

TreeNode

1.1.3

Generated by Doxygen 1.8.18

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Chapter 1

TreeNode C# library

This is the documentation website for the **TreeNode C# library**.

TreeNode is a library for reading, writing and manipulating phylogenetic trees in C# and R. It can open and create files in the most common phylogenetic formats (i.e. Newick/New Hampshire and NEXUS) and adds support for two new formats, the [Newick-with-Attributes](#) and [Binary format](#). The C# library also supports the [NCBI ASN.1](#) format (text and binary).

The **TreeNode C# library**, in addition to providing methods to read and write phylogenetic tree files, also includes methods to manipulate the resulting trees (e.g. to reroot the tree, compute a consensus tree, find the last common ancestor of a group, etc.).

TreeNode is released under the [GPLv3](#) licence.

1.1 Getting started

The TreeNode C# library targets .NET Standard 2.1, thus it can be used in projects that target .NET Standard 2.1+ and .NET Core 3.0+, as well as Mono and Xamarin.

To use the library in your project, you should install the [TreeNode NuGet package](#).

1.2 Usage

The [Examples](#) project in the [TreeNode GitHub repository](#) contains an example C# .NET Core console program showing some of the capabilities of the library.

The [PhyloTree](#) namespace contains the `TreeNode` class, which is used to represent nodes in a tree. `TreeNode` does not distinguish between internal nodes, tips or even whole trees (except when looking at some specific properties - e.g. a tip will not have any `Children`, and the root node of the tree will not have any `Parent`). This makes it possible to navigate the tree in an intuitive manner: for example, the ancestor of a `TreeNode` can be accessed using its `Parent` property (which is itself a `TreeNode`) and the descendants of a node can be found as the node's `Children` (which is a `List<TreeNode>`).

A full list of the information that can be extracted and the manipulations that can be performed on `TreeNode` objects can be obtained by looking at the methods and properties of the `TreeNode` class in this website.

In addition to this, the `PhyloTree` namespace contains the `PhyloTree.Formats` namespace. The three classes in this namespace (`NWKA`, `NEXUS` and `BinaryTree`) contain methods that can be used to read and write `TreeNode` objects to files in the respective format.

Each of these classes offers (at least) the following methods (with additional optional arguments):

```
//Methods to read trees
IEnumerable<TreeNode> ParseTrees(string inputFile);
IEnumerable<TreeNode> ParseTrees(Stream inputStream);
List<TreeNode> ParseAllTrees(string inputFile);
List<TreeNode> ParseAllTrees(Stream inputStream);
//Methods to write trees
void WriteTree(TreeNode tree, string outputFile);
void WriteTree(TreeNode tree, Stream outputStream);
void WriteAllTrees(IEnumerable<TreeNode> trees, string outputFile);
void WriteAllTrees(IEnumerable<TreeNode> trees, Stream outputStream);
void WriteAllTrees(List<TreeNode> trees, string outputFile);
void WriteAllTrees(List<TreeNode> trees, Stream outputStream);
```

The `ParseTrees` methods can be used to read trees off a file or a `Stream`, without having to load them completely into memory. This can be useful if each tree only needs to be processed briefly. The `ParseAllTrees` methods instead load all the trees from the file into memory.

The `WriteTree` methods are used to write a single tree to a file or a stream, while the `WriteAllTrees` methods write a collection of trees.

In addition to this, the library also provides the `TreeCollection` class, which represents a collection of trees, much like a `List<TreeNode>`. However, a `TreeCollection` can also be created by passing a stream of trees in binary format to it: in this case, the `TreeCollection` will only parse trees from the stream when necessary, thus reducing the amount of memory that is necessary to store them.

The key feature of `TreeCollection` is that this is done *transparently*: accessing an element of the collection, e.g. by using `treeCollection[i]`, will automatically perform all the reading and parsing operations from the stream to produce the `TreeNode` that is returned. This makes it possible to have an "agnostic" interface that behaves in the same way whether the trees in the collection have been completely loaded into memory or not.

Chapter 2

Namespace Index

2.1 Packages

Here are the packages with brief descriptions (if available):

PhyloTree	
Contains classes and methods to read, write and manipulate phylogenetic trees	9
PhyloTree.Extensions	
Contains useful extension methods	9
PhyloTree.Formats	
Contains classes and methods to read and write phylogenetic trees in multiple formats	10

Chapter 3

Hierarchical Index

3.1 Class Hierarchy

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

PhyloTree.Formats.BinaryTree	22
PhyloTree.Formats.BinaryTreeMetadata	29
IDictionary	
PhyloTree.AttributeDictionary	15
IDisposable	
PhyloTree.TreeCollection	61
IEquatable	
PhyloTree.Formats.Attribute	11
ICollection	
PhyloTree.TreeCollection	61
PhyloTree.Formats.NcbiAsnBer	31
PhyloTree.Formats.NcbiAsnText	37
PhyloTree.Formats.NEXUS	45
PhyloTree.Formats.NWKA	52
PhyloTree.TreeNode	69
PhyloTree.Extensions.TypeExtensions	81

Chapter 4

Class Index

4.1 Class List

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

PhyloTree.Formats.Attribute	
Describes an attribute of a node	11
PhyloTree.AttributeDictionary	
Represents the attributes of a node. Attributes Name , Length and Support are always included. See the respective properties for default values	15
PhyloTree.Formats.BinaryTree	
Contains methods to read and write tree files in binary format	22
PhyloTree.Formats.BinaryTreeMetadata	
Holds metadata information about a file containing trees in binary format	29
PhyloTree.Formats.NcbiAsnBer	
Contains methods to read and write trees in the NCBI ASN.1 binary format. Note: this is a hackish reverse-engineering of the NCBI binary ASN format. A lot of this is derived by assumptions and observations	31
PhyloTree.Formats.NcbiAsnText	
Contains methods to read and write trees in the NCBI ASN.1 text format	37
PhyloTree.Formats.NEXUS	
Contains methods to read and write trees in NEXUS format	45
PhyloTree.Formats.NWKA	
Contains methods to read and write trees in Newick and Newick-with-Attributes (NWKA) format	52
PhyloTree.TreeCollection	
Represents a collection of TreeNode objects. If the full representations of the TreeNode objects reside in memory, this offers the best performance at the expense of memory usage. Alternati- vely, the trees may be read on demand from a stream in binary format. In this case, accessing any of the trees will require the tree to be parsed. This reduces memory usage, but worsens performance. The internal storage model of the collection is transparent to consumers (except for the difference in performance/memory usage)	61
PhyloTree.TreeNode	
Represents a node in a tree (or a whole tree)	69
PhyloTree.Extensions.TypeExtensions	
Useful extension methods	81

Chapter 5

Namespace Documentation

5.1 PhyloTree Namespace Reference

Contains classes and methods to read, write and manipulate phylogenetic trees.

Namespaces

- namespace [Extensions](#)
Contains useful extension methods.
- namespace [Formats](#)
Contains classes and methods to read and write phylogenetic trees in multiple formats

Classes

- class [AttributeDictionary](#)
Represents the attributes of a node. Attributes [Name](#), [Length](#) and [Support](#) are always included. See the respective properties for default values.
- class [TreeCollection](#)
Represents a collection of [TreeNode](#) objects. If the full representations of the [TreeNode](#) objects reside in memory, this offers the best performance at the expense of memory usage. Alternatively, the trees may be read on demand from a stream in binary format. In this case, accessing any of the trees will require the tree to be parsed. This reduces memory usage, but worsens performance. The internal storage model of the collection is transparent to consumers (except for the difference in performance/memory usage).
- class [TreeNode](#)
Represents a node in a tree (or a whole tree).

5.1.1 Detailed Description

Contains classes and methods to read, write and manipulate phylogenetic trees.

5.2 PhyloTree.Extensions Namespace Reference

Contains useful extension methods.

Classes

- class [TypeExtensions](#)
Useful extension methods

5.2.1 Detailed Description

Contains useful extension methods.

5.3 PhyloTree.Formats Namespace Reference

Contains classes and methods to read and write phylogenetic trees in multiple formats

Classes

- struct [Attribute](#)
Describes an attribute of a node.
- class [BinaryTree](#)
Contains methods to read and write tree files in binary format.
- class [BinaryTreeMetadata](#)
Holds metadata information about a file containing trees in binary format.
- class [NcbiAsnBer](#)
Contains methods to read and write trees in the NCBI ASN.1 binary format.
Note: this is a hackish reverse-engineering of the NCBI binary ASN format. A lot of this is derived by assumptions and observations.
- class [NcbiAsnText](#)
Contains methods to read and write trees in the NCBI ASN.1 text format.
- class [NEXUS](#)
Contains methods to read and write trees in [NEXUS](#) format.
- class [NWKA](#)
Contains methods to read and write trees in Newick and Newick-with-Attributes ([NWKA](#)) format.

5.3.1 Detailed Description

Contains classes and methods to read and write phylogenetic trees in multiple formats

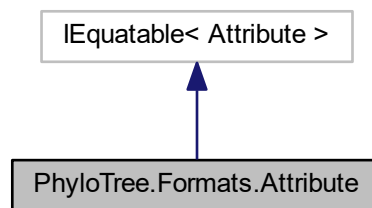
Chapter 6

Class Documentation

6.1 PhyloTree.Formats.Attribute Struct Reference

Describes an attribute of a node.

Inheritance diagram for PhyloTree.Formats.Attribute:



Public Member Functions

- `Attribute` (string attributeName, bool isNumeric)
Constructs a new `Attribute`.
- override bool `Equals` (object obj)
Compares an `Attribute` and another object.
- override int `GetHashCode` ()
Returns the hash code for this `Attribute`.
- bool `Equals` (`Attribute` other)
Compares two `Attributes`.

Static Public Member Functions

- static bool `operator==` (`Attribute` left, `Attribute` right)
Compares two `Attributes`.
- static bool `operator!=` (`Attribute` left, `Attribute` right)
Compares two `Attributes` (negated).

Properties

- string [AttributeName](#) [get]
The name of the attribute.
- bool [IsNumeric](#) [get]
Whether the attribute is represented by a numeric value or a string.

6.1.1 Detailed Description

Describes an attribute of a node.

Definition at line 692 of file Binary.cs.

6.1.2 Constructor & Destructor Documentation

6.1.2.1 Attribute()

```
PhyloTree.Formats.Attribute.Attribute (
    string attributeName,
    bool isNumeric )
```

Constructs a new [Attribute](#).

Parameters

<i>attributeName</i>	The name of the attribute.
<i>isNumeric</i>	Whether the attribute is represented by a numeric value or a string.

Definition at line 709 of file Binary.cs.

6.1.3 Member Function Documentation

6.1.3.1 Equals() [1/2]

```
bool PhyloTree.Formats.Attribute.Equals (
    Attribute other )
```

Compares two [Attributes](#).

Parameters

<i>other</i>	The Attribute to compare to.
--------------	--

Returns

`true` if *other* has the same [AttributeName](#) (case insensitive) and value for [IsNumeric](#) as the current instance.
`false` otherwise.

Definition at line 768 of file Binary.cs.

6.1.3.2 Equals() [2/2]

```
override bool PhyloTree.Formats.Attribute.Equals (
    object obj )
```

Compares an [Attribute](#) and another object.

Parameters

<i>obj</i>	The object to compare to.
------------	---------------------------

Returns

`true` if *obj* is an [Attribute](#) and it has the same [AttributeName](#) (case insensitive) and value for [IsNumeric](#) as the current instance. `false` otherwise.

Definition at line 720 of file Binary.cs.

6.1.3.3 GetHashCode()

```
override int PhyloTree.Formats.Attribute.GetHashCode ( )
```

Returns the hash code for this [Attribute](#).

Returns

The hash code for this [Attribute](#).

Definition at line 736 of file Binary.cs.

6.1.3.4 operator"!=()"

```
static bool PhyloTree.Formats.Attribute.operator!= (
    Attribute left,
    Attribute right ) [static]
```

Compares two [Attributes](#) (negated).

Parameters

<i>left</i>	The first Attribute to compare.
<i>right</i>	The second Attribute to compare.

Returns

`false` if both [Attributes](#) have the same [AttributeName](#) (case insensitive) and value for [IsNumeric](#). `true` otherwise.

Definition at line 758 of file Binary.cs.

6.1.3.5 operator==()

```
static bool PhyloTree.Formats.Attribute.operator== (  
    Attribute left,  
    Attribute right ) [static]
```

Compares two [Attributes](#).

Parameters

<i>left</i>	The first Attribute to compare.
<i>right</i>	The second Attribute to compare.

Returns

`true` if both [Attributes](#) have the same [AttributeName](#) (case insensitive) and value for [IsNumeric](#). `false` otherwise.

Definition at line 747 of file Binary.cs.

6.1.4 Property Documentation**6.1.4.1 AttributeName**

```
string PhyloTree.Formats.Attribute.AttributeName [get]
```

The name of the attribute.

Definition at line 697 of file Binary.cs.

6.1.4.2 IsNumeric

```
bool PhyloTree.Formats.Attribute.IsNumeric [get]
```

Whether the attribute is represented by a numeric value or a string.

Definition at line 702 of file Binary.cs.

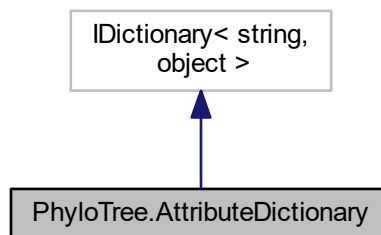
The documentation for this struct was generated from the following file:

- Binary.cs

6.2 PhyloTree.AttributeDictionary Class Reference

Represents the attributes of a node. Attributes [Name](#), [Length](#) and [Support](#) are always included. See the respective properties for default values.

Inheritance diagram for PhyloTree.AttributeDictionary:



Public Member Functions

- void [Add](#) (string name, object value)
Adds an attribute with the specified name and value to the [AttributeDictionary](#). Throws an exception if the [AttributeDictionary](#) already contains an attribute with the same name .
- void [Add](#) (KeyValuePair< string, object > item)
Adds an attribute with the specified name and value to the [AttributeDictionary](#). Throws an exception if the [AttributeDictionary](#) already contains an attribute with the same name.
- void [Clear](#) ()
Removes all attributes from the dictionary, except the "Name", "Length" and "Support" attributes.
- bool [Contains](#) (KeyValuePair< string, object > item)
Determines whether the [AttributeDictionary](#) contains the specified item .
- bool [ContainsKey](#) (string name)
Determines whether the [AttributeDictionary](#) contains an attribute with the specified name name .
- void [CopyTo](#) (KeyValuePair< string, object >[] array, int arrayIndex)
Copies the elements of the [AttributeDictionary](#) to an array, starting at a specific array index.
- IEnumerator< KeyValuePair< string, object > > [GetEnumerator](#) ()

- Returns an enumerator that iterates through the [AttributeDictionary](#).
- bool [Remove](#) (string name)

Removes the attribute with the specified name from the [AttributeDictionary](#). Attributes "Name", "Length" and "Support" cannot be removed.
- bool [Remove](#) (KeyValuePair< string, object > item)

Removes the attribute with the specified name from the [AttributeDictionary](#). Attributes "Name", "Length" and "Support" cannot be removed.
- bool [TryGetValue](#) (string name, out object value)

Gets the value of the attribute with the specified name . Getting the value of attributes "Name", "Length" and "Support" does not require a dictionary lookup.
- [AttributeDictionary](#) ()

Constructs an [AttributeDictionary](#) containing only the "Name", "Length" and "Support" attributes.

Public Attributes

- ICollection< string > [Keys](#) => InternalStorage.Keys

Gets a collection containing the names of the attributes in the [AttributeDictionary](#).
- ICollection< object > [Values](#) => InternalStorage.Values

Gets a collection containing the values of the attributes in the [AttributeDictionary](#).
- int [Count](#) => InternalStorage.Count

Gets the number of attributes contained in the [AttributeDictionary](#).
- bool [IsReadOnly](#) => false

Determine whether the [AttributeDictionary](#) is read-only. This is always *false* in the current implementation.

Properties

- string [Name](#) [get, set]

The name of this node (e.g. the species name for leaf nodes). Default is "". Getting the value of this property does not require a dictionary lookup.
- double [Length](#) [get, set]

The length of the branch leading to this node. This is *double.NaN* for branches whose length is not specified (e.g. the root node). Getting the value of this property does not require a dictionary lookup.
- double [Support](#) [get, set]

The support value of this node. This is *double.NaN* for branches whose support is not specified. The interpretation of the support value depends on how the tree was built. Getting the value of this property does not require a dictionary lookup.
- object [this\[string name\]](#) [get, set]

Gets or sets the value of the attribute with the specified name . Getting the value of attributes "Name", "Length" and "Support" does not require a dictionary lookup.

6.2.1 Detailed Description

Represents the attributes of a node. Attributes [Name](#), [Length](#) and [Support](#) are always included. See the respective properties for default values.

Definition at line 13 of file `AttributeDictionary.cs`.

6.2.2 Constructor & Destructor Documentation

6.2.2.1 AttributeDictionary()

```
PhyloTree.AttributeDictionary.AttributeDictionary ( )
```

Constructs an [AttributeDictionary](#) containing only the "Name", "Length" and "Support" attributes.

Definition at line 294 of file AttributeDictionary.cs.

6.2.3 Member Function Documentation

6.2.3.1 Add() [1/2]

```
void PhyloTree.AttributeDictionary.Add (
    KeyValuePair< string, object > item )
```

Adds an attribute with the specified name and value to the [AttributeDictionary](#). Throws an exception if the [AttributeDictionary](#) already contains an attribute with the same name.

Parameters

<i>item</i>	The item to be added to the dictionary.
-------------	---

Definition at line 153 of file AttributeDictionary.cs.

6.2.3.2 Add() [2/2]

```
void PhyloTree.AttributeDictionary.Add (
    string name,
    object value )
```

Adds an attribute with the specified *name* and *value* to the [AttributeDictionary](#). Throws an exception if the [AttributeDictionary](#) already contains an attribute with the same *name*.

Parameters

<i>name</i>	The name of the attribute.
<i>value</i>	The value of the attribute.

Definition at line 144 of file AttributeDictionary.cs.

6.2.3.3 Clear()

```
void PhyloTree.AttributeDictionary.Clear ( )
```

Removes all attributes from the dictionary, except the "Name", "Length" and "Support" attributes.

Definition at line 161 of file AttributeDictionary.cs.

6.2.3.4 Contains()

```
bool PhyloTree.AttributeDictionary.Contains (
    KeyValuePair< string, object > item )
```

Determines whether the [AttributeDictionary](#) contains the specified *item* .

Parameters

<i>item</i>	The item to locate in the AttributeDictionary
-------------	---

Returns

`true` if the [AttributeDictionary](#) contains the specified *item* , `false` otherwise.

Definition at line 179 of file AttributeDictionary.cs.

6.2.3.5 ContainsKey()

```
bool PhyloTree.AttributeDictionary.ContainsKey (
    string name )
```

Determines whether the [AttributeDictionary](#) contains an attribute with the specified name *name* .

Parameters

<i>name</i>	The name of the attribute to locate.
-------------	--------------------------------------

Returns

`true` if the [AttributeDictionary](#) contains an attribute with the specified *name* , `false` otherwise.

Definition at line 189 of file AttributeDictionary.cs.

6.2.3.6 CopyTo()

```
void PhyloTree.AttributeDictionary.CopyTo (
    KeyValuePair< string, object >[] array,
    int arrayIndex )
```

Copies the elements of the [AttributeDictionary](#) to an array, starting at a specific array index.

Parameters

<i>array</i>	The array to which the elements will be copied.
<i>arrayIndex</i>	The index at which to start copying.

Definition at line 199 of file AttributeDictionary.cs.

6.2.3.7 GetEnumerator()

```
IEnumerator<KeyValuePair<string, object> > PhyloTree.AttributeDictionary.GetEnumerator ( )
```

Returns an enumerator that iterates through the [AttributeDictionary](#).

Returns

An enumerator that iterates through the [AttributeDictionary](#).

Definition at line 214 of file AttributeDictionary.cs.

6.2.3.8 Remove() [1/2]

```
bool PhyloTree.AttributeDictionary.Remove (
    KeyValuePair< string, object > item )
```

Removes the attribute with the specified name from the [AttributeDictionary](#). Attributes "Name", "Length" and "Support" cannot be removed.

Parameters

<i>item</i>	The attribute to remove (only the name will be used).
-------------	---

Returns

A `bool` indicating whether the attribute was successfully removed.

Definition at line 241 of file AttributeDictionary.cs.

6.2.3.9 Remove() [2/2]

```
bool PhyloTree.AttributeDictionary.Remove (
    string name )
```

Removes the attribute with the specified name from the [AttributeDictionary](#). Attributes "Name", "Length" and "Support" cannot be removed.

Parameters

<i>name</i>	The name of the attribute to remove.
-------------	--------------------------------------

Returns

A `bool` indicating whether the attribute was succesfully removed.

Definition at line 224 of file `AttributeDictionary.cs`.

6.2.3.10 TryGetValue()

```
bool PhyloTree.AttributeDictionary.TryGetValue (
    string name,
    out object value )
```

Gets the value of the attribute with the specified *name* . Getting the value of attributes "Name", "Length" and "Support" does not require a dictionary lookup.

Parameters

<i>name</i>	The name of the attribute to get.
<i>value</i>	When this method returns, contains the value of the attribute with the specified <i>name</i> , if this is found in the AttributeDictionary , or <code>null</code> otherwise.

Returns

A `bool` indicating whether an attribute with the specified *name* was found in the [AttributeDictionary](#).

Definition at line 259 of file `AttributeDictionary.cs`.

6.2.4 Member Data Documentation

6.2.4.1 Count

```
int PhyloTree.AttributeDictionary.Count => InternalStorage.Count
```

Gets the number of attributes contained in the [AttributeDictionary](#).

Definition at line 132 of file `AttributeDictionary.cs`.

6.2.4.2 IsReadOnly

```
bool PhyloTree.AttributeDictionary.IsReadOnly => false
```

Determine whether the [AttributeDictionary](#) is read-only. This is always `false` in the current implementation.

Definition at line 137 of file `AttributeDictionary.cs`.

6.2.4.3 Keys

```
ICollection<string> PhyloTree.AttributeDictionary.Keys => InternalStorage.Keys
```

Gets a collection containing the names of the attributes in the [AttributeDictionary](#).

Definition at line 122 of file `AttributeDictionary.cs`.

6.2.4.4 Values

```
ICollection<object> PhyloTree.AttributeDictionary.Values => InternalStorage.Values
```

Gets a collection containing the values of the attributes in the [AttributeDictionary](#).

Definition at line 127 of file `AttributeDictionary.cs`.

6.2.5 Property Documentation

6.2.5.1 Length

```
double PhyloTree.AttributeDictionary.Length [get], [set]
```

The length of the branch leading to this node. This is `double.NaN` for branches whose length is not specified (e.g. the root node). Getting the value of this property does not require a dictionary lookup.

Definition at line 40 of file `AttributeDictionary.cs`.

6.2.5.2 Name

```
string PhyloTree.AttributeDictionary.Name [get], [set]
```

The name of this node (e.g. the species name for leaf nodes). Default is `" "`. Getting the value of this property does not require a dictionary lookup.

Definition at line 22 of file `AttributeDictionary.cs`.

6.2.5.3 Support

```
double PhyloTree.AttributeDictionary.Support [get], [set]
```

The support value of this node. This is `double.NaN` for branches whose support is not specified. The interpretation of the support value depends on how the tree was built. Getting the value of this property does not require a dictionary lookup.

Definition at line 58 of file `AttributeDictionary.cs`.

6.2.5.4 this[string name]

```
object PhyloTree.AttributeDictionary.this[string name] [get], [set]
```

Gets or sets the value of the attribute with the specified *name* . Getting the value of attributes "Name", "Length" and "Support" does not require a dictionary lookup.

Parameters

<i>name</i>	The name of the attribute to get/set.
-------------	---------------------------------------

Returns

The value of the attribute, boxed into an `object`.

Definition at line 76 of file `AttributeDictionary.cs`.

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

- `AttributeDictionary.cs`

6.3 PhyloTree.Formats.BinaryTree Class Reference

Contains methods to read and write tree files in binary format.

Static Public Member Functions

- static bool [IsValidTrailer](#) (Stream inputStream, bool keepOpen=false)
Determines whether the tree file stream has a valid trailer.
- static bool [IsValidStream](#) (Stream inputStream, bool keepOpen=false)
Determines whether the tree file stream is valid (i.e. it has a valid header).
- static [BinaryTreeMetadata](#) [ParseMetadata](#) (Stream inputStream, bool keepOpen=false, BinaryReader reader=null, Action< double > progressAction=null)
Reads the metadata from a file containing trees in binary format.
- static IEnumerable< [TreeNode](#) > [ParseTrees](#) (Stream inputStream, bool keepOpen=false, Action< double > progressAction=null)

- Lazily parses trees from a file in binary format. Each tree in the file is not read and parsed until it is requested.*
- static List< [TreeNode](#) > [ParseAllTrees](#) (Stream inputStream, bool keepOpen=false, Action< double > progressAction=null)
- Parses trees from a file in binary format and completely loads them in memory.*
- static IEnumerable< [TreeNode](#) > [ParseTrees](#) (string inputFile, Action< double > progressAction=null)
- Lazily parses trees from a file in binary format. Each tree in the file is not read and parsed until it is requested.*
- static List< [TreeNode](#) > [ParseAllTrees](#) (string inputFile, Action< double > progressAction=null)
- Parses trees from a file in binary format and completely loads them in memory.*
- static void [WriteTree](#) ([TreeNode](#) tree, Stream outputStream, bool keepOpen=false, Stream additionalDataToCopy=null)
- Writes a single tree in Binary format.*
- static void [WriteTree](#) ([TreeNode](#) tree, string outputFile, bool append=false, Stream additionalDataToCopy=null)
- Writes a single tree in Binary format.*
- static void [WriteAllTrees](#) (IEnumerable< [TreeNode](#) > trees, string outputFile, bool append=false, Action< int > progressAction=null, Stream additionalDataToCopy=null)
- Writes trees in binary format.*
- static void [WriteAllTrees](#) (IEnumerable< [TreeNode](#) > trees, Stream outputStream, bool keepOpen=false, Action< int > progressAction=null, Stream additionalDataToCopy=null)
- Writes trees in binary format.*
- static void [WriteAllTrees](#) (IEnumerable< [TreeNode](#) > trees, Stream outputStream, bool keepOpen=false, Action< int > progressAction=null, Stream additionalDataToCopy=null)
- Writes trees in binary format.*
- static void [WriteAllTrees](#) (IList< [TreeNode](#) > trees, string outputFile, bool append=false, Action< double > progressAction=null, Stream additionalDataToCopy=null)
- Writes trees in binary format.*
- static void [WriteAllTrees](#) (IList< [TreeNode](#) > trees, string outputFile, bool append=false, Action< double > progressAction=null, Stream additionalDataToCopy=null)
- Writes trees in binary format.*
- static void [WriteAllTrees](#) (IList< [TreeNode](#) > trees, Stream outputStream, bool keepOpen=false, Action< double > progressAction=null, Stream additionalDataToCopy=null)
- Writes trees in binary format.*

6.3.1 Detailed Description

Contains methods to read and write tree files in binary format.

Definition at line 16 of file Binary.cs.

6.3.2 Member Function Documentation

6.3.2.1 HasValidTrailer()

```
static bool PhyloTree.Formats.BinaryTree.HasValidTrailer (
    Stream inputStream,
    bool keepOpen = false ) [static]
```

Determines whether the tree file stream has a valid trailer.

Parameters

<i>inputStream</i>	The Stream from which the file should be read. Its Stream.CanSeek must be true. It does not have to be a FileStream.
<i>keepOpen</i>	Determines whether the stream should be disposed at the end of this method or not.

Returns

`true` if the *inputStream* has a valid trailer, `false` otherwise.

Definition at line 24 of file Binary.cs.

6.3.2.2 IsValidStream()

```
static bool PhyloTree.Formats.BinaryTree.IsValidStream (
    Stream inputStream,
    bool keepOpen = false ) [static]
```

Determines whether the tree file stream is valid (i.e. it has a valid header).

Parameters

<i>inputStream</i>	The Stream from which the file should be read. Its Stream.CanSeek must be <code>true</code> . It does not have to be a FileStream.
<i>keepOpen</i>	Determines whether the stream should be disposed at the end of this method or not.

Returns

`true` if the *inputStream* has a valid header, `false` otherwise.

Definition at line 61 of file Binary.cs.

6.3.2.3 ParseAllTrees() [1/2]

```
static List<TreeNode> PhyloTree.Formats.BinaryTree.ParseAllTrees (
    Stream inputStream,
    bool keepOpen = false,
    Action< double > progressAction = null ) [static]
```

Parses trees from a file in binary format and completely loads them in memory.

Parameters

<i>inputStream</i>	The Stream from which the file should be read. Its Stream.CanSeek must be <code>true</code> . It does not have to be a FileStream.
<i>keepOpen</i>	Determines whether the stream should be disposed at the end of this method or not.
<i>progressAction</i>	An Action that might be called after each tree is parsed, with the approximate progress (as determined by the position in the stream), ranging from 0 to 1.

Returns

A List<T> containing the trees defined in the file.

Definition at line 384 of file Binary.cs.

6.3.2.4 ParseAllTrees() [2/2]

```
static List<TreeNode> PhyloTree.Formats.BinaryTree.ParseAllTrees (
    string inputFile,
    Action< double > progressAction = null ) [static]
```

Parses trees from a file in binary format and completely loads them in memory.

Parameters

<i>inputFile</i>	The path to the input file.
<i>progressAction</i>	An Action that might be called after each tree is parsed, with the approximate progress (as determined by the position in the stream), ranging from 0 to 1.

Returns

A List<T> containing the trees defined in the file.

Definition at line 407 of file Binary.cs.

6.3.2.5 ParseMetadata()

```
static BinaryTreeMetadata PhyloTree.Formats.BinaryTree.ParseMetadata (
    Stream inputStream,
    bool keepOpen = false,
    BinaryReader reader = null,
    Action< double > progressAction = null ) [static]
```

Reads the metadata from a file containing trees in binary format.

Parameters

<i>inputStream</i>	The Stream from which the file should be read. Its Stream.CanSeek must be <code>true</code> . It does not have to be a FileStream.
<i>keepOpen</i>	Determines whether the stream should be disposed at the end of this method or not.
<i>reader</i>	A BinaryReader to read from the <i>inputStream</i> . If this is <code>null</code> , a new BinaryReader will be initialised and disposed within this method.
<i>progressAction</i>	An Action that may be invoked while parsing the tree file, with an argument ranging from 0 to 1 describing the progress made in reading the file (determined by the position in the stream).

Returns

A [BinaryTreeMetadata](#) object containing metadata information about the tree file.

Definition at line 108 of file Binary.cs.

6.3.2.6 ParseTrees() [1/2]

```
static IEnumerable<TreeNode> PhyloTree.Formats.BinaryTree.ParseTrees (
    Stream inputStream,
    bool keepOpen = false,
    Action< double > progressAction = null ) [static]
```

Lazily parses trees from a file in binary format. Each tree in the file is not read and parsed until it is requested.

Parameters

<i>inputStream</i>	The Stream from which the file should be read. Its Stream.CanSeek must be <code>true</code> . It does not have to be a FileStream.
<i>keepOpen</i>	Determines whether the stream should be disposed at the end of this method or not.
<i>progressAction</i>	An Action that might be called after each tree is parsed, with the approximate progress (as determined by the position in the stream), ranging from 0 to 1.

Returns

A lazy `IEnumerable<T>` containing the trees defined in the file.

Definition at line 252 of file Binary.cs.

6.3.2.7 ParseTrees() [2/2]

```
static IEnumerable<TreeNode> PhyloTree.Formats.BinaryTree.ParseTrees (
    string inputFile,
    Action< double > progressAction = null ) [static]
```

Lazily parses trees from a file in binary format. Each tree in the file is not read and parsed until it is requested.

Parameters

<i>inputFile</i>	The path to the input file.
<i>progressAction</i>	An Action that might be called after each tree is parsed, with the approximate progress (as determined by the position in the stream), ranging from 0 to 1.

Returns

A lazy `IEnumerable<T>` containing the trees defined in the file.

Definition at line 395 of file Binary.cs.

6.3.2.8 WriteAllTrees() [1/4]

```
static void PhyloTree.Formats.BinaryTree.WriteAllTrees (
    IEnumerable< TreeNode > trees,
    Stream outputStream,
    bool keepOpen = false,
    Action< int > progressAction = null,
    Stream additionalDataToCopy = null ) [static]
```

Writes trees in binary format.

Parameters

<i>trees</i>	An IEnumerable<T> containing the trees to be written. It will only be enumerated once.
<i>outputStream</i>	The Stream on which the trees should be written.
<i>keepOpen</i>	Determines whether the <i>outputStream</i> should be kept open after the end of this method.
<i>progressAction</i>	An Action that will be invoked after each tree is written, with the number of trees written so far.
<i>additionalDataToCopy</i>	A stream containing additional data that will be copied into the binary file.

Definition at line 460 of file Binary.cs.

6.3.2.9 WriteAllTrees() [2/4]

```
static void PhyloTree.Formats.BinaryTree.WriteAllTrees (
    IEnumerable< TreeNode > trees,
    string outputFile,
    bool append = false,
    Action< int > progressAction = null,
    Stream additionalDataToCopy = null ) [static]
```

Writes trees in binary format.

Parameters

<i>trees</i>	An IEnumerable<T> containing the trees to be written. It will only be enumerated once.
<i>outputFile</i>	The file on which the trees should be written.
<i>append</i>	Specifies whether the file should be overwritten or appended to.
<i>progressAction</i>	An Action that will be invoked after each tree is written, with the number of trees written so far.
<i>additionalDataToCopy</i>	A stream containing additional data that will be copied into the binary file.

Definition at line 446 of file Binary.cs.

6.3.2.10 WriteAllTrees() [3/4]

```
static void PhyloTree.Formats.BinaryTree.WriteAllTrees (
    IList< TreeNode > trees,
    Stream outputStream,
    bool keepOpen = false,
    Action< double > progressAction = null,
    Stream additionalDataToCopy = null ) [static]
```

Writes trees in binary format.

Parameters

<i>trees</i>	A collection of trees to be written. Each tree will be accessed twice.
<i>outputStream</i>	The Stream on which the trees should be written.
<i>keepOpen</i>	Determines whether the <i>outputStream</i> should be kept open after the end of this method.
<i>progressAction</i>	An Action that will be invoked after each tree is written, with a value between 0 and 1 depending on how many trees have been written so far.
<i>additionalDataToCopy</i>	A stream containing additional data that will be copied into the binary file.

Definition at line 524 of file Binary.cs.

6.3.2.11 WriteAllTrees() [4/4]

```
static void PhyloTree.Formats.BinaryTree.WriteAllTrees (
    IList< TreeNode > trees,
    string outputFile,
    bool append = false,
    Action< double > progressAction = null,
    Stream additionalDataToCopy = null ) [static]
```

Writes trees in binary format.

Parameters

<i>trees</i>	A collection of trees to be written. Each tree will be accessed twice.
<i>outputFile</i>	The file on which the trees should be written.
<i>append</i>	Specifies whether the file should be overwritten or appended to.
<i>progressAction</i>	An Action that will be invoked after each tree is written, with a value between 0 and 1 depending on how many trees have been written so far.
<i>additionalDataToCopy</i>	A stream containing additional data that will be copied into the binary file.

Definition at line 509 of file Binary.cs.

6.3.2.12 WriteTree() [1/2]

```
static void PhyloTree.Formats.BinaryTree.WriteTree (
```

```

        TreeNode tree,
        Stream outputStream,
        bool keepOpen = false,
        Stream additionalDataToCopy = null ) [static]

```

Writes a single tree in Binary format.

Parameters

<i>tree</i>	The tree to be written.
<i>outputStream</i>	The Stream on which the tree should be written.
<i>keepOpen</i>	Determines whether the <i>outputStream</i> should be kept open after the end of this method.
<i>additionalDataToCopy</i>	A stream containing additional data that will be copied into the binary file.

Definition at line 420 of file Binary.cs.

6.3.2.13 WriteTree() [2/2]

```

static void PhyloTree.Formats.BinaryTree.WriteTree (
    TreeNode tree,
    string outputFile,
    bool append = false,
    Stream additionalDataToCopy = null ) [static]

```

Writes a single tree in Binary format.

Parameters

<i>tree</i>	The tree to be written.
<i>outputFile</i>	The file on which the trees should be written.
<i>append</i>	Specifies whether the file should be overwritten or appended to.
<i>additionalDataToCopy</i>	A stream containing additional data that will be copied into the binary file.

Definition at line 432 of file Binary.cs.

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

- Binary.cs

6.4 PhyloTree.Formats.BinaryTreeMetadata Class Reference

Holds metadata information about a file containing trees in binary format.

Properties

- `IEnumerable< long > TreeAddresses` [get, set]
The addresses of the trees (i.e. byte offsets from the start of the file).
- `bool GlobalNames` [get, set]
Determines whether there are any global names stored in the file's header that are used when parsing the trees.
- `ReadOnlyList< string > Names` [get, set]
Contains any global names stored in the file's header that are used when parsing the trees.
- `ReadOnlyList< Attribute > AllAttributes` [get, set]
Contains any global attributes stored in the file's header that are used when parsing the trees.

6.4.1 Detailed Description

Holds metadata information about a file containing trees in binary format.

Definition at line 666 of file Binary.cs.

6.4.2 Property Documentation

6.4.2.1 AllAttributes

```
ReadOnlyList<Attribute> PhyloTree.Formats.BinaryTreeMetadata.AllAttributes [get], [set]
```

Contains any global attributes stored in the file's header that are used when parsing the trees.

Definition at line 686 of file Binary.cs.

6.4.2.2 GlobalNames

```
bool PhyloTree.Formats.BinaryTreeMetadata.GlobalNames [get], [set]
```

Determines whether there are any global names stored in the file's header that are used when parsing the trees.

Definition at line 676 of file Binary.cs.

6.4.2.3 Names

```
ReadOnlyList<string> PhyloTree.Formats.BinaryTreeMetadata.Names [get], [set]
```

Contains any global names stored in the file's header that are used when parsing the trees.

Definition at line 681 of file Binary.cs.

6.4.2.4 TreeAddresses

```
IEnumerable<long> PhyloTree.Formats.BinaryTreeMetadata.TreeAddresses [get], [set]
```

The addresses of the trees (i.e. byte offsets from the start of the file).

Definition at line 671 of file Binary.cs.

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

- Binary.cs

6.5 PhyloTree.Formats.NcbiAsnBer Class Reference

Contains methods to read and write trees in the NCBI ASN.1 binary format.

Note: this is a hackish reverse-engineering of the NCBI binary ASN format. A lot of this is derived by assumptions and observations.

Static Public Member Functions

- static `IEnumerable< TreeNode > ParseTrees` (string inputFile)
Parses a tree from an NCBI ASN.1 binary format file. Note that the tree can only contain a single file, and this method will always return a collection with a single element.
- static `IEnumerable< TreeNode > ParseTrees` (Stream inputStream, bool keepOpen=false)
Parses a tree from an NCBI ASN.1 binary format file. Note that the tree can only contain a single file, and this method will always return a collection with a single element.
- static `List< TreeNode > ParseAllTrees` (string inputFile)
Parses a tree from an NCBI ASN.1 binary format file. Note that the tree can only contain a single file, and this method will always return a list with a single element.
- static `List< TreeNode > ParseAllTrees` (Stream inputStream, bool keepOpen=false)
Parses a tree from an NCBI ASN.1 binary format file. Note that the tree can only contain a single file, and this method will always return a list with a single element.
- static `TreeNode ParseTree` (BinaryReader reader)
Parses a tree from a BinaryReader reading a stream in NCBI ASN.1 binary format into a [TreeNode](#) object.
- static void `WriteTree` ([TreeNode](#) tree, string outputFile, string treeType=null, string label=null)
Writes a [TreeNode](#) to a file in NCBI ASN.1 binary format.
- static void `WriteTree` ([TreeNode](#) tree, Stream outputStream, bool keepOpen=false, string treeType=null, string label=null)
Writes a [TreeNode](#) to a file in NCBI ASN.1 binary format.
- static void `WriteAllTrees` (IEnumerable< [TreeNode](#) > trees, Stream outputStream, bool keepOpen=false, string treeType=null, string label=null)
Writes a collection of [TreeNode](#)s to a file in NCBI ASN.1 binary format. Note that only one tree can be saved in each file; if the collection contains more than one tree an exception will be thrown.
- static void `WriteAllTrees` (IEnumerable< [TreeNode](#) > trees, string outputFile, string treeType=null, string label=null)
Writes a collection of [TreeNode](#)s to a file in NCBI ASN.1 binary format. Note that only one tree can be saved in each file; if the collection contains more than one tree an exception will be thrown.
- static void `WriteAllTrees` (List< [TreeNode](#) > trees, Stream outputStream, bool keepOpen=false, string treeType=null, string label=null)
Writes a list of [TreeNode](#)s to a file in NCBI ASN.1 binary format. Note that only one tree can be saved in each file; if the tree contains more than one tree an exception will be thrown.
- static void `WriteAllTrees` (List< [TreeNode](#) > trees, string outputFile, string treeType=null, string label=null)
Writes a list of [TreeNode](#)s to a file in NCBI ASN.1 binary format. Note that only one tree can be saved in each file; if the list contains more than one tree an exception will be thrown.
- static void `WriteTree` ([TreeNode](#) tree, BinaryWriter writer, string treeType=null, string label=null)
Writes a [TreeNode](#) to a BinaryWriter in NCBI ASN.1 binary format.

6.5.1 Detailed Description

Contains methods to read and write trees in the NCBI ASN.1 binary format.

Note: this is a hackish reverse-engineering of the NCBI binary ASN format. A lot of this is derived by assumptions and observations.

Definition at line 13 of file NcbiAsnBer.cs.

6.5.2 Member Function Documentation

6.5.2.1 ParseAllTrees() [1/2]

```
static List<TreeNode> PhyloTree.Formats.NcbiAsnBer.ParseAllTrees (
    Stream inputStream,
    bool keepOpen = false ) [static]
```

Parses a tree from an NCBI ASN.1 binary format file. Note that the tree can only contain a single file, and this method will always return a list with a single element.

Parameters

<i>inputStream</i>	The Stream from which the file should be read.
<i>keepOpen</i>	Determines whether the stream should be disposed at the end of this method or not.

Returns

A List<T> containing the tree defined in the file. This will always consist of a single element.

Definition at line 145 of file NcbiAsnBer.cs.

6.5.2.2 ParseAllTrees() [2/2]

```
static List<TreeNode> PhyloTree.Formats.NcbiAsnBer.ParseAllTrees (
    string inputFile ) [static]
```

Parses a tree from an NCBI ASN.1 binary format file. Note that the tree can only contain a single file, and this method will always return a list with a single element.

Parameters

<i>inputFile</i>	The path to the input file.
------------------	-----------------------------

Returns

A List<T> containing the tree defined in the file. This will always consist of a single element.

Definition at line 132 of file NcbiAsnBer.cs.

6.5.2.3 ParseTree()

```
static TreeNode PhyloTree.Formats.NcbiAsnBer.ParseTree (  
    BinaryReader reader ) [static]
```

Parses a tree from a BinaryReader reading a stream in NCBI ASN.1 binary format into a [TreeNode](#) object.

Parameters

<i>reader</i>	The BinaryReader that reads a stream in NCBI ASN.1 binary format.
---------------	---

Returns

The parsed [TreeNode](#) object.

Definition at line 156 of file NcbiAsnBer.cs.

6.5.2.4 ParseTrees() [1/2]

```
static IEnumerable<TreeNode> PhyloTree.Formats.NcbiAsnBer.ParseTrees (  
    Stream inputStream,  
    bool keepOpen = false ) [static]
```

Parses a tree from an NCBI ASN.1 binary format file. Note that the tree can only contain a single file, and this method will always return a collection with a single element.

Parameters

<i>inputStream</i>	The Stream from which the file should be read.
<i>keepOpen</i>	Determines whether the stream should be disposed at the end of this method or not.

Returns

A IEnumerable<T> containing the tree defined in the file. This will always consist of a single element.

Definition at line 122 of file NcbiAsnBer.cs.

6.5.2.5 ParseTrees() [2/2]

```
static IEnumerable<TreeNode> PhyloTree.Formats.NcbiAsnBer.ParseTrees (
    string inputFile ) [static]
```

Parses a tree from an NCBI ASN.1 binary format file. Note that the tree can only contain a single file, and this method will always return a collection with a single element.

Parameters

<i>inputFile</i>	The path to the input file.
------------------	-----------------------------

Returns

A `IEnumerable<T>` containing the tree defined in the file. This will always consist of a single element.

Definition at line 111 of file NcbiAsnBer.cs.

6.5.2.6 WriteAllTrees() [1/4]

```
static void PhyloTree.Formats.NcbiAsnBer.WriteAllTrees (
    IEnumerable< TreeNode > trees,
    Stream outputStream,
    bool keepOpen = false,
    string treeType = null,
    string label = null ) [static]
```

Writes a collection of `TreeNodes` to a file in NCBI ASN.1 binary format. Note that only one tree can be saved in each file; if the collection contains more than one tree an exception will be thrown.

Parameters

<i>trees</i>	The collection of trees to write. If this contains more than one tree, an exception will be thrown.
<i>outputStream</i>	The Stream on which the tree should be written.
<i>keepOpen</i>	Determines whether the <i>outputStream</i> should be kept open after the end of this method.
<i>treeType</i>	An optional value for the <i>treeType</i> property defined in the NCBI ASN.1 tree format.
<i>label</i>	An optional value for the <i>label</i> property defined in the NCBI ASN.1 tree format.

Definition at line 550 of file NcbiAsnBer.cs.

6.5.2.7 WriteAllTrees() [2/4]

```
static void PhyloTree.Formats.NcbiAsnBer.WriteAllTrees (
    IEnumerable< TreeNode > trees,
    string outputFile,
```

```
string treeType = null,
string label = null ) [static]
```

Writes a collection of [TreeNode](#)s to a file in NCBI ASN.1 binary format. Note that only one tree can be saved in each file; if the collection contains more than one tree an exception will be thrown.

Parameters

<i>trees</i>	The collection of trees to write. If this contains more than one tree, an exception will be thrown.
<i>outputFile</i>	The path to the output file.
<i>treeType</i>	An optional value for the <code>treeType</code> property defined in the NCBI ASN.1 tree format.
<i>label</i>	An optional value for the <code>label</code> property defined in the NCBI ASN.1 tree format.

Definition at line 577 of file NcbiAsnBer.cs.

6.5.2.8 WriteAllTrees() [3/4]

```
static void PhyloTree.Formats.NcbiAsnBer.WriteAllTrees (
    List< TreeNode > trees,
    Stream outputStream,
    bool keepOpen = false,
    string treeType = null,
    string label = null ) [static]
```

Writes a list of [TreeNode](#)s to a file in NCBI ASN.1 binary format. Note that only one tree can be saved in each file; if the tree contains more than one tree an exception will be thrown.

Parameters

<i>trees</i>	The list of trees to write. If this contains more than one tree, an exception will be thrown.
<i>outputStream</i>	The Stream on which the tree should be written.
<i>keepOpen</i>	Determines whether the <i>outputStream</i> should be kept open after the end of this method.
<i>treeType</i>	An optional value for the <code>treeType</code> property defined in the NCBI ASN.1 tree format.
<i>label</i>	An optional value for the <code>label</code> property defined in the NCBI ASN.1 tree format.

Definition at line 605 of file NcbiAsnBer.cs.

6.5.2.9 WriteAllTrees() [4/4]

```
static void PhyloTree.Formats.NcbiAsnBer.WriteAllTrees (
    List< TreeNode > trees,
    string outputFile,
    string treeType = null,
    string label = null ) [static]
```

Writes a list of [TreeNode](#)s to a file in NCBI ASN.1 binary format. Note that only one tree can be saved in each file; if the list contains more than one tree an exception will be thrown.

Parameters

<i>trees</i>	The list of trees to write. If this contains more than one tree, an exception will be thrown.
<i>outputFile</i>	The path to the output file.
<i>treeType</i>	An optional value for the <code>treeType</code> property defined in the NCBI ASN.1 tree format.
<i>label</i>	An optional value for the <code>label</code> property defined in the NCBI ASN.1 tree format.

Definition at line 624 of file NcbiAsnBer.cs.

6.5.2.10 WriteTree() [1/3]

```
static void PhyloTree.Formats.NcbiAsnBer.WriteTree (
    TreeNode tree,
    BinaryWriter writer,
    string treeType = null,
    string label = null ) [static]
```

Writes a [TreeNode](#) to a BinaryWriter in NCBI ASN.1 binary format.

Parameters

<i>tree</i>	The tree to write.
<i>writer</i>	The BinaryWriter on which the tree will be written..
<i>treeType</i>	An optional value for the <code>treeType</code> property defined in the NCBI ASN.1 tree format.
<i>label</i>	An optional value for the <code>label</code> property defined in the NCBI ASN.1 tree format.

Definition at line 643 of file NcbiAsnBer.cs.

6.5.2.11 WriteTree() [2/3]

```
static void PhyloTree.Formats.NcbiAsnBer.WriteTree (
    TreeNode tree,
    Stream outputStream,
    bool keepOpen = false,
    string treeType = null,
    string label = null ) [static]
```

Writes a [TreeNode](#) to a file in NCBI ASN.1 binary format.

Parameters

<i>tree</i>	The tree to write.
<i>outputStream</i>	The Stream on which the tree should be written.
<i>keepOpen</i>	Determines whether the <i>outputStream</i> should be kept open after the end of this method.
<i>treeType</i>	An optional value for the <code>treeType</code> property defined in the NCBI ASN.1 tree format.
<i>label</i>	An optional value for the <code>label</code> property defined in the NCBI ASN.1 tree format.

Definition at line 536 of file NcbiAsnBer.cs.

6.5.2.12 WriteTree() [3/3]

```
static void PhyloTree.Formats.NcbiAsnBer.WriteTree (
    TreeNode tree,
    string outputFile,
    string treeType = null,
    string label = null ) [static]
```

Writes a [TreeNode](#) to a file in NCBI ASN.1 binary format.

Parameters

<i>tree</i>	The tree to write.
<i>outputFile</i>	The path to the output file.
<i>treeType</i>	An optional value for the <code>treeType</code> property defined in the NCBI ASN.1 tree format.
<i>label</i>	An optional value for the <code>label</code> property defined in the NCBI ASN.1 tree format.

Definition at line 522 of file NcbiAsnBer.cs.

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

- NcbiAsnBer.cs

6.6 PhyloTree.Formats.NcbiAsnText Class Reference

Contains methods to read and write trees in the NCBI ASN.1 text format.

Static Public Member Functions

- static IEnumerable< [TreeNode](#) > [ParseTrees](#) (string inputFile)
Parses a tree from an NCBI ASN.1 text format file. Note that the tree can only contain a single file, and this method will always return a collection with a single element.
- static IEnumerable< [TreeNode](#) > [ParseTrees](#) (Stream inputStream, bool keepOpen=false)
Parses a tree from an NCBI ASN.1 text format file. Note that the tree can only contain a single file, and this method will always return a collection with a single element.
- static List< [TreeNode](#) > [ParseAllTrees](#) (string inputFile)
Parses a tree from an NCBI ASN.1 text format file. Note that the tree can only contain a single file, and this method will always return a list with a single element.
- static List< [TreeNode](#) > [ParseAllTrees](#) (Stream inputStream, bool keepOpen=false)
Parses a tree from an NCBI ASN.1 text format file. Note that the tree can only contain a single file, and this method will always return a list with a single element.
- static [TreeNode](#) [ParseTree](#) (string source)
Parses a tree from an NCBI ASN.1 format string into a [TreeNode](#) object.
- static [TreeNode](#) [ParseTree](#) (TextReader reader)

- Parses a tree from a `TextReader` that reads an NCBI ASN.1 format string into a [TreeNode](#) object.*
- static void [WriteTree](#) ([TreeNode](#) tree, string outputFile, string treeType=null, string label=null)
Writes a [TreeNode](#) to a file in NCBI ASN.1 text format.
 - static void [WriteTree](#) ([TreeNode](#) tree, Stream outputStream, bool keepOpen=false, string treeType=null, string label=null)
Writes a [TreeNode](#) to a file in NCBI ASN.1 text format.
 - static void [WriteAllTrees](#) (IEnumerable< [TreeNode](#) > trees, Stream outputStream, bool keepOpen=false, string treeType=null, string label=null)
Writes a collection of [TreeNode](#)s to a file in NCBI ASN.1 text format. Note that only one tree can be saved in each file; if the collection contains more than one tree an exception will be thrown.
 - static void [WriteAllTrees](#) (IEnumerable< [TreeNode](#) > trees, string outputFile, string treeType=null, string label=null)
Writes a collection of [TreeNode](#)s to a file in NCBI ASN.1 text format. Note that only one tree can be saved in each file; if the collection contains more than one tree an exception will be thrown.
 - static void [WriteAllTrees](#) (List< [TreeNode](#) > trees, Stream outputStream, bool keepOpen=false, string treeType=null, string label=null)
Writes a list of [TreeNode](#)s to a file in NCBI ASN.1 text format. Note that only one tree can be saved in each file; if the tree contains more than one tree an exception will be thrown.
 - static void [WriteAllTrees](#) (List< [TreeNode](#) > trees, string outputFile, string treeType=null, string label=null)
Writes a list of [TreeNode](#)s to a file in NCBI ASN.1 text format. Note that only one tree can be saved in each file; if the list contains more than one tree an exception will be thrown.
 - static string [WriteTree](#) ([TreeNode](#) tree, string treeType=null, string label=null)
Writes a [TreeNode](#) to a string in NCBI ASN.1 text format.

6.6.1 Detailed Description

Contains methods to read and write trees in the NCBI ASN.1 text format.

Definition at line 12 of file `NcbiAsnText.cs`.

6.6.2 Member Function Documentation

6.6.2.1 [ParseAllTrees\(\)](#) [1/2]

```
static List<TreeNode> PhyloTree.Formats.NcbiAsnText.ParseAllTrees (
    Stream inputStream,
    bool keepOpen = false ) [static]
```

Parses a tree from an NCBI ASN.1 text format file. Note that the tree can only contain a single file, and this method will always return a list with a single element.

Parameters

<i>inputStream</i>	The Stream from which the file should be read.
<i>keepOpen</i>	Determines whether the stream should be disposed at the end of this method or not.

Returns

A List<T> containing the tree defined in the file. This will always consist of a single element.

Definition at line 52 of file NcbiAsnText.cs.

6.6.2.2 ParseAllTrees() [2/2]

```
static List<TreeNode> PhyloTree.Formats.NcbiAsnText.ParseAllTrees (  
    string inputFile ) [static]
```

Parses a tree from an NCBI ASN.1 text format file. Note that the tree can only contain a single file, and this method will always return a list with a single element.

Parameters

<i>inputFile</i>	The path to the input file.
------------------	-----------------------------

Returns

A List<T> containing the tree defined in the file. This will always consist of a single element.

Definition at line 40 of file NcbiAsnText.cs.

6.6.2.3 ParseTree() [1/2]

```
static TreeNode PhyloTree.Formats.NcbiAsnText.ParseTree (  
    string source ) [static]
```

Parses a tree from an NCBI ASN.1 format string into a [TreeNode](#) object.

Parameters

<i>source</i>	The NCBI ASN.1 format tree string.
---------------	------------------------------------

Returns

The parsed [TreeNode](#) object.

Definition at line 63 of file NcbiAsnText.cs.

6.6.2.4 ParseTree() [2/2]

```
static TreeNode PhyloTree.Formats.NcbiAsnText.ParseTree (  
    TextReader reader ) [static]
```

Parses a tree from a TextReader that reads an NCBI ASN.1 format string into a [TreeNode](#) object.

Parameters

<i>reader</i>	The TextReader that reads the NCBI ASN.1 format string.
---------------	---

Returns

The parsed [TreeNode](#) object.

Definition at line 74 of file NcbiAsnText.cs.

6.6.2.5 ParseTrees() [1/2]

```
static IEnumerable<TreeNode> PhyloTree.Formats.NcbiAsnText.ParseTrees (
    Stream inputStream,
    bool keepOpen = false ) [static]
```

Parses a tree from an NCBI ASN.1 text format file. Note that the tree can only contain a single file, and this method will always return a collection with a single element.

Parameters

<i>inputStream</i>	The Stream from which the file should be read.
<i>keepOpen</i>	Determines whether the stream should be disposed at the end of this method or not.

Returns

A `IEnumerable<T>` containing the tree defined in the file. This will always consist of a single element.

Definition at line 30 of file NcbiAsnText.cs.

6.6.2.6 ParseTrees() [2/2]

```
static IEnumerable<TreeNode> PhyloTree.Formats.NcbiAsnText.ParseTrees (
    string inputFile ) [static]
```

Parses a tree from an NCBI ASN.1 text format file. Note that the tree can only contain a single file, and this method will always return a collection with a single element.

Parameters

<i>inputFile</i>	The path to the input file.
------------------	-----------------------------

Returns

A `IEnumerable<T>` containing the tree defined in the file. This will always consist of a single element.

Definition at line 19 of file `NcbiAsnText.cs`.

6.6.2.7 WriteAllTrees() [1/4]

```
static void PhyloTree.Formats.NcbiAsnText.WriteAllTrees (
    IEnumerable< TreeNode > trees,
    Stream outputStream,
    bool keepOpen = false,
    string treeType = null,
    string label = null ) [static]
```

Writes a collection of [TreeNodes](#) to a file in NCBI ASN.1 text format. Note that only one tree can be saved in each file; if the collection contains more than one tree an exception will be thrown.

Parameters

<i>trees</i>	The collection of trees to write. If this contains more than one tree, an exception will be thrown.
<i>outputStream</i>	The Stream on which the tree should be written.
<i>keepOpen</i>	Determines whether the <i>outputStream</i> should be kept open after the end of this method.
<i>treeType</i>	An optional value for the <code>treeType</code> property defined in the NCBI ASN.1 tree format.
<i>label</i>	An optional value for the <code>label</code> property defined in the NCBI ASN.1 tree format.

Definition at line 359 of file `NcbiAsnText.cs`.

6.6.2.8 WriteAllTrees() [2/4]

```
static void PhyloTree.Formats.NcbiAsnText.WriteAllTrees (
    IEnumerable< TreeNode > trees,
    string outputFile,
    string treeType = null,
    string label = null ) [static]
```

Writes a collection of [TreeNodes](#) to a file in NCBI ASN.1 text format. Note that only one tree can be saved in each file; if the collection contains more than one tree an exception will be thrown.

Parameters

<i>trees</i>	The collection of trees to write. If this contains more than one tree, an exception will be thrown.
<i>outputFile</i>	The path to the output file.
<i>treeType</i>	An optional value for the <code>treeType</code> property defined in the NCBI ASN.1 tree format.
<i>label</i>	An optional value for the <code>label</code> property defined in the NCBI ASN.1 tree format.

Definition at line 386 of file NcbiAsnText.cs.

6.6.2.9 WriteAllTrees() [3/4]

```
static void PhyloTree.Formats.NcbiAsnText.WriteAllTrees (
    List< TreeNode > trees,
    Stream outputStream,
    bool keepOpen = false,
    string treeType = null,
    string label = null ) [static]
```

Writes a list of [TreeNodes](#) to a file in NCBI ASN.1 text format. Note that only one tree can be saved in each file; if the tree contains more than one tree an exception will be thrown.

Parameters

<i>trees</i>	The list of trees to write. If this contains more than one tree, an exception will be thrown.
<i>outputStream</i>	The Stream on which the tree should be written.
<i>keepOpen</i>	Determines whether the <i>outputStream</i> should be kept open after the end of this method.
<i>treeType</i>	An optional value for the <code>treeType</code> property defined in the NCBI ASN.1 tree format.
<i>label</i>	An optional value for the <code>label</code> property defined in the NCBI ASN.1 tree format.

Definition at line 414 of file NcbiAsnText.cs.

6.6.2.10 WriteAllTrees() [4/4]

```
static void PhyloTree.Formats.NcbiAsnText.WriteAllTrees (
    List< TreeNode > trees,
    string outputFile,
    string treeType = null,
    string label = null ) [static]
```

Writes a list of [TreeNodes](#) to a file in NCBI ASN.1 text format. Note that only one tree can be saved in each file; if the list contains more than one tree an exception will be thrown.

Parameters

<i>trees</i>	The list of trees to write. If this contains more than one tree, an exception will be thrown.
<i>outputFile</i>	The path to the output file.
<i>treeType</i>	An optional value for the <code>treeType</code> property defined in the NCBI ASN.1 tree format.
<i>label</i>	An optional value for the <code>label</code> property defined in the NCBI ASN.1 tree format.

Definition at line 433 of file NcbiAsnText.cs.

6.6.2.11 WriteTree() [1/3]

```
static void PhyloTree.Formats.NcbiAsnText.WriteTree (
    TreeNode tree,
    Stream outputStream,
    bool keepOpen = false,
    string treeType = null,
    string label = null ) [static]
```

Writes a [TreeNode](#) to a file in NCBI ASN.1 text format.

Parameters

<i>tree</i>	The tree to write.
<i>outputStream</i>	The Stream on which the tree should be written.
<i>keepOpen</i>	Determines whether the <i>outputStream</i> should be kept open after the end of this method.
<i>treeType</i>	An optional value for the <code>treeType</code> property defined in the NCBI ASN.1 tree format.
<i>label</i>	An optional value for the <code>label</code> property defined in the NCBI ASN.1 tree format.

Definition at line 345 of file NcbiAsnText.cs.

6.6.2.12 WriteTree() [2/3]

```
static void PhyloTree.Formats.NcbiAsnText.WriteTree (
    TreeNode tree,
    string outputFile,
    string treeType = null,
    string label = null ) [static]
```

Writes a [TreeNode](#) to a file in NCBI ASN.1 text format.

Parameters

<i>tree</i>	The tree to write.
<i>outputFile</i>	The path to the output file.
<i>treeType</i>	An optional value for the <code>treeType</code> property defined in the NCBI ASN.1 tree format.
<i>label</i>	An optional value for the <code>label</code> property defined in the NCBI ASN.1 tree format.

Definition at line 332 of file NcbiAsnText.cs.

6.6.2.13 WriteTree() [3/3]

```
static string PhyloTree.Formats.NcbiAsnText.WriteTree (
    TreeNode tree,
    string treeType = null,
    string label = null ) [static]
```

Writes a [TreeNode](#) to a string in NCBI ASN.1 text format.

Parameters

<i>tree</i>	The tree to write.
<i>treeType</i>	An optional value for the <code>treeType</code> property defined in the NCBI ASN.1 tree format.
<i>label</i>	An optional value for the <code>label</code> property defined in the NCBI ASN.1 tree format.

Returns

A string containing the NCBI ASN.1 representation of the [TreeNode](#).

Definition at line 452 of file `NcbiAsnText.cs`.

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

- `NcbiAsnText.cs`

6.7 PhyloTree.Formats.NEXUS Class Reference

Contains methods to read and write trees in [NEXUS](#) format.

Static Public Member Functions

- static List< [TreeNode](#) > [ParseAllTrees](#) (string sourceString=null, Stream sourceStream=null, bool keepOpen=false, Action< double > progressAction=null)
Parses a [NEXUS](#) file and completely loads it into memory. Can be used to parse a string or a file.
- static IEnumerable< [TreeNode](#) > [ParseTrees](#) (string inputFile, Action< double > progressAction=null)
Lazily parses a [NEXUS](#) file. Each tree in the [NEXUS](#) file is not read and parsed until it is requested. Can be used to parse a string or a Stream.
- static IEnumerable< [TreeNode](#) > [ParseTrees](#) (string sourceString=null, Stream sourceStream=null, bool keepOpen=false, Action< double > progressAction=null)
Lazily parses a [NEXUS](#) file. Each tree in the [NEXUS](#) file is not read and parsed until it is requested. Can be used to parse a string or a Stream.
- static IEnumerable< [TreeNode](#) > [ParseTrees](#) (Stream inputStream, bool keepOpen=false, Action< double > progressAction=null)
Lazily parses trees from a file in [NEXUS](#) format. Each tree in the file is not read and parsed until it is requested.
- static List< [TreeNode](#) > [ParseAllTrees](#) (string inputFile, Action< double > progressAction=null)
Parses trees from a file in [NEXUS](#) format and completely loads them in memory.
- static List< [TreeNode](#) > [ParseAllTrees](#) (Stream inputStream, bool keepOpen=false, Action< double > progressAction=null)
Parses trees from a file in [NEXUS](#) format and completely loads them in memory.
- static void [WriteTree](#) ([TreeNode](#) tree, Stream outputStream, bool keepOpen=false, bool translate=true, bool translateQuotes=true, TextReader additionalNexusBlocks=null)
Writes a single tree in [NEXUS](#) format.
- static void [WriteTree](#) ([TreeNode](#) tree, string outputFile, bool append=false, bool translate=true, bool translateQuotes=true, TextReader additionalNexusBlocks=null)
Writes a single tree in [NEXUS](#) format.
- static void [WriteAllTrees](#) (IList< [TreeNode](#) > trees, string outputFile, bool append=false, Action< double > progressAction=null, bool translate=true, bool translateQuotes=true, TextReader additionalNexusBlocks=null)
Writes trees in [NEXUS](#) format.

- static void [WriteAllTrees](#) (IList< [TreeNode](#) > trees, Stream outputStream, bool keepOpen=false, Action< double > progressAction=null, bool translate=true, bool translateQuotes=true, TextReader additionalNexus↵ Blocks=null)

Writes trees in [NEXUS](#) format.

- static void [WriteAllTrees](#) (IEnumerable< [TreeNode](#) > trees, string outputFile, bool append=false, Action< int > progressAction=null, TextReader additionalNexusBlocks=null)

Writes trees in [NEXUS](#) format.

- static void [WriteAllTrees](#) (IEnumerable< [TreeNode](#) > trees, Stream outputStream, bool keepOpen=false, Action< int > progressAction=null, TextReader additionalNexusBlocks=null)

Writes trees in [NEXUS](#) format.

6.7.1 Detailed Description

Contains methods to read and write trees in [NEXUS](#) format.

Definition at line 14 of file NEXUS.cs.

6.7.2 Member Function Documentation

6.7.2.1 ParseAllTrees() [1/3]

```
static List<TreeNode> PhyloTree.Formats.NEXUS.ParseAllTrees (
    Stream inputStream,
    bool keepOpen = false,
    Action< double > progressAction = null ) [static]
```

Parses trees from a file in [NEXUS](#) format and completely loads them in memory.

Parameters

<i>inputStream</i>	The Stream from which the file should be read.
<i>keepOpen</i>	Determines whether the stream should be disposed at the end of this method or not.
<i>progressAction</i>	An Action that will be called after each tree is parsed, with the approximate progress (as determined by the position in the stream), ranging from 0 to 1.

Returns

A List<T> containing the trees defined in the file.

Definition at line 406 of file NEXUS.cs.

6.7.2.2 ParseAllTrees() [2/3]

```
static List<TreeNode> PhyloTree.Formats.NEXUS.ParseAllTrees (
    string inputFile,
    Action< double > progressAction = null ) [static]
```

Parses trees from a file in [NEXUS](#) format and completely loads them in memory.

Parameters

<i>inputFile</i>	The path to the input file.
<i>progressAction</i>	An Action that will be called after each tree is parsed, with the approximate progress (as determined by the position in the stream), ranging from 0 to 1.

Returns

A List<T> containing the trees defined in the file.

Definition at line 393 of file NEXUS.cs.

6.7.2.3 ParseAllTrees() [3/3]

```
static List<TreeNode> PhyloTree.Formats.NEXUS.ParseAllTrees (
    string sourceString = null,
    Stream sourceStream = null,
    bool keepOpen = false,
    Action< double > progressAction = null ) [static]
```

Parses a [NEXUS](#) file and completely loads it into memory. Can be used to parse a string or a file.

Parameters

<i>sourceString</i>	The NEXUS file content. If this parameter is specified, <i>sourceStream</i> is ignored.
<i>sourceStream</i>	The stream to parse.
<i>keepOpen</i>	Determines whether the stream should be disposed at the end of this method or not.
<i>progressAction</i>	An Action that might be called after each tree is parsed, with the approximate progress (as determined by the position in the stream), ranging from 0 to 1.

Returns

A List<T> containing the trees defined in the "Trees" blocks of the [NEXUS](#) file.

Definition at line 80 of file NEXUS.cs.

6.7.2.4 ParseTrees() [1/3]

```
static IEnumerable<TreeNode> PhyloTree.Formats.NEXUS.ParseTrees (
    Stream inputStream,
    bool keepOpen = false,
    Action< double > progressAction = null ) [static]
```

Lazily parses trees from a file in [NEXUS](#) format. Each tree in the file is not read and parsed until it is requested.

Parameters

<i>inputStream</i>	The Stream from which the file should be read.
<i>keepOpen</i>	Determines whether the stream should be disposed at the end of this method or not.
<i>progressAction</i>	An Action that will be called after each tree is parsed, with the approximate progress (as determined by the position in the stream), ranging from 0 to 1.

Returns

A lazy `IEnumerable<T>` containing the trees defined in the file.

Definition at line 382 of file NEXUS.cs.

6.7.2.5 ParseTrees() [2/3]

```
static IEnumerable<TreeNode> PhyloTree.Formats.NEXUS.ParseTrees (
    string inputFile,
    Action< double > progressAction = null ) [static]
```

Lazily parses a [NEXUS](#) file. Each tree in the [NEXUS](#) file is not read and parsed until it is requested. Can be used to parse a string or a Stream.

Parameters

<i>inputFile</i>	The path to the input file.
<i>progressAction</i>	An Action that might be called after each tree is parsed, with the approximate progress (as determined by the position in the stream), ranging from 0 to 1.

Returns

A lazy `IEnumerable<T>` containing the trees defined in the "Trees" blocks of the [NEXUS](#) file.

Definition at line 93 of file NEXUS.cs.

6.7.2.6 ParseTrees() [3/3]

```
static IEnumerable<TreeNode> PhyloTree.Formats.NEXUS.ParseTrees (
    string sourceString = null,
```



```
Stream sourceStream = null,
bool keepOpen = false,
Action< double > progressAction = null ) [static]
```

Lazily parses a [NEXUS](#) file. Each tree in the [NEXUS](#) file is not read and parsed until it is requested. Can be used to parse a string or a Stream.

Parameters

<i>sourceString</i>	The NEXUS file content. If this parameter is specified, <i>sourceStream</i> is ignored.
<i>sourceStream</i>	The stream to parse.
<i>keepOpen</i>	Determines whether the stream should be disposed at the end of this method or not.
<i>progressAction</i>	An Action that might be called after each tree is parsed, with the approximate progress (as determined by the position in the stream), ranging from 0 to 1.

Returns

A lazy `IEnumerable<T>` containing the trees defined in the "Trees" blocks of the [NEXUS](#) file.

Definition at line 107 of file NEXUS.cs.

6.7.2.7 WriteAllTrees() [1/4]

```
static void PhyloTree.Formats.NEXUS.WriteAllTrees (
    IEnumerable< TreeNode > trees,
    Stream outputStream,
    bool keepOpen = false,
    Action< int > progressAction = null,
    TextReader additionalNexusBlocks = null ) [static]
```

Writes trees in [NEXUS](#) format.

Parameters

<i>trees</i>	An <code>IEnumerable<T></code> containing the trees to be written. It will only be enumerated once.
<i>outputStream</i>	The Stream on which the trees should be written.
<i>keepOpen</i>	Determines whether the <i>outputStream</i> should be kept open after the end of this method.
<i>progressAction</i>	An Action that will be invoked after each tree is written, with the number of trees written so far.
<i>additionalNexusBlocks</i>	A TextReader that can read additional NEXUS blocks that will be placed at the end of the file.

Definition at line 610 of file NEXUS.cs.

6.7.2.8 WriteAllTrees() [2/4]

```
static void PhyloTree.Formats.NEXUS.WriteAllTrees (
    IEnumerable< TreeNode > trees,
    string outputFile,
    bool append = false,
    Action< int > progressAction = null,
    TextReader additionalNexusBlocks = null ) [static]
```

Writes trees in [NEXUS](#) format.

Parameters

<i>trees</i>	An IEnumerable<T> containing the trees to be written. It will only be enumerated once.
<i>outputFile</i>	The file on which the trees should be written.
<i>append</i>	Specifies whether the file should be overwritten or appended to.
<i>progressAction</i>	An Action that will be invoked after each tree is written, with the number of trees written so far.
<i>additionalNexusBlocks</i>	A TextReader that can read additional NEXUS blocks that will be placed at the end of the file.

Definition at line 596 of file NEXUS.cs.

6.7.2.9 WriteAllTrees() [3/4]

```
static void PhyloTree.Formats.NEXUS.WriteAllTrees (
    IList< TreeNode > trees,
    Stream outputStream,
    bool keepOpen = false,
    Action< double > progressAction = null,
    bool translate = true,
    bool translateQuotes = true,
    TextReader additionalNexusBlocks = null ) [static]
```

Writes trees in [NEXUS](#) format.

Parameters

<i>trees</i>	A collection of trees to be written. If <i>translate</i> is <code>true</code> , each tree will be accessed twice. Otherwise, each tree will be accessed once.
<i>outputStream</i>	The Stream on which the trees should be written.
<i>keepOpen</i>	Determines whether the <i>outputStream</i> should be kept open after the end of this method.
<i>progressAction</i>	An Action that will be invoked after each tree is written, with a value between 0 and 1 depending on how many trees have been written so far.
<i>translate</i>	If this is <code>true</code> , a Taxa block and a Translate statement in the Trees block are added to the NEXUS file.
<i>translateQuotes</i>	If this is <code>true</code> , entries in the Taxa block and a Translate statement in the Trees block are placed between single quotes. Otherwise, they are not. This has no effect if <i>translate</i> is <code>false</code> .
<i>additionalNexusBlocks</i>	A TextReader that can read additional NEXUS blocks that will be placed at the end of the file.

Definition at line 466 of file NEXUS.cs.

6.7.2.10 WriteAllTrees() [4/4]

```
static void PhyloTree.Formats.NEXUS.WriteAllTrees (
    IList< TreeNode > trees,
    string outputFile,
    bool append = false,
    Action< double > progressAction = null,
    bool translate = true,
    bool translateQuotes = true,
    TextReader additionalNexusBlocks = null ) [static]
```

Writes trees in [NEXUS](#) format.

Parameters

<i>trees</i>	A collection of trees to be written. If <i>translate</i> is <code>true</code> , each tree will be accessed twice. Otherwise, each tree will be accessed once.
<i>outputFile</i>	The file on which the trees should be written.
<i>append</i>	Specifies whether the file should be overwritten or appended to.
<i>progressAction</i>	An Action that will be invoked after each tree is written, with a value between 0 and 1 depending on how many trees have been written so far.
<i>translate</i>	If this is <code>true</code> , a Taxa block and a Translate statement in the Trees block are added to the NEXUS file.
<i>translateQuotes</i>	If this is <code>true</code> , entries in the Taxa block and a Translate statement in the Trees block are placed between single quotes. Otherwise, they are not. This has no effect if <i>translate</i> is <code>false</code> .
<i>additionalNexusBlocks</i>	A TextReader that can read additional NEXUS blocks that will be placed at the end of the file.

Definition at line 450 of file NEXUS.cs.

6.7.2.11 WriteTree() [1/2]

```
static void PhyloTree.Formats.NEXUS.WriteTree (
    TreeNode tree,
    Stream outputStream,
    bool keepOpen = false,
    bool translate = true,
    bool translateQuotes = true,
    TextReader additionalNexusBlocks = null ) [static]
```

Writes a single tree in [NEXUS](#) format.

Parameters

<i>tree</i>	The tree to be written.
<i>outputStream</i>	The Stream on which the tree should be written.

Parameters

<i>keepOpen</i>	Determines whether the <i>outputStream</i> should be kept open after the end of this method.
<i>translate</i>	If this is <code>true</code> , a <code>Taxa</code> block and a <code>Translate</code> statement in the <code>Trees</code> block are added to the <code>NEXUS</code> file.
<i>translateQuotes</i>	If this is <code>true</code> , entries in the <code>Taxa</code> block and a <code>Translate</code> statement in the <code>Trees</code> block are placed between single quotes. Otherwise, they are not. This has no effect if <i>translate</i> is <code>false</code> .
<i>additionalNexusBlocks</i>	A <code>TextReader</code> that can read additional <code>NEXUS</code> blocks that will be placed at the end of the file.

Definition at line 420 of file `NEXUS.cs`.

6.7.2.12 WriteTree() [2/2]

```
static void PhyloTree.Formats.NEXUS.WriteTree (
    TreeNode tree,
    string outputFile,
    bool append = false,
    bool translate = true,
    bool translateQuotes = true,
    TextReader additionalNexusBlocks = null ) [static]
```

Writes a single tree in `NEXUS` format.

Parameters

<i>tree</i>	The tree to be written.
<i>outputFile</i>	The file on which the tree should be written.
<i>append</i>	Specifies whether the file should be overwritten or appended to.
<i>translate</i>	If this is <code>true</code> , a <code>Taxa</code> block and a <code>Translate</code> statement in the <code>Trees</code> block are added to the <code>NEXUS</code> file.
<i>translateQuotes</i>	If this is <code>true</code> , entries in the <code>Taxa</code> block and a <code>Translate</code> statement in the <code>Trees</code> block are placed between single quotes. Otherwise, they are not. This has no effect if <i>translate</i> is <code>false</code> .
<i>additionalNexusBlocks</i>	A <code>TextReader</code> that can read additional <code>NEXUS</code> blocks that will be placed at the end of the file.

Definition at line 434 of file `NEXUS.cs`.

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

- `NEXUS.cs`

6.8 PhyloTree.Formats.NWKA Class Reference

Contains methods to read and write trees in Newick and Newick-with-Attributes (`NWKA`) format.

Static Public Member Functions

- static [TreeNode](#) [ParseTree](#) (string source, bool debug=false, [TreeNode](#) parent=null)
Parse a Newick-with-Attributes string into a [TreeNode](#) object.
- static IEnumerable< [TreeNode](#) > [ParseTreesFromSource](#) (string source, bool debug=false)
Lazily parses trees from a string in Newick-with-Attributes ([NWKA](#)) format. Each tree in the string is not read and parsed until it is requested.
- static List< [TreeNode](#) > [ParseAllTreesFromSource](#) (string source, bool debug=false)
Parses trees from a string in Newick-with-Attributes ([NWKA](#)) format and completely loads them in memory.
- static IEnumerable< [TreeNode](#) > [ParseTrees](#) (string inputFile, Action< double > progressAction=null, bool debug=false)
Lazily parses trees from a file in Newick-with-Attributes ([NWKA](#)) format. Each tree in the file is not read and parsed until it is requested.
- static IEnumerable< [TreeNode](#) > [ParseTrees](#) (Stream inputStream, bool keepOpen=false, Action< double > progressAction=null, bool debug=false)
Lazily parses trees from a file in Newick-with-Attributes ([NWKA](#)) format. Each tree in the file is not read and parsed until it is requested.
- static List< [TreeNode](#) > [ParseAllTrees](#) (string inputFile, Action< double > progressAction=null, bool debug=false)
Parses trees from a file in Newick-with-Attributes ([NWKA](#)) format and completely loads them in memory.
- static List< [TreeNode](#) > [ParseAllTrees](#) (Stream inputStream, bool keepOpen=false, Action< double > progressAction=null, bool debug=false)
Parses trees from a file in Newick-with-Attributes ([NWKA](#)) format and completely loads them in memory.
- static string [WriteTree](#) ([TreeNode](#) tree, bool nwka, bool singleQuoted=false)
Writes a [TreeNode](#) to a string.
- static void [WriteTree](#) ([TreeNode](#) tree, Stream outputStream, bool keepOpen=false, bool nwka=true, bool singleQuoted=false)
Writes a single tree in Newick o Newick-with-Attributes format.
- static void [WriteTree](#) ([TreeNode](#) tree, string outputFile, bool append=false, bool nwka=true, bool singleQuoted=false)
Writes a single tree in Newick o Newick-with-Attributes format.
- static void [WriteAllTrees](#) (IEnumerable< [TreeNode](#) > trees, string outputFile, bool append=false, Action< int > progressAction=null, bool nwka=true, bool singleQuoted=false)
Writes trees in Newick o Newick-with-Attributes format.
- static void [WriteAllTrees](#) (IEnumerable< [TreeNode](#) > trees, Stream outputStream, bool keepOpen=false, Action< int > progressAction=null, bool nwka=true, bool singleQuoted=false)
Writes trees in Newick o Newick-with-Attributes format.
- static void [WriteAllTrees](#) (IList< [TreeNode](#) > trees, string outputFile, bool append=false, Action< double > progressAction=null, bool nwka=true, bool singleQuoted=false)
Writes trees in Newick o Newick-with-Attributes format.
- static void [WriteAllTrees](#) (IList< [TreeNode](#) > trees, Stream outputStream, bool keepOpen=false, Action< double > progressAction=null, bool nwka=true, bool singleQuoted=false)
Writes trees in Newick o Newick-with-Attributes format.

6.8.1 Detailed Description

Contains methods to read and write trees in Newick and Newick-with-Attributes ([NWKA](#)) format.

Definition at line 15 of file NWKA.cs.

6.8.2 Member Function Documentation

6.8.2.1 ParseAllTrees() [1/2]

```
static List<TreeNode> PhyloTree.Formats.NWKA.ParseAllTrees (
    Stream inputStream,
    bool keepOpen = false,
    Action< double > progressAction = null,
    bool debug = false ) [static]
```

Parses trees from a file in Newick-with-Attributes ([NWKA](#)) format and completely loads them in memory.

Parameters

<i>inputStream</i>	The Stream from which the file should be read.
<i>keepOpen</i>	Determines whether the stream should be disposed at the end of this method or not.
<i>progressAction</i>	An Action that will be called after each tree is parsed, with the approximate progress (as determined by the position in the stream), ranging from 0 to 1.
<i>debug</i>	When this is <code>true</code> , debug information is printed to the standard output during the parsing.

Returns

A List<T> containing the trees defined in the file.

Definition at line 362 of file NWKA.cs.

6.8.2.2 ParseAllTrees() [2/2]

```
static List<TreeNode> PhyloTree.Formats.NWKA.ParseAllTrees (
    string inputFile,
    Action< double > progressAction = null,
    bool debug = false ) [static]
```

Parses trees from a file in Newick-with-Attributes ([NWKA](#)) format and completely loads them in memory.

Parameters

<i>inputFile</i>	The path to the input file.
<i>progressAction</i>	An Action that will be called after each tree is parsed, with the approximate progress (as determined by the position in the stream), ranging from 0 to 1.
<i>debug</i>	When this is <code>true</code> , debug information is printed to the standard output during the parsing.

Returns

A List<T> containing the trees defined in the file.

Definition at line 348 of file NWKA.cs.

6.8.2.3 ParseAllTreesFromSource()

```
static List<TreeNode> PhyloTree.Formats.NWKA.ParseAllTreesFromSource (
    string source,
    bool debug = false ) [static]
```

Parses trees from a string in Newick-with-Attributes (NWKA) format and completely loads them in memory.

Parameters

<i>source</i>	The string from which the trees should be read.
<i>debug</i>	When this is <code>true</code> , debug information is printed to the standard output during the parsing.

Returns

A List<T> containing the trees defined in the string.

Definition at line 258 of file NWKA.cs.

6.8.2.4 ParseTree()

```
static TreeNode PhyloTree.Formats.NWKA.ParseTree (
    string source,
    bool debug = false,
    TreeNode parent = null ) [static]
```

Parse a Newick-with-Attributes string into a [TreeNode](#) object.

Parameters

<i>source</i>	The Newick-with-Attributes string. This string must specify only a single tree.
<i>parent</i>	The parent node of this node. If parsing a whole tree, this parameter should be left equal to <code>null</code> .
<i>debug</i>	When this is <code>true</code> , debug information is printed to the standard output during the parsing.

Returns

The parsed [TreeNode](#) object.

Definition at line 24 of file NWKA.cs.

6.8.2.5 ParseTrees() [1/2]

```
static IEnumerable<TreeNode> PhyloTree.Formats.NWKA.ParseTrees (
    Stream inputStream,
    bool keepOpen = false,
    Action< double > progressAction = null,
    bool debug = false ) [static]
```

Lazily parses trees from a file in Newick-with-Attributes ([NWKA](#)) format. Each tree in the file is not read and parsed until it is requested.

Parameters

<i>inputStream</i>	The Stream from which the file should be read.
<i>keepOpen</i>	Determines whether the stream should be disposed at the end of this method or not.
<i>progressAction</i>	An Action that will be called after each tree is parsed, with the approximate progress (as determined by the position in the stream), ranging from 0 to 1.
<i>debug</i>	When this is <code>true</code> , debug information is printed to the standard output during the parsing.

Returns

A lazy `IEnumerable<T>` containing the trees defined in the file.

Definition at line 285 of file NWKA.cs.

6.8.2.6 ParseTrees() [2/2]

```
static IEnumerable<TreeNode> PhyloTree.Formats.NWKA.ParseTrees (
    string inputFile,
    Action< double > progressAction = null,
    bool debug = false ) [static]
```

Lazily parses trees from a file in Newick-with-Attributes ([NWKA](#)) format. Each tree in the file is not read and parsed until it is requested.

Parameters

<i>inputFile</i>	The path to the input file.
<i>progressAction</i>	An Action that will be called after each tree is parsed, with the approximate progress (as determined by the position in the stream), ranging from 0 to 1.
<i>debug</i>	When this is <code>true</code> , debug information is printed to the standard output during the parsing.

Returns

A lazy `IEnumerable<T>` containing the trees defined in the file.

Definition at line 270 of file NWKA.cs.

6.8.2.7 ParseTreesFromSource()

```
static IEnumerable<TreeNode> PhyloTree.Formats.NWKA.ParseTreesFromSource (
    string source,
    bool debug = false ) [static]
```

Lazily parses trees from a string in Newick-with-Attributes (NWKA) format. Each tree in the string is not read and parsed until it is requested.

Parameters

<i>source</i>	The string from which the trees should be read.
<i>debug</i>	When this is <code>true</code> , debug information is printed to the standard output during the parsing.

Returns

A lazy `IEnumerable<T>` containing the trees defined in the string.

Definition at line 197 of file NWKA.cs.

6.8.2.8 WriteAllTrees() [1/4]

```
static void PhyloTree.Formats.NWKA.WriteAllTrees (
    IEnumerable< TreeNode > trees,
    Stream outputStream,
    bool keepOpen = false,
    Action< int > progressAction = null,
    bool nwka = true,
    bool singleQuoted = false ) [static]
```

Writes trees in Newick o Newick-with-Attributes format.

Parameters

<i>trees</i>	An <code>IEnumerable<T></code> containing the trees to be written. It will only be enumerated once.
<i>outputStream</i>	The <code>Stream</code> on which the trees should be written.
<i>keepOpen</i>	Determines whether the <i>outputStream</i> should be kept open after the end of this method.
<i>progressAction</i>	An <code>Action</code> that will be invoked after each tree is written, with the number of trees written so far.
<i>nwka</i>	If this is false, a Newick-compliant string is produced for each tree, only including the <code>TreeNode.Name</code> , <code>TreeNode.Length</code> and <code>TreeNode.Support</code> attributes of each branch. Otherwise, a Newick-with-Attributes string is produced, including all attributes.
<i>singleQuoted</i>	If <i>nwka</i> is false, this determines whether the names of the nodes are placed between single quotes.

Definition at line 995 of file NWKA.cs.

6.8.2.9 WriteAllTrees() [2/4]

```
static void PhyloTree.Formats.NWKA.WriteAllTrees (
    IEnumerable< TreeNode > trees,
    string outputFile,
    bool append = false,
    Action< int > progressAction = null,
    bool nwka = true,
    bool singleQuoted = false ) [static]
```

Writes trees in Newick o Newick-with-Attributes format.

Parameters

<i>trees</i>	An IEnumerable<T> containing the trees to be written. It will only be enumerated once.
<i>outputFile</i>	The file on which the trees should be written.
<i>append</i>	Specifies whether the file should be overwritten or appended to.
<i>progressAction</i>	An Action that will be invoked after each tree is written, with the number of trees written so far.
<i>nwka</i>	If this is false, a Newick-compliant string is produced for each tree, only including the TreeNode.Name , TreeNode.Length and TreeNode.Support attributes of each branch. Otherwise, a Newick-with-Attributes string is produced, including all attributes.
<i>singleQuoted</i>	If <i>nwka</i> is false, this determines whether the names of the nodes are placed between single quotes.

Definition at line 979 of file NWKA.cs.

6.8.2.10 WriteAllTrees() [3/4]

```
static void PhyloTree.Formats.NWKA.WriteAllTrees (
    IList< TreeNode > trees,
    Stream outputStream,
    bool keepOpen = false,
    Action< double > progressAction = null,
    bool nwka = true,
    bool singleQuoted = false ) [static]
```

Writes trees in Newick o Newick-with-Attributes format.

Parameters

<i>trees</i>	A collection of trees to be written. Each tree will only be accessed once.
<i>outputStream</i>	The Stream on which the trees should be written.
<i>keepOpen</i>	Determines whether the <i>outputStream</i> should be kept open after the end of this method.
<i>progressAction</i>	An Action that will be invoked after each tree is written, with a value between 0 and 1 depending on how many trees have been written so far.
<i>nwka</i>	If this is false, a Newick-compliant string is produced for each tree, only including the TreeNode.Name , TreeNode.Length and TreeNode.Support attributes of each branch. Otherwise, a Newick-with-Attributes string is produced, including all attributes.
<i>singleQuoted</i>	If <i>nwka</i> is false, this determines whether the names of the nodes are placed between single quotes.

Definition at line 1034 of file NWKA.cs.

6.8.2.11 WriteAllTrees() [4/4]

```
static void PhyloTree.Formats.NWKA.WriteAllTrees (
    IList< TreeNode > trees,
    string outputFile,
    bool append = false,
    Action< double > progressAction = null,
    bool nwka = true,
    bool singleQuoted = false ) [static]
```

Writes trees in Newick o Newick-with-Attributes format.

Parameters

<i>trees</i>	A collection of trees to be written. Each tree will only be accessed once.
<i>outputFile</i>	The file on which the trees should be written.
<i>append</i>	Specifies whether the file should be overwritten or appended to.
<i>progressAction</i>	An Action that will be invoked after each tree is written, with a value between 0 and 1 depending on how many trees have been written so far.
<i>nwka</i>	If this is false, a Newick-compliant string is produced for each tree, only including the TreeNode.Name , TreeNode.Length and TreeNode.Support attributes of each branch. Otherwise, a Newick-with-Attributes string is produced, including all attributes.
<i>singleQuoted</i>	If <i>nwka</i> is false, this determines whether the names of the nodes are placed between single quotes.

Definition at line 1018 of file NWKA.cs.

6.8.2.12 WriteTree() [1/3]

```
static string PhyloTree.Formats.NWKA.WriteTree (
    TreeNode tree,
    bool nwka,
    bool singleQuoted = false ) [static]
```

Writes a [TreeNode](#) to a string.

Parameters

<i>tree</i>	The tree to write.
<i>nwka</i>	If this is false, a Newick-compliant string is produced, only including the TreeNode.Name , TreeNode.Length and TreeNode.Support attributes of each branch. Otherwise, a Newick-with-Attributes string is produced, including all attributes.
<i>singleQuoted</i>	If <i>nwka</i> is false, this determines whether the names of the nodes are placed between single quotes.

Returns

A string containing the Newick or [NWKA](#) representation of the [TreeNode](#).

Definition at line 722 of file NWKA.cs.

6.8.2.13 WriteTree() [2/3]

```
static void PhyloTree.Formats.NWKA.WriteTree (
    TreeNode tree,
    Stream outputStream,
    bool keepOpen = false,
    bool nwka = true,
    bool singleQuoted = false ) [static]
```

Writes a single tree in Newick o Newick-with-Attributes format.

Parameters

<i>tree</i>	The tree to be written.
<i>outputStream</i>	The Stream on which the tree should be written.
<i>keepOpen</i>	Determines whether the <i>outputStream</i> should be kept open after the end of this method.
<i>nwka</i>	If this is false, a Newick-compliant string is produced for each tree, only including the TreeNode.Name , TreeNode.Length and TreeNode.Support attributes of each branch. Otherwise, a Newick-with-Attributes string is produced, including all attributes.
<i>singleQuoted</i>	If <i>nwka</i> is false, this determines whether the names of the nodes are placed between single quotes.

Definition at line 949 of file NWKA.cs.

6.8.2.14 WriteTree() [3/3]

```
static void PhyloTree.Formats.NWKA.WriteTree (
    TreeNode tree,
    string outputFile,
    bool append = false,
    bool nwka = true,
    bool singleQuoted = false ) [static]
```

Writes a single tree in Newick o Newick-with-Attributes format.

Parameters

<i>tree</i>	The tree to be written.
<i>outputFile</i>	The file on which the tree should be written.
<i>append</i>	Specifies whether the file should be overwritten or appended to.
<i>nwka</i>	If this is false, a Newick-compliant string is produced for each tree, only including the TreeNode.Name , TreeNode.Length and TreeNode.Support attributes of each branch. Otherwise, a Newick-with-Attributes string is produced, including all attributes.
<i>singleQuoted</i>	If <i>nwka</i> is false, this determines whether the names of the nodes are placed between single quotes.

Definition at line 963 of file NWKA.cs.

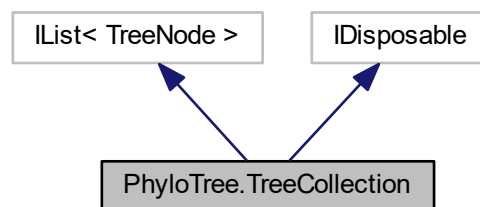
The documentation for this class was generated from the following file:

- NWKA.cs

6.9 PhyloTree.TreeCollection Class Reference

Represents a collection of [TreeNode](#) objects. If the full representations of the [TreeNode](#) objects reside in memory, this offers the best performance at the expense of memory usage. Alternatively, the trees may be read on demand from a stream in binary format. In this case, accessing any of the trees will require the tree to be parsed. This reduces memory usage, but worsens performance. The internal storage model of the collection is transparent to consumers (except for the difference in performance/memory usage).

Inheritance diagram for PhyloTree.TreeCollection:



Public Member Functions

- void [Add](#) ([TreeNode](#) item)
Adds an element to the collection. This is stored in memory, even if the internal storage model of the collection is a Stream.
- void [AddRange](#) (IEnumerable< [TreeNode](#) > items)
Adds multiple elements to the collection. These are stored in memory, even if the internal storage model of the collection is a Stream.
- IEnumerable< [TreeNode](#) > [GetEnumerator](#) ()
Get an IEnumerator over the collection.
- int [IndexOf](#) ([TreeNode](#) item)
Finds the index of the first occurrence of an element in the collection.
- void [Insert](#) (int index, [TreeNode](#) item)
Inserts an element in the collection at the specified index.
- void [RemoveAt](#) (int index)
Removes from the collection the element at the specified index.
- void [Clear](#) ()
Removes all elements from the collection. If the internal storage model is a Stream, it is disposed and the internal storage model is converted to a List<TreeNode>.
- bool [Contains](#) ([TreeNode](#) item)
Determines whether the collection contains the specified element.

- void [CopyTo](#) ([TreeNode](#)[] array, int arrayIndex)
Copies the collection to an array.
- bool [Remove](#) ([TreeNode](#) item)
Removes the specified element from the collection.
- [TreeCollection](#) (List< [TreeNode](#) > internalStorage)
Constructs a [TreeCollection](#) object from a List<TreeNode>.
- [TreeCollection](#) (Stream binaryTreeStream)
Constructs a [TreeCollection](#) object from a stream of trees in binary format.
- void [Dispose](#) ()
Disposes the [TreeCollection](#), the underlying Stream and StreamReader, and deletes the [TemporaryFile](#) (if applicable).

Public Attributes

- bool [IsReadOnly](#) => false
*Determine whether the collection is read-only. This is always *false* in the current implementation.*

Properties

- Stream [UnderlyingStream](#) = null [get]
A stream containing the tree data in binary format, if this is the chosen storage model. This can be either a Memory↔Stream or a FileStream.
- string [TemporaryFile](#) = null [get, set]
If the trees are stored on disk in a temporary file, you should assign this property to the full path of the file. The file will be deleted when the [TreeCollection](#) is [Dispose\(\)](#)d.
- int [Count](#) [get]
The number of trees in the collection.
- [TreeNode](#) [this\[int index\]](#) [get, set]
Obtains an element from the collection.

6.9.1 Detailed Description

Represents a collection of [TreeNode](#) objects. If the full representations of the [TreeNode](#) objects reside in memory, this offers the best performance at the expense of memory usage. Alternatively, the trees may be read on demand from a stream in binary format. In this case, accessing any of the trees will require the tree to be parsed. This reduces memory usage, but worsens performance. The internal storage model of the collection is transparent to consumers (except for the difference in performance/memory usage).

Definition at line 16 of file TreeCollection.cs.

6.9.2 Constructor & Destructor Documentation

6.9.2.1 TreeCollection() [1/2]

```
PhyloTree.TreeCollection.TreeCollection (
    List< TreeNode > internalStorage )
```

Constructs a [TreeCollection](#) object from a List<TreeNode>.

Parameters

<i>internalStorage</i>	The List<TreeNode> containing the trees to store in the collection. Note that this list is not copied, but used as-is.
------------------------	--

Definition at line 429 of file TreeCollection.cs.

6.9.2.2 TreeCollection() [2/2]

```
PhyloTree.TreeCollection.TreeCollection (
    Stream binaryTreeStream )
```

Constructs a [TreeCollection](#) object from a stream of trees in binary format.

Parameters

<i>binaryTreeStream</i>	The stream of trees in binary format to use. The stream will be disposed when the TreeCollection is disposed. It should not be disposed earlier by external code.
-------------------------	---

Definition at line 439 of file TreeCollection.cs.

6.9.3 Member Function Documentation

6.9.3.1 Add()

```
void PhyloTree.TreeCollection.Add (
    TreeNode item )
```

Adds an element to the collection. This is stored in memory, even if the internal storage model of the collection is a Stream.

Parameters

<i>item</i>	The element to add.
-------------	---------------------

Definition at line 161 of file TreeCollection.cs.

6.9.3.2 AddRange()

```
void PhyloTree.TreeCollection.AddRange (
    IEnumerable< TreeNode > items )
```

Adds multiple elements to the collection. These are stored in memory, even if the internal storage model of the collection is a Stream.

Parameters

<i>items</i>	The elements to add.
--------------	----------------------

Definition at line 174 of file TreeCollection.cs.

6.9.3.3 Clear()

```
void PhyloTree.TreeCollection.Clear ( )
```

Removes all elements from the collection. If the internal storage model is a Stream, it is disposed and the internal storage model is converted to a List<TreeNode>.

Definition at line 329 of file TreeCollection.cs.

6.9.3.4 Contains()

```
bool PhyloTree.TreeCollection.Contains (
    TreeNode item )
```

Determines whether the collection contains the specified element.

Parameters

<i>item</i>	The element to search for.
-------------	----------------------------

Returns

`true` if the collection contains the specified element, `false` otherwise.

Definition at line 356 of file TreeCollection.cs.

6.9.3.5 CopyTo()

```
void PhyloTree.TreeCollection.CopyTo (
    TreeNode[] array,
    int arrayIndex )
```

Copies the collection to an array.

Parameters

<i>array</i>	The array in which to copy the collection.
<i>arrayIndex</i>	The index at which to start the copy.

Definition at line 383 of file TreeCollection.cs.

6.9.3.6 Dispose()

```
void PhyloTree.TreeCollection.Dispose ( )
```

Disposes the [TreeCollection](#), the underlying Stream and StreamReader, and deletes the [TemporaryFile](#) (if applicable).

Definition at line 513 of file TreeCollection.cs.

6.9.3.7 GetEnumerator()

```
IEnumerator<TreeNode> PhyloTree.TreeCollection.GetEnumerator ( )
```

Get an IEnumerator over the collection.

Returns

An IEnumerator over the collection.

Definition at line 191 of file TreeCollection.cs.

6.9.3.8 IndexOf()

```
int PhyloTree.TreeCollection.IndexOf (
    TreeNode item )
```

Finds the index of the first occurrence of an element in the collection.

Parameters

<i>item</i>	The item to search for.
-------------	-------------------------

Returns

The index of the item in the collection.

Definition at line 244 of file TreeCollection.cs.

6.9.3.9 Insert()

```
void PhyloTree.TreeCollection.Insert (
    int index,
    TreeNode item )
```

Inserts an element in the collection at the specified index.

Parameters

<i>index</i>	The index at which to insert the element.
<i>item</i>	The element to insert.

Definition at line 271 of file TreeCollection.cs.

6.9.3.10 Remove()

```
bool PhyloTree.TreeCollection.Remove (
    TreeNode item )
```

Removes the specified element from the collection.

Parameters

<i>item</i>	The element to remove.
-------------	------------------------

Returns

`true` if the removal was successful (i.e. the list contained the element in the first place), `false` otherwise.

Definition at line 404 of file TreeCollection.cs.

6.9.3.11 RemoveAt()

```
void PhyloTree.TreeCollection.RemoveAt (
    int index )
```

Removes from the collection the element at the specified index.

Parameters

<i>index</i>	
--------------	--

Definition at line 298 of file TreeCollection.cs.

6.9.4 Member Data Documentation

6.9.4.1 IsReadOnly

```
bool PhyloTree.TreeCollection.IsReadOnly => false
```

Determine whether the collection is read-only. This is always `false` in the current implementation.

Definition at line 105 of file `TreeCollection.cs`.

6.9.5 Property Documentation

6.9.5.1 Count

```
int PhyloTree.TreeCollection.Count [get]
```

The number of trees in the collection.

Definition at line 87 of file `TreeCollection.cs`.

6.9.5.2 TemporaryFile

```
string PhyloTree.TreeCollection.TemporaryFile = null [get], [set]
```

If the trees are stored on disk in a temporary file, you should assign this property to the full path of the file. The file will be deleted when the [TreeCollection](#) is [Dispose\(\)](#)d.

Definition at line 82 of file `TreeCollection.cs`.

6.9.5.3 this[int index]

```
TreeNode PhyloTree.TreeCollection.this[int index] [get], [set]
```

Obtains an element from the collection.

Parameters

<i>index</i>	The index of the element to extract.
--------------	--------------------------------------

Returns

The requested element from the collection.

Definition at line 112 of file TreeCollection.cs.

6.9.5.4 UnderlyingStream

```
Stream PhyloTree.TreeCollection.UnderlyingStream = null [get]
```

A stream containing the tree data in binary format, if this is the chosen storage model. This can be either a MemoryStream or a FileStream.

Definition at line 26 of file TreeCollection.cs.

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

- TreeCollection.cs

6.10 PhyloTree.TreeNode Class Reference

Represents a node in a tree (or a whole tree).

Public Types

- enum [NodeRelationship](#) { [NodeRelationship.Unknown](#), [NodeRelationship.Ancestor](#), [NodeRelationship.Descendant](#), [NodeRelationship.Relatives](#) }

Describes the relationship between two nodes.

Public Member Functions

- [TreeNode](#) ([TreeNode](#) parent)
Creates a new [TreeNode](#) object.
- bool [IsRooted](#) ()
Checks whether the node belongs to a rooted tree.
- [TreeNode](#) [GetUnrootedTree](#) ()
Get an unrooted version of the tree.
- [TreeNode](#) [GetRootedTree](#) ([TreeNode](#) outgroup, double position=0.5)
Get a version of the tree that is rooted at the specified point of the branch leading to the outgroup .
- [TreeNode](#) [Clone](#) ()
Recursively clone a [TreeNode](#) object.
- List< [TreeNode](#) > [GetChildrenRecursive](#) ()
Recursively get all the nodes that descend from this node.
- IEnumerable< [TreeNode](#) > [GetChildrenRecursiveLazy](#) ()
Lazily recursively get all the nodes that descend from this node.
- List< [TreeNode](#) > [GetLeaves](#) ()

Get all the leaves that descend (directly or indirectly) from this node.

- List< string > [GetLeafNames](#) ()

Get the names of all the leaves that descend (directly or indirectly) from this node.

- List< string > [GetNodeNames](#) ()

Get the names of all the named nodes that descend (directly or indirectly) from this node.

- [TreeNode](#) [GetNodeFromName](#) (string nodeName)

Get the child node with the specified name.

- [TreeNode](#) [GetNodeFromId](#) (string nodeId)

Get the child node with the specified Id.

- double [UpstreamLength](#) ()

Get the sum of the branch lengths from this node up to the root.

- double [LongestDownstreamLength](#) ()

Get the sum of the branch lengths from this node down to the leaves of the tree. If the tree is not clock-like, the length of the longest path is returned.

- double [ShortestDownstreamLength](#) ()

Get the sum of the branch lengths from this node down to the leaves of the tree. If the tree is not clock-like, the length of the shortest path is returned.

- [TreeNode](#) [GetRootNode](#) ()

Get the node of the tree from which all other nodes descend.

- double [PathLengthTo](#) ([TreeNode](#) otherNode, [NodeRelationship](#) nodeRelationship=[NodeRelationship.Unknown](#))

Get the sum of the branch lengths from this node to the specified node.

- double [TotalLength](#) ()

Get the sum of the branch lengths of this node and all its descendants.

- void [SortNodes](#) (bool descending)

Sort (in place) the nodes in the tree in an aesthetically pleasing way.

- override string [ToString](#) ()

Convert the tree to a Newick string.

- bool [IsClockLike](#) (double tolerance=0.001)

Determines whether the tree is clock-like (i.e. all tips are contemporaneous) or not.

- [TreeNode](#) [GetLastCommonAncestor](#) (params string[] monophyleticConstraint)

Gets the last common ancestor of all the nodes with the specified names, or `null` if the tree doesn't contain all the named nodes.

- [TreeNode](#) [GetLastCommonAncestor](#) (IEnumerable< string > monophyleticConstraint)

Gets the last common ancestor of all the nodes with the specified names, or `null` if the tree doesn't contain all the named nodes.

- bool [IsLastCommonAncestor](#) (IEnumerable< string > monophyleticConstraint)

Checks whether this node is the last common ancestor of all the nodes with the specified names.

Static Public Member Functions

- static [TreeNode](#) [GetLastCommonAncestor](#) (IEnumerable< [TreeNode](#) > monophyleticConstraint)

Gets the last common ancestor of all the specified nodes, or `null` if the tree doesn't contain all the nodes.

Properties

- [TreeNode Parent](#) [get, set]
The parent node of this node. This will be *null* for the root node.
- List< [TreeNode](#) > [Children](#) [get]
The child nodes of this node. This will be empty (but initialised) for leaf nodes.
- [AttributeDictionary Attributes](#) = new [AttributeDictionary](#)() [get]
The attributes of this node. Attributes [Name](#), [Length](#) and [Support](#) are always included. See the respective properties for default values.
- double [Length](#) [get, set]
The length of the branch leading to this node. This is *double.NaN* for branches whose length is not specified (e.g. the root node).
- double [Support](#) [get, set]
The support value of this node. This is *double.NaN* for branches whose support is not specified. The interpretation of the support value depends on how the tree was built.
- string [Name](#) [get, set]
The name of this node (e.g. the species name for leaf nodes). Default is "".
- string [Id](#) [get]
A univocal identifier for the node.

6.10.1 Detailed Description

Represents a node in a tree (or a whole tree).

Definition at line 305 of file `TreeNode.cs`.

6.10.2 Member Enumeration Documentation

6.10.2.1 NodeRelationship

```
enum PhyloTree.TreeNode.NodeRelationship [strong]
```

Describes the relationship between two nodes.

Enumerator

Unknown	The relationship between the nodes is unknown.
Ancestor	The first node is an ancestor of the second node.
Descendant	The first node is a descendant of the second node.
Relatives	The two nodes are relatives (i.e. they share a common ancestor which is neither one of them).

Definition at line 806 of file `TreeNode.cs`.

6.10.3 Constructor & Destructor Documentation

6.10.3.1 `TreeNode()`

```
PhyloTree.TreeNode.TreeNode (
    TreeNode parent )
```

Creates a new [TreeNode](#) object.

Parameters

<i>parent</i>	The parent node of this node. For the root node, this should be <code>null</code> .
---------------	---

Definition at line 377 of file `TreeNode.cs`.

6.10.4 Member Function Documentation

6.10.4.1 `Clone()`

```
TreeNode PhyloTree.TreeNode.Clone ( )
```

Recursively clone a [TreeNode](#) object.

Returns

The cloned [TreeNode](#)

Definition at line 553 of file `TreeNode.cs`.

6.10.4.2 `GetChildrenRecursive()`

```
List<TreeNode> PhyloTree.TreeNode.GetChildrenRecursive ( )
```

Recursively get all the nodes that descend from this node.

Returns

A `List<T>` of [TreeNode](#) objects, containing the nodes that descend from this node.

Definition at line 583 of file `TreeNode.cs`.

6.10.4.3 GetChildrenRecursiveLazy()

```
IEnumerable<TreeNode> PhyloTree.TreeNode.GetChildrenRecursiveLazy ( )
```

Lazily recursively get all the nodes that descend from this node.

Returns

An `IEnumerable<T>` of `TreeNode` objects, containing the nodes that descend from this node.

Definition at line 601 of file `TreeNode.cs`.

6.10.4.4 GetLastCommonAncestor() [1/3]

```
TreeNode PhyloTree.TreeNode.GetLastCommonAncestor (
    IEnumerable< string > monophyleticConstraint )
```

Gets the last common ancestor of all the nodes with the specified names, or `null` if the tree doesn't contain all the named nodes.

Parameters

<i>monophyleticConstraint</i>	The collection of names representing nodes whose last common ancestor is to be determined.
-------------------------------	--

Returns

The last common ancestor of all the nodes with the specified names, or `null` if the tree doesn't contain all the named nodes.

Definition at line 1055 of file `TreeNode.cs`.

6.10.4.5 GetLastCommonAncestor() [2/3]

```
static TreeNode PhyloTree.TreeNode.GetLastCommonAncestor (
    IEnumerable< TreeNode > monophyleticConstraint ) [static]
```

Gets the last common ancestor of all the specified nodes, or `null` if the tree doesn't contain all the nodes.

Parameters

<i>monophyleticConstraint</i>	The collection of nodes whose last common ancestor is to be determined.
-------------------------------	---

Returns

The last common ancestor of all the specified nodes, or `null` if the tree doesn't contain all the nodes.

Definition at line 1021 of file `TreeNode.cs`.

6.10.4.6 GetLastCommonAncestor() [3/3]

```
TreeNode PhyloTree.TreeNode.GetLastCommonAncestor (
    params string[] monophyleticConstraint )
```

Gets the last common ancestor of all the nodes with the specified names, or `null` if the tree doesn't contain all the named nodes.

Parameters

<i>monophyleticConstraint</i>	The collection of names representing nodes whose last common ancestor is to be determined.
-------------------------------	--

Returns

The last common ancestor of all the nodes with the specified names, or `null` if the tree doesn't contain all the named nodes.

Definition at line 1045 of file `TreeNode.cs`.

6.10.4.7 GetLeafNames()

```
List<string> PhyloTree.TreeNode.GetLeafNames ( )
```

Get the names of all the leaves that descend (directly or indirectly) from this node.

Returns

A `List<T>` of strings, containing the names of the leaves that descend from this node.

Definition at line 638 of file `TreeNode.cs`.

6.10.4.8 GetLeaves()

```
List<TreeNode> PhyloTree.TreeNode.GetLeaves ( )
```

Get all the leaves that descend (directly or indirectly) from this node.

Returns

A `List<T>` of `TreeNode` objects, containing the leaves that descend from this node.

Definition at line 618 of file `TreeNode.cs`.

6.10.4.9 GetNodeFromId()

```
TreeNode PhyloTree.TreeNode.GetNodeFromId (
    string nodeId )
```

Get the child node with the specified Id.

Parameters

<i>nodeId</i>	The Id of the node to search.
---------------	-------------------------------

Returns

The [TreeNode](#) object with the specified Id, or `null` if no node with such Id exists.

Definition at line 703 of file `TreeNode.cs`.

6.10.4.10 GetNodeFromName()

```
TreeNode PhyloTree.TreeNode.GetNodeFromName (
    string nodeName )
```

Get the child node with the specified name.

Parameters

<i>nodeName</i>	The name of the node to search.
-----------------	---------------------------------

Returns

The [TreeNode](#) object with the specified name, or `null` if no node with such name exists.

Definition at line 679 of file `TreeNode.cs`.

6.10.4.11 GetNodeNames()

```
List<string> PhyloTree.TreeNode.GetNodeNames ( )
```

Get the names of all the named nodes that descend (directly or indirectly) from this node.

Returns

A `List<T>` of strings, containing the names of the named nodes that descend from this node.

Definition at line 658 of file `TreeNode.cs`.

6.10.4.12 GetRootedTree()

```
TreeNode PhyloTree.TreeNode.GetRootedTree (
    TreeNode outgroup,
    double position = 0.5 )
```

Get a version of the tree that is rooted at the specified point of the branch leading to the *outgroup* .

Parameters

<i>outgroup</i>	The outgroup to be used when rooting the tree.
<i>position</i>	The (relative) position on the branch connecting the outgroup to the rest of the tree on which to place the root.

Returns

A [TreeNode](#) containing the rooted tree.

Definition at line 444 of file `TreeNode.cs`.

6.10.4.13 GetRootNode()

```
TreeNode PhyloTree.TreeNode.GetRootNode ( )
```

Get the node of the tree from which all other nodes descend.

Returns

The node of the tree from which all other nodes descend

Definition at line 793 of file `TreeNode.cs`.

6.10.4.14 GetUnrootedTree()

```
TreeNode PhyloTree.TreeNode.GetUnrootedTree ( )
```

Get an unrooted version of the tree.

Returns

A [TreeNode](#) containing the unrooted tree, having at least 3 children.

Definition at line 397 of file `TreeNode.cs`.

6.10.4.15 IsClockLike()

```
bool PhyloTree.TreeNode.IsClockLike (
    double tolerance = 0.001 )
```

Determines whether the tree is clock-like (i.e. all tips are contemporaneous) or not.

Parameters

<i>tolerance</i>	The (relative) tolerance when comparing branch lengths.
------------------	---

Returns

A boolean value determining whether the tree is clock-like or not

Definition at line 999 of file `TreeNode.cs`.

6.10.4.16 IsLastCommonAncestor()

```
bool PhyloTree.TreeNode.IsLastCommonAncestor (
    IEnumerable< string > monophyleticConstraint )
```

Checks whether this node is the last common ancestor of all the nodes with the specified names.

Parameters

<i>monophyleticConstraint</i>	The collection of names representing nodes whose last common ancestor is to be determined.
-------------------------------	--

Returns

`true` if this node is the last common ancestor of all the nodes with the specified names, `false` otherwise.

Definition at line 1079 of file `TreeNode.cs`.

6.10.4.17 IsRooted()

```
bool PhyloTree.TreeNode.IsRooted ( )
```

Checks whether the node belongs to a rooted tree.

Returns

`true` if the node belongs to a rooted tree, `false` otherwise.

Definition at line 388 of file `TreeNode.cs`.

6.10.4.18 LongestDownstreamLength()

```
double PhyloTree.TreeNode.LongestDownstreamLength ( )
```

Get the sum of the branch lengths from this node down to the leaves of the tree. If the tree is not clock-like, the length of the longest path is returned.

Returns

The sum of the branch lengths from this node down to the leaves of the tree. If the tree is not clock-like, the length of the longest path is returned.

Definition at line 745 of file `TreeNode.cs`.

6.10.4.19 PathLengthTo()

```
double PhyloTree.TreeNode.PathLengthTo (
    TreeNode otherNode,
    NodeRelationship nodeRelationship = NodeRelationship.Unknown )
```

Get the sum of the branch lengths from this node to the specified node.

Parameters

<i>otherNode</i>	The node that should be reached
<i>nodeRelationship</i>	A value indicating how this node is related to <i>otherNode</i> .

Returns

The sum of the branch lengths from this node to the specified node.

Definition at line 835 of file `TreeNode.cs`.

6.10.4.20 ShortestDownstreamLength()

```
double PhyloTree.TreeNode.ShortestDownstreamLength ( )
```

Get the sum of the branch lengths from this node down to the leaves of the tree. If the tree is not clock-like, the length of the shortest path is returned.

Returns

The sum of the branch lengths from this node down to the leaves of the tree. If the tree is not clock-like, the length of the shortest path is returned.

Definition at line 769 of file `TreeNode.cs`.

6.10.4.21 SortNodes()

```
void PhyloTree.TreeNode.SortNodes (
    bool descending )
```

Sort (in place) the nodes in the tree in an aesthetically pleasing way.

Parameters

<i>descending</i>	The way the nodes should be sorted.
-------------------	-------------------------------------

Definition at line 920 of file `TreeNode.cs`.

6.10.4.22 ToString()

```
override string PhyloTree.TreeNode.ToString ( )
```

Convert the tree to a Newick string.

Returns

Definition at line 989 of file `TreeNode.cs`.

6.10.4.23 TotalLength()

```
double PhyloTree.TreeNode.TotalLength ( )
```

Get the sum of the branch lengths of this node and all its descendants.

Returns

The sum of the branch lengths of this node and all its descendants.

Definition at line 905 of file `TreeNode.cs`.

6.10.4.24 UpstreamLength()

```
double PhyloTree.TreeNode.UpstreamLength ( )
```

Get the sum of the branch lengths from this node up to the root.

Returns

The sum of the branch lengths from this node up to the root.

Definition at line 726 of file `TreeNode.cs`.

6.10.5 Property Documentation

6.10.5.1 Attributes

```
AttributeDictionary PhyloTree.TreeNode.Attributes = new AttributeDictionary() [get]
```

The attributes of this node. Attributes [Name](#), [Length](#) and [Support](#) are always included. See the respective properties for default values.

Definition at line 320 of file `TreeNode.cs`.

6.10.5.2 Children

```
List<TreeNode> PhyloTree.TreeNode.Children [get]
```

The child nodes of this node. This will be empty (but initialised) for leaf nodes.

Definition at line 315 of file `TreeNode.cs`.

6.10.5.3 Id

```
string PhyloTree.TreeNode.Id [get]
```

A univocal identifier for the node.

Definition at line 371 of file `TreeNode.cs`.

6.10.5.4 Length

```
double PhyloTree.TreeNode.Length [get], [set]
```

The length of the branch leading to this node. This is `double.NaN` for branches whose length is not specified (e.g. the root node).

Definition at line 325 of file `TreeNode.cs`.

6.10.5.5 Name

```
string PhyloTree.TreeNode.Name [get], [set]
```

The name of this node (e.g. the species name for leaf nodes). Default is "".

Definition at line 355 of file `TreeNode.cs`.

6.10.5.6 Parent

```
TreeNode PhyloTree.TreeNode.Parent [get], [set]
```

The parent node of this node. This will be `null` for the root node.

Definition at line 310 of file `TreeNode.cs`.

6.10.5.7 Support

```
double PhyloTree.TreeNode.Support [get], [set]
```

The support value of this node. This is `double.NaN` for branches whose support is not specified. The interpretation of the support value depends on how the tree was built.

Definition at line 340 of file `TreeNode.cs`.

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

- `TreeNode.cs`

6.11 PhyloTree.Extensions.TypeExtensions Class Reference

Useful extension methods

Static Public Member Functions

- static bool `ContainsAll< T >` (this IEnumerable< T > haystack, IEnumerable< T > needle)
Determines whether haystack contains all of the elements in needle .
- static double `Median` (this IEnumerable< double > array)
Compute the median of a list of values.
- static bool `ContainsAny< T >` (this IEnumerable< T > haystack, IEnumerable< T > needle)
Determines whether haystack contains at least one of the elements in needle .
- static IEnumerable< T > `Intersection< T >` (this IEnumerable< T > set1, IEnumerable< T > set2)
Computes the intersection between two sets.
- static `TreeNode GetConsensus` (this IEnumerable< `TreeNode` > trees, bool rooted, bool clockLike, double threshold, bool useMedian, Action< double > progressAction=null)
Constructs a consensus tree.
- static char `NextToken` (this TextReader reader, ref bool escaping, out bool escaped, ref bool openQuotes, ref bool openApostrophe, out bool eof)
Reads the next non-whitespace character, taking into account quoting and escaping.
- static string `NextWord` (this TextReader reader, out bool eof)
Reads the next word, taking into account whitespaces, square brackets, commas and semicolons.

6.11.1 Detailed Description

Useful extension methods

Definition at line 16 of file Extensions.cs.

6.11.2 Member Function Documentation

6.11.2.1 ContainsAll< T >()

```
static bool PhyloTree.Extensions.TypeExtensions.ContainsAll< T > (
    this IEnumerable< T > haystack,
    IEnumerable< T > needle ) [static]
```

Determines whether *haystack* contains all of the elements in *needle* .

Template Parameters

<i>T</i>	The type of the elements in the collections.
----------	--

Parameters

<i>haystack</i>	The collection in which to search.
<i>needle</i>	The items to be searched.

Returns

`true` if haystack contains all of the elements that are in needle or needle is empty.

Definition at line 25 of file Extensions.cs.

6.11.2.2 ContainsAny< T >()

```
static bool PhyloTree.Extensions.TypeExtensions.ContainsAny< T > (
    this IEnumerable< T > haystack,
    IEnumerable< T > needle ) [static]
```

Determines whether *haystack* contains at least one of the elements in *needle* .

Template Parameters

<i>T</i>	The type of the elements in the collections.
----------	--

Parameters

<i>haystack</i>	The collection in which to search.
<i>needle</i>	The items to be searched.

Returns

`true` if haystack contains at least one of the elements that are in needle. Returns `false` if needle is empty.

Definition at line 66 of file Extensions.cs.

6.11.2.3 GetConsensus()

```
static TreeNode PhyloTree.Extensions.TypeExtensions.GetConsensus (
    this IEnumerable< TreeNode > trees,
    bool rooted,
    bool clockLike,
    double threshold,
    bool useMedian,
    Action< double > progressAction = null ) [static]
```

Constructs a consensus tree.

Parameters

<i>trees</i>	The collection of trees whose consensus is to be computed.
<i>rooted</i>	Whether the consensus tree should be rooted or not.
<i>clockLike</i>	Whether the trees are to be treated as clock-like trees or not. This has an effect on how the branch lengths of the consensus tree are computed.
<i>threshold</i>	The (inclusive) threshold for splits to be included in the consensus tree. Use 0 to get all compatible splits, 0.5 for a majority-rule consensus or 1 for a strict consensus.
<i>useMedian</i>	If this is <code>true</code> , the lengths of the branches in the tree will be computed based on the median length/age of the splits used to build the tree. Otherwise, the mean will be used.
<i>progressAction</i>	An Action that will be invoked as the trees are processed.

Returns

A rooted consensus tree.

Definition at line 111 of file Extensions.cs.

6.11.2.4 Intersection< T >()

```
static IEnumerable<T> PhyloTree.Extensions.TypeExtensions.Intersection< T > (
    this IEnumerable< T > set1,
    IEnumerable< T > set2 ) [static]
```

Computes the intersection between two sets.

Template Parameters

<i>T</i>	The type of the elements in the collections.
----------	--

Parameters

<i>set1</i>	The first set.
<i>set2</i>	The second set.

Returns

The intersection between the two sets.

Definition at line 87 of file Extensions.cs.

6.11.2.5 Median()

```
static double PhyloTree.Extensions.TypeExtensions.Median (  
    this IEnumerable< double > array ) [static]
```

Compute the median of a list of values.

Parameters

<i>array</i>	The list of values whose median is to be computed.
--------------	--

Returns

The median of the list of values.

Definition at line 44 of file Extensions.cs.

6.11.2.6 NextToken()

```
static char PhyloTree.Extensions.TypeExtensions.NextToken (  
    this TextReader reader,  
    ref bool escaping,  
    out bool escaped,  
    ref bool openQuotes,  
    ref bool openApostrophe,  
    out bool eof ) [static]
```

Reads the next non-whitespace character, taking into account quoting and escaping.

Parameters

<i>reader</i>	The TextReader to read from.
<i>escaping</i>	A bool indicating whether the next character will be escaped.
<i>escaped</i>	A bool indicating whether the current character will be escaped.
<i>openQuotes</i>	A bool indicating whether double quotes have been opened.
<i>openApostrophe</i>	A bool indicating whether single quotes have been opened.
<i>eof</i>	A bool indicating whether we have arrived at the end of the file.

Returns

The next non-whitespace character.

Definition at line 181 of file Extensions.cs.

6.11.2.7 NextWord()

```
static string PhyloTree.Extensions.TypeExtensions.NextWord (  
    this TextReader reader,  
    out bool eof ) [static]
```

Reads the next word, taking into account whitespaces, square brackets, commas and semicolons.

Parameters

<i>reader</i>	The TextReader to read from.
<i>eof</i>	A bool indicating whether we have arrived at the end of the file.

Returns

The next word.

Definition at line 269 of file Extensions.cs.

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

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