Język programowania

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

Chapter 2

Class Index

2.1 Class List

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

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

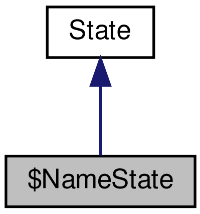
Chapter 4

Class Documentation

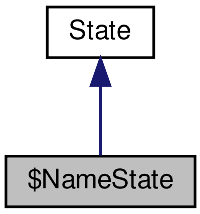
4.1 $NameState Class Reference

```
#include <CreateVariable.h>
```

Inheritance diagram for $NameState:



Collaboration diagram for $NameState:



Public Member Functions

- CreateVariable $NameState (Stack &stack)
- State ∗ parse (const std::string &text, int position) override

Additional Inherited Members

4.1.1 Constructor & Destructor Documentation

4.1.1.1 $NameState()

```
CreateVariable $NameState::$NameState (
             Stack & stack )  [inline]
```

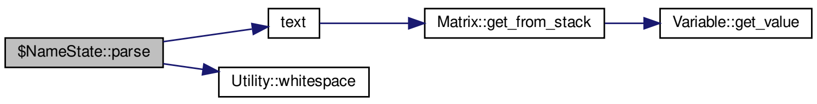
4.1.2 Member Function Documentation

4.1.2.1 parse()

```
State* $NameState::parse (
             const std::string & text,
             int position )  [inline], [override], [virtual]
```

Implements State.

Here is the call graph for this function:



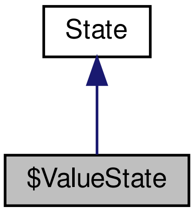
The documentation for this class was generated from the following file:

- state-machine/states/CreateVariable.h

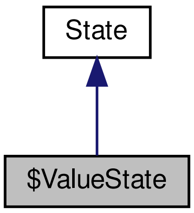
4.2 $ValueState Class Reference

```
#include <CreateVariable.h>
```

Inheritance diagram for $ValueState:



Collaboration diagram for $ValueState:



Public Member Functions

- CreateVariable $ValueState (const std::string &name, Stack &stack)
- State ∗ parse (const std::string &text, int position) override

Additional Inherited Members

4.2.1 Constructor & Destructor Documentation

4.2.1.1 $ValueState()

```
CreateVariable $ValueState::$ValueState (
             const std::string & name,
             Stack & stack )  [inline]
```

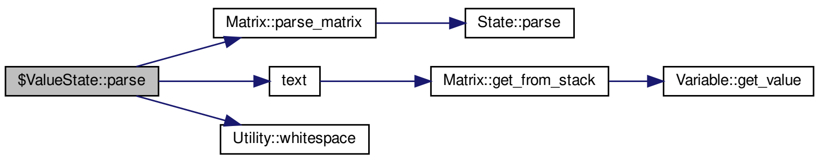
4.2.2 Member Function Documentation

4.2.2.1 parse()

```
State* $ValueState::parse (
             const std::string & text,
             int position )  [inline], [override], [virtual]
```

Implements State.

Here is the call graph for this function:



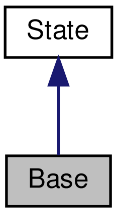
The documentation for this class was generated from the following file:

- state-machine/states/CreateVariable.h

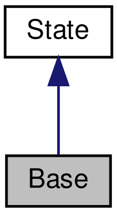
4.3 Base Class Reference

```
#include <Base.h>
```

Inheritance diagram for Base:



Collaboration diagram for Base:



Public Member Functions

- Base (Stack &stack)
- State ∗ parse (const std::string &text, int position) override

Additional Inherited Members

4.3.1 Constructor & Destructor Documentation

4.3.1.1 Base()

```
Base::Base (
             Stack & stack )  [inline]
```

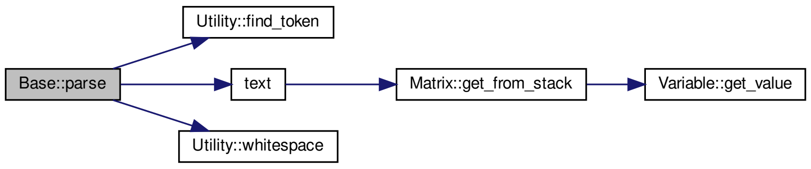
4.3.2 Member Function Documentation

4.3.2.1 parse()

```
State∗ Base::parse (
             const std::string & text,
             int position )  [inline], [override], [virtual]
```

Implements State.

Here is the call graph for this function:



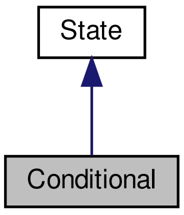
The documentation for this class was generated from the following file:

- state-machine/states/Base.h

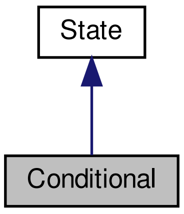
4.4 Conditional Class Reference

```
#include <Conditional.h>
```

Inheritance diagram for Conditional:



Collaboration diagram for Conditional:



Public Member Functions

- Conditional (Stack &stack)
- State ∗ parse (const std::string &text, int position) override

Additional Inherited Members

4.4.1 Constructor & Destructor Documentation

4.4.1.1 Conditional()

```
Conditional::Conditional (
            Stack & stack )  [inline]
```

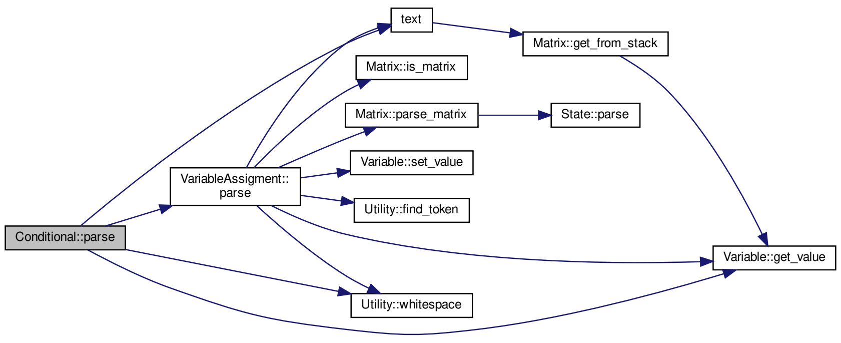
4.4.2 Member Function Documentation

4.4.2.1 parse()

```
State* Conditional::parse (
            const std::string & text,
            int position )  [inline], [override], [virtual]
```

Implements State.

Here is the call graph for this function:



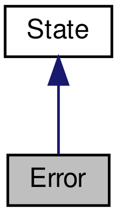
The documentation for this class was generated from the following file:

- state-machine/states/Conditional.h

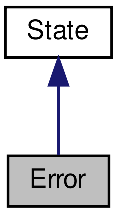
4.5 Error Class Reference

```
#include <Error.h>
```

Inheritance diagram for Error:



Collaboration diagram for Error:



Public Member Functions

- Error (const std::string &error, Stack &stack)
- State ∗ parse (const std::string &text, int position) override

Additional Inherited Members

4.5.1 Constructor & Destructor Documentation

4.5.1.1 Error()

```
Error::Error (
             const std::string & error,
             Stack & stack )  [inline], [explicit]
```

4.5.2 Member Function Documentation

4.5.2.1 parse()

```
State* Error::parse (
             const std::string & text,
             int position )  [inline], [override], [virtual]
```

Implements State.

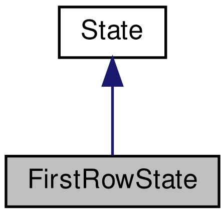
The documentation for this class was generated from the following file:

- state-machine/states/Error.h

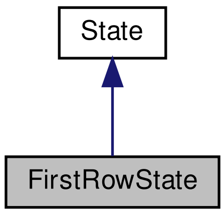
4.6 FirstRowState Class Reference

State used for creating first row in Matrix.

Inheritance diagram for FirstRowState:



Collaboration diagram for FirstRowState:



Public Member Functions

- FirstRowState (Stack &stack, Matrix &matrix)
- State ∗ parse (const std::string &text, int position) override

Additional Inherited Members

4.6.1 Detailed Description

State used for creating first row in Matrix.

4.6.2 Constructor & Destructor Documentation

4.6.2.1 FirstRowState()

```
FirstRowState::FirstRowState (
             Stack & stack,
             Matrix & matrix )  [inline]
```

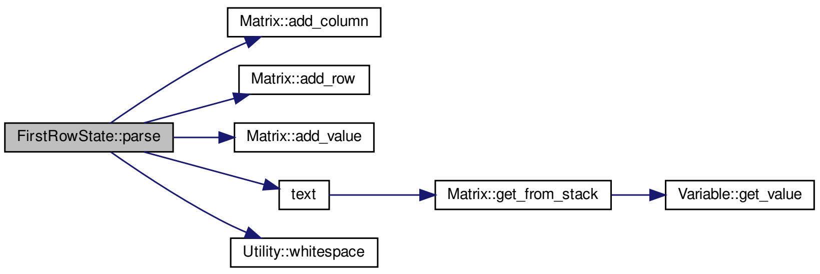
4.6.3 Member Function Documentation

4.6.3.1 parse()

```
State* FirstRowState::parse (
            const std::string & text,
            int position )  [inline], [override], [virtual]
```

Implements State.

Here is the call graph for this function:



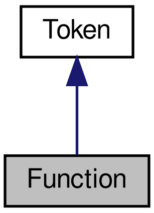
The documentation for this class was generated from the following file:

- Matrix.cpp

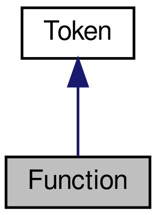
4.7 Function Class Reference

```
#include <Function.h>
```

Inheritance diagram for Function:



Collaboration diagram for Function:



Public Member Functions

- Function (std::string name, FUNCTION function)
- const std::string & get_name () override
- TokenType get_type () override
- FUNCTION get_value ()

Additional Inherited Members

4.7.1 Constructor & Destructor Documentation

4.7.1.1 Function()

```
Function::Function (
             std::string name,
             FUNCTION function )  [inline]
```

4.7.2 Member Function Documentation

4.7.2.1 get_name()

```
const std::string& Function::get_name ( )  [inline], [override], [virtual]
```

Get the name used to access the token in the code

Returns

name of the tokne in code

Implements Token.

4.7.2.2 get_type()

```
TokenType Function::get_type ( )  [inline], [override], [virtual]
```

Return the type of the token being accessed

Returns

the type of the token

Implements Token.

4.7.2.3 get_value()

```
FUNCTION Function::get_value ( )  [inline]
```

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

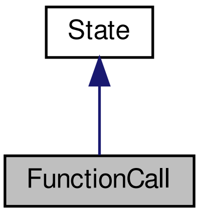
- tokens/Function.h

4.8 FunctionCall Class Reference

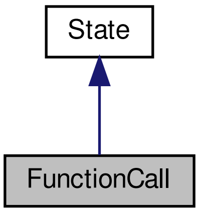
State used for function calls.

`#include <FunctionCall.h>`

Inheritance diagram for FunctionCall:



Collaboration diagram for FunctionCall:



Public Member Functions

- FunctionCall (Stack &stack, std::string buffer, Token ∗token)
- State ∗ parse (const std::string &text, int position) override
- ∼FunctionCall ()

Additional Inherited Members

4.8.1 Detailed Description

State used for function calls.

4.8.2 Constructor & Destructor Documentation

4.8.2.1 FunctionCall()

```
FunctionCall::FunctionCall (
              Stack & stack,
              std::string buffer,
              Token ∗ token )  [inline]
```

4.8.2.2 ∼FunctionCall()

```
FunctionCall::∼FunctionCall ( )  [inline]
```

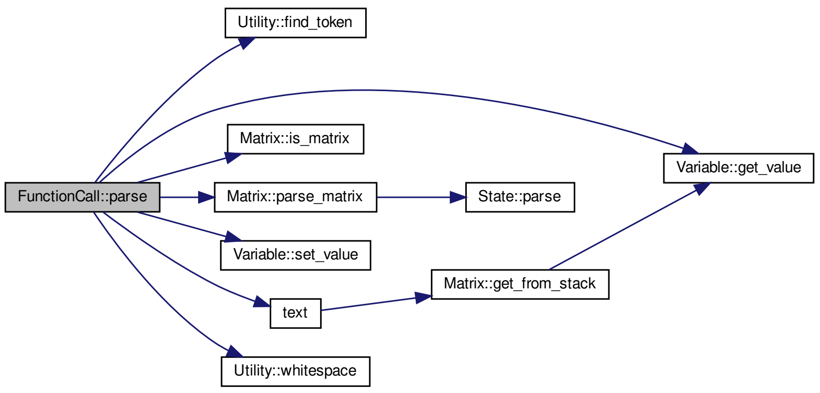
4.8.3 Member Function Documentation

4.8.3.1 parse()

```
State* FunctionCall::parse (
            const std::string & text,
            int position )  [inline], [override], [virtual]
```

Implements State.

Here is the call graph for this function:



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

- state-machine/states/FunctionCall.h

4.9 Matrix Class Reference

```
#include <Matrix.h>
```

Public Member Functions

- void add_column ()
- void add_row ()
- bool add_value (double value)
- bool operator== (const Matrix &other) const
- Matrix ()
- Matrix (bool val)
- int translate (int row, int col) const
- double & operator() (int idx)
- double & operator() (int row, int col)
- double get (int position)
- double size ()
- std::string repr ()

Static Public Member Functions

- static bool parse_matrix (const std::string &code, Matrix &matrix)
- static bool is_matrix (const std::string buffer)
- static Matrix & get_from_stack (Stack &stack)

4.9.1 Constructor & Destructor Documentation

4.9.1.1 Matrix() [1/2]

```
Matrix::Matrix ( )  [inline]
```

4.9.1.2 Matrix() [2/2]

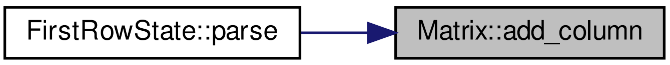
```
Matrix::Matrix (
            bool val )  [inline], [explicit]
```

4.9.2 Member Function Documentation

4.9.2.1 add_column()

```
void Matrix::add_column ( )  [inline]
```

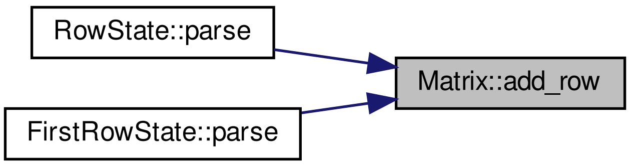
Here is the caller graph for this function:



4.9.2.2 add_row()

```
void Matrix::add_row ( )  [inline]
```

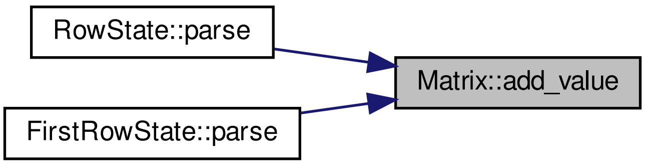
Here is the caller graph for this function:



4.9.2.3 add_value()

```
bool Matrix::add_value (
             double value )  [inline]
```

Here is the caller graph for this function:



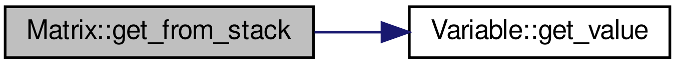
4.9.2.4 get()

```
double Matrix::get (
             int position )  [inline]
```

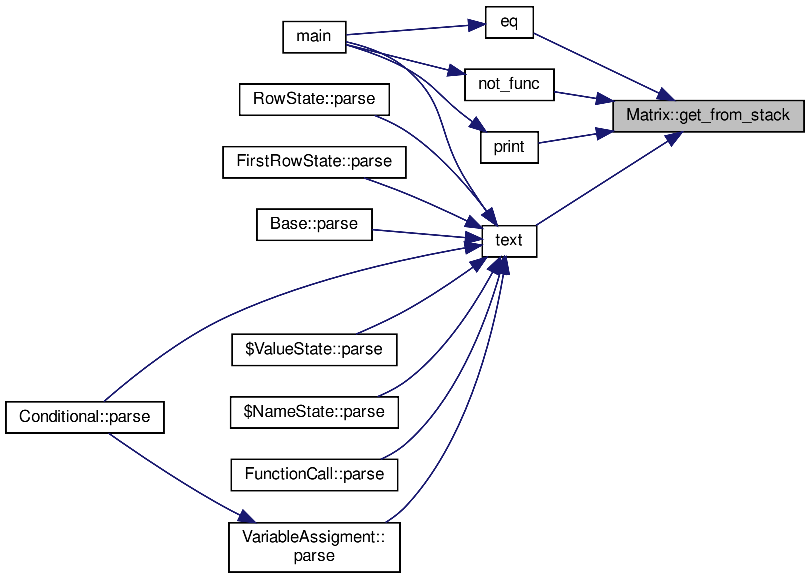
4.9.2.5 get_from_stack()

```
static Matrix& Matrix::get_from_stack (
            Stack & stack )  [inline], [static]
```

Here is the call graph for this function:



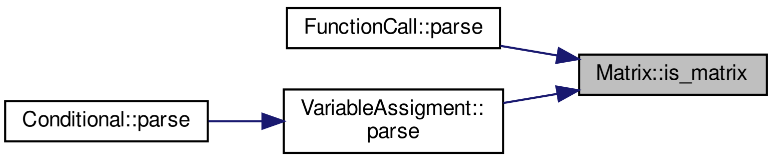
Here is the caller graph for this function:



4.9.2.6 is_matrix()

```
static bool Matrix::is_matrix (
            const std::string buffer )  [inline], [static]
```

Here is the caller graph for this function:



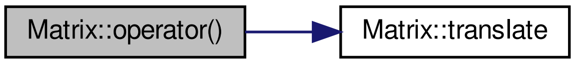
4.9.2.7 operator()() [1/2]

```
double& Matrix::operator() (
             int idx )  [inline]
```

4.9.2.8 operator()() [2/2]

```
double& Matrix::operator() (
             int row,
             int col )  [inline]
```

Here is the call graph for this function:



4.9.2.9 operator==()

```
bool Matrix::operator== (
             const Matrix & other ) const  [inline]
```

4.9.2.10 parse_matrix()

```
bool Matrix::parse_matrix (
             const std::string & code,
             Matrix & matrix )  [static]
```

Function that parses a matrix and assigns it into @matrix

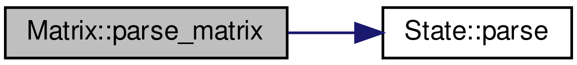
Parameters

code	code to be parsed
matrix	matrix to bullied up

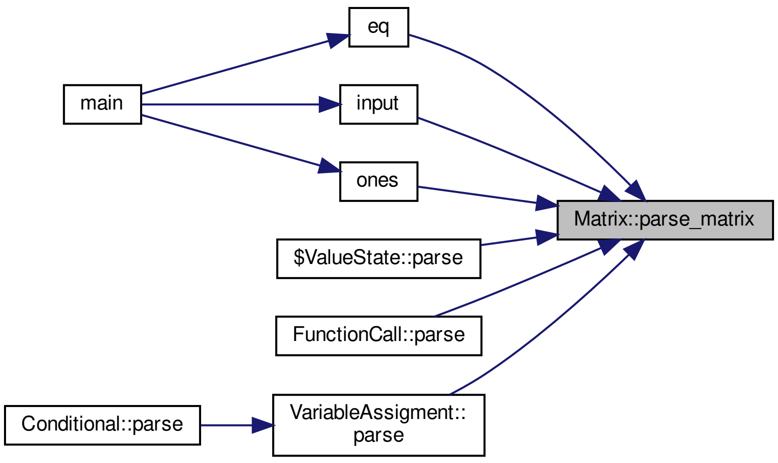
Returns

true if parsing completed successfully and false if it failed

Here is the call graph for this function:



Here is the caller graph for this function:



4.9.2.11 repr()

```
std::string Matrix::repr ( )
```

Create string representing the matrix

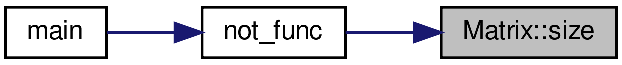
Returns

string representation of the matrix

4.9.2.12 size()

```
double Matrix::size ( )  [inline]
```

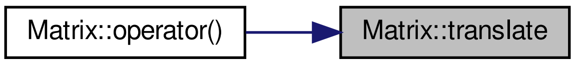
Here is the caller graph for this function:



4.9.2.13 translate()

```
int Matrix::translate (
             int row,
             int col ) const  [inline]
```

Here is the caller graph for this function:



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

- Matrix.h
- Matrix.cpp

4.10 Parser Class Reference

```
#include <Parser.h>
```

Public Member Functions

- Parser ()
- void parse_string (const std::string &code)

Public Attributes

- Stack stack_

4.10.1 Constructor & Destructor Documentation

4.10.1.1 Parser()

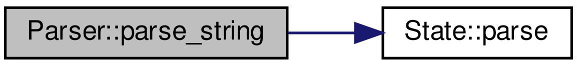
```
Parser::Parser ( )  [inline]
```

4.10.2 Member Function Documentation

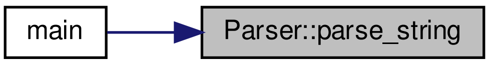
4.10.2.1 parse_string()

```
void Parser::parse_string (
             const std::string & code )  [inline]
```

Here is the call graph for this function:



Here is the caller graph for this function:



4.10.3 Member Data Documentation

4.10.3.1 stack_

```
Stack Parser::stack_
```

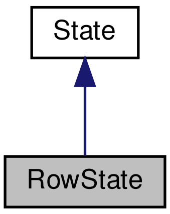
The documentation for this class was generated from the following file:

- state-machine/Parser.h

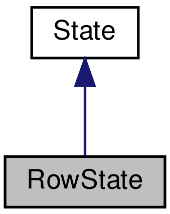
4.11 RowState Class Reference

State used for creating rows in matrix.

Inheritance diagram for RowState:



Collaboration diagram for RowState:



Public Member Functions

- RowState (Stack &stack, Matrix &matrix)
- State ∗ parse (const std::string &text, int position) override

Additional Inherited Members

4.11.1 Detailed Description

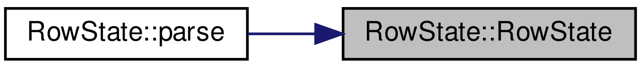
State used for creating rows in matrix.

4.11.2 Constructor & Destructor Documentation

4.11.2.1 RowState()

```
RowState::RowState (
            Stack & stack,
            Matrix & matrix )  [inline]
```

Here is the caller graph for this function:



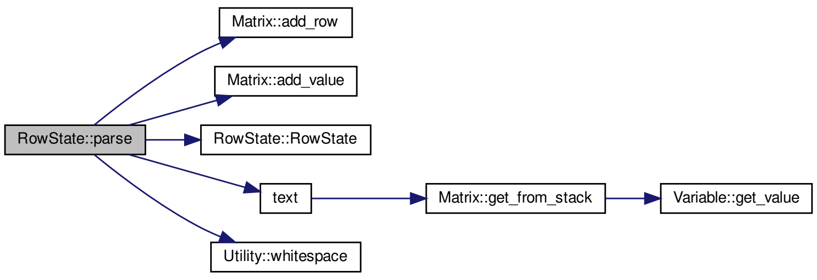
4.11.3 Member Function Documentation

4.11.3.1 parse()

```
State* RowState::parse (
            const std::string & text,
            int position )  [inline], [override], [virtual]
```

Implements State.

Here is the call graph for this function:



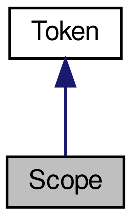
The documentation for this class was generated from the following file:

- Matrix.cpp

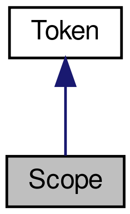
4.12 Scope Class Reference

```
#include <Scope.h>
```

Inheritance diagram for Scope:



Collaboration diagram for Scope:



Public Member Functions

- Scope (std::string name)
- const std::string & get_name () override
- TokenType get_type () override

Additional Inherited Members

4.12.1 Constructor & Destructor Documentation

4.12.1.1 Scope()

```
Scope::Scope (
            std::string name )  [inline]
```

4.12.2 Member Function Documentation

4.12.2.1 get_name()

```
const std::string& Scope::get_name ( )  [inline], [override], [virtual]
```

Get the name used to access the token in the code

Returns

name of the tokne in code

Implements Token.

4.12.2.2 get_type()

```
TokenType Scope::get_type ( )  [inline], [override], [virtual]
```

Return the type of the token being accessed

Returns

the type of the token

Implements Token.

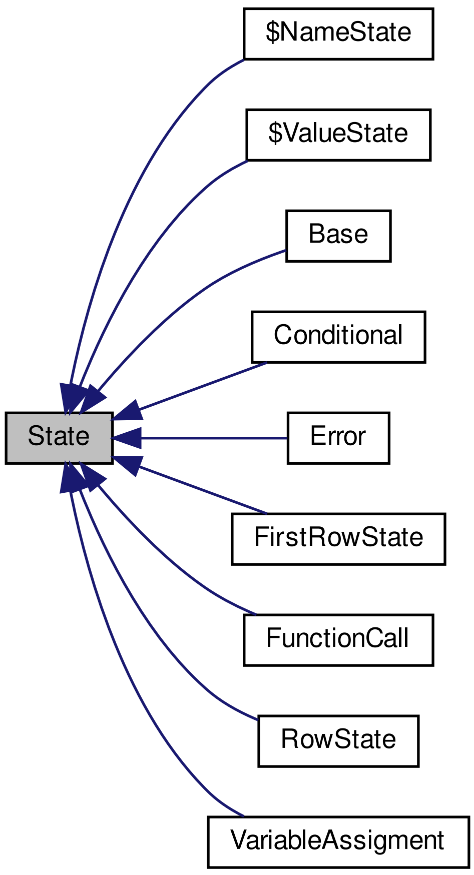
The documentation for this class was generated from the following file:

- tokens/Scope.h

4.13 State Class Reference

`#include <State.h>`

Inheritance diagram for State:



Public Member Functions

- State (Stack &stack)
- virtual State $*$ parse (const std::string &text, int position)=0

Protected Attributes

- Stack & stack_

4.13.1 Constructor & Destructor Documentation

4.13.1.1 State()

```
State::State (
            Stack & stack )  [inline]
```

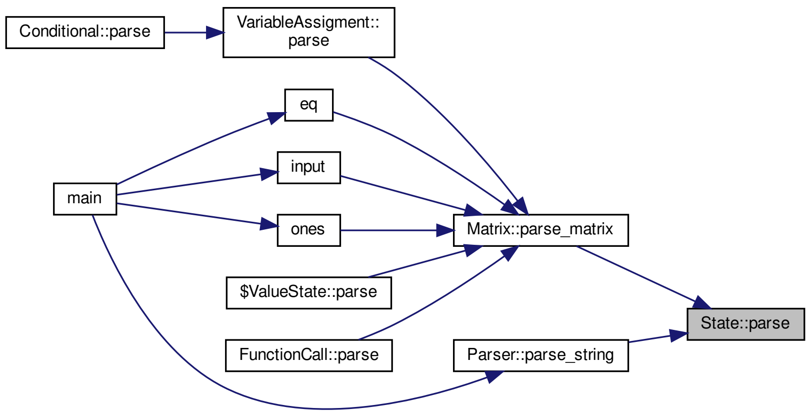
4.13.2 Member Function Documentation

4.13.2.1 parse()

```
virtual State* State::parse (
            const std::string & text,
            int position )  [pure virtual]
```

Implemented in VariableAssigment, FunctionCall, Error, $NameState, $ValueState, Conditional, Base, FirstRowState, and RowState.

Here is the caller graph for this function:



4.13.3 Member Data Documentation

4.13.3.1 stack_

```
Stack& State::stack_  [protected]
```

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

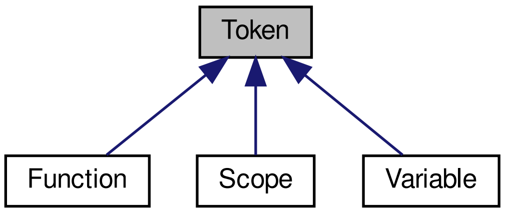
- state-machine/State.h

4.14 Token Class Reference

Interface for all the Tokens encounter in the code.

```
#include <Token.h>
```

Inheritance diagram for Token:



Public Types

- enum TokenType { variable , function , scope }

  Every token needs to know whats it type is.

Public Member Functions

- virtual const std::string & get_name ()=0
- virtual TokenType get_type ()=0

4.14.1 Detailed Description

Interface for all the Tokens encounter in the code.

4.14.2 Member Enumeration Documentation

4.14.2.1 TokenType

```
enum Token::TokenType
```

Every token needs to know whats it type is.

Enumerator

variable	
function	
scope	

4.14.3 Member Function Documentation

4.14.3.1 get_name()

```
virtual const std::string& Token::get_name ( )  [pure virtual]
```

Get the name used to access the token in the code

Returns

name of the tokne in code

Implemented in Variable, Scope, and Function.

4.14.3.2 get_type()

```
virtual TokenType Token::get_type ( )  [pure virtual]
```

Return the type of the token being accessed

Returns

the type of the token

Implemented in Variable, Scope, and Function.

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

- tokens/Token.h

4.15 Utility Class Reference

```
#include <Utility.h>
```

Static Public Member Functions

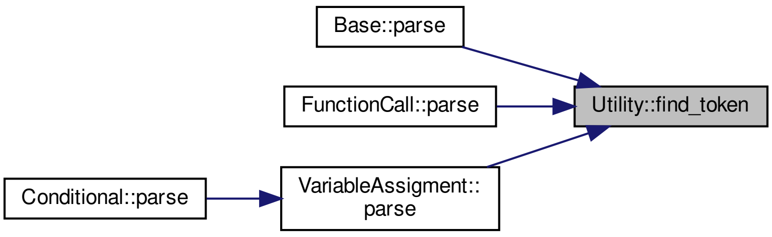
- static Token ∗ find_token (const Stack &stack, const std::string &token_name)
- static bool whitespace (char letter)

4.15.1 Member Function Documentation

4.15.1.1 find_token()

```
static Token* Utility::find_token (
             const Stack & stack,
             const std::string & token_name )  [inline], [static]
```

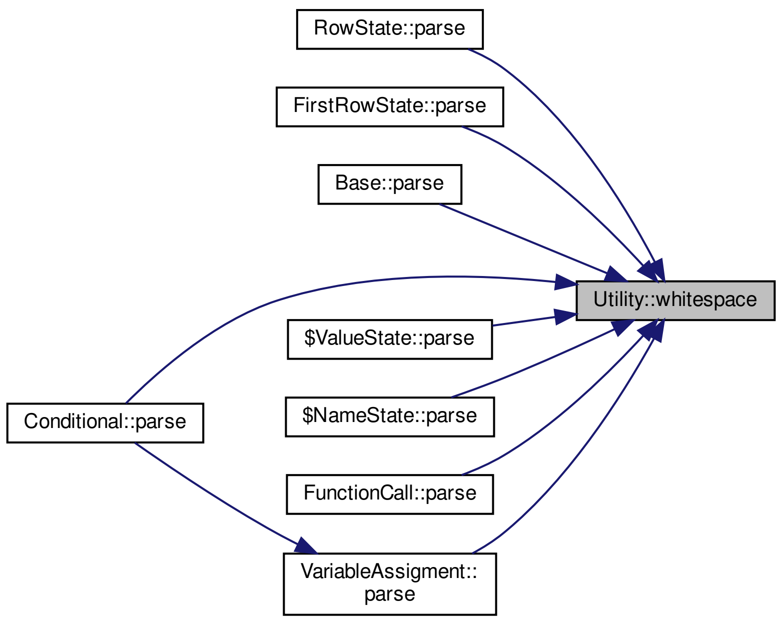
Here is the caller graph for this function:



4.15.1.2 whitespace()

```
static bool Utility::whitespace (
             char letter )  [inline], [static]
```

Here is the caller graph for this function:



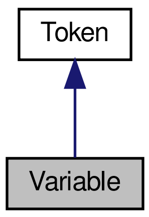
The documentation for this class was generated from the following file:

- Utility.h

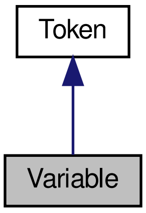
4.16 Variable Class Reference

`#include <Variable.h>`

Inheritance diagram for Variable:



Collaboration diagram for Variable:



Public Member Functions

- Variable (std::string name, ValueType value)
- std::string & get_name () override
- TokenType get_type () override
- void set_value (Matrix value)
- Matrix & get_value ()

Additional Inherited Members

4.16.1 Constructor & Destructor Documentation

4.16.1.1 Variable()

```
Variable::Variable (
            std::string name,
            ValueType value )  [inline]
```

4.16.2 Member Function Documentation

4.16.2.1 get_name()

```
std::string& Variable::get_name ( )  [inline], [override], [virtual]
```

Get the name used to access the token in the code

Returns

name of the tokne in code

Implements Token.

4.16.2.2 get_type()

```
TokenType Variable::get_type ( )  [inline], [override], [virtual]
```

Return the type of the token being accessed

Returns

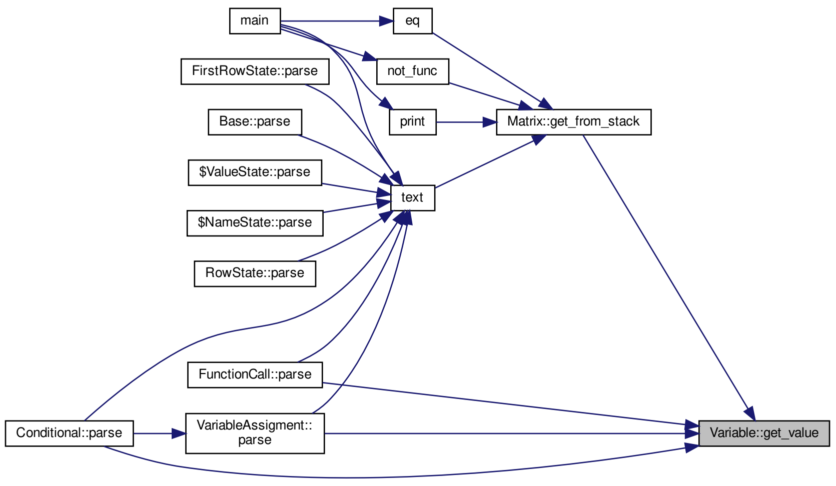
the type of the token

Implements Token.

4.16.2.3 get_value()

```
Matrix& Variable::get_value ( )  [inline]
```

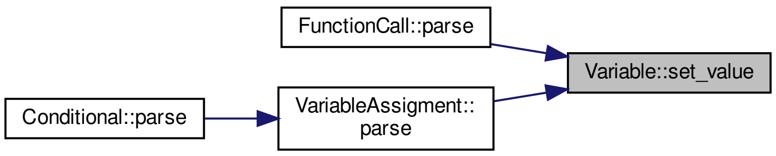
Here is the caller graph for this function:



4.16.2.4 set_value()

```
void Variable::set_value (
            Matrix value )  [inline]
```

Here is the caller graph for this function:



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

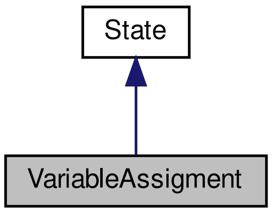
- tokens/Variable.h

4.17 VariableAssigment Class Reference

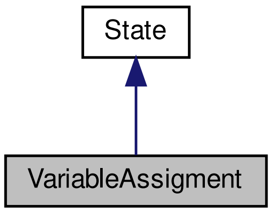
State used for parsing variables.

```
#include <VariableAssigment.h>
```

Inheritance diagram for VariableAssigment:



Collaboration diagram for VariableAssigment:



Public Member Functions

- VariableAssigment (Stack &stack, Variable ∗variable)
- State ∗ parse (const std::string &text, int position) override

Additional Inherited Members

4.17.1 Detailed Description

State used for parsing variables.

4.17.2 Constructor & Destructor Documentation

4.17.2.1 VariableAssigment()

```
VariableAssigment::VariableAssigment (
            Stack & stack,
            Variable * variable )  [inline]
```

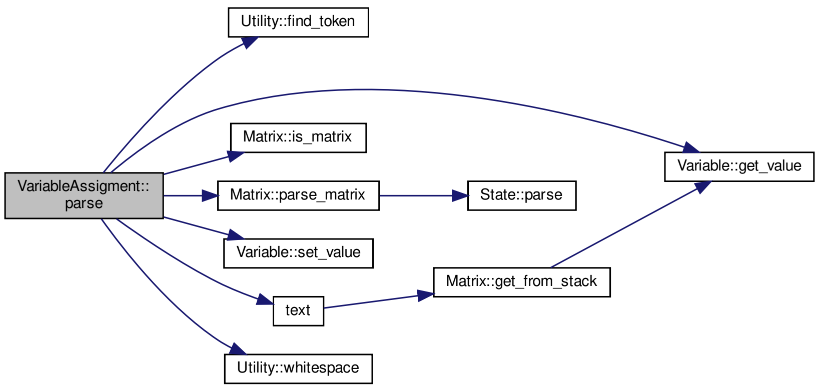
4.17.3 Member Function Documentation

4.17.3.1 parse()

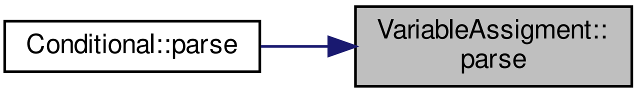
```
State* VariableAssigment::parse (
            const std::string & text,
            int position )  [inline], [override], [virtual]
```

Implements State.

Here is the call graph for this function:



Here is the caller graph for this function:



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

- state-machine/states/VariableAssigment.h

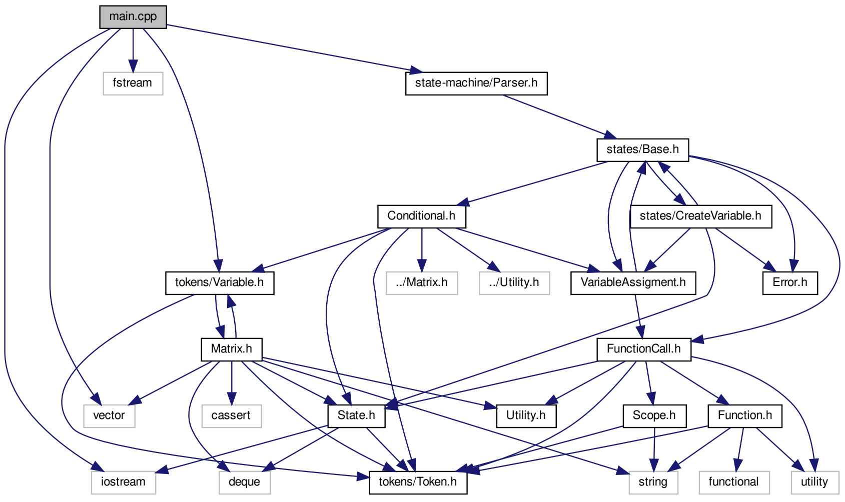
Chapter 5

File Documentation

5.1 main.cpp File Reference

```
#include <iostream>
#include <vector>
#include <fstream>
#include "tokens/Variable.h"
#include "state-machine/Parser.h"
```

Include dependency graph for main.cpp:



Functions

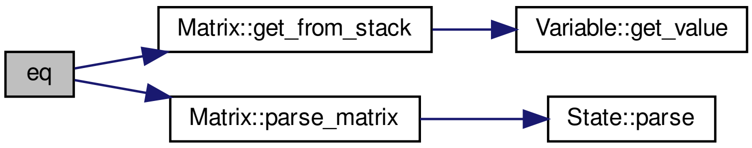
- int hello (Stack &stack)
- int exit_func (Stack &stack)
- int print (Stack &stack)
- int ones (Stack &stack)
- int input (Stack &stack)
- int text (Stack &stack)
- int eq (Stack &stack)
- int newline (Stack &stack)
- int not_func (Stack &stack)
- int main (int argc, char ∗∗argv)

5.1.1 Function Documentation

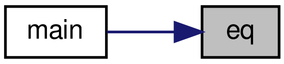
5.1.1.1 eq()

```
int eq (
            Stack & stack )
```

Here is the call graph for this function:



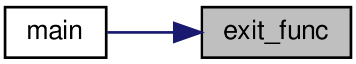
Here is the caller graph for this function:



5.1.1.2 exit_func()

```
int exit_func (
            Stack & stack )
```

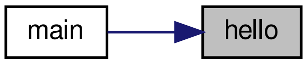
Here is the caller graph for this function:



5.1.1.3 hello()

```
int hello (
            Stack & stack )
```

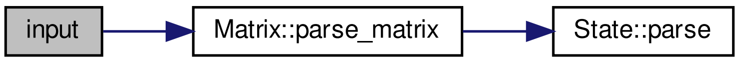
Here is the caller graph for this function:



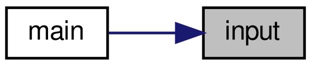
5.1.1.4 input()

```
int input (
            Stack & stack )
```

Here is the call graph for this function:



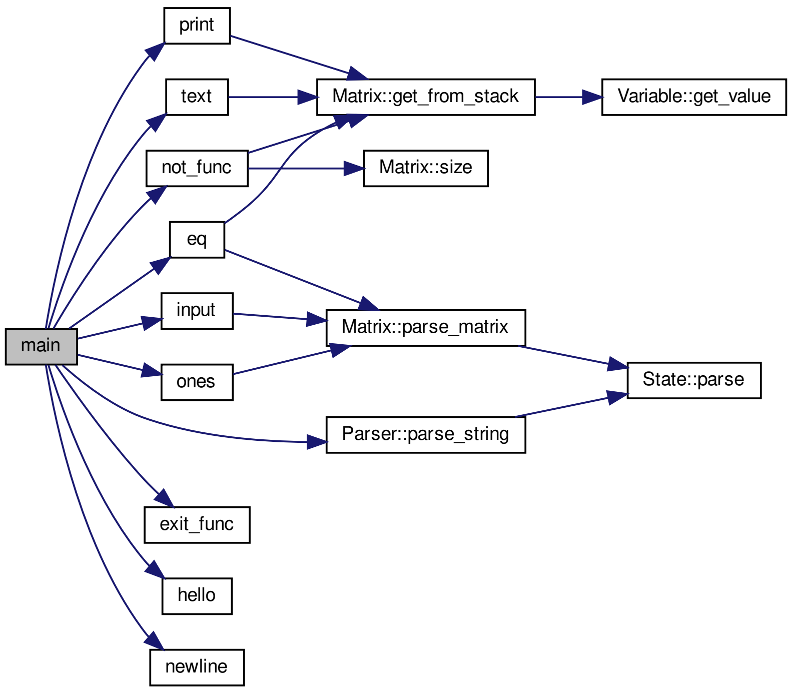
Here is the caller graph for this function:



5.1.1.5 main()

```
int main (
            int argc,
            char ** argv )
```

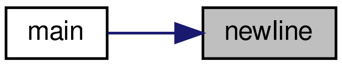
Here is the call graph for this function:



5.1.1.6 newline()

```
int newline (
            Stack & stack )
```

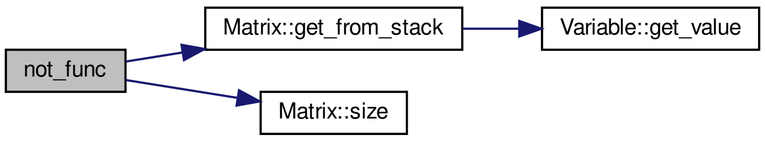
Here is the caller graph for this function:



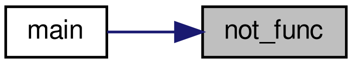
5.1.1.7 not_func()

```
int not_func (
             Stack & stack )
```

Here is the call graph for this function:



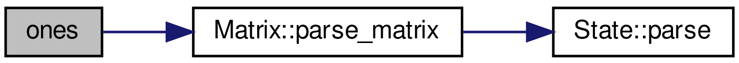
Here is the caller graph for this function:



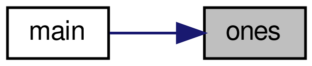
5.1.1.8 ones()

```
int ones (
             Stack & stack )
```

Here is the call graph for this function:



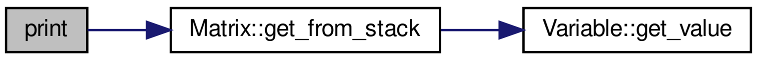
Here is the caller graph for this function:



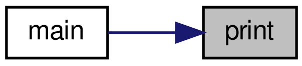
5.1.1.9 print()

```
int print (
             Stack & stack )
```

Here is the call graph for this function:



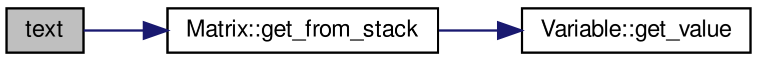
Here is the caller graph for this function:



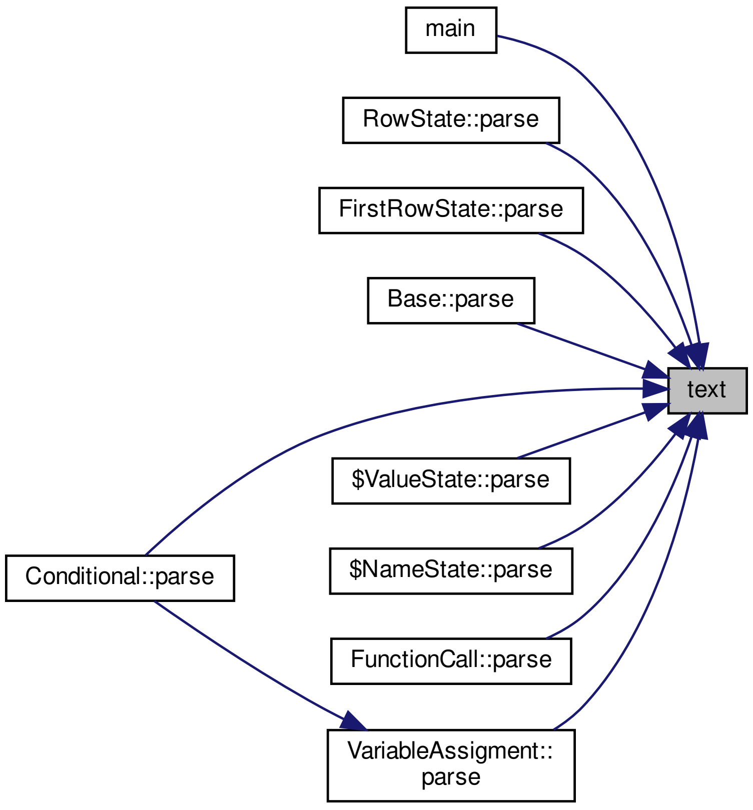
5.1.1.10 text()

```
int text (
             Stack & stack )
```

Here is the call graph for this function:



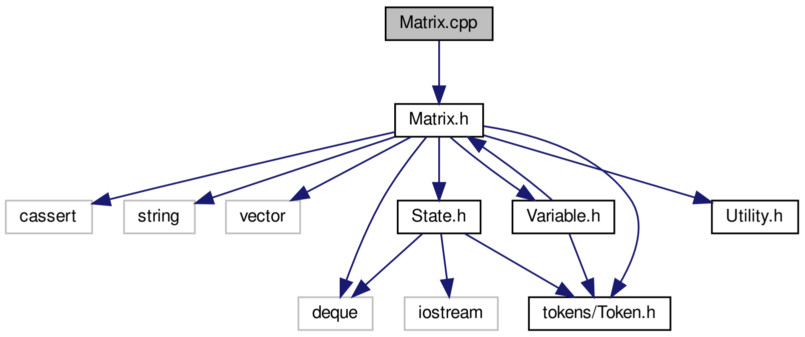
Here is the caller graph for this function:



5.2 Matrix.cpp File Reference

```
#include "Matrix.h"
```

Include dependency graph for Matrix.cpp:



Classes

- class RowState

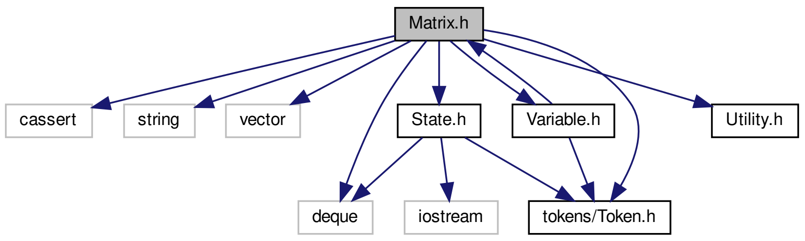
  State used for creating rows in matrix.
- class FirstRowState

  State used for creating first row in Matrix.

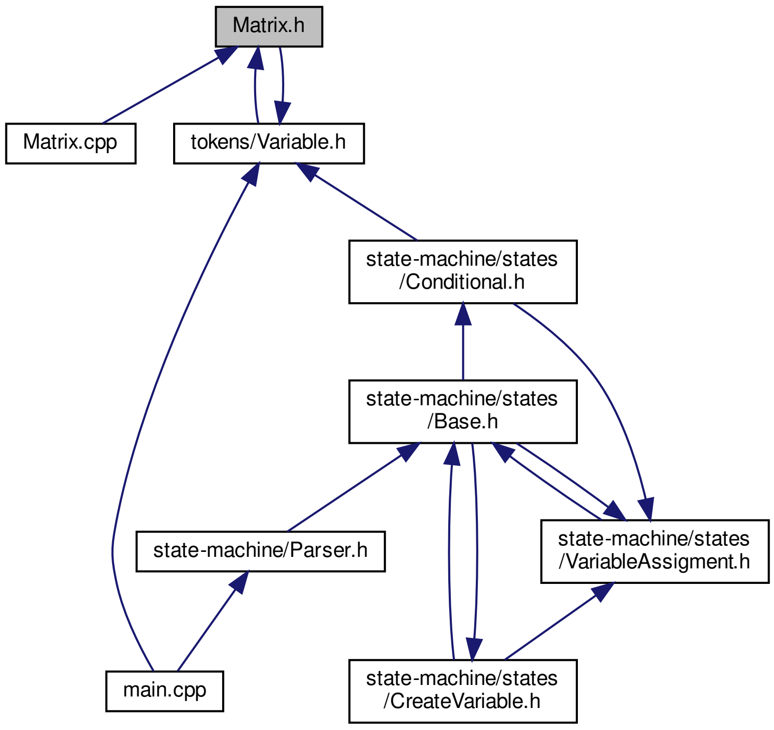
5.3 Matrix.h File Reference

```
#include <cassert>
#include <string>
#include <vector>
#include <deque>
#include <Variable.h>
#include "Token.h"
#include "State.h"
#include "Utility.h"
```

Include dependency graph for Matrix.h:



This graph shows which files directly or indirectly include this file:


Matrix.h
Matrix.cpp
tokens/Variable.h
state-machine/states /Conditional.h
state-machine/states /Base.h
state-machine/Parser.h
state-machine/states /VariableAssigment.h
main.cpp
state-machine/states /CreateVariable.h

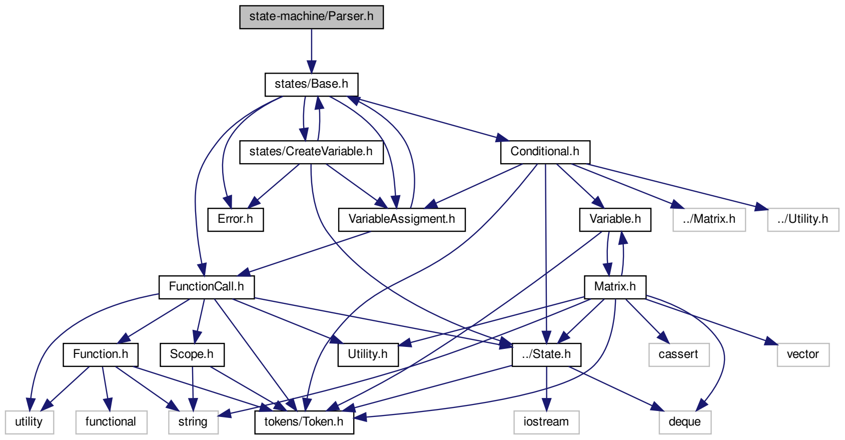
Classes

- class Matrix

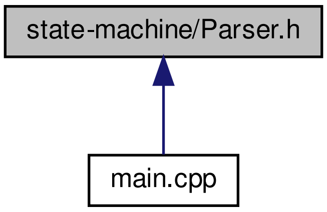
5.4 state-machine/Parser.h File Reference

```
#include "states/Base.h"
```

Include dependency graph for Parser.h:



This graph shows which files directly or indirectly include this file:



Classes

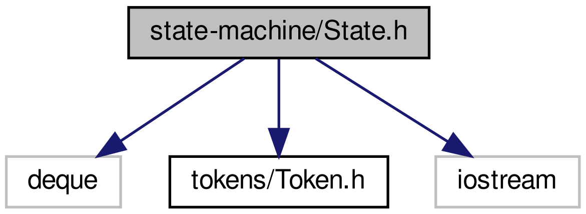
- class Parser

5.5 state-machine/State.h File Reference

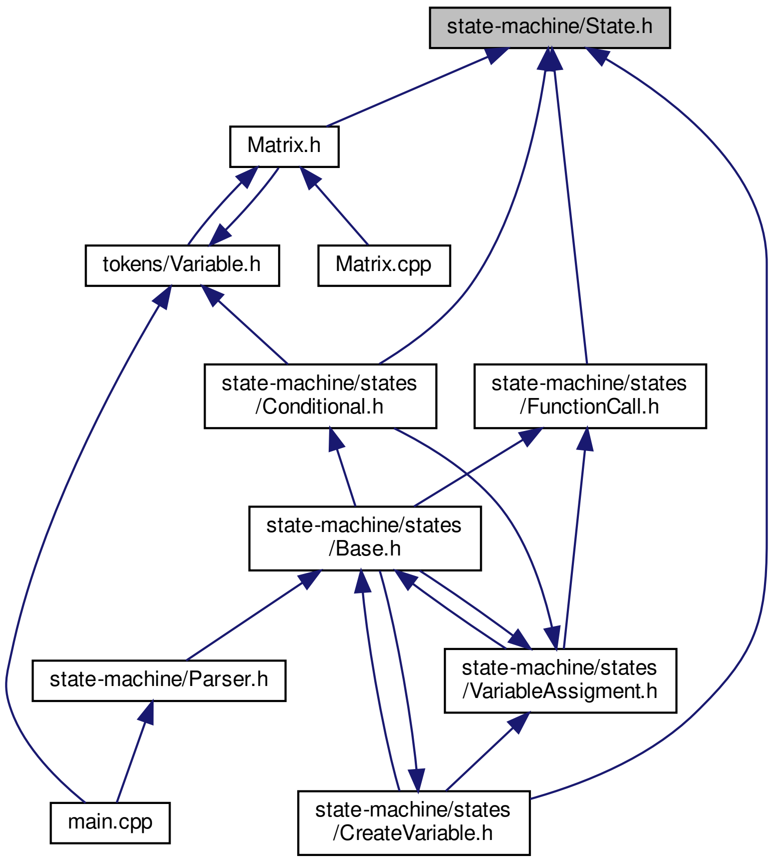
```
#include <deque>
#include "tokens/Token.h"
```

```
#include <iostream>
```

Include dependency graph for State.h:



This graph shows which files directly or indirectly include this file:


state-machine/State.h
Matrix.h
tokens/Variable.h
Matrix.cpp
state-machine/states /Conditional.h
state-machine/states /FunctionCall.h
state-machine/states /Base.h
state-machine/Parser.h
state-machine/states /VariableAssigment.h
main.cpp
state-machine/states /CreateVariable.h

Classes

- class State

Macros

- #define CHANGE_STATE(state) std::clog << state << std::endl

5.5.1 Macro Definition Documentation

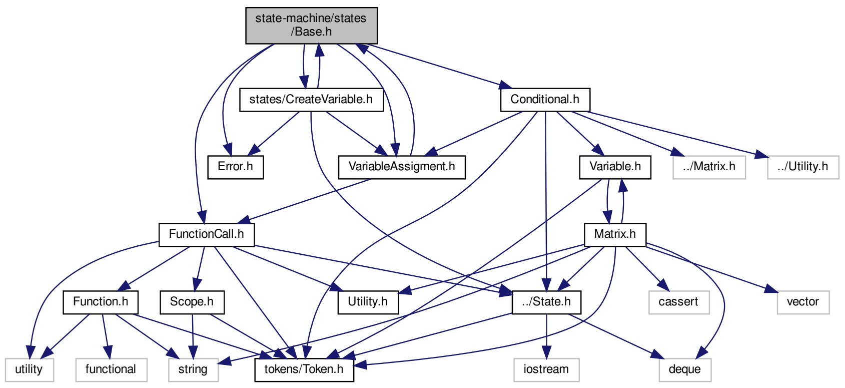
5.5.1.1 CHANGE_STATE

```
#define CHANGE_STATE(
             state ) std::clog << state << std::endl
```

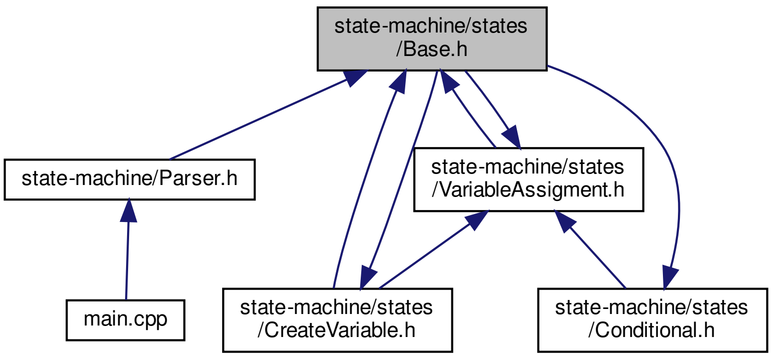
5.6 state-machine/states/Base.h File Reference

```
#include "states/CreateVariable.h"
#include "states/VariableAssigment.h"
#include "states/FunctionCall.h"
#include "states/Error.h"
#include "Conditional.h"
```

Include dependency graph for Base.h:



This graph shows which files directly or indirectly include this file:



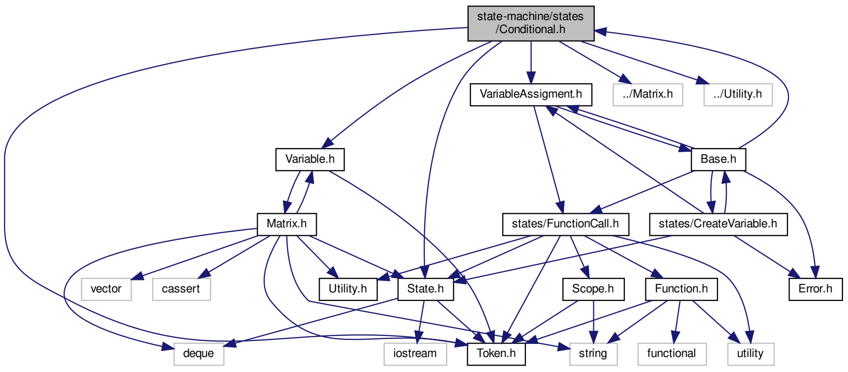
Classes

- class Base

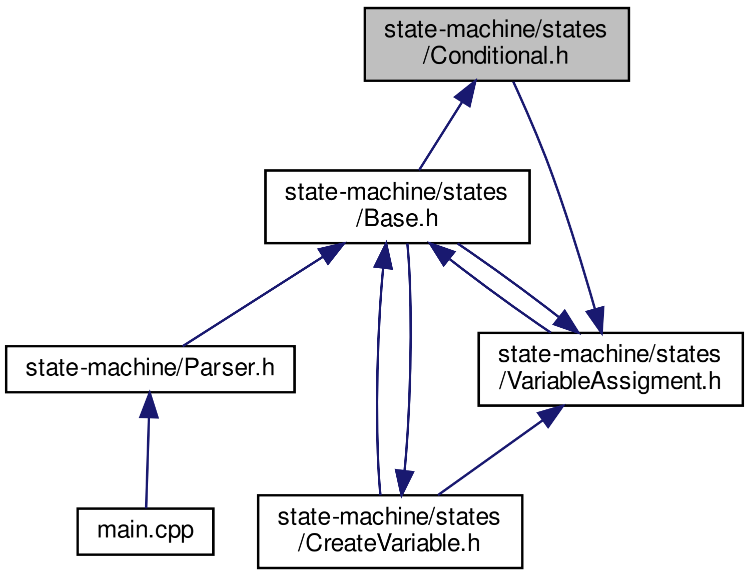
5.7 state-machine/states/Conditional.h File Reference

```
#include <Token.h>
#include "State.h"
#include "Variable.h"
#include "VariableAssigment.h"
#include "../Matrix.h"
#include "../Utility.h"
```

Include dependency graph for Conditional.h:



This graph shows which files directly or indirectly include this file:



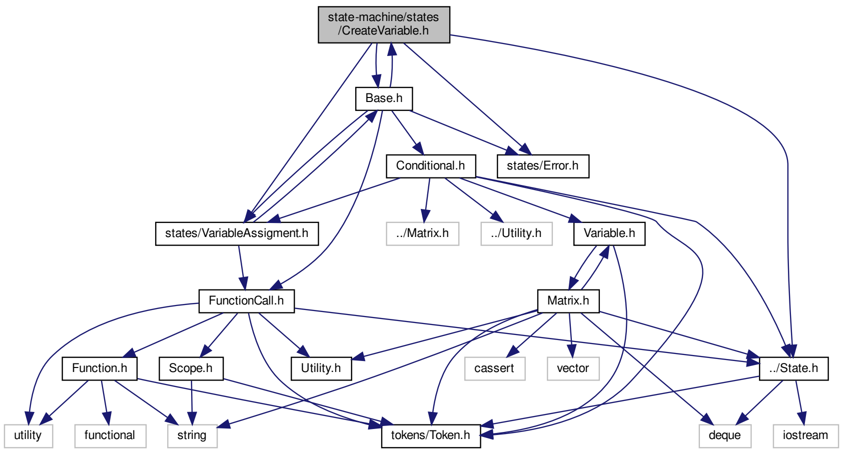
Classes

- class Conditional

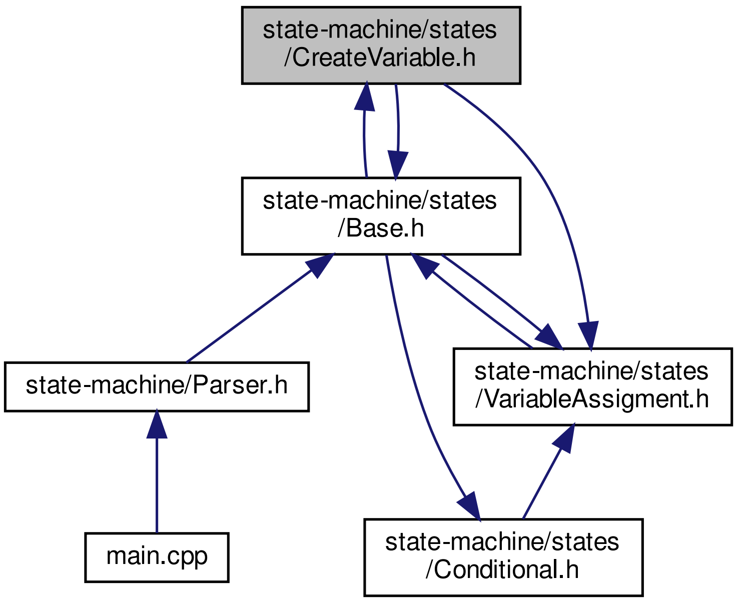
5.8 state-machine/states/CreateVariable.h File Reference

```
#include "../State.h"
#include "Base.h"
#include "Error.h"
#include "VariableAssigment.h"
```

Include dependency graph for CreateVariable.h:



This graph shows which files directly or indirectly include this file:

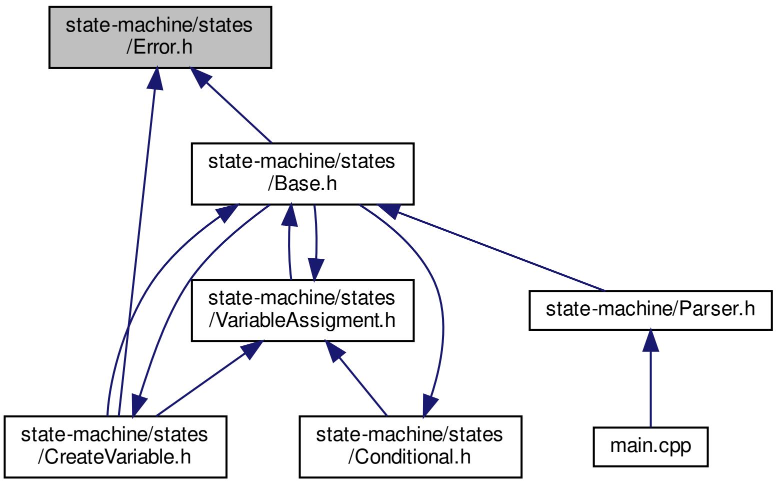


Classes

- class $ValueState
- class $NameState

5.9 state-machine/states/Error.h File Reference

This graph shows which files directly or indirectly include this file:



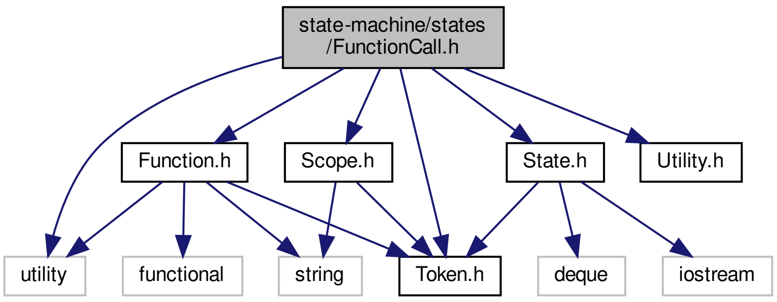
Classes

- class Error

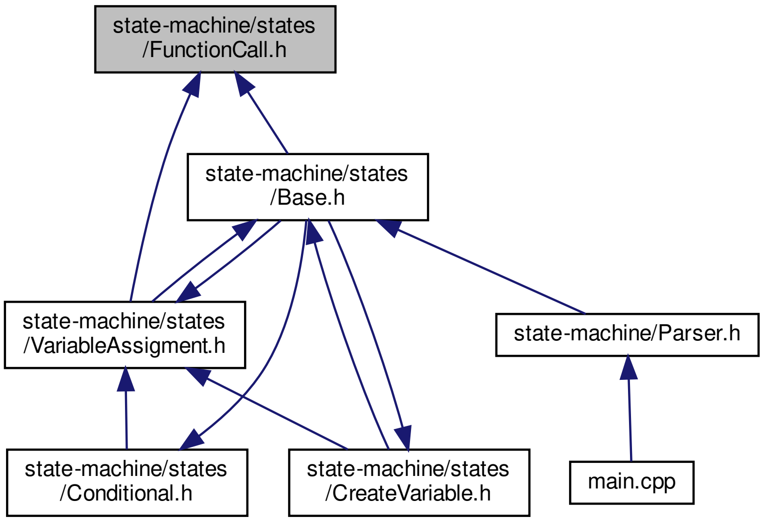
5.10 state-machine/states/FunctionCall.h File Reference

```
#include <utility>
#include <Function.h>
#include "Token.h"
#include "State.h"
#include "Scope.h"
#include "Utility.h"
```

Include dependency graph for FunctionCall.h:



This graph shows which files directly or indirectly include this file:



Classes

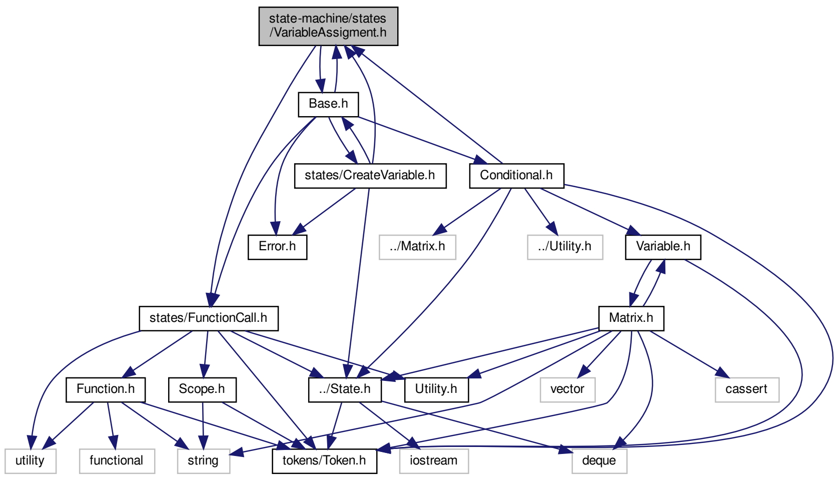
- class FunctionCall

    State used for function calls.

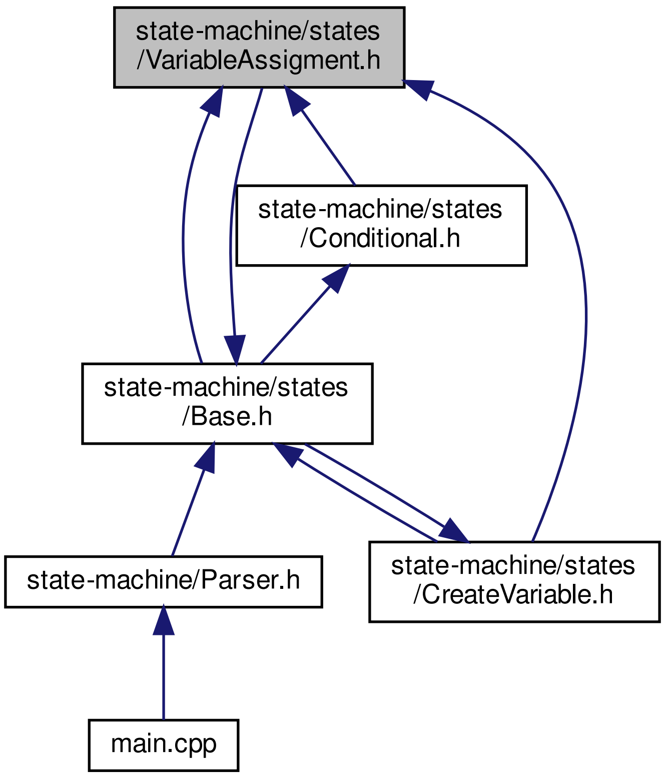
5.11 state-machine/states/VariableAssigment.h File Reference

```
#include "Base.h"
#include "FunctionCall.h"
```

Include dependency graph for VariableAssigment.h:



This graph shows which files directly or indirectly include this file:



Classes

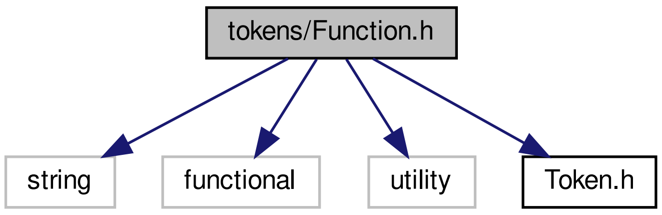
- class VariableAssigment

    State used for parsing variables.

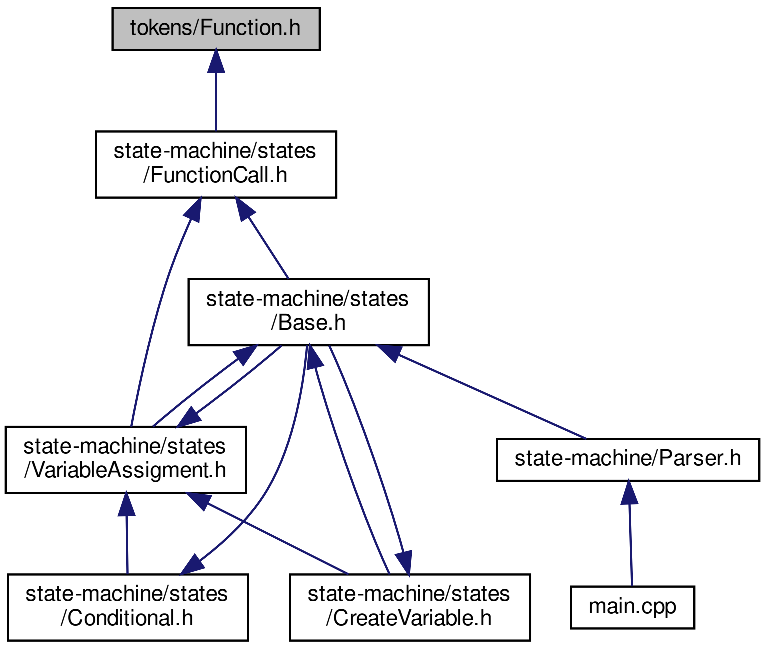
5.12 tokens/Function.h File Reference

```
#include <string>
#include <functional>
#include <utility>
#include "Token.h"
```

Include dependency graph for Function.h:



This graph shows which files directly or indirectly include this file:


tokens/Function.h
state-machine/states /FunctionCall.h
state-machine/states /Base.h
state-machine/states /VariableAssigment.h
state-machine/Parser.h
state-machine/states /Conditional.h
state-machine/states /CreateVariable.h
main.cpp

Classes

- class Function

Macros

- #define FUNCTION std::function<int(Stack&)>

5.12.1 Macro Definition Documentation

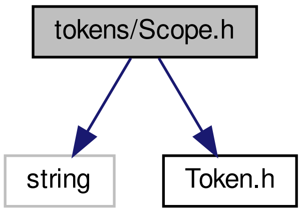
5.12.1.1 FUNCTION

```
#define FUNCTION std::function<int(Stack&)>
```

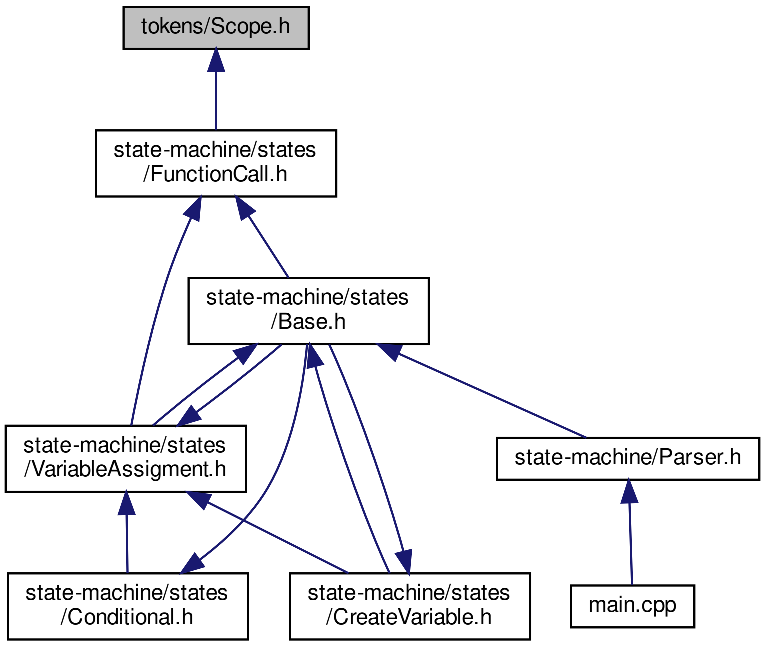
5.13 tokens/Scope.h File Reference

```
#include <string>
#include "Token.h"
```

Include dependency graph for Scope.h:



This graph shows which files directly or indirectly include this file:

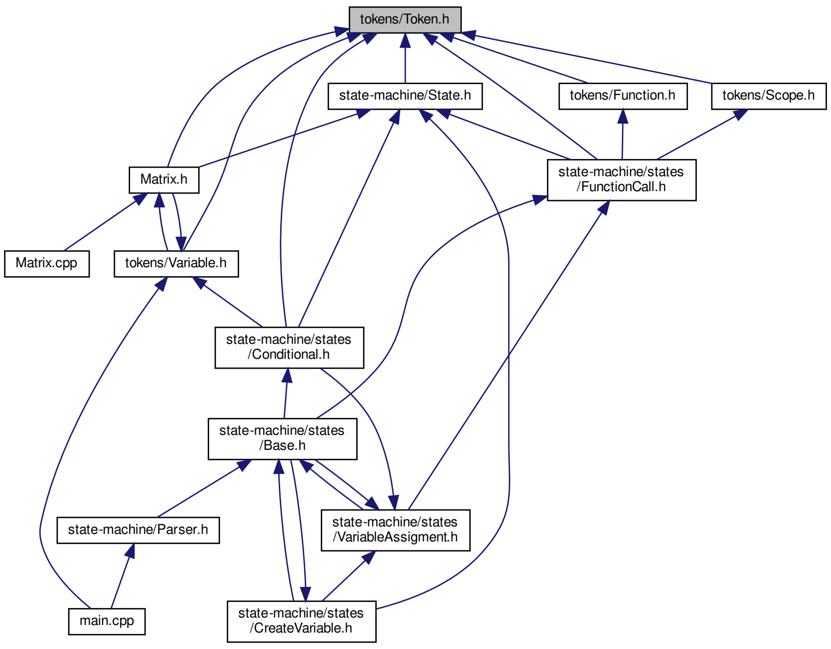

tokens/Scope.h
state-machine/states /FunctionCall.h
state-machine/states /Base.h
state-machine/states /VariableAssigment.h
state-machine/Parser.h
state-machine/states /Conditional.h
state-machine/states /CreateVariable.h
main.cpp

Classes

- class Scope

5.14 tokens/Token.h File Reference

This graph shows which files directly or indirectly include this file:


tokens/Token.h
state-machine/State.h
tokens/Function.h
tokens/Scope.h
Matrix.h
state-machine/states /FunctionCall.h
Matrix.cpp
tokens/Variable.h
state-machine/states /Conditional.h
state-machine/states /Base.h
state-machine/Parser.h
state-machine/states /VariableAssigment.h
main.cpp
state-machine/states /CreateVariable.h

Classes

- class Token

  Interface for all the Tokens encounter in the code.

Typedefs

- using Stack = std::vector< Token ∗ >

5.14.1 Typedef Documentation

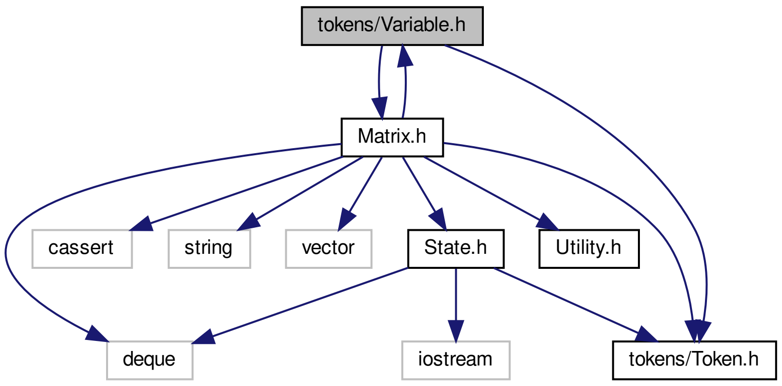
5.14.1.1 Stack

```
using Stack = std::vector<Token *>
```

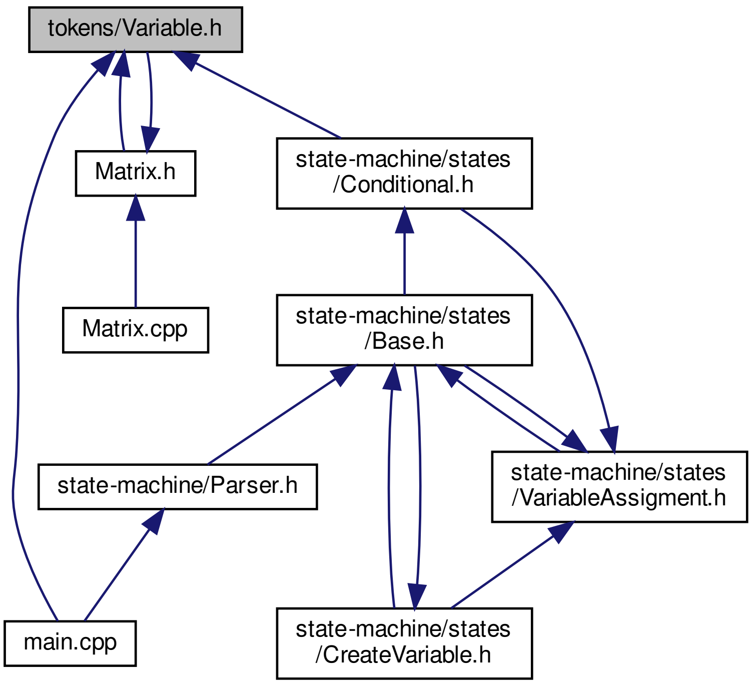
5.15 tokens/Variable.h File Reference

```
#include "tokens/Token.h"
#include "Matrix.h"
```

Include dependency graph for Variable.h:



This graph shows which files directly or indirectly include this file:


tokens/Variable.h
Matrix.h
state-machine/states /Conditional.h
Matrix.cpp
state-machine/states /Base.h
state-machine/Parser.h
state-machine/states /VariableAssigment.h
main.cpp
state-machine/states /CreateVariable.h

Classes

- class Variable

Typedefs

- using ValueType = Matrix

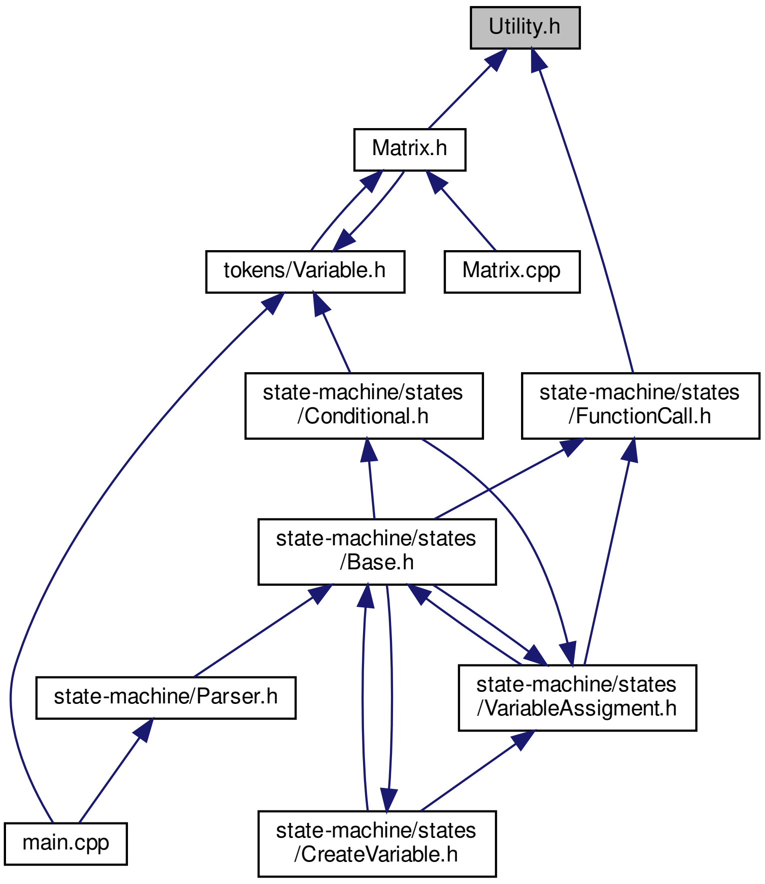
5.15.1 Typedef Documentation

5.15.1.1 ValueType

```
using ValueType = Matrix
```

5.16 Utility.h File Reference

This graph shows which files directly or indirectly include this file:


Utility.h
Matrix.h
tokens/Variable.h
Matrix.cpp
state-machine/states /Conditional.h
state-machine/states /FunctionCall.h
state-machine/states /Base.h
state-machine/Parser.h
state-machine/states /VariableAssigment.h
main.cpp
state-machine/states /CreateVariable.h

Classes

- class Utility

Index