

# AddressBook

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# 1 Class Index

## 1.1 Class List

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

<b>AddressBook</b>	<b>2</b>
<b>Contact</b>	<b>4</b>

# 2 File Index

## 2.1 File List

Here is a list of all files with brief descriptions:

<b>addressbook.cpp</b>	<b>5</b>
<b>addressbook.h</b>	<b>6</b>
<b>contact.cpp</b>	<b>6</b>
<b>contact.h</b>	<b>6</b>
<b>main.cpp</b>	<b>6</b>
<b>main.h</b>	<b>7</b>

## 3 Class Documentation

### 3.1 AddressBook Class Reference

```
#include <addressbook.h>
```

#### Public Member Functions

- **AddressBook** ()
- void **addContact** ( **Contact**)
- bool **deleteContact** ( **Contact**)
- int **findContact** (std::string firstName)
- int **findContact** ( **Contact**)
- bool **editContact** (std::string firstName)
- void **getCurrent** ()
- void **makeEmpty** ()
- void **printContact** ()
- **~AddressBook** ()

#### Private Attributes

- **Contact** \* **head**
- **Contact** \* **tail**
- **Contact** \* **currentPosition**

#### 3.1.1 Constructor & Destructor Documentation

**3.1.1.1 AddressBook()** `AddressBook::AddressBook ( )`

**3.1.1.2 ~AddressBook()** `AddressBook::~~AddressBook ( )`

### 3.1.2 Member Function Documentation

**3.1.2.1 addContact()** `void AddressBook::addContact (   
                  Contact newContact )`

**3.1.2.2 deleteContact()** `bool AddressBook::deleteContact (   
                  Contact toDelete )`

**3.1.2.3 editContact()** `bool AddressBook::editContact (   
                  std::string firstName )`

**3.1.2.4 findContact() [1/2]** `int AddressBook::findContact (   
                  Contact compare )`

**3.1.2.5 findContact() [2/2]** `int AddressBook::findContact (   
                  std::string firstName )`

**3.1.2.6 getCurrent()** `void AddressBook::getCurrent ( )`

**3.1.2.7 makeEmpty()** `void AddressBook::makeEmpty ( )`

**3.1.2.8 printContact()** `void AddressBook::printContact ( )`

### 3.1.3 Member Data Documentation

**3.1.3.1 currentPosition**    `Contact* AddressBook::currentPosition`    [private]

**3.1.3.2 head**    `Contact* AddressBook::head`    [private]

**3.1.3.3 tail**    `Contact* AddressBook::tail`    [private]

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

- `addressbook.h`
- `addressbook.cpp`

## 3.2 Contact Class Reference

```
#include <contact.h>
```

### Public Member Functions

- `Contact ()`
- `Contact (std::string)`
- `Contact (std::string, std::string)`
- `Contact (std::string, std::string, int, std::string)`

### Public Attributes

- `std::string firstName`
- `std::string lastName`
- `int phoneNumber`
- `std::string address`
- `Contact * next = nullptr`

### 3.2.1 Constructor & Destructor Documentation

**3.2.1.1 Contact()** [1/4]    `Contact::Contact ( )`

**3.2.1.2 Contact()** [2/4]    `Contact::Contact (`  
                                  `std::string mfirstName )`

**3.2.1.3 Contact()** [3/4] `Contact::Contact (`  
    `std::string mfirstName,`  
    `std::string mlastName )`

**3.2.1.4 Contact()** [4/4] `Contact::Contact (`  
    `std::string mfirstName,`  
    `std::string mlastName,`  
    `int mphoneNumber,`  
    `std::string maddress )`

## 3.2.2 Member Data Documentation

**3.2.2.1 address** `std::string Contact::address`

**3.2.2.2 firstName** `std::string Contact::firstName`

**3.2.2.3 lastName** `std::string Contact::lastName`

**3.2.2.4 next** `Contact* Contact::next = nullptr`

**3.2.2.5 phoneNumber** `int Contact::phoneNumber`

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

- `contact.h`
- `contact.cpp`

## 4 File Documentation

### 4.1 addressbook.cpp File Reference

```
#include "addressbook.h"
```

## 4.2 addressbook.h File Reference

```
#include "contact.h"
```

### Classes

- class **AddressBook**

## 4.3 contact.cpp File Reference

```
#include "contact.h"
```

## 4.4 contact.h File Reference

```
#include <iostream>
#include <string>
```

### Classes

- class **Contact**

## 4.5 main.cpp File Reference

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

### Functions

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

### 4.5.1 Function Documentation

#### 4.5.1.1 clearScreen() `void clearScreen ( )`

**4.5.1.2 main()** `int main ( )`

**4.5.1.3 menu()** `int menu ( )`

**4.5.1.4 pauseScreen()** `void pauseScreen ( )`

## 4.6 main.h File Reference

```
#include <string>
#include "addressbook.h"
#include "contact.h"
```

### Functions

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

### Variables

- **AddressBook a = AddressBook()**

### 4.6.1 Function Documentation

**4.6.1.1 clearScreen()** `void clearScreen (`  
`void )`

**4.6.1.2 main()** `int main ( )`

**4.6.1.3 menu()** `int menu (`  
`void )`

**4.6.1.4 pauseScreen()** `void pauseScreen (`  
`void )`

### 4.6.2 Variable Documentation

**4.6.2.1 a** `AddressBook a = AddressBook()`





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