

CS253_P6

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Chapter 1

Class Index

1.1 Class List

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

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Chapter 2

File Index

2.1 File List

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Chapter 3

Class Documentation

3.1 fDriver Class Reference

```
#include <fDriver.h>
```

Public Member Functions

- [fDriver](#) (int fCount)
- int [read](#) (char *list[])
- void [calcMatrix](#) ()
- long double [calcSim](#) ([lexo](#) &A, [lexo](#) &B)
- double [calcTFIDF](#) (const string &sIn, [lexo](#) &doc)
- double [calcTF](#) (const string &sIn, [lexo](#) &doc)
- double [calcIDF](#) (const string &sIn)
- void [printDocMatrix](#) ()
- bool [checkResultsMap](#) (string &name)

3.1.1 Constructor & Destructor Documentation

3.1.1.1 fDriver()

```
fDriver::fDriver (  
    int fCount ) [inline]
```

3.1.2 Member Function Documentation

3.1.2.1 calcIDF()

```
double fDriver::calcIDF (
    const string & sIn )
```

3.1.2.2 calcMatrix()

```
void fDriver::calcMatrix ( )
```

3.1.2.3 calcSim()

```
long double fDriver::calcSim (
    lexo & A,
    lexo & B )
```

3.1.2.4 calcTF()

```
double fDriver::calcTF (
    const string & sIn,
    lexo & doc )
```

3.1.2.5 calcTFIDF()

```
double fDriver::calcTFIDF (
    const string & sIn,
    lexo & doc )
```

3.1.2.6 checkResultsMap()

```
bool fDriver::checkResultsMap (
    string & name )
```

3.1.2.7 printDocMatrix()

```
void fDriver::printDocMatrix ( )
```

3.1.2.8 read()

```
int fDriver::read (
    char * list[] )
```

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

- [fDriver.h](#)
- [fDriver.cpp](#)

3.2 lexo Class Reference

```
#include <lexo.h>
```

Public Member Functions

- [lexo](#) ([StemExcep](#) &se)
- void [checkEng](#) (string &sln)
- void [checkPunct](#) (string &sln, int pos)
- void [checkDig](#) (string &sln, int pos)
- void [checkAlpha](#) (string &sln, int pos)
- string [checkWord](#) (string &sln)
- string [subString](#) (string &sln, int size)
- void [addambVector](#) (const string &sln)
- void [addunambVector](#) (const string &sln)
- void [addlVector](#) (const string &sln)
- void [lexSort](#) ()
- void [lexCalcFreq](#) ()
- void [addFreqMap](#) (const string &sln)
- bool [checkAmbiguous](#) (string sln)
- void [clearAmb](#) ()
- const void [printMap](#) ()
- const int [getMapWordCount](#) (const string &sln)

Public Attributes

- map< string, int > [freqMap](#)

3.2.1 Constructor & Destructor Documentation

3.2.1.1 lexo()

```
lexo::lexo (
    StemExcep & se ) [inline]
```

3.2.2 Member Function Documentation

3.2.2.1 addambVector()

```
void lexo::addambVector (
    const string & sIn )
```

3.2.2.2 addFreqMap()

```
void lexo::addFreqMap (
    const string & sIn )
```

3.2.2.3 addlVector()

```
void lexo::addlVector (
    const string & sIn )
```

3.2.2.4 addunambVector()

```
void lexo::addunambVector (
    const string & sIn )
```

3.2.2.5 checkAlpha()

```
void lexo::checkAlpha (
    string & sIn,
    int pos )
```

3.2.2.6 checkAmbiguous()

```
bool lexo::checkAmbiguous (
    string sIn )
```

3.2.2.7 checkDig()

```
void lexo::checkDig (
    string & sIn,
    int pos )
```

3.2.2.8 checkEng()

```
void lexo::checkEng (
    string & sIn )
```

3.2.2.9 checkPunct()

```
void lexo::checkPunct (
    string & sIn,
    int pos )
```

3.2.2.10 checkWord()

```
string lexo::checkWord (
    string & sIn )
```

3.2.2.11 clearAmb()

```
void lexo::clearAmb ( )
```

3.2.2.12 getMapWordCount()

```
const int lexo::getMapWordCount (
    const string & sIn )
```

3.2.2.13 lexCalcFreq()

```
void lexo::lexCalcFreq ( )
```

3.2.2.14 lexSort()

```
void lexo::lexSort ( )
```

3.2.2.15 printMap()

```
const void lexo::printMap ( )
```

3.2.2.16 subString()

```
string lexo::subString (
    string & sIn,
    int size )
```

3.2.3 Member Data Documentation

3.2.3.1 freqMap

```
map<string,int> lexo::freqMap
```

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

- [lexo.h](#)
- [lexo.cpp](#)

3.3 Stem Class Reference

My Stemmer class.

```
#include <Stem.h>
```


Public Member Functions

- string [Step1](#) (string sIn)
- string [Step2](#) (string &sIn)
- string [Step3](#) (string &sIn)
- string [Step4](#) (string &sIn)
- string [Step5](#) (string &sIn)
- string [Step6](#) (string &sIn)
- string [Step7](#) (string &sIn)
- string [Step8](#) (string &sIn)
- const string [step3Replace](#) (string &sIn, const string &suffix)
- const bool [step6SuflsReg1](#) (const string &sIn, const string &suffix)
- const bool [step6SuflsReg2](#) (const string &sIn, const string &suffix)
- string [step7Region2](#) (string &sIn)
- const bool [isVowel](#) (const string &sIn, int at)
- const bool [isVowel](#) (const string &sIn)
- const bool [isDouble](#) (const string &sIn, int at)
- const bool [isLiEnding](#) (const string &sIn)
- const string [Region1](#) (const string &sIn)
- const string [Region2](#) (const string &sIn)
- const string [Preceder](#) (const string &sIn, const string &suffix)
- const bool [isShortSyllable](#) (const string &sIn)
- const bool [isShort](#) (const string &sIn)
- string [Replace](#) (string &sIn, const string &sNew, int start)
- const bool [Find](#) (const string &sIn, const string &suffix)

3.3.1 Detailed Description

My Stemmer class.

[Stem](#) will take in strings and using a algorithm return a very specific change to that string depending on the algorithm.

Note

stem uses the default constructor

3.3.2 Member Function Documentation

3.3.2.1 Find()

```
const bool Stem::Find (
    const string & sIn,
    const string & suffix )
```

Find if the suffix is in the sIn string Return true if it is in it, false if not

3.3.2.2 isDouble()

```
const bool Stem::isDouble (
    const string & sIn,
    int at )
```

Checks to see if a string contains a double, takes a int, will check that char(at index) and the char after for pair A double is any of the following letter pairs: {'bb', 'dd', 'ff', 'gg', 'mm', 'nn', 'pp', 'rr', 'tt'}.

3.3.2.3 isLiEnding()

```
const bool Stem::isLiEnding (
    const string & sIn )
```

Checks to see if a string contains a valid li-ending A valid li-ending is one of {'c', 'd', 'e', 'g', 'h', 'k', 'm', 'n', 'r', 't'}.

3.3.2.4 isShort()

```
const bool Stem::isShort (
    const string & sIn )
```

A word is called short if both (1) it ends in a short syllable and (2) its Region1 is empty. For example, bed, shed, and shred are short words, but bead, embed and beds are not.

3.3.2.5 isShortSyllable()

```
const bool Stem::isShortSyllable (
    const string & sIn )
```

A string ends in a short syllable if either

1. It ends with a non-vowel followed by a vowel followed by a non-vowel that is not one of {'w', 'x' or 'y'}
2. The string is only two characters long, and is a vowel followed by a non-vowel

3.3.2.6 isVowel() [1/2]

```
const bool Stem::isVowel (
    const string & sIn,
    int at )
```

Checks to see if a certain char in the string is a vowel A vowel is any of {'a', 'e', 'i', 'o', 'u'} or the letter 'y' UNLESS the 'y' is the first letter in a word or immediately follows a vowel. (Note that this is a recursive definition.) Therefore the letter 'y' is considered a vowel in the word try but a consonant (non-vowel) in the words yellow and today.

3.3.2.7 isVowel() [2/2]

```
const bool Stem::isVowel (
    const string & sIn )
```

Override of isVowel, where it checks if in any part of a string there is a vowel

3.3.2.8 Preceder()

```
const string Stem::Preceder (
    const string & sIn,
    const string & suffix )
```

The preceder is the part of a word before a given suffix. For example, if the suffix is ing then the preceder of talking is talk.

3.3.2.9 Region1()

```
const string Stem::Region1 (
    const string & sIn )
```

Region1 is the substring that follows the first consonant (non-vowel) that follows a vowel. Region1 may be empty (it often is for short words). Examples: Region1(try) is empty, but Region1(definition) is inition

3.3.2.10 Region2()

```
const string Stem::Region2 (
    const string & sIn )
```

Region2 is the Region1 of Region1. In other words, Region2(definition) = Region1(inition) = ition.

3.3.2.11 Replace()

```
string Stem::Replace (
    string & sIn,
    const string & sNew,
    int start )
```

Replace will erase a portion of string sIn starting at start to length of sIn Replace then will push the string sNew to the back, if sNew is null then nothing will be pushed to back

3.3.2.12 Step1()

```
string Stem::Step1 (
    string sIn )
```

Step #1 starts with a special case: if the word (i.e. string) begins with an apostrophe, remove the apostrophe. Then apply the longest of the following substitutions that apply (see assignment sheet for break down)

3.3.2.13 Step2()

```
string Stem::Step2 (
    string & sIn )
```

Step #2 is as follows (remember, use only the longest that applies) (see assignment sheet for break down)

3.3.2.14 Step3()

```
string Stem::Step3 (
    string & sIn )
```

Step #3 (see assignment sheet for break down)

3.3.2.15 step3Replace()

```
const string Stem::step3Replace (
    string & sIn,
    const string & suffix )
```

driver for step3, checks conditions for the 2nd row replace (see assignment sheet for break down)

3.3.2.16 Step4()

```
string Stem::Step4 (
    string & sIn )
```

Step #4 (see assignment sheet for break down)

3.3.2.17 Step5()

```
string Stem::Step5 (
    string & sIn )
```

Step #5 (see assignment sheet for break down)

3.3.2.18 Step6()

```
string Stem::Step6 (
    string & sIn )
```

Step #6 rules all require that the prefix be in Region1 (one of the rules has a stronger condition, and requires the prefix to be in Region2) (see assignment sheet for break down)

3.3.2.19 step6SufIsReg1()

```
const bool Stem::step6SufIsReg1 (
    const string & sIn,
    const string & suffix )
```

driver for step6, checks to see if the suffix is inside of region1 if suffix is in region1 return true else return false

3.3.2.20 step6SufIsReg2()

```
const bool Stem::step6SufIsReg2 (
    const string & sIn,
    const string & suffix )
```

driver for step6, checks to see if the suffix is inside of region2 (which is in region1) if suffix is in region1 return true else return false

3.3.2.21 Step7()

```
string Stem::Step7 (
    string & sIn )
```

Step #7 (see assignment sheet for break down)

3.3.2.22 step7Region2()

```
string Stem::step7Region2 (
    string & sIn )
```

driver for step7, checks the row1 suffixes to be in region2

3.3.2.23 Step8()

```
string Stem::Step8 (
    string & sIn )
```

Step #8 (see assignment sheet for break down)

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

- [Stem.h](#)
- [Stem.cpp](#)

3.4 StemExcep Class Reference

```
#include <StemExcep.h>
```

Public Member Functions

- bool [initExcep](#) (char *list)
- string [checkExcep](#) (string &sIn)

3.4.1 Member Function Documentation

3.4.1.1 [checkExcep\(\)](#)

```
string StemExcep::checkExcep (
    string & sIn )
```

3.4.1.2 [initExcep\(\)](#)

```
bool StemExcep::initExcep (
    char * list )
```

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

- [StemExcep.h](#)
- [StemExcep.cpp](#)

Chapter 4

File Documentation

4.1 fDriver.cpp File Reference

```
#include <fDriver.h>
#include <lexo.h>
#include <StemExcep.h>
#include <string>
#include <iostream>
#include <fstream>
#include <vector>
#include <map>
#include <math.h>
```

4.2 fDriver.h File Reference

```
#include <lexo.h>
#include <string>
#include <iostream>
#include <fstream>
#include <vector>
#include <map>
#include <math.h>
```

Classes

- class [fDriver](#)

4.3 lexo.cpp File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <ctype.h>
#include <lexo.h>
#include <iostream>
#include <vector>
#include <map>
#include <algorithm>
#include <string>
```

4.4 lexo.h File Reference

```
#include <iostream>
#include <StemExcep.h>
#include <vector>
#include <map>
#include <algorithm>
#include <string>
```

Classes

- class [lexo](#)

4.5 main.cpp File Reference

```
#include <fDriver.h>
#include <iostream>
```

Functions

- int [main](#) (int argc, char *argv[])

4.5.1 Function Documentation

4.5.1.1 main()

```
int main (
    int argc,
    char * argv[] )
```


4.6 Stem.cpp File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <Stem.h>
#include <lexo.h>
#include <iostream>
#include <string>
```

4.7 Stem.h File Reference

Header file for the stem class which stems string that is passed into it.

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

Classes

- class [Stem](#)
My Stemmer class.

4.7.1 Detailed Description

Header file for the stem class which stems string that is passed into it.

Author

Luke Burford

Date

10/03/17

See also

lburford@rams.colostate.edu

4.8 StemExcep.cpp File Reference

```
#include <StemExcep.h>
#include <iostream>
#include <fstream>
#include <sstream>
#include <unordered_map>
#include <string>
```

4.9 StemExcep.h File Reference

```
#include <Stem.h>
#include <iostream>
#include <fstream>
#include <sstream>
#include <unordered_map>
#include <algorithm>
#include <string>
```

Classes

- class [StemExcep](#)

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