For test:

1. Open file subpacket\_parser/subpacket\_parser.pro in qt
2. Open page Projects in left menu column.
3. Here you should write “Building directory” for debug and release (directories: build- subpacket\_parser-Desktop\_Qt\_5\_6\_3\_MinGW\_32bit-Debug and build- subpacket\_parser-Desktop\_Qt\_5\_6\_3\_MinGW\_32bit-Release)
4. In new window click button “Open...” and choose one file from test\_files
5. Click button “Start”
6. Result will be in file: C://Users/Public/Documents/jn.json

# Using descriptions

### *File parser.h:*

#ifndef PARSER\_H

#define PARSER\_H

#include <QString>

#include <QJsonObject>

class Parser

{

public:

Parser();

enum Error{

NO\_ERRORS = 0,

FILE\_NOT\_FOUND = 1,

INVALID\_PACKET = 2

};

static Error parse(const QString filename/\*, QByteArray byte\_input\*/);

QJsonObject m\_currentJsonObject;

};

#endif // PARSER\_H

* Parser(); It doesn’t require any input information;
* enum Error{

NO\_ERRORS = 0,

FILE\_NOT\_FOUND = 1,

INVALID\_PACKET = 2

};

* + description : list of all errors
  + parameters:
    - NO\_ERRORS = 0,( result of parsing without errors);
    - FILE\_NOT\_FOUND = 1,(error that file path is incorrect);
    - INVALID\_PACKET = 2 (error that packet is incorrect)

static Error parse(const QString filename/\*, QByteArray byte\_input\*/);

* + Description: parse packet (for example InfoFrame packet)
  + Parameters:
    - input – the byte array (input data)
    - result – parsed packet info (output data)