

1.

AD
-f: double
-df : Vector
-id : int
+AD()
+AD(double, int , int)
+AD(double, int)
+change_value_of_ind_var(double): void
+getf(): double
+getDF(int): double
+getGradient: vector
+getJacobian():Matrix
+operator+(AD):AD
+operator-(AD):AD
+operator*(AD):AD
+operator/(AD):AD
+operator^(AD):AD
+operator+(double,AD): AD
+operator-(double,AD): AD
+operator*(double,AD): AD
+operator/(double,AD): AD
+operator^(double,AD): AD
+operator+(double):AD
+operator-(double):AD
+operator*(double):AD
+operator/(double):AD

+operator^(double):AD
+sin(AD):AD
+cos(AD):AD
+tan(AD):AD
+cosec(AD):AD
+cot(AD):AD
+arcsin(AD):AD
+arccos(AD):AD
+arctan(AD):AD
+sinh(AD):AD
+cosh(AD):AD
+tanh(AD):AD
+log(AD):AD
+exp(AD):AD
+abs(AD):AD
+sec(AD):AD

2.

Matrix
+M: double
+num_rows:int
+num_cols:int
+Matrix()
+Matrix(int, int)
+input(): void
+display(): void
+setElement(int, int, double): void

getElement(int,int):double
+operator+(Matrix):Matrix
+operator-(Matrix):Matrix
+operator*(Matrix):Matrix
+operator+(double):Matrix
+operator-(double):Matrix
+operator*(double):Matrix
+operator/(double):Matrix
+Transpose(Matrix):Matrix
+operator+(double, Matrix): Matrix
+operator-(double, Matrix): Matrix
+operator*(double, Matrix): Matrix
+operator<<(ostream,Matrix):ostream
+operator>>(istream,Matrix):istream

3.

Vector
+A: double
+size: int
+Vector()
+Vector(int)

4.

Stacked
-elements:<M>
-size:int
+stacked()
+isEmpty(): bool
+getTopElement(): <M>
+push(<M>): void
+pop(): <M>
+getSize(): int

5.

DP
+i: int
+j: int
+x_coord: double
+y_coord: double
+ad_object: AD
+DP()
+DP(int, int, double, double)

6.

Discrete
+m: int
+n: int
+a,b,c,d,:double
+del_X, del_Y:double
+Points : Vector<DP>

+BP_a: Vector<DP>
+BP_b: Vector<DP>
+BP_c: Vector<DP>
+BP_d: Vector<DP>
+Discrete(double, double, double, double, int , int)
+ get_point(int, int): DP
+setVal(vector):void

7.

charList
-elements: string
+charList()
+charList(int)
+inf_to_post(string):charList
+eval(double, double, int, AD) : AD
+display(): void
+addElement(string): void
+setElement(int): void
+getElement(int): string
+operatorPriority(char): int

8.

PostfixAll
+A_postfix: charList
+B_postfix: charList
+C_postfix: charList
+D_postfix: charList
+E_postfix: charList

+f1_postfix: charList
+g1_postfix: charList
+f2_postfix: charList
+g2_postfix: charList
+PostfixAll(string, string, string, string, string, string, string, string, string)