

Documentation for the PHandler

The PHandler is a pretty simple piece of software. It allows you to execute functions of the form `void function_name()` if the keyword of your choosing is contained in a command of type `std::string`.

WSet

The WSet is the hearth of the PHandler, because all the data which the PHandler uses is stored in WSet's. The WSet consists of a keyword of type `std::string` and a function of type `std::function<void()>`. The constructor takes the keyword and the function in this order.

`std::string get_keyword()`

This method can be used to get the keyword

`void execute_function()`

This method eventually executes the function which was passed in the constructor.

PHandler

The PHandler class uses a `std::vector`.

`void add_WSet(WSet::WSet new_set)`

This method adds a new WSet to the vector.

`WSet get_WSet_at_Position(int pos)`

This method gets the WSet at some position. If the position does not exist. For example, you parse a position which is bigger than the size of the vector into the function. You will get a WSet with a keyword containing the error message and a function which is `NULL`.

`void eval_Command(std::string command)`

This evaluates the command with the keywords and executes the appropriate function.

Conclusion

This little piece of software which is so simple that everybody is capable of reproducing it in no considerable time. The chances of this being used is very little. I implemented this because I am trying to get a grasp at C++ programming. That implies that future updates will be possible, where the complexity gets hoisted to another level.