lr1

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Chapter 1

Class Index

1.1 Class List

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

DictionaryNode 5
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Chapter 2

File Index

2.1 File List

Here is a list of all documented files with brief descriptions:

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Chapter 3

Class Documentation

3.1 DictionaryNode Class Reference

Public Member Functions

- **DictionaryNode** (const string &english, const string &russian)

Public Attributes

- string **englishWord**
- string **russianWord**
- **DictionaryNode** ∗ **left**
- **DictionaryNode** ∗ **right**

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

- C:/Users/HONOR/OneDrive// /3//lr1/Dictionary.h

3.2 DictionaryTree Class Reference

Public Member Functions

- ∼**DictionaryTree** ()

  Class destructor.
- bool **IsContains** (const string &english)

  Helper method for checking if a dictionary contains required word (with parameter)
- void **Add** (const string &english, const string &russian)

  Method Adding a couple of words to dictionary (with parameters)
- void **Remove** (const string &english)

  Method Removing a couple of words (with parameter)
- string **Translate** (const string &english)

  Method for obtaining translation (with parameter)
- void **UpdateTranslation** (const string &english, const string &russian)

  Method Changing a couple of words in dictionary (with parameters)
- int **GetWordsCount** ()

  Method which calculate count of word's couples.
- void **LoadFromFile** (const string &filename)

  Method Loading dictionary data from file (with parameter)
- string **operator[ ]** (const string &english)

  Overloading indexer operator (with parameter)

3.2.1 Member Function Documentation

3.2.1.1 Add()

```
void DictionaryTree::Add (
            const string & english,
            const string & russian )
```

Method Adding a couple of words to dictionary (with parameters)

Parameters

english,russian	couple of words of the dictionary

3.2.1.2 GetWordsCount()

```
int DictionaryTree::GetWordsCount ( )
```

Method which calculate count of word's couples.

Returns

node's count

3.2.1.3 IsContains()

```
bool DictionaryTree::IsContains (
            const string & english )
```

Helper method for checking if a dictionary contains required word (with parameter)

Parameters

english	english word of the dictionary

Returns

True if yes, False if no

3.2.1.4 LoadFromFile()

```
void DictionaryTree::LoadFromFile (
            const string & filename )
```

Method Loading dictionary data from file (with parameter)

Parameters

filename	file from which the dictionary is read

3.2.1.5 operator[]()

```
string DictionaryTree::operator[] (
            const string & english )
```

Overloading indexer operator (with parameter)

Parameters

english	english word of the dictionary

Returns

russian translation

3.2.1.6 Remove()

```
void DictionaryTree::Remove (
            const string & english )
```

Method Removing a couple of words (with parameter)

Parameters

english	english word of the dictionary

3.2.1.7 Translate()

```
string DictionaryTree::Translate (
            const string & english )
```

Method for obtaining translation (with parameter)

Parameters

english	english word of the dictionary

Returns

russian translation

3.2.1.8 UpdateTranslation()

```
void DictionaryTree::UpdateTranslation (
            const string & english,
            const string & russian )
```

Method Changing a couple of words in dictionary (with parameters)

Parameters

english,russian	couple of words of the dictionary

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

- C:/Users/HONOR/OneDrive// /3//lr1/Dictionary.h
- C:/Users/HONOR/OneDrive// /3//lr1/1.cpp
- C:/Users/HONOR/OneDrive// /3//lr1/main.cpp

Chapter 4

File Documentation

4.1 Dictionary.h

```
00001 #pragma once
00002 #include <string>
00003 #include <fstream>
00004 using namespace std;
00005
00006 class DictionaryNode {
00007 public:
00008     string englishWord;
00009     string russianWord;
00010     DictionaryNode* left;
00011     DictionaryNode* right;
00012
00013     DictionaryNode(const string& english, const string& russian):englishWord(english),
00014         russianWord(russian),left(NULL), right(NULL) {}
00015 };
00016
00017 class DictionaryTree {
00018 private:
00019     DictionaryNode* node;
00020
00021     DictionaryNode* DeleteNode(const string& key);
00022     int GetNodesCount(DictionaryNode* node);
00023     void DeleteDictionary(DictionaryNode* node);
00024
00025 public:
00026     DictionaryTree() : node(NULL) {}
00027     ~DictionaryTree();
00028
00029
00030     bool IsContains(const string& english);
00031     void Add(const string& english, const string& russian);
00032     void Remove(const string& english);
00033     string Translate(const string& english);
00034     void UpdateTranslation(const string& english, const string& russian);
00035     int GetWordsCount();
00036     void LoadFromFile(const string& filename);
00037
00038     string operator [](const string& english);
00039 };
```

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