1.PercentsOfMachine
WindowsFormsApp1.PercentsOfOperation
WindowsFormsApp1.Splash
WindowsFormsApp1.Tree1Dialog
WindowsFormsApp1.Tree2Dialog
$\label{thm:minimum} WinForms App 1. Hash Function < T > \dots \dots$
WinFormsApp1.HashFunction< int >
WindowsFormsApp1.ModFunction
WindowsFormsApp1.OddFunction
$\label{thm:minimum} WinForms App 1. Hash Function < K > \dots \dots$
WinFormsApp1.HashMap <int, windowsformsapp1.client=""></int,>
WinFormsApp1.HashMap< int, WindowsFormsApp1.Machine >
$\label{eq:winFormsApp1.ICollection} WinFormsApp1.ICollection < T > \dots \dots$
$Windows Forms App 1. RB < T > \dots \dots$
$WinFormsApp1.Tree < T > \dots $
$\label{thm:pormsApp1.ICollection} WinFormsApp1.ICollection < V > \dots \dots$
$WinFormsApp1.HashMap < K, V > \dots \dots$
WinFormsApp1.IElement
WindowsFormsApp1.Operation
WindowsFormsApp1.Percent
WinFormsApp1.IKeyedElement < int >

4 Hierarchical Index

WindowsFormsApp1.Client	10
WindowsFormsApp1.Machine	??
	??
$\label{lem:windowsFormsApp1.BubbleSorter} WindowsFormsApp1.BubbleSorter < T > \dots \dots$	9
	??
$Windows Forms App 1. Quick Stack Sorter <~T>~\dots \dots $??
$\label{local-windows} Windows Forms App 1. Shell Sorter < T > \dots \dots$??
	??
$ ext{WindowsFormsApp1.RB} < ext{T} > ext{Node} < ext{T} > \dots$??
	??
$ ext{WindowsFormsApp1.SearchQuery} < T > \dots \dots \dots \dots \dots \dots \dots \dots$??
$ ext{WindowsFormsApp1.SearchQuery} < ext{V} > \dots \dots \dots \dots \dots \dots \dots \dots \dots \dots$??
	??
	??
	??
	12
	??
$\Gamma \mathrm{ext}\mathrm{Box}$	
WindowsFormsApp1.WaterMarkTextBox	??
WinFormsApp1.Tree< WindowsFormsApp1.Operation >	??
	??

Глава 3

Class Index

3.1 Class List

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

WindowsFormsApp1.BubbleSorter < T >
Реализация сортировки для элементов типа Т. Использует алгоритм сортировки
пузырьком. Наследуется от ISorter
WindowsFormsApp1.Client
Класс, описывающий клиента банковской системы. Наследуется от IKeyedElement <int>.</int>
Обладает ключом типа int
WindowsFormsApp1.ClientFound
WindowsFormsApp1.Database
$\label{lem:winFormsApp1.DoubleHashStorage} WinFormsApp1.DoubleHashStorage < K,V > \dots $
WindowsFormsApp1.ErrorForm
WindowsFormsApp1.GUI
WinFormsApp1.HashFunction < T > 15
WinFormsApp1.HashMap < K, V > 15
WindowsFormsApp1.HashMap1Dialog
WindowsFormsApp1.HashMap2Dialog
$\label{thm:minimum} WinFormsApp1.ICollection < T > \dots \dots$
WinFormsApp1.IElement
Интерфейс, описывающий данное, хранящееся в базе
WinFormsApp1.IKeyedElement < K >
Интерфейс, описывающий элемент, обладающий ключом, используемым для гене-
рации хэш-функции
WindowsFormsApp1.ISorter < T >
Интерфейс, описывающий сортировщик элементов типа Т ??
$Windows Forms App 1. Keyed Search Query < K, V > \dots \dots ? ? ? ? ? ? ? ? ? ? ? ? ? ? ? ? ?$
$WinFormsApp1.ListStorage < K, V > \dots \dots \dots \dots ? formsApp1.ListStorage < K, V > \dots \dots \dots \dots ? formsApp1.ListStorage < K, V > \dots \dots$
WindowsFormsApp1.Machine
WindowsFormsApp1.MachineFound
WindowsFormsApp1.ModFunction
$\label{eq:windowsFormsApp1.RB} WindowsFormsApp1.RB < T > .Node < T >$
Object of type Node contains 4 properties Colour Left Right Parent Data ??
WindowsFormsApp1.OddFunction
WindowsFormsApp1.Operation??
WindowsFormsApp1.operationFound??
WindowsFormsApp1.OperationsOfClient?
Windows Forms Appl Operations Of Machine

6 Class Index

WindowsFormsApp1.Percent
WindowsFormsApp1.percentFound??
WindowsFormsApp1.PercentsOfMachine
WindowsFormsApp1.PercentsOfOperation
$Windows Forms App 1. Quick Last Sorter < T > \dots \dots \dots \dots \dots ??$
$Windows Forms App 1. Quick Stack Sorter < T > \dots \dots \dots \dots \dots ??$
$\label{eq:windowsFormsApp1.RB} WindowsFormsApp1.RB < T > \dots \dots$
$WindowsFormsApp1.Report < K, V > \dots \dots \dots \dots \dots \dots \dots ??$
$Windows Forms App 1. Search Query < T > \dots \dots \dots \dots \dots \dots ??$
WindowsFormsApp1.ShellSorter < T > ??
WindowsFormsApp1.SizeContainer
WindowsFormsApp1.Splash ??
$WinFormsApp1.Storage < K, V > \dots ??$
$WinFormsApp1.Tree < T > \dots ??$
WindowsFormsApp1.Tree1Dialog ??
WindowsFormsApp1.Tree2Dialog
WindowsFormsApp1.WaterMarkTextBox ??

Глава 4

Namespace Documentation

4.1 WindowsFormsApp1 Namespace Reference

Classes

• class BubbleSorter

Реализация сортировки для элементов типа T. Использует алгоритм сортировки пузырьком. Наследуется от ISorter.

• class Client

Класс, описывающий клиента банковской системы. Наследуется от IKeyedElement<int>. Обладает ключом типа int.

- class ClientFound
- class Database
- class ErrorForm
- class GUI
- class HashMap1Dialog
- class HashMap2Dialog
- interface ISorter

Интерфейс, описывающий сортировщик элементов типа Т.

- class KeyedSearchQuery
- class Machine
- class MachineFound
- class ModFunction
- class OddFunction
- class Operation
- class operationFound
- class OperationsOfClient
- class OperationsOfMachine
- class Percent
- class percentFound
- class PercentsOfMachine
- class PercentsOfOperation
- class Program
- class QuickLastSorter
- class QuickStackSorter
- class RB
- class Report
- · class SearchQuery

- class ShellSorter
- class SizeContainer
- class Splash
- class Tree1Dialog
- class Tree2Dialog
- class WaterMarkTextBox

4.2 WinFormsApp1 Namespace Reference

Classes

- \bullet class DoubleHashStorage
- class HashFunction
- class HashMap
- interface ICollection
- interface IElement

Интерфейс, описывающий данное, хранящееся в базе.

 \bullet interface IKeyedElement

Интерфейс, описывающий элемент, обладающий ключом, используемым для генерации хэшфункции.

- class ListStorage
- class Storage
- class Tree

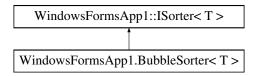
Глава 5

Class Documentation

5.1 Windows FormsApp1.BubbleSorter
< T > Class Template Reference

Реализация сортировки для элементов типа Т. Использует алгоритм сортировки пузырьком. Наследуется от ISorter.

Inheritance diagram for WindowsFormsApp1.BubbleSorter< T >:



Public Member Functions

• void Sort (T[] array) Метод, совершающий сортировку.

5.1.1 Detailed Description

Реализация сортировки для элементов типа Т. Использует алгоритм сортировки пузырьком. Наследуется от ISorter.

Template Parameters

Т Пип сортируемых данных, наследуемая от IElement.

Type Constraints

T: IElement

5.1.2 Member Function Documentation

Метод, совершающий сортировку.

Parameters

```
array Сортируемый массив.
```

Implements WindowsFormsApp1.ISorter< T>.

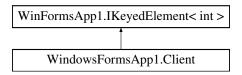
The documentation for this class was generated from the following file:

• BubbleSorter.cs

5.2 WindowsFormsApp1.Client Class Reference

Класс, описывающий клиента банковской системы. Наследуется от IKeyedElement<int>. Обладает ключом типа int.

Inheritance diagram for WindowsFormsApp1.Client:



Public Member Functions

- Client (int cardNumber, string bankName, string name)
- int GetKey ()
- int Compare (IElement elem)

Public Attributes

- int $CardNumber => _cardNumber$
- string BankName => _bankName
- string Name => _name

5.2.1 Detailed Description

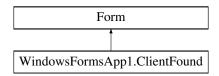
Класс, описывающий клиента банковской системы. Наследуется от IKeyedElement<int>. Обладает ключом типа int.

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

• Client.cs

5.3 WindowsFormsApp1.ClientFound Class Reference

Inheritance diagram for WindowsFormsApp1.ClientFound:



Public Attributes

- System. Windows. Forms. DataGridView ClientResults
- System. Windows. Forms. Label label1

Protected Member Functions

override void Dispose (bool disposing)
 Clean up any resources being used.

5.3.1 Member Function Documentation

5.3.1.1 Dispose()

 $\begin{tabular}{ll} override\ void\ WindowsFormsApp1. ClientFound. Dispose\ (\\ bool\ disposing\) & [protected] \end{tabular}$

Clean up any resources being used.

Parameters

disposing | true if managed resources should be disposed; otherwise, false.

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

- ClientFound.cs
- ClientFound.Designer.cs

5.4 WindowsFormsApp1.Database Class Reference

Public Member Functions

- void Save (string filePath)
- string AddClient (Client client)
- string AddMachine (Machine machine)
- string AddOperation (Operation operation)
- string AddPercent (Percent percent)
- string RemoveClient (Client client)
- string RemoveMachine (Machine machine)
- string RemoveOperation (Operation operation)
- string RemovePercent (Percent percent)
- SearchQuery< Client > FindClient (Client client)
- SearchQuery< Machine > FindMachine (Machine machine)
- SearchQuery< Operation > FindOperation (Operation operation)
- SearchQuery< Percent > FindPercent (Percent percent)
- SearchQuery< Client > FindClient (int cardNumber)
- SearchQuery< Machine > FindMachine (int machineNumber)
- SearchQuery< Operation > FindOperation (string operationType, int cardNumber, int machine

 Number)
- SearchQuery< Percent > FindPercent (string operationType, string senderBank, string receiver ← Bank)
- int ClientSize ()
- int MachineSize ()
- int OperationSize ()
- int PercentSize ()
- Client[] ClientArray ()
- Machine[] MachineArray ()
- Operation[] OperationArray ()
- Percent[] PercentArray ()
- HashFunction < int > ClientsFunction ()
- HashFunction < int > MachinesFunction ()
- string Consistence ()
- Report < Client, Operation > ClientOperationReport (Client client)
- Report < Machine, Operation > MachineOperationReport (Machine machine)
- Report < Operation, Percent > OperationPercentReport (Operation operation)
- Report < Machine, Percent > MachinePercentReport (Machine machine)

Static Public Member Functions

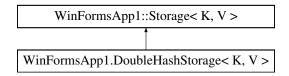
- static Database GetInstance (string filePath=null)
- static Database GetNewInstance ()

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

• Database.cs

5.5 WinFormsApp1.DoubleHashStorage< K, V > Class Template Reference

Inheritance diagram for WinFormsApp1.DoubleHashStorage
< K, V >:



Public Member Functions

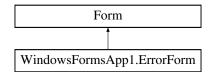
- DoubleHashStorage (HashFunction < K > mainFunction, HashFunction < K > outsideFunction)
- override int GetSize ()
- override void Add (int index, V element)
- override bool Remove (int index, V element)
- override V[] ToArray ()
- override void Find (int index, KeyedSearchQuery< K, V > keyedQuery)

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

 \bullet DoubleHashStorage.cs

5.6 WindowsFormsApp1.ErrorForm Class Reference

 $Inheritance\ diagram\ for\ Windows Forms App 1. Error Form:$



Public Attributes

• System. Windows. Forms. Label label1

Protected Member Functions

override void Dispose (bool disposing)
 Clean up any resources being used.

5.6.1 Member Function Documentation

5.6.1.1 Dispose()

override void WindowsFormsApp1.ErrorForm.Dispose (
bool disposing) [protected]

Clean up any resources being used.

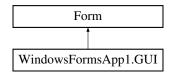
Parameters

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

- ErrorForm.cs
- ErrorForm.Designer.cs

5.7 WindowsFormsApp1.GUI Class Reference

Inheritance diagram for WindowsFormsApp1.GUI:



Public Attributes

• System. Windows. Forms. ComboBox comboBox1

Static Public Attributes

- static bool stopflag = false
- static Database myDatabase = Database.GetNewInstance()

Protected Member Functions

• override void Dispose (bool disposing)
Освободить все используемые ресурсы.

5.7.1 Member Function Documentation

5.7.1.1 Dispose()

```
 \begin{array}{c} {\rm override\ void\ WindowsFormsApp1.GUI.Dispose\ (} \\ {\rm bool\ disposing\ )} \end{array} \ [{\rm protected}]
```

Освободить все используемые ресурсы.

Parameters

dianogina	Hamming of the Number Hamming polymer to the Number Hamming Ha
disposing	истинно, если управляемый ресурс должен быть удален; иначе ложно.

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

- GUI.cs
- GUI.Designer.cs

5.8 WinFormsApp1.HashFunction < T > Class Template Reference

Public Member Functions

- void SetSize (SizeContainer size)
- abstract int Hash (T key)

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

• HashFunction.cs

5.9 WinFormsApp1.HashMap< K, V > Class Template Reference

Inheritance diagram for WinFormsApp1.HashMap< K, V >:



Public Member Functions

- HashMap (HashFunction< K > function, Storage< K, V > storage)
- V[] ToArray ()
- int Size ()
- void Add (V element)
- bool Remove (V element)
- void Find (SearchQuery< V > query)

Public Attributes

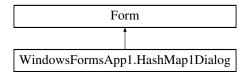
• $HashFunction < K > Function => _function$

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

• HashMap.cs

5.10 WindowsFormsApp1.HashMap1Dialog Class Reference

Inheritance diagram for WindowsFormsApp1.HashMap1Dialog:



Public Attributes

- WaterMarkTextBox waterMarkTextBox1
- WaterMarkTextBox waterMarkTextBox2
- $\bullet \quad WaterMarkTextBox \ waterMarkTextBox 3$

Protected Member Functions

override void Dispose (bool disposing)
 Clean up any resources being used.

5.10.1 Member Function Documentation

5.10.1.1 Dispose()

```
\label{lem:condition} override\ void\ WindowsFormsApp1.HashMap1Dialog.Dispose\ ( bool\ disposing\ )\quad [protected]
```

Clean up any resources being used.

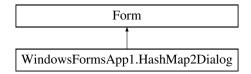
Parameters

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

- HashMap1Dialog.cs
- HashMap1Dialog.Designer.cs

5.11 WindowsFormsApp1.HashMap2Dialog Class Reference

 $Inheritance\ diagram\ for\ Windows Forms App 1. Hash Map 2 Dialog:$



Public Attributes

- WaterMarkTextBox waterMarkTextBox1
- WaterMarkTextBox waterMarkTextBox2
- WaterMarkTextBox waterMarkTextBox3

Protected Member Functions

override void Dispose (bool disposing)
 Clean up any resources being used.

5.11.1 Member Function Documentation

5.11.1.1 Dispose()

```
 \begin{array}{c} override\ void\ WindowsFormsApp1.HashMap2Dialog.Dispose\ (\\ bool\ disposing\ ) \quad [protected] \end{array}
```

Clean up any resources being used.

Parameters

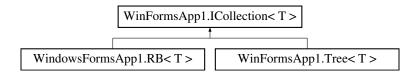
disposing true if managed resources should be disposed; otherw	vise, false.
--	--------------

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

- HashMap2Dialog.cs
- HashMap2Dialog.Designer.cs

5.12 WinFormsApp1.ICollection< T > Interface Template Reference

Inheritance diagram for WinFormsApp1.ICollection< T >:



Public Member Functions

- T[] ToArray ()
- int Size ()
- void Add (T element)
- bool Remove (T element)
- void Find (SearchQuery< T > query)

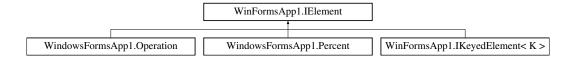
The documentation for this interface was generated from the following file:

• ICollection.cs

5.13 WinFormsApp1.IElement Interface Reference

Интерфейс, описывающий данное, хранящееся в базе.

Inheritance diagram for WinFormsApp1.IElement:



Public Member Functions

• int Compare (IElement elem)

Метод, производящий сравнение двух элементов, наследуемых от IElement.

5.13.1 Detailed Description

Интерфейс, описывающий данное, хранящееся в базе.

5.13.2 Member Function Documentation

5.13.2.1 Compare()

```
\label{eq:compare} \begin{array}{c} \mathrm{int} \ \mathrm{WinFormsApp1.IElement.Compare} \ ( \\ \mathrm{IElement} \ \mathrm{elem} \ ) \end{array}
```

Метод, производящий сравнение двух элементов, наследуемых от IElement.

Parameters

elem | Элемент, с которым производится сравнение.

Returns

Отрицательное число, если этот элемент меньше, чем поступающий на вход. Ноль, если элементы равны. Положительное число, если этот элемент больше, чем поступающий на вход.

Implemented in WindowsFormsApp1.Operation, and WindowsFormsApp1.Percent.

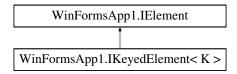
The documentation for this interface was generated from the following file:

• IElement.cs

5.14 WinFormsApp1.IKeyedElement< K > Interface Template Reference

Интерфейс, описывающий элемент, обладающий ключом, используемым для генерации хэшфункции.

Inheritance diagram for WinFormsApp1.IKeyedElement< K >:



Public Member Functions

• K GetKey ()

Метод, возвращающий ключ данного элемента.

5.14.1 Detailed Description

Интерфейс, описывающий элемент, обладающий ключом, используемым для генерации хэшфункции.

Template Parameters

К Тип ключа.

5.14.2 Member Function Documentation

5.14.2.1 GetKey()

K WinFormsApp1.IKeyedElement < K >.GetKey ()

Метод, возвращающий ключ данного элемента.

Returns

Ключ типа К.

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

• IKeyedElement.cs

5.15 WindowsFormsApp1.ISorter< T > Interface Template Reference

Интерфейс, описывающий сортировщик элементов типа Т.

Inheritance diagram for WindowsFormsApp1.ISorter< T >:



Public Member Functions

• void Sort (T[] array) Метод, совершающий сортировку.

5.15.1 Detailed Description

Интерфейс, описывающий сортировщик элементов типа Т.

Template Parameters

Т Тип сортируемых данных, наследуемая от IElement.

Type Constraints

T : IElement

5.15.2 Member Function Documentation

```
5.15.2.1 Sort()
```

```
\label{eq:condition} void \ WindowsFormsApp1.ISorter<\ T>.Sort\ ( T[] \ array\ )
```

Метод, совершающий сортировку.

Parameters

array Сортируемый массив.

 $\label{lem:lemented$

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

- ISorter.cs
- 5.16 Windows Forms App
1. Keyed Search Query
< K, V > Class Template Reference

Inheritance diagram for WindowsFormsApp1.KeyedSearchQuery< K, V >:



Public Member Functions

- KeyedSearchQuery (V request)
- K SearchKey ()

Additional Inherited Members

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

- $\bullet \ \, {\rm KeyedSearchQuery.cs}$
- 5.17 WinFormsApp1.ListStorage K, V > Class Template Reference

Inheritance diagram for WinFormsApp1.ListStorage< K, V >:



Public Member Functions

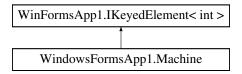
- override int GetSize ()
- override void Add (int index, V element)
- override bool Remove (int index, V element)
- override V[] ToArray ()
- override void Find (int index, KeyedSearchQuery< K, V > keyedQuery)

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

• ListStorage.cs

5.18 WindowsFormsApp1.Machine Class Reference

Inheritance diagram for WindowsFormsApp1.Machine:



Public Member Functions

- Machine (int machineNumber, string address, string bankName)
- int GetKey ()
- int Compare (IElement elem)

Public Attributes

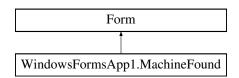
- int MachineNumber => _machineNumber
- string Address => _address
- string BankName => _bankName

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

• Machine.cs

$5.19 \quad Windows Forms App 1. Machine Found \ Class \ Reference$

Inheritance diagram for WindowsFormsApp1.MachineFound:



Public Attributes

- $\bullet \quad {\bf System. Windows. Forms. Data Grid View\ Machine Results}$
- System. Windows. Forms. Label label 3

Protected Member Functions

override void Dispose (bool disposing)
 Clean up any resources being used.

5.19.1 Member Function Documentation

5.19.1.1 Dispose()

```
override void WindowsFormsApp1.MachineFound.Dispose (
bool disposing ) [protected]
```

Clean up any resources being used.

Parameters

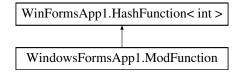
disposing true if managed resources should be disposed; otherwise, false.

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

- MachineFound.cs
- MachineFound.Designer.cs

5.20 WindowsFormsApp1.ModFunction Class Reference

Inheritance diagram for WindowsFormsApp1.ModFunction:



Public Member Functions

• override int Hash (int key)

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

• ModFunction.cs

5.21 WindowsFormsApp1.RB< T >.Node< T > Class Template Reference

Object of type Node contains 4 properties Colour Left Right Parent Data

Public Member Functions

- Node (T data)
- Node (Color colour)
- Node (T data, Color colour)

Public Attributes

- · Color colour
- Node< T > left
- Node< T > right
- Node< T > parent
- T data

5.21.1 Detailed Description

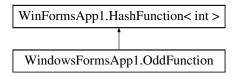
Object of type Node contains 4 properties Colour Left Right Parent Data

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

• RB.cs

5.22 WindowsFormsApp1.OddFunction Class Reference

Inheritance diagram for WindowsFormsApp1.OddFunction:



Public Member Functions

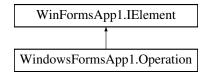
• override int Hash (int key)

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

• OddFunction.cs

5.23 WindowsFormsApp1.Operation Class Reference

Inheritance diagram for WindowsFormsApp1.Operation:



Public Member Functions

- Operation (string operationType, int cardNumber, int machineNumber, int sum)
- int Compare (IElement elem)

Метод, производящий сравнение двух элементов, наследуемых от IElement.

• override string ToString ()

Public Attributes

- string OperationType => operationType
- int CardNumber => cardNumber
- int MachineNumber => _machineNumber
- int $Sum => _sum$

5.23.1 Member Function Documentation

5.23.1.1 Compare()

Метод, производящий сравнение двух элементов, наследуемых от IElement.

Parameters

elem Элемент, с которым производится сравнение.

Returns

Отрицательное число, если этот элемент меньше, чем поступающий на вход. Ноль, если элементы равны. Положительное число, если этот элемент больше, чем поступающий на вход.

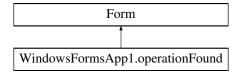
Implements WinFormsApp1.IElement.

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

• Operation.cs

5.24 WindowsFormsApp1.operationFound Class Reference

Inheritance diagram for WindowsFormsApp1.operationFound:



Public Attributes

- $\bullet \quad System. Windows. Forms. Data Grid View\ operation Results$
- System. Windows. Forms. Label label1

Protected Member Functions

override void Dispose (bool disposing)
 Clean up any resources being used.

5.24.1 Member Function Documentation

5.24.1.1 Dispose()

 $\begin{tabular}{ll} override\ void\ WindowsFormsApp1.operationFound.Dispose\ (\\ bool\ disposing\)\ \ [protected] \end{tabular}$

Clean up any resources being used.

Parameters

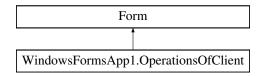
disposing true if managed resources should be disposed; otherwise, false.

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

- operationFound.cs
- $\bullet \ operation Found. Designer.cs\\$

5.25 WindowsFormsApp1.OperationsOfClient Class Reference

 $Inheritance\ diagram\ for\ Windows Forms App 1. Operations Of Client:$



Public Attributes

- $\bullet \quad {\bf System. Windows. Forms. Data Grid View\ Clients Key}$
- System. Windows. Forms. DataGrid View Operations Data

Protected Member Functions

override void Dispose (bool disposing)
 Clean up any resources being used.

5.25.1 Member Function Documentation

5.25.1.1 Dispose()

 $\begin{array}{c} {\rm override\ void\ WindowsFormsApp1.OperationsOfClient.Dispose\ (} \\ {\rm bool\ disposing\)} & {\rm [protected]} \end{array}$

Clean up any resources being used.

Parameters

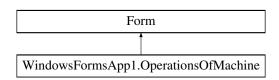
disposing true if managed resources should be disposed; otherwise, false.

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

- OperationsOfClient.cs
- OperationsOfClient.Designer.cs

5.26 WindowsFormsApp1.OperationsOfMachine Class Reference

Inheritance diagram for WindowsFormsApp1.OperationsOfMachine:



Public Attributes

- $\bullet \quad {\bf System. Windows. Forms. Data Grid View\ Machines Key}$
- System. Windows. Forms. DataGridView Operations Data

Protected Member Functions

override void Dispose (bool disposing)
 Clean up any resources being used.

5.26.1 Member Function Documentation

```
5.26.1.1 Dispose()
```

override void WindowsFormsApp1.OperationsOfMachine.Dispose (bool disposing) [protected]

Clean up any resources being used.

Parameters

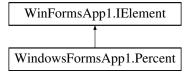
disposing true if managed resources should be disposed; otherwise, false.

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

- OperationsOfMachine.cs
- OperationsOfMachine.Designer.cs

5.27 WindowsFormsApp1.Percent Class Reference

Inheritance diagram for WindowsFormsApp1.Percent:



Public Member Functions

- Percent (string operationType, string senderBank, string receiverBank, int percent)
- int Compare (IElement elem)

Метод, производящий сравнение двух элементов, наследуемых от IElement.

• override string ToString ()

Public Attributes

- string OperationType => _operationType
- string SenderBank => senderBank
- string ReceiverBank => receiverBank
- int Percent1 => _percent

5.27.1 Member Function Documentation

5.27.1.1 Compare()

```
\label{eq:compare} \begin{array}{c} \mathrm{int} \ \mathrm{WindowsFormsApp1.Percent.Compare} \ ( \\ \mathrm{IElement} \ \mathrm{elem} \ ) \end{array}
```

Метод, производящий сравнение двух элементов, наследуемых от IElement.

Parameters

elem Элемент, с которым производится сра	внение.
--	---------

Returns

Отрицательное число, если этот элемент меньше, чем поступающий на вход. Ноль, если элементы равны. Положительное число, если этот элемент больше, чем поступающий на вход.

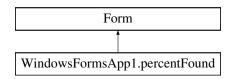
Implements WinFormsApp1.IElement.

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

• Percent.cs

5.28 WindowsFormsApp1.percentFound Class Reference

 $Inheritance\ diagram\ for\ Windows Forms App 1. percent Found:$



Public Attributes

- $\bullet \quad System. Windows. Forms. Data Grid View\ percent Results$
- System. Windows. Forms. Label label 3

Protected Member Functions

override void Dispose (bool disposing)
 Clean up any resources being used.

5.28.1 Member Function Documentation

5.28.1.1 Dispose()

```
override void WindowsFormsApp1.percentFound.Dispose (
bool disposing ) [protected]
```

Clean up any resources being used.

Parameters

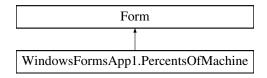
disposing true if managed resources should be disposed; otherwise, false.

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

- percentFound.cs
- percentFound.Designer.cs

5.29 WindowsFormsApp1.PercentsOfMachine Class Reference

 $Inheritance\ diagram\ for\ Windows Forms App 1. Percents Of Machine:$



Public Attributes

- System. Windows. Forms. DataGridView PercentsData
- System. Windows. Forms. DataGridView Machines Key

Protected Member Functions

override void Dispose (bool disposing)
 Clean up any resources being used.

5.29.1 Member Function Documentation

5.29.1.1 Dispose()

```
override void WindowsFormsApp1.PercentsOfMachine.Dispose ( bool disposing ) [protected]
```

Clean up any resources being used.

Parameters

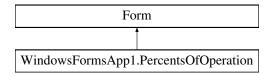
disposing true if managed resources should be disposed; otherwise, false.

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

- PercentsOfMachine.cs
- PercentsOfMachine.Designer.cs

5.30 WindowsFormsApp1.PercentsOfOperation Class Reference

 $Inheritance\ diagram\ for\ Windows Forms App 1. Percents Of Operation:$



Public Attributes

- $\bullet \quad System. Windows. Forms. Data Grid View\ Operations Key$
- System. Windows. Forms. DataGridView PercentsData

Protected Member Functions

• override void Dispose (bool disposing)

Clean up any resources being used.

5.30.1 Member Function Documentation

5.30.1.1 Dispose()

```
\label{lem:control} override\ void\ WindowsFormsApp1. PercentsOfOperation. Dispose\ ( bool disposing ) [protected]
```

Clean up any resources being used.

Parameters

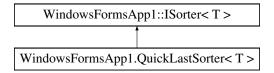
disposing true if managed resources should be disposed; otherwise, false.

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

- PercentsOfOperation.cs
- $\bullet \ Percents Of Operation. Designer. cs$

5.31 WindowsFormsApp1.QuickLastSorter< T > Class Template Reference

 $Inheritance\ diagram\ for\ WindowsFormsApp1. QuickLastSorter<\ T>:$



Public Member Functions

• void Sort (T[] array)
Метод, совершающий сортировку.

5.31.1 Member Function Documentation

5.31.1.1 Sort()

```
\label{eq:condition} \begin{tabular}{ll} windowsFormsApp1.QuickLastSorter< T >.Sort~(\\ T[]~array~) \end{tabular}
```

Метод, совершающий сортировку.

Parameters

array Сортируемый массив.

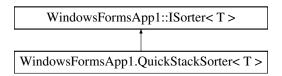
 $Implements\ WindowsFormsApp1.IS orter<\ T\ >.$

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

• QuickLastSorter.cs

5.32 WindowsFormsApp1.QuickStackSorter< T > Class Template Reference

Inheritance diagram for WindowsFormsApp1.QuickStackSorter< T >:



Public Member Functions

• void Sort (T[] array)
Метод, совершающий сортировку.

5.32.1 Member Function Documentation

5.32.1.1 Sort()

```
\label{eq:condition} \begin{tabular}{ll} void WindowsFormsApp1.QuickStackSorter< T > .Sort ( \\ T[] \ array ) \end{tabular}
```

Метод, совершающий сортировку.

Parameters

array Сортируемый массив.

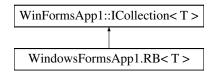
 $Implements\ WindowsFormsApp1.IS orter < T>.$

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

• QuickStackSorter.cs

5.33 WindowsFormsApp1.RB< T > Class Template Reference

Inheritance diagram for WindowsFormsApp1.RB< T >:



Classes

• class Node

Object of type Node contains 4 properties Colour Left Right Parent Data

Public Member Functions

• RB ()

New instance of a Red-Black tree object

• void DisplayTree ()

Display Tree

• void Insert (T item)

Insert a new object into the RB Tree

• bool Delete (T key)

Deletes a specified value from the tree

- T[] ToArray ()
- int Size ()
- void Add (T element)
- bool Remove (T element)
- string Find (T element)

5.33.1 Constructor & Destructor Documentation

```
5.33.1.1 RB()
```

```
\label{eq:windowsFormsApp1.RB} WindowsFormsApp1.RB < T > .RB ( )
```

New instance of a Red-Black tree object

5.33.2 Member Function Documentation

```
5.33.2.1 Delete()
```

```
bool WindowsFormsApp1.RB< T >.Delete ( $\rm T~key~)$
```

Deletes a specified value from the tree

Parameters

```
5.33.2.2 DisplayTree()
```

```
void WindowsFormsApp1.RB< T >.DisplayTree ( )
```

Display Tree

5.33.2.3 Insert()

```
\label{eq:condition} \mbox{void WindowsFormsApp1.RB} < \mbox{ T >.Insert (} \\ \mbox{ T item )}
```

Insert a new object into the RB Tree

Parameters

item	

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

• RB.cs

5.34 WindowsFormsApp1.Report< K, V > Class Template Reference

Public Member Functions

- Report (K key, ISorter < V > sorter)
- void Add (V element)
- V[] Data ()
- int DataSize ()

Public Attributes

• $K \text{ Key} => \text{_key}$

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

• Report.cs

5.35 WindowsFormsApp1.SearchQuery< T > Class Template Reference

Public Member Functions

- SearchQuery (T request)
- int Check (T check)
- void Count ()
- bool Found ()

Public Attributes

- int Counter => _counter
- T Result => result

Protected Attributes

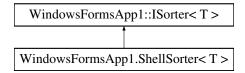
• T request

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

• SearchQuery.cs

5.36 WindowsFormsApp1.ShellSorter< T > Class Template Reference

Inheritance diagram for WindowsFormsApp1.ShellSorter< T >:



Public Member Functions

• void Sort (T[] array)
Метод, совершающий сортировку.

5.36.1 Member Function Documentation

```
5.36.1.1 Sort()
void WindowsFormsApp1.ShellSorter< T >.Sort (
```

T[] array)

Метод, совершающий сортировку.

Parameters

array Сортируемый массив.

Implements WindowsFormsApp1.ISorter< T>.

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

• ShellSorter.cs

5.37 WindowsFormsApp1.SizeContainer Class Reference

Public Member Functions

• SizeContainer (int size)

Properties

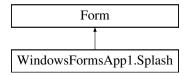
• int Size [get, set]

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

• SizeContainer.cs

5.38 WindowsFormsApp1.Splash Class Reference

Inheritance diagram for WindowsFormsApp1.Splash:



Protected Member Functions

override void Dispose (bool disposing)
 Clean up any resources being used.

5.38.1 Member Function Documentation

5.38.1.1 Dispose()

 $\label{eq:continuous} override\ void\ WindowsFormsApp1.Splash.Dispose\ ($ $bool\ disposing\)\quad [protected]$

Clean up any resources being used.

Parameters

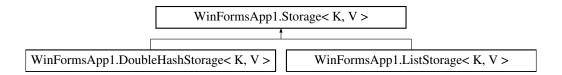
disposing true if managed resources should be disposed; otherwise, false.

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

- Splash.cs
- Splash.Designer.cs

5.39 WinFormsApp1.Storage K, V > Class Template Reference

Inheritance diagram for WinFormsApp1.Storage< K, V >:



Public Member Functions

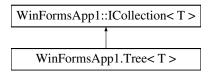
- Storage (int size)
- SizeContainer SizeContainer ()
- abstract int GetSize ()
- abstract void Add (int index, V element)
- abstract bool Remove (int index, V element)
- abstract V[] ToArray ()
- abstract void Find (int index, KeyedSearchQuery< K, V > keyedQuery)

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

• Storage.cs

5.40 WinFormsApp1.Tree< T > Class Template Reference

Inheritance diagram for WinFormsApp1. Tree< T >:



Public Member Functions

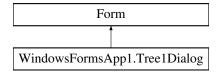
- T[] ToArray ()
- int Size ()
- void Add (T element)
- bool Remove (T element)
- void Find (SearchQuery< T > query)

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

• Tree.cs

5.41 WindowsFormsApp1.Tree1Dialog Class Reference

Inheritance diagram for WindowsFormsApp1.Tree1Dialog:



Public Attributes

- WaterMarkTextBox waterMarkTextBox1
- WaterMarkTextBox waterMarkTextBox2
- WaterMarkTextBox waterMarkTextBox3
- WaterMarkTextBox waterMarkTextBox4

Protected Member Functions

override void Dispose (bool disposing)
 Clean up any resources being used.

5.41.1 Member Function Documentation

5.41.1.1 Dispose()

```
 \begin{array}{c} override\ void\ WindowsFormsApp1.Tree1Dialog.Dispose\ (\\ bool\ disposing\ ) & [protected] \end{array}
```

Clean up any resources being used.

Parameters

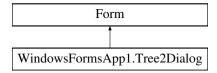
disposing true if managed resources should be disposed; otherwise, false.

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

- Treel Dialog.cs
- Treel Dialog. Designer.cs

5.42 WindowsFormsApp1.Tree2Dialog Class Reference

Inheritance diagram for WindowsFormsApp1.Tree2Dialog:



Public Attributes

- WaterMarkTextBox waterMarkTextBox1
- WaterMarkTextBox waterMarkTextBox2
- $\bullet \quad WaterMarkTextBox\ waterMarkTextBox3$
- WaterMarkTextBox waterMarkTextBox4

Protected Member Functions

• override void Dispose (bool disposing)

Clean up any resources being used.

5.42.1 Member Function Documentation

5.42.1.1 Dispose()

 $\begin{tabular}{ll} override\ void\ WindowsFormsApp1. Tree2Dialog. Dispose\ (\\ bool\ disposing\)\ \ [protected] \end{tabular}$

Clean up any resources being used.

Parameters

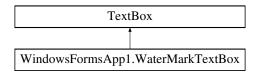
disposing true if managed resources should be disposed; otherwise, false.

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

- Tree2Dialog.cs
- $\bullet \ \, {\rm Tree 2Dialog. Designer. cs}$

5.43 WindowsFormsApp1.WaterMarkTextBox Class Reference

 $Inheritance\ diagram\ for\ Windows Forms App 1. Water Mark Text Box:$



Protected Member Functions

- override void OnCreateControl ()
- override void OnPaint (PaintEventArgs args)

Properties

- Color WaterMarkColor [get, set]
- string WaterMarkText [get, set]

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

• WaterMarkTextBox.cs