

# Dictionary

1

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<b>1 Class Index</b>	<b>1</b>
<b>1 Class Index</b>	<b>1</b>
1.1 Class List . . . . .	1
<b>2 File Index</b>	<b>1</b>
2.1 File List . . . . .	1
<b>3 Class Documentation</b>	<b>2</b>
3.1 BST Class Reference . . . . .	2
3.1.1 Constructor & Destructor Documentation . . . . .	2
3.1.2 Member Function Documentation . . . . .	2
3.1.3 Member Data Documentation . . . . .	3
3.2 BST::Node Struct Reference . . . . .	3
3.2.1 Member Data Documentation . . . . .	3
<b>4 File Documentation</b>	<b>4</b>
4.1 BST.cpp File Reference . . . . .	4
4.2 BST.h File Reference . . . . .	4
4.3 main.cpp File Reference . . . . .	4
4.3.1 Function Documentation . . . . .	4
4.4 main.h File Reference . . . . .	5
4.4.1 Function Documentation . . . . .	5
4.4.2 Variable Documentation . . . . .	6
<b>Index</b>	<b>7</b>

## 1 Class Index

### 1.1 Class List

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

<b>BST</b>	<b>2</b>
<b>BST::Node</b>	<b>3</b>

## 2 File Index

### 2.1 File List

Here is a list of all files with brief descriptions:

<b>BST.cpp</b>	<b>4</b>
<b>BST.h</b>	<b>4</b>

<code>main.cpp</code>	4
<code>main.h</code>	5

## 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()`

## Index

- addLeaf
  - BST, 2
- BST, 2
  - addLeaf, 2
  - BST, 2
  - createLeaf, 2
  - findLeaf, 3
  - getRoot, 3
  - printlnOrder, 3
  - root, 3
- BST.cpp, 4
- BST.h, 4
- BST::Node, 3
  - def, 3
  - left, 3
  - right, 4
  - word, 4
- clearScreen
  - main.cpp, 4
  - main.h, 5
- createLeaf
  - BST, 2
- def
  - BST::Node, 3
- findLeaf
  - BST, 3
- getRoot
  - BST, 3
- left
  - BST::Node, 3
- main
  - main.cpp, 5
  - main.h, 5
- main.cpp, 4
  - clearScreen, 4
  - main, 5
  - menu, 5
  - pauseScreen, 5
- main.h, 5
  - clearScreen, 5
  - main, 5
  - menu, 5
  - myTree, 6
  - pauseScreen, 6
- menu
  - main.cpp, 5
  - main.h, 5
- myTree
  - main.h, 6
- pauseScreen
  - main.cpp, 5
  - main.h, 6
- printlnOrder
  - BST, 3
- right
  - BST::Node, 4
- root
  - BST, 3
- word
  - BST::Node, 4