```
******************************
                     DataManager - description
                   : 23/11/2015
   debut
   copyright
                   : (C) 2015 by Edern Haumont & Nicolas Six
***********
//----- Interface of the class DataManager (file DataManager.h) ------
#ifndef TP_CPP_DATAMANAGER_H
#define TP_CPP_DATAMANAGER_H
#include <iostream>
#include <string>
#include <fstream>
#include <map>
#include <vector>
#include <sstream>
#include "LogOtherInfos.h"
#include "GraphGenerator.h"
            ------ Constants
const int DATA TAB SIZE = 2;
//-----Typedefs
typedef std::vector< LogOtherInfos > dataHourLevel;
typedef std::map< std::string, dataHourLevel* > dataDestinationLevel;
typedef std::map< std::string, dataDestinationLevel* > dataFromLevel;
typedef std::pair< std::string, int> pageAndHits;
// The class DataManager is the main class of the program. It contains all
// data structures, creates, manages and make calculations on them.
//-----
class DataManager {
//----- PUBLIC
public:
//----- Public methods
   int LoadLogFile(const std::string &logFilePath);
   // User guide :
   // This method is used to load a logfile in the program.
   // The parameter logFilePath is the path to the file.
   int Request(const bool optionT=false,const int tHour=-1,const bool optionE=false,const bool
optionG=false,const std::string &outputFile="");
   // User guide :
   // Generate the outputs of the program.
   // The parameters correspond to user options, outputFile is the path
   // to a generated .dot file
//----- Constructors - destructors
   DataManager();
   // Use at the beginning of the program
   virtual ~DataManager();
   // Use at the end of the program
//----- Private methods
private:
   int add(const std::string &referrer,const std::string &destination, unsigned hour, unsigned int
httpCode,const LogOtherInfos &other);
   unsigned transformToTabIndex(int httpCode) const;
   static bool compareDateAndHits(const pageAndHits &A, const pageAndHits &B);
   bool isNotExcludedDocument(const std::string &pagePath) const;
```