Dictionary

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1 Class Index

1.1 Class List

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

BST	**2**
BST::Node	**3**

2 File Index

2.1 File List

Here is a list of all files with brief descriptions:

BST.cpp	**4**
BST.h	**4**

3 Class Documentation

3.1 BST Class Reference

`#include <BST.h>`

Classes

- struct **Node**

Public Member Functions

- **BST** ()
- int **addLeaf** (char ∗, char ∗, **Node** ∗)
- char ∗∗ **findLeaf** (char ∗, **Node** ∗)
- **Node** ∗ **getRoot** (void)
- void **printInOrder** (**Node** ∗)

Private Member Functions

- **Node** ∗ **createLeaf** (char ∗, char ∗)

Private Attributes

- **Node** ∗ **root**

3.1.1 Constructor & Destructor Documentation

3.1.1.1 BST() `BST::BST ( )`

3.1.2 Member Function Documentation

3.1.2.1 addLeaf() `int BST::addLeaf (`
```
          char * word,
          char * def,
           Node * ptr )
```

3.1.2.2 createLeaf() `BST::Node` * `BST::createLeaf` (
        `char` * *`word,`*
        `char` * *`def`) [private]

3.1.2.3 findLeaf() `char` ** `BST::findLeaf` (
        `char` * *`word,`*
        `Node` * *`ptr`)

3.1.2.4 getRoot() `BST::Node` * `BST::getRoot` (
        `void`)

3.1.2.5 printInOrder() `void BST::printInOrder` (
        `Node` * *`ptr`)

3.1.3 Member Data Documentation

3.1.3.1 root **`Node`**`* BST::root` [private]

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

- **BST.h**
- **BST.cpp**

3.2 BST::Node Struct Reference

Public Attributes

- `char` * **word**
- `char` * **def**
- **Node** * **left**
- **Node** * **right**

3.2.1 Member Data Documentation

3.2.1.1 def `char* BST::Node::def`

3.2.1.2 left `Node`∗ `BST::Node::left`

3.2.1.3 right `Node`∗ `BST::Node::right`

3.2.1.4 word `char`∗ `BST::Node::word`

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

- **BST.h**

4 File Documentation

4.1 BST.cpp File Reference

```
#include <iostream>
#include <cstdlib>
#include <cstring>
#include "BST.h"
```

4.2 BST.h File Reference

Classes

- class **BST**
- struct **BST::Node**

4.3 main.cpp File Reference

```
#include "main.h"
```

Functions

- int **main** ()
- int **menu** ()
- void **clearScreen** ()
- void **pauseScreen** ()

4.3.1 Function Documentation

4.3.1.1 clearScreen() `void clearScreen ( )`

4.3.1.2 main() `int main ( )`

4.3.1.3 menu() `int menu ( )`

4.3.1.4 pauseScreen() `void pauseScreen ( )`

4.4 main.h File Reference

```
#include <cstdlib>
#include <iostream>
#include "BST.h"
```

Functions

- void **clearScreen** (void)
- int **main** (void)
- void **pauseScreen** (void)
- int **menu** (void)

Variables

- **BST myTree** = **BST**()

4.4.1 Function Documentation

4.4.1.1 clearScreen() `void clearScreen (`
    `void )`

4.4.1.2 main() `int main (`
    `void )`

4.4.1.3 menu() `int menu (`
          `void  )`

4.4.1.4 pauseScreen() `void pauseScreen (`
          `void  )`

4.4.2 Variable Documentation

4.4.2.1 myTree **BST** `myTree =` **BST**`()`

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