

SearchEngine
User Interface Add a log?
+void maintainance() +void interactiveMode() +void stressTest() -AVLTree data -HashTable data -bool bAVL //true for AVL mode, false for Hash Table -void query(string andOr, string searchterms, bool NOT=false, string notterms)

Dictionary
Contains AVL Tree of Words
-void addWord() //creates a new word -bool checkExist(string) +void insert(string name, string uuid) -update(string uuid) +calcFreq() +createMFI() -AVLTree words //organized by alpha of name

AVL Tree

Hash Table
-AVLTree* ???

Word
Contains AVL Tree of all of the uuids containing the word
-string name -AVLTree filerecords //by uuid -long totalOccurrences -add(filerecord) //adds a new file record +update(filerecord) //adds a new FR or increases FR occurences +calcfrequency
friend filerecords

FileRecord
-string fileID -double freq //occur/totalOccur -long occur //number of occurrences in a word

Parser
-id: Long <u>-ClassAttribute: Long</u>
+void createDictionary() +void ReadRawFile() // XML Parse - Preprocess words - dic.addWord() - create MF(Dictionary) +void createMF(Dictionary*) //creates MFI.xml +void MFIReadIn() //reads in MFI.xml to Hash or AVL -string preprocessword() // remove stopwords (return "" if stopwords) and stem word

XML Parser

Stemmer