

CSC17A Midterm Project  
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# Contents

<b>1</b>	<b>Class Index</b>	<b>1</b>
1.1	Class List . . . . .	1
<b>2</b>	<b>File Index</b>	<b>3</b>
2.1	File List . . . . .	3
<b>3</b>	<b>Class Documentation</b>	<b>5</b>
3.1	Dice Class Reference . . . . .	5
3.1.1	Member Function Documentation . . . . .	5
3.1.1.1	roll . . . . .	5
3.2	Gameclock Class Reference . . . . .	5
3.2.1	Member Function Documentation . . . . .	5
3.2.1.1	currtime . . . . .	5
3.2.1.2	downtick . . . . .	5
3.2.1.3	initialize . . . . .	5
3.3	Suspect_s Struct Reference . . . . .	6
3.3.1	Member Data Documentation . . . . .	6
3.3.1.1	comply . . . . .	6
3.3.1.2	deception . . . . .	6
3.3.1.3	distort . . . . .	6
3.3.1.4	distract . . . . .	6
3.3.1.5	exhaustion . . . . .	6
3.3.1.6	hatred . . . . .	6
3.3.1.7	honest . . . . .	6
3.3.1.8	minimize . . . . .	6
3.3.1.9	pain . . . . .	6
3.3.1.10	silence . . . . .	6
<b>4</b>	<b>File Documentation</b>	<b>7</b>
4.1	C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley_CIS17a_48130/↔ Project 1/.dep.inc File Reference . . . . .	7
4.2	C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley_CIS17a_48130/↔ Project 1/classes.h File Reference . . . . .	7

4.2.1	Variable Documentation . . . . .	7
4.2.1.1	suspect . . . . .	7
4.3	C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley_CIS17a_48130/↔ Project 1/cmdtree.h File Reference . . . . .	7
4.3.1	Function Documentation . . . . .	8
4.3.1.1	cmd_ask_name . . . . .	8
4.3.1.2	cmd_look_suspect . . . . .	8
4.3.1.3	printLine . . . . .	8
4.4	C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley_CIS17a_48130/↔ Project 1/functions.h File Reference . . . . .	8
4.4.1	Macro Definition Documentation . . . . .	8
4.4.1.1	FUNCTIONS_H . . . . .	8
4.4.2	Function Documentation . . . . .	8
4.4.2.1	initializeSuspect . . . . .	8
4.4.2.2	introduction . . . . .	8
4.4.2.3	localPause . . . . .	8
4.4.2.4	readInput . . . . .	8
4.4.2.5	validateInput . . . . .	9
4.4.2.6	verifyExit . . . . .	9
4.5	C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley_CIS17a_48130/↔ Project 1/main.cpp File Reference . . . . .	9
4.5.1	Function Documentation . . . . .	9
4.5.1.1	main . . . . .	9
4.5.2	Variable Documentation . . . . .	9
4.5.2.1	MAXL . . . . .	9
4.6	C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley_CIS17a_48130/↔ Project 1/nouns.h File Reference . . . . .	9
4.6.1	Enumeration Type Documentation . . . . .	10
4.6.1.1	Noun . . . . .	10
4.6.2	Function Documentation . . . . .	10
4.6.2.1	ask . . . . .	10
4.6.2.2	look . . . . .	10
4.6.2.3	parseNoun . . . . .	10
4.6.3	Variable Documentation . . . . .	10
4.6.3.1	knownNouns . . . . .	10
4.7	C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley_CIS17a_48130/↔ Project 1/verbs.h File Reference . . . . .	10
4.7.1	Enumeration Type Documentation . . . . .	11
4.7.1.1	Verb . . . . .	11
4.7.2	Function Documentation . . . . .	11
4.7.2.1	parseVerb . . . . .	11

---

4.7.2.2	verbProc	11
4.7.3	Variable Documentation	11
4.7.3.1	knownVerbs	11
<b>Index</b>		<b>12</b>



# Chapter 1

## Class Index

### 1.1 Class List

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

<a href="#">Dice</a> . . . . .	5
<a href="#">Gameclock</a> . . . . .	5
<a href="#">Suspect_s</a> . . . . .	6





## Chapter 2

# File Index

### 2.1 File List

Here is a list of all files with brief descriptions:

C:/Users/Bradley	Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley_CIS17a_48130/Project	
1/.dep.inc	.....	7
C:/Users/Bradley	Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley_CIS17a_48130/Project	
1/classes.h	.....	7
C:/Users/Bradley	Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley_CIS17a_48130/Project	
1/cmdtree.h	.....	7
C:/Users/Bradley	Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley_CIS17a_48130/Project	
1/functions.h	.....	8
C:/Users/Bradley	Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley_CIS17a_48130/Project	
1/main.cpp	.....	9
C:/Users/Bradley	Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley_CIS17a_48130/Project	
1/nouns.h	.....	9
C:/Users/Bradley	Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley_CIS17a_48130/Project	
1/verbs.h	.....	10



## Chapter 3

# Class Documentation

### 3.1 Dice Class Reference

```
#include <classes.h>
```

#### Public Member Functions

- int [roll](#) (int)

#### 3.1.1 Member Function Documentation

##### 3.1.1.1 int Dice::roll ( int *size* )

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

- C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley\_CIS17a\_48130/Project 1/[classes.h](#)

### 3.2 Gameclock Class Reference

```
#include <classes.h>
```

#### Public Member Functions

- void [downtick](#) (int)
- int [currtime](#) ()
- void [initialize](#) ()

#### 3.2.1 Member Function Documentation

##### 3.2.1.1 int Gameclock::currtime ( )

##### 3.2.1.2 void Gameclock::downtick ( int *loss* )

##### 3.2.1.3 void Gameclock::initialize ( )

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

- C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley\_CIS17a\_48130/Project 1/[classes.h](#)

### 3.3 Suspect\_s Struct Reference

```
#include <classes.h>
```

#### Public Attributes

- int [minimize](#)
- int [silence](#)
- int [distort](#)
- int [distract](#)
- int [comply](#)
- int [honest](#)
- int [deception](#)
- int [exhaustion](#)
- int [pain](#)
- int [hatred](#)

#### 3.3.1 Member Data Documentation

3.3.1.1 int Suspect\_s::comply

3.3.1.2 int Suspect\_s::deception

3.3.1.3 int Suspect\_s::distort

3.3.1.4 int Suspect\_s::distract

3.3.1.5 int Suspect\_s::exhaustion

3.3.1.6 int Suspect\_s::hatred

3.3.1.7 int Suspect\_s::honest

3.3.1.8 int Suspect\_s::minimize

3.3.1.9 int Suspect\_s::pain

3.3.1.10 int Suspect\_s::silence

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

- C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley\_CIS17a\_48130/Project 1/[classes.h](#)

## Chapter 4

# File Documentation

### 4.1 C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley\_Cl↵ S17a\_48130/Project 1/.dep.inc File Reference

### 4.2 C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley\_Cl↵ S17a\_48130/Project 1/classes.h File Reference

```
#include <cstdlib>
#include <time.h>
#include <ctime>
#include "functions.h"
```

#### Classes

- struct [Suspect\\_s](#)
- class [Gameclock](#)
- class [Dice](#)

#### Variables

- struct [Suspect\\_s](#) suspect

#### 4.2.1 Variable Documentation

##### 4.2.1.1 struct [Suspect\\_s](#) suspect

### 4.3 C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley\_Cl↵ S17a\_48130/Project 1/cmdtree.h File Reference

```
#include "functions.h"
#include <iostream>
#include <fstream>
#include "classes.h"
```

## Functions

- void `printLine` (string filename, int line)
- void `cmd_ask_name` ()
- void `cmd_look_suspect` ()

### 4.3.1 Function Documentation

4.3.1.1 void `cmd_ask_name` ( )

4.3.1.2 void `cmd_look_suspect` ( )

4.3.1.3 void `printLine` ( string *filename*, int *line* )

## 4.4 C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley\_Cl↵ S17a\_48130/Project 1/functions.h File Reference

```
#include <iostream>
#include <string>
#include <cstring>
#include "classes.h"
#include "verbs.h"
#include "cmdtree.h"
```

## Macros

- #define `FUNCTIONS_H`

## Functions

- void `localPause` ()
- void `readInput` (char \*&command, const int `MAXL`, string &noun, string &verb)
- char `verifyExit` (char exitChoice)
- char `validateInput` (`Verb` verb, `Noun` noun)
- void `initializeSuspect` ()
- void `introduction` ()

### 4.4.1 Macro Definition Documentation

4.4.1.1 #define `FUNCTIONS_H`

### 4.4.2 Function Documentation

4.4.2.1 void `initializeSuspect` ( )

4.4.2.2 void `introduction` ( )

4.4.2.3 void `localPause` ( )

4.4.2.4 void `readInput` ( char \*& *command*, const int *MAXL*, string & *noun*, string & *verb* )

4.4.2.5 char validateInput ( Verb *verb*, Noun *noun* )

4.4.2.6 char verifyExit ( char *exitChoice* )

## 4.5 C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley\_CIS17a\_48130/Project 1/main.cpp File Reference

```
#include <iostream>
#include <string>
#include "functions.h"
#include "classes.h"
#include "nouns.h"
#include "verbs.h"
#include "cmdtree.h"
```

### Functions

- int `main` ()

### Variables

- const int `MAXL` = 50

### 4.5.1 Function Documentation

4.5.1.1 int `main` ( )

### 4.5.2 Variable Documentation

4.5.2.1 const int `MAXL` = 50

## 4.6 C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley\_CIS17a\_48130/Project 1/nouns.h File Reference

```
#include <iostream>
#include <map>
#include <string>
#include "classes.h"
#include "functions.h"
#include "verbs.h"
#include "cmdtree.h"
```

### Enumerations

- enum `Noun` {  
    `Noun::name`, `Noun::base`, `Noun::attack`, `Noun::suspect`,  
    `Noun::invalid` }

## Functions

- [Noun parseNoun](#) (string &noun)
- void [ask](#) ([Noun](#) noun)
- void [look](#) ([Noun](#) noun)

## Variables

- map< string, [Noun](#) > [knownNouns](#)

### 4.6.1 Enumeration Type Documentation

#### 4.6.1.1 enum [Noun](#) [[strong](#)]

##### Enumerator

***name***

***base***

***attack***

***suspect***

***invalid***

### 4.6.2 Function Documentation

#### 4.6.2.1 void [ask](#) ( [Noun](#) *noun* )

#### 4.6.2.2 void [look](#) ( [Noun](#) *noun* )

#### 4.6.2.3 [Noun](#) [parseNoun](#) ( string & *noun* )

### 4.6.3 Variable Documentation

#### 4.6.3.1 map< string, [Noun](#) > [knownNouns](#)

##### Initial value:

```
=
{
  { "name",      Noun::name      },
  { "base",      Noun::base      },
  { "attack",    Noun::attack    },
  { "suspect",   Noun::suspect   }
}
```

## 4.7 C:/Users/Bradley Evans/Desktop/RCC/14FAL/CSC17A/GitHub/EvansBradley\_CI- S17a\_48130/Project 1/verbs.h File Reference

```
#include <iostream>
#include <map>
#include <string>
#include "classes.h"
#include "functions.h"
#include "nouns.h"
```



## Enumerations

- enum `Verb` { `Verb::ask`, `Verb::quit`, `Verb::look`, `Verb::invalid` }

## Functions

- `Verb` `parseVerb` (const string &verb)
- void `verbProc` (`Noun` noun, `Verb` verb)

## Variables

- map< string, `Verb` > `knownVerbs`

### 4.7.1 Enumeration Type Documentation

#### 4.7.1.1 enum `Verb` [strong]

Enumerator

***ask***

***quit***

***look***

***invalid***

### 4.7.2 Function Documentation

#### 4.7.2.1 `Verb` `parseVerb` ( const string & *verb* )

#### 4.7.2.2 void `verbProc` ( `Noun` *noun*, `Verb` *verb* )

### 4.7.3 Variable Documentation

#### 4.7.3.1 map< string, `Verb` > `knownVerbs`

**Initial value:**

```
=
{
    { "ask",      Verb::ask      },
    { "quit",     Verb::quit     },
    { "exit",     Verb::quit     },
    { "look",     Verb::look     },
    { "examine",  Verb::look     }
}
```

# Index

- ask
  - verbs.h, [11](#)
- attack
  - nouns.h, [10](#)
- base
  - nouns.h, [10](#)
- currtime
  - Gameclock, [5](#)
- Dice, [5](#)
  - roll, [5](#)
- downtick
  - Gameclock, [5](#)
- Gameclock, [5](#)
  - currtime, [5](#)
  - downtick, [5](#)
  - initialize, [5](#)
- initialize
  - Gameclock, [5](#)
- invalid
  - nouns.h, [10](#)
  - verbs.h, [11](#)
- look
  - verbs.h, [11](#)
- name
  - nouns.h, [10](#)
- nouns.h
  - attack, [10](#)
  - base, [10](#)
  - invalid, [10](#)
  - name, [10](#)
  - suspect, [10](#)
- quit
  - verbs.h, [11](#)
- roll
  - Dice, [5](#)
- suspect
  - nouns.h, [10](#)
- verbs.h
  - ask, [11](#)
  - invalid, [11](#)
  - look, [11](#)
  - quit, [11](#)