

SParse

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Chapter 1

Class Index

1.1 Class List

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Chapter 2

File Index

2.1 File List

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

C:/temp/SParse/src/AppliLib/ErrorMgr/ ErrorMgr.c	25
C:/temp/SParse/src/AppliLib/ErrorMgr/ ErrorMgr.h	??
C:/temp/SParse/src/AppliLib/FileMgr/ FileMgr.c	
The FileMgr class manages a list of files contained in a group of locations	26
C:/temp/SParse/src/AppliLib/FileMgr/ FileMgr.h	??
C:/temp/SParse/src/AppliLib/OptionMgr/ OptionMgr.c	
The OptionMgr class manages the application configuration	27
C:/temp/SParse/src/AppliLib/OptionMgr/ OptionMgr.h	??
C:/temp/SParse/src/AppliLib/SdbMgr/ SdbMgr.c	
TBD	28
C:/temp/SParse/src/AppliLib/SdbMgr/ SdbMgr.h	??
C:/temp/SParse/src/AppliLib/TimeMgr/ TimeMgr.c	29
C:/temp/SParse/src/AppliLib/TimeMgr/ TimeMgr.h	29
C:/temp/SParse/src/CommonLib/Debug/ Debug.c	
This file contains debugging functions	29
C:/temp/SParse/src/CommonLib/Debug/ Debug.h	??
C:/temp/SParse/src/CommonLib/List/ List.c	
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C:/temp/SParse/src/CommonLib/Map/ Map.c	
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C:/temp/SParse/src/CommonLib/Map/ Map.h	??
C:/temp/SParse/src/CommonLib/Memory/ Memory.c	
This file provides the implementation of the memory functions	31
C:/temp/SParse/src/CommonLib/Memory/ Memory.h	??
C:/temp/SParse/src/CommonLib/Object/ Object.c	32
C:/temp/SParse/src/CommonLib/Object/ Object.h	??
C:/temp/SParse/src/CommonLib/ObjectMgr/ ObjectMgr.c	
An object management class	33
C:/temp/SParse/src/CommonLib/ObjectMgr/ ObjectMgr.h	??
C:/temp/SParse/src/CommonLib/String/ String2.c	
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C:/temp/SParse/src/CommonLib/Types/ Types.h	??
C:/temp/SParse/src/ParseLib/C89Grammar/ C99_Grammar.parse.h	??
C:/temp/SParse/src/ParseLib/C89Grammar/ Node.h	??
C:/temp/SParse/src/ParseLib/FileReader/ FileReader.c	35
C:/temp/SParse/src/ParseLib/FileReader/ FileReader.h	??

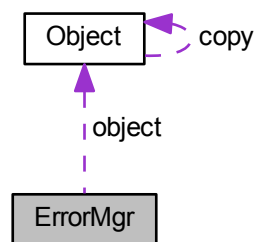
C:/temp/SParse/src/ParseLib/Grammar1/ Grammar1.c	
TBD	36
C:/temp/SParse/src/ParseLib/Grammar1/ Grammar1.h	??
C:/temp/SParse/src/ParseLib/Grammar1/ Grammar1.parse.h	??
C:/temp/SParse/src/ParseLib/SParse/ SParse.c	37
C:/temp/SParse/src/ParseLib/SParse/ SParse.h	??

Chapter 3

Class Documentation

3.1 ErrorMgr Class Reference

Collaboration diagram for ErrorMgr:



Public Member Functions

- PUBLIC void [ErrorMgr_delete](#) ([ErrorMgr](#) *this)
Delete an instance of the class [ErrorMgr](#).
- PUBLIC [ErrorMgr](#) * [ErrorMgr_copy](#) ([ErrorMgr](#) *this)
Copy an instance of the class [ErrorMgr](#).
- PUBLIC [ErrorMgr](#) * [ErrorMgr_getRef](#) ()
TBD.
- PUBLIC void [ErrorMgr_exit](#) ([ErrorMgr](#) *this, const char *fmt,...)
Exit the processing of the main function and display an error message.

Public Attributes

- [Object](#) **object**

3.1.1 Member Function Documentation

3.1.1.1 PUBLIC ErrorMgr * ErrorMgr_copy (ErrorMgr * this)

Copy an instance of the class [ErrorMgr](#).

Returns

Copy of the instance given as a parameter.

3.1.1.2 PUBLIC void ErrorMgr_exit (ErrorMgr * this, const char * fmt, ...)

Exit the processing of the main function and display an error message.

Parameters

<i>in</i>	<i>fmt</i>	Printf style display string.
-----------	------------	------------------------------

3.1.1.3 PUBLIC ErrorMgr * ErrorMgr_getRef ()

TBD.

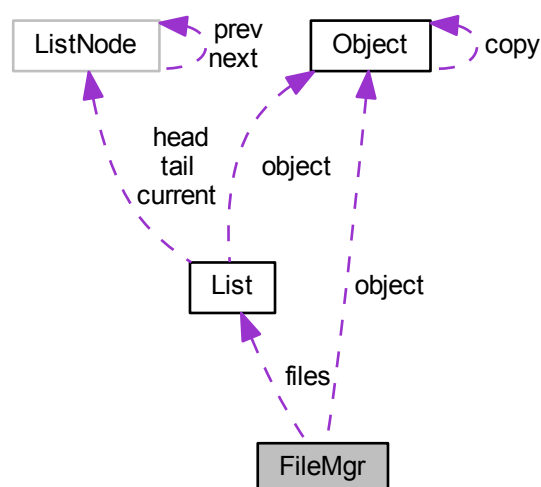
TBD

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

- C:/temp/SParse/src/AppliLib/ErrorMgr/[ErrorMgr.c](#)

3.2 FileMgr Class Reference

Collaboration diagram for FileMgr:



Public Member Functions

- PUBLIC void [FileMgr_delete](#) ([FileMgr](#) *this)
Delete an instance of the class [FileMgr](#).
- PUBLIC [FileMgr](#) * [FileMgr_copy](#) ([FileMgr](#) *this)
Copy an instance of the class [FileMgr](#).
- PUBLIC [FileMgr](#) * [FileMgr_getRef](#) ()
Get a reference to the singleton instance of [FileMgr](#).
- PUBLIC unsigned int [FileMgr_addDirectory](#) ([FileMgr](#) *this, const char *directoryName)
Add all files in the given directory to the list of managed files.

Public Attributes

- [Object](#) **object**
- [List](#) * **files**

3.2.1 Member Function Documentation

3.2.1.1 PUBLIC unsigned int [FileMgr_addDirectory](#) ([FileMgr](#) * *this*, const char * *directoryName*)

Add all files in the given directory to the list of managed files.

Returns

Status.

3.2.1.2 PUBLIC [FileMgr](#) * [FileMgr_copy](#) ([FileMgr](#) * *this*)

Copy an instance of the class [FileMgr](#).

Returns

New instance

3.2.1.3 PUBLIC [FileMgr](#) * [FileMgr_getRef](#) ()

Get a reference to the singleton instance of [FileMgr](#).

Returns

Reference to the singleton.

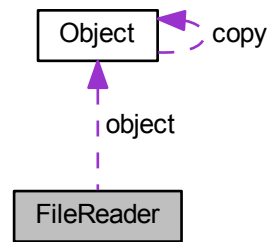
The documentation for this class was generated from the following file:

- C:/temp/SParse/src/AppliLib/FileMgr/[FileMgr.c](#)

3.3 FileReader Class Reference

This file contains the implementation for the class [FileReader](#).

Collaboration diagram for FileReader:



Public Attributes

- [Object](#) **object**

3.3.1 Detailed Description

This file contains the implementation for the class [FileReader](#).

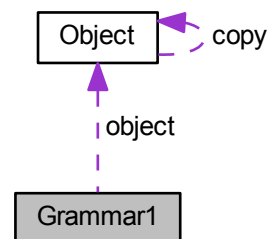
The class [FileReader](#) is TBD

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

- [C:/temp/SParse/src/ParseLib/FileReader/FileReader.c](#)

3.4 Grammar1 Struct Reference

Collaboration diagram for Grammar1:



Public Attributes

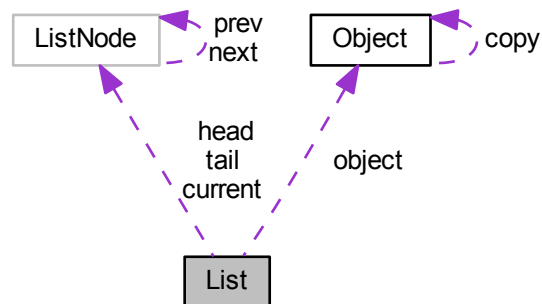
- [Object](#) **object**

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

- C:/temp/SParse/src/ParseLib/Grammar1/[Grammar1.c](#)

3.5 List Class Reference

Collaboration diagram for List:



Public Member Functions

- `PUBLIC List * List_new ()`
Create a new instance of the class [List](#).
- `PUBLIC void List_delete (List *this)`
Delete an instance of the class [List](#).
- `PUBLIC List * List_copy (List *this)`
Copy an instance of the class [List](#).

Public Attributes

- `Object object`
- `ListNode * head`
- `ListNode * tail`
- `ListNode * current`
- `unsigned int nbNodes`

3.5.1 Member Function Documentation

3.5.1.1 `PUBLIC List * List_copy (List * this)`

Copy an instance of the class [List](#).

Returns

Copy of the given instance.

3.5.1.2 PUBLIC List * List_new ()

Create a new instance of the class [List](#).

Returns

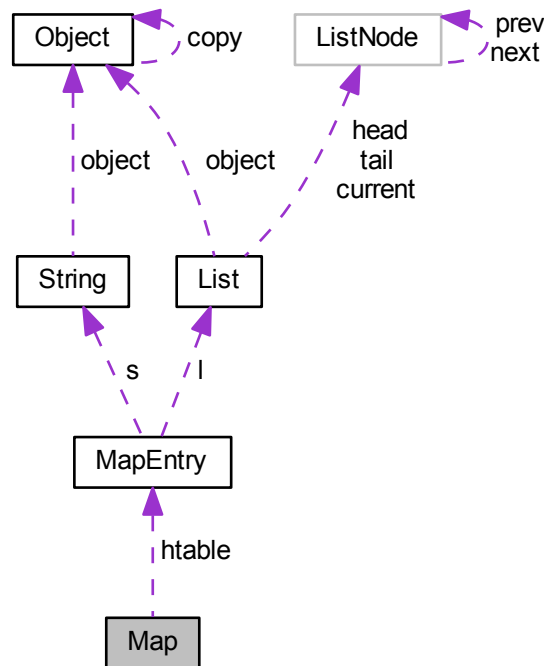
New instance.

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

- C:/temp/SParse/src/CommonLib/List/[List.c](#)

3.6 Map Class Reference

Collaboration diagram for Map:



Public Member Functions

- PUBLIC [Map](#) * [Map_new](#) ()
TBD.
- PUBLIC void [Map_delete](#) ([Map](#) *this)
TBD.
- PUBLIC unsigned int [Map_insert](#) ([Map](#) *this, [String](#) *s, void *p)
TBD.
- PUBLIC unsigned int [Map_find](#) ([Map](#) *this, [String](#) *s, void **p)
TBD.

Public Attributes

- [MapEntry](#) **htable** [HTABLE_SIZE]

3.6.1 Member Function Documentation

3.6.1.1 PUBLIC void Map_delete (Map * *this*)

TBD.

TBD

3.6.1.2 PUBLIC unsigned int Map_find (Map * *this*, String * *s*, void ** *p*)

TBD.

TBD

3.6.1.3 PUBLIC unsigned int Map_insert (Map * *this*, String * *s*, void * *p*)

TBD.

TBD

3.6.1.4 PUBLIC Map * Map_new ()

TBD.

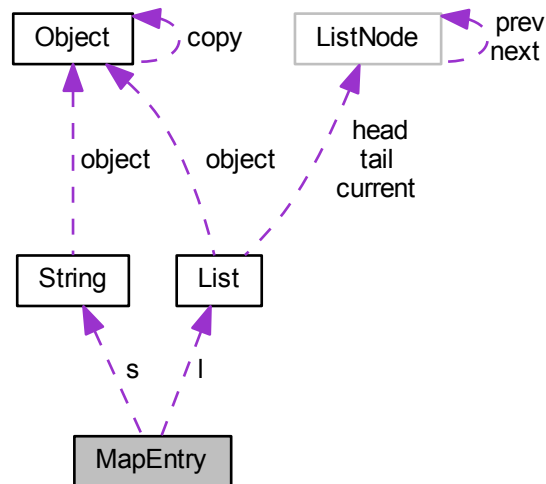
TBD

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

- C:/temp/SParse/src/CommonLib/Map/[Map.c](#)

3.7 MapEntry Struct Reference

Collaboration diagram for MapEntry:



Public Attributes

- [String](#) * **s**
- void * **p**
- [List](#) * **l**

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

- C:/temp/SParse/src/CommonLib/Map/[Map.c](#)

3.8 Node Struct Reference

Public Attributes

- NodeType **type**
- NodeScope **scope**
- char * **name**

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

- C:/temp/SParse/src/ParseLib/C89Grammar/[Node.c](#)

3.9 Object Class Reference

This file contains the implementation for the class [Object](#).

Collaboration diagram for Object:



Public Attributes

- unsigned int **id**
- void(* **delete**)(Object *this)
- Object *(* **copy**)(Object *this)
- unsigned int **refCount**
- unsigned int **size**

3.9.1 Detailed Description

This file contains the implementation for the class `Object`.

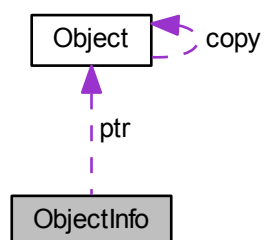
The class `Object` is TBD

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

- C:/temp/SParse/src/CommonLib/Object/Object.h

3.10 ObjectInfo Struct Reference

Collaboration diagram for ObjectInfo:



Public Attributes

- Object * **ptr**
- unsigned int **prevId**

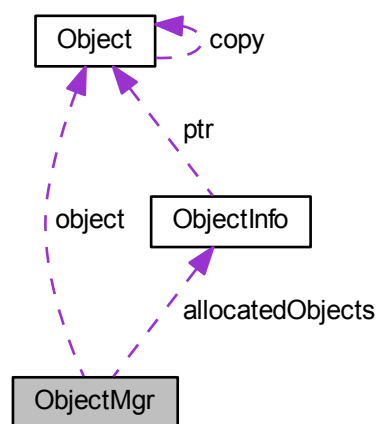
- unsigned int **nextId**

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

- C:/temp/SParse/src/CommonLib/ObjectMgr/[ObjectMgr.c](#)
- C:/temp/SParse/src/CommonLib/ObjectMgr/tests/main.c

3.11 ObjectMgr Class Reference

Collaboration diagram for ObjectMgr:



Public Member Functions

- PUBLIC void [Object_delete](#) ([Object](#) *this)
Delete an instance of the class [Object](#).
- PUBLIC [Object](#) * [Object_copy](#) ([Object](#) *this)
Copy an instance of the class [Object](#).
- PUBLIC [Object](#) * [Object_getRef](#) ([Object](#) *this)
Get a reference to an instance of the class [Object](#).
- PUBLIC void [ObjectMgr_delete](#) ([ObjectMgr](#) *this)
Delete an instance of the class [ObjectMgr](#).
- PUBLIC [ObjectMgr](#) * [ObjectMgr_copy](#) ([ObjectMgr](#) *this)
Copy an instance of the class [ObjectMgr](#).
- PUBLIC [ObjectMgr](#) * [ObjectMgr_getRef](#) ()
Get a reference to the singleton instance of [ObjectMgr](#).
- PUBLIC void [ObjectMgr_report](#) ([ObjectMgr](#) *this)
Reports the usage statistics for an instance of [ObjectMgr](#).
- PUBLIC [Object](#) * [ObjectMgr_allocate](#) ([ObjectMgr](#) *this, unsigned int size)
Allocate a new object memory footprint of a given size.
- PUBLIC void [ObjectMgr_deallocate](#) ([ObjectMgr](#) *this, [Object](#) *object)
De Allocate a given object.

Public Attributes

- [Object](#) **object**
- unsigned int [nbBytesAllocated](#)
- unsigned int [maxNbBytesAllocated](#)
- unsigned int **allocRequestId**
- unsigned int **freeRequestId**
- unsigned int **nbAllocatedObjects**
- [ObjectInfo](#) **allocatedObjects** [MAX_NB_OBJECTS]
- unsigned int **freeSpace**
- unsigned int **usedSpace**

3.11.1 Member Function Documentation

3.11.1.1 PUBLIC Object * Object_copy (Object * *this*)

Copy an instance of the class [Object](#).

Returns

New instance

3.11.1.2 PUBLIC Object * Object_getRef (Object * *this*)

Get a reference to an instance of the class [Object](#).

Returns

Reference to instance

3.11.1.3 PUBLIC Object * ObjectMgr_allocate (ObjectMgr * *this*, unsigned int *size*)

Allocate a new object memory footprint of a given size.

Parameters

<i>in</i>	<i>size</i>	size in bytes of the memory footprint.
-----------	-------------	--

Returns

Reference to a instance of [Object](#).

3.11.1.4 PUBLIC ObjectMgr * ObjectMgr_copy (ObjectMgr * *this*)

Copy an instance of the class [ObjectMgr](#).

Returns

New instance

3.11.1.5 PUBLIC void ObjectMgr_deallocate (ObjectMgr * *this*, Object * *object*)

De Allocate a given object.

Parameters

<i>in</i>	<i>object</i>	Reference to instance of Object .
-----------	---------------	---

3.11.1.6 PUBLIC ObjectMgr * ObjectMgr_getRef ()

Get a reference to the singleton instance of [ObjectMgr](#).

Returns

Reference to the singleton.

3.11.2 Member Data Documentation

3.11.2.1 unsigned int ObjectMgr::maxNbBytesAllocated

This is member B

3.11.2.2 unsigned int ObjectMgr::nbBytesAllocated

This is member A

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

- C:/temp/SParse/src/CommonLib/ObjectMgr/[ObjectMgr.c](#)
- C:/temp/SParse/src/CommonLib/Object/[Object.c](#)

3.12 OptionDefault Struct Reference

Public Attributes

- char * **name**
- char * **flag**
- char * **value**

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

- C:/temp/SParse/src/AppliLib/OptionMgr/[OptionMgr.c](#)

Public Attributes

- [Object](#) **object**
- [Map](#) * **options**

3.13.1 Member Function Documentation

3.13.1.1 **PUBLIC** OptionMgr * OptionMgr_getOption (OptionMgr * *this*, const char * *optionName*)

TBD.

TBD

3.13.1.2 **PUBLIC** OptionMgr * OptionMgr_getRef ()

TBD.

TBD

3.13.1.3 **PUBLIC** unsigned int OptionMgr_readFromCmdLine (OptionMgr * *this*, const int *argc*, const char ** *argv*)

TBD.

TBD

3.13.1.4 **PUBLIC** unsigned int OptionMgr_readFromFile (OptionMgr * *this*, const char * *fileName*)

TBD.

TBD

3.13.1.5 **PUBLIC** void OptionMgr_setOption (OptionMgr * *this*, const char * *optionName*, String * *value*)

TBD.

TBD

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

- C:/temp/SParse/src/AppliLib/OptionMgr/[OptionMgr.c](#)

3.14 Point Struct Reference

Public Attributes

- float **x**
- float **y**

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

- C:/temp/SParse/src/ParseLib/C89Grammar/test.c

3.15 SdbMgr Struct Reference

Public Attributes

- sqlite3 * **db**
- unsigned int **refCount**

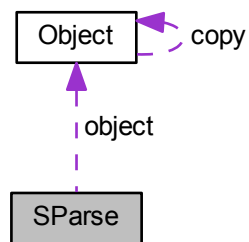
The documentation for this struct was generated from the following file:

- C:/temp/SParse/src/AppliLib/SdbMgr/[SdbMgr.c](#)

3.16 SParse Class Reference

This file contains the implementation for the class [SParse](#).

Collaboration diagram for SParse:



Public Member Functions

- PUBLIC [SParse](#) * [SParse_new](#) ()
Create a new [SParse](#) object.
- PUBLIC void [SParse_delete](#) ([SParse](#) *this)
Delete a [SParse](#) object.
- PUBLIC unsigned int [SParse_parse](#) ([SParse](#) *this)
Parse all files with a given extension.

Public Attributes

- [Object](#) **object**
- char * **extension**
- char * **sdbName**

3.16.1 Detailed Description

This file contains the implementation for the class [SParse](#).

The class [SParse](#) parses all files with extension .X and stores the result of the parsing in the SQLite DB name.

3.16.2 Member Function Documentation

3.16.2.1 PUBLIC void SParse_delete (SParse * *this*)

Delete a [SParse](#) object.

Parameters

Object	to delete.
------------------------	------------

3.16.2.2 PUBLIC SParse * SParse_new ()

Create a new [SParse](#) object.

Returns

New [SParse](#) object.

3.16.2.3 PUBLIC unsigned int SParse_parse (SParse * *this*)

Parse all files with a given extension.

Parameters

<i>in</i>	<i>extension</i>	Extension of the files to parse.
-----------	------------------	----------------------------------

Returns

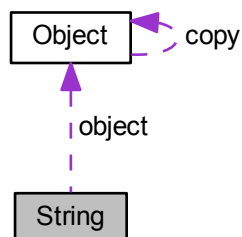
Status of the operation.

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

- C:/temp/SParse/src/ParseLib/SParse/[SParse.c](#)

3.17 String Class Reference

Collaboration diagram for String:



Public Member Functions

- PUBLIC [String](#) * [String_new](#) ()
Create a new [String](#) object.
- PUBLIC void [String_delete](#) ([String](#) *this)
TBD.
- PUBLIC [String](#) * [String_copy](#) ([String](#) *this)
TBD.
- PUBLIC unsigned int [String_isEqual](#) ([String](#) *this, [String](#) *compared)
TBD.
- PUBLIC [String](#) * [String_subString](#) ([String](#) *this, unsigned int pos, unsigned int length)
TBD.
- PUBLIC int [String_toInt](#) ([String](#) *this)
TBD.
- PUBLIC [String](#) * [String_searchAndReplace](#) ([String](#) *this, [String](#) *search, [String](#) *replace)
TBD.

Public Attributes

- [Object](#) **object**
- char * **buffer**
- unsigned int **length**
- unsigned char * **buffer**

3.17.1 Member Function Documentation

3.17.1.1 PUBLIC [String](#) * [String_new](#) ()

Create a new [String](#) object.

Returns

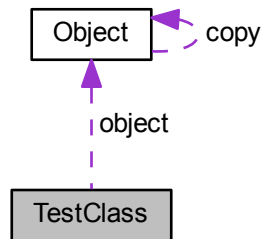
Created [String](#) object.

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

- C:/temp/SParse/src/CommonLib/String/[String2.c](#)
- C:/temp/SParse/src/ParseLib/C89Grammar/main.c
- C:/temp/SParse/src/ParseLib/Grammar1/main.c

3.18 TestClass Struct Reference

Collaboration diagram for TestClass:



Public Attributes

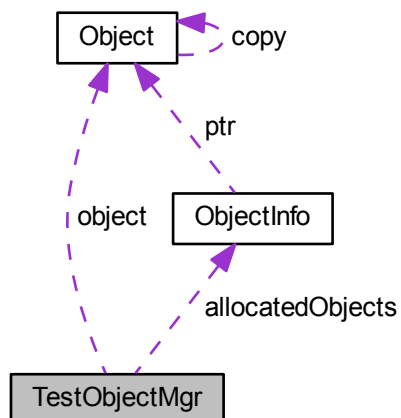
- [Object](#) **object**
- int **testValue**

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

- C:/temp/SParse/src/CommonLib/Object/tests/test1.c

3.19 TestObjectMgr Struct Reference

Collaboration diagram for TestObjectMgr:



Public Attributes

- [Object](#) **object**
- unsigned int **nbBytesAllocated**
- unsigned int **maxNbBytesAllocated**
- unsigned int **allocRequestId**
- unsigned int **freeRequestId**
- unsigned int **nbAllocatedObjects**
- [ObjectInfo](#) **allocatedObjects** [MAX_NB_OBJECTS]
- unsigned int **freeSpace**
- unsigned int **usedSpace**

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

- C:/temp/SParse/src/CommonLib/ObjectMgr/tests/main.c

3.20 TimeMgr Class Reference

This file implements the class [TimeMgr](#).

```
#include <TimeMgr.h>
```

3.20.1 Detailed Description

This file implements the class [TimeMgr](#).

This file contains the prototype for the class [TimeMgr](#).

The class [TimeMgr](#) is TBD

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

- C:/temp/SParse/src/AppliLib/TimeMgr/[TimeMgr.c](#)

3.21 yy_buffer_state Struct Reference

Public Attributes

- FILE * **yy_input_file**
- char * **yy_ch_buf**
- char * **yy_buf_pos**
- yy_size_t **yy_buf_size**
- int **yy_n_chars**
- int **yy_is_our_buffer**
- int **yy_is_interactive**
- int **yy_at_bol**
- int [yy_bs_lineno](#)
- int [yy_bs_column](#)
- int **yy_fill_buffer**
- int **yy_buffer_status**

3.21.1 Member Data Documentation

3.21.1.1 `int yy_buffer_state::yy_bs_column`

The column count.

3.21.1.2 `int yy_buffer_state::yy_bs_lineno`

The line count.

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

- `C:/temp/SParse/src/ParseLib/C89Grammar/lex.C99_Grammar.c`
- `C:/temp/SParse/src/ParseLib/C89Grammar/lex.C99Grammar.c`
- `C:/temp/SParse/src/ParseLib/Grammar1/Grammar1.lex.c`

3.22 `yy_trans_info` Struct Reference

Public Attributes

- `flex_int32_t yy_verify`
- `flex_int32_t yy_nxt`

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

- `C:/temp/SParse/src/ParseLib/C89Grammar/lex.C99_Grammar.c`
- `C:/temp/SParse/src/ParseLib/C89Grammar/lex.C99Grammar.c`
- `C:/temp/SParse/src/ParseLib/Grammar1/Grammar1.lex.c`

3.23 `yyvalloc` Union Reference

Public Attributes

- `yytype_int16 yyss_alloc`
- `YYSTYPE yyvs_alloc`

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

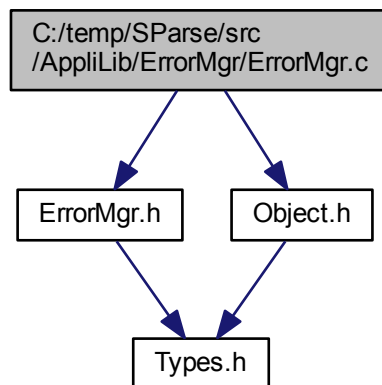
- `C:/temp/SParse/src/ParseLib/C89Grammar/C99_Grammar.parse.c`
- `C:/temp/SParse/src/ParseLib/Grammar1/Grammar1.parse.c`

Chapter 4

File Documentation

4.1 C:/temp/SParse/src/AppliLib/ErrorMgr/ErrorMgr.c File Reference

```
#include "ErrorMgr.h"  
#include "Object.h"  
Include dependency graph for ErrorMgr.c:
```



Classes

- class `ErrorMgr`

Functions

- PRIVATE `ErrorMgr * ErrorMgr_new ()`

Variables

- PRIVATE `ErrorMgr * errorMgr = 0`

4.1.1 Detailed Description

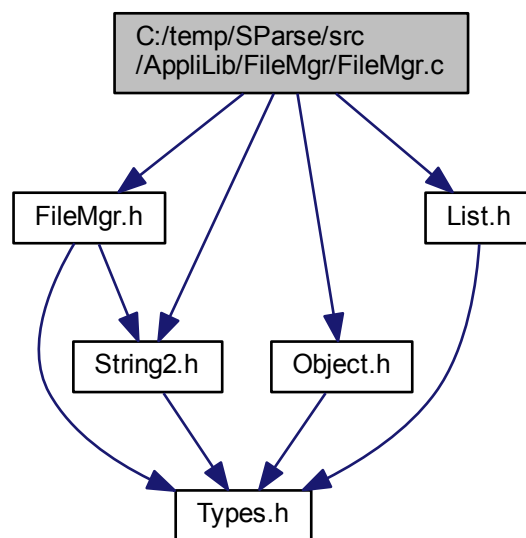
The class `ErrorMgr` is TBD

4.2 C:/temp/SParse/src/AppliLib/FileMgr/FileMgr.c File Reference

The `FileMgr` class manages a list of files contained in a group of locations.

```
#include "FileMgr.h"
#include "String2.h"
#include "Object.h"
#include "List.h"
```

Include dependency graph for FileMgr.c:



Classes

- class `FileMgr`

Functions

- PUBLIC unsigned int `FileMgr_addFile` (`FileMgr` *this, const char *fileName)
- PUBLIC `String` * `FileMgr_load` (`FileMgr` *this, const char *fileName)

Variables

- PRIVATE `FileMgr` * `fileMgr` = 0

4.2.1 Detailed Description

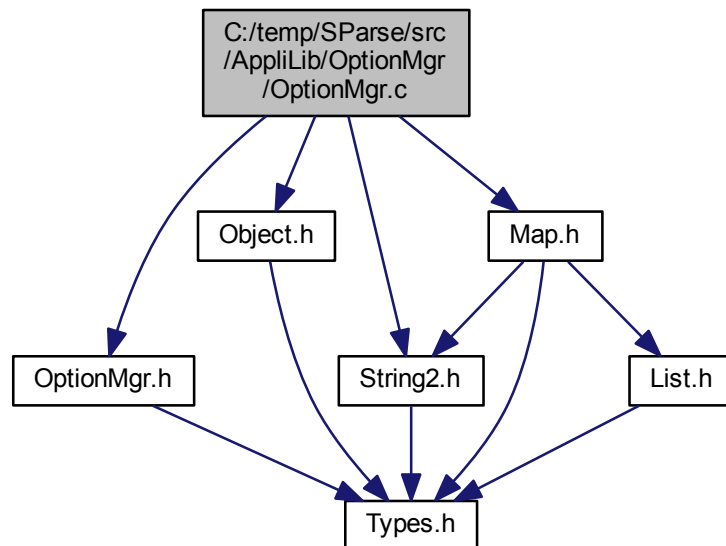
The [FileMgr](#) class manages a list of files contained in a group of locations. The class [FileMgr](#) is TBD

4.3 C:/temp/SParse/src/AppLib/OptionMgr/OptionMgr.c File Reference

The [OptionMgr](#) class manages the application configuration.

```
#include "OptionMgr.h"
#include "Object.h"
#include "String2.h"
#include "Map.h"
```

Include dependency graph for OptionMgr.c:



Classes

- class [OptionMgr](#)
- struct [OptionDefault](#)

Variables

- PRIVATE [OptionMgr](#) * `optionMgr` = 0
- PRIVATE struct [OptionDefault](#) `optionDefault` []

4.3.1 Detailed Description

The [OptionMgr](#) class manages the application configuration. The class [OptionMgr](#) is TBD

4.3.2 Variable Documentation

4.3.2.1 PRIVATE struct OptionDefault optionDefault[]

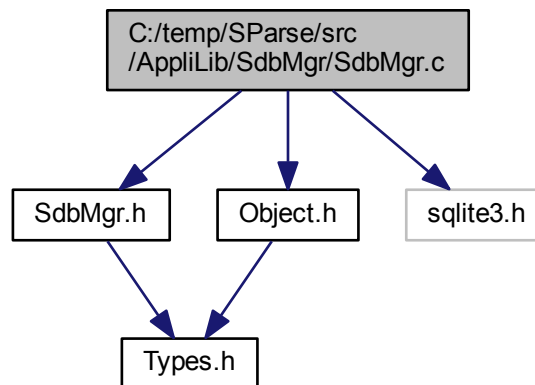
Initial value:

```
= {
{"DB Name", "-o", "test.db"},
{"Input directory", "-d", "."}
}
```

4.4 C:/temp/SParse/src/AppliLib/SdbMgr/SdbMgr.c File Reference

TBD.

```
#include "SdbMgr.h"
#include "Object.h"
#include <sqlite3.h>
Include dependency graph for SdbMgr.c:
```



Classes

- struct [SdbMgr](#)

Functions

- PRIVATE [SdbMgr](#) * **SdbMgr_new** ()
- PUBLIC void **SdbMgr_delete** ([SdbMgr](#) *this)
- PUBLIC [SdbMgr](#) * **SdbMgr_getSdbMgr** ()
- PUBLIC unsigned int **SdbMgr_execute** ([SdbMgr](#) *this, const char *statement)

Variables

- PRIVATE [SdbMgr](#) * **sdbMgr** = 0

4.4.1 Detailed Description

TBD. TBD

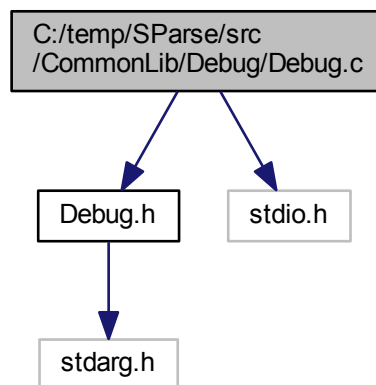
4.5 C:/temp/SParse/src/AppLib/TimeMgr/TimeMgr.c File Reference

4.6 C:/temp/SParse/src/AppLib/TimeMgr/TimeMgr.h File Reference

4.7 C:/temp/SParse/src/CommonLib/Debug/Debug.c File Reference

This file contains debugging functions.

```
#include "Debug.h"
#include <stdio.h>
Include dependency graph for Debug.c:
```



Functions

- void **dbg_printf** (const char *fmt,...)

4.7.1 Detailed Description

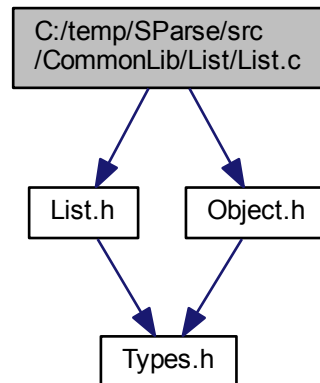
This file contains debugging functions. The debugging function are TBD

4.8 C:/temp/SParse/src/CommonLib/List/List.c File Reference

This file contains the implementation of the class [List](#).

```
#include "List.h"
#include "Object.h"
```

Include dependency graph for List.c:



Classes

- class [List](#)

Typedefs

- typedef struct ListNode **ListNode**

Functions

- PUBLIC void **List_insertHead** ([List](#) *this, void *item)
- PUBLIC void **List_insertTail** ([List](#) *this, void *item)
- PUBLIC void **List_merge** ([List](#) *this, [List](#) *l1)
- PUBLIC void **List_iterator** ([List](#) *this, void(*f)(void *t))

4.8.1 Detailed Description

This file contains the implementation of the class [List](#). The class [List](#) implement the [List](#) operations:

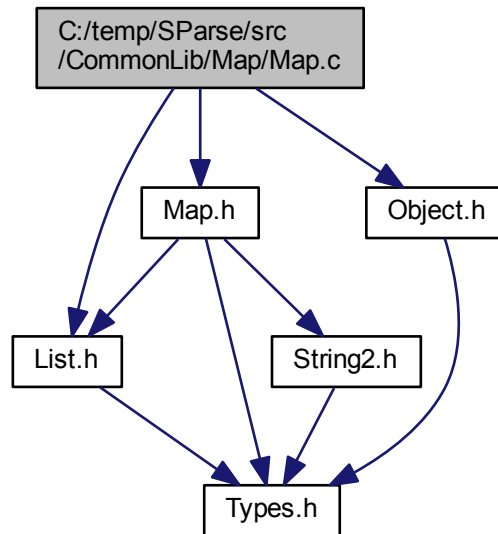
- init
- add

4.9 C:/temp/SParse/src/CommonLib/Map/Map.c File Reference

A [Map](#) class.

```
#include "Map.h"
#include "List.h"
#include "Object.h"
```

Include dependency graph for Map.c:



Classes

- struct [MapEntry](#)
- class [Map](#)

Macros

- `#define HTABLE_SIZE (50)`

Typedefs

- `typedef struct MapEntry MapEntry`

Functions

- `PRIVATE unsigned int Map_hash (Map *this, String *s, unsigned int i)`

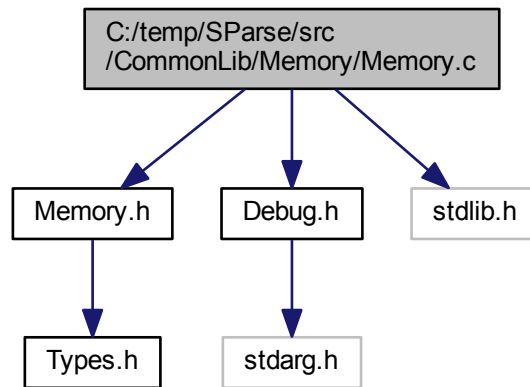
4.9.1 Detailed Description

A [Map](#) class. This class provides a container indexed by a string.

4.10 C:/temp/SParse/src/CommonLib/Memory/Memory.c File Reference

This file provides the implementation of the memory functions.

```
#include "Memory.h"
#include "Debug.h"
#include <stdlib.h>
Include dependency graph for Memory.c:
```



Macros

- `#define DEBUG (0)`

Functions

- PUBLIC void * **Memory_alloc** (unsigned int nbBytes)
- PUBLIC void **Memory_free** (void *pointer, unsigned int nbBytes)

Variables

- PRIVATE unsigned int **Memory_allocRequestId** = 0
- PRIVATE unsigned int **Memory_freeRequestId** = 0

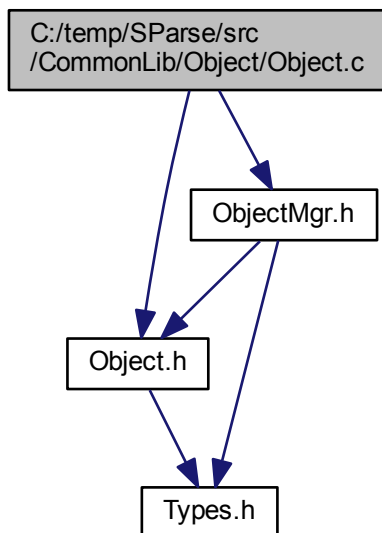
4.10.1 Detailed Description

This file provides the implementation of the memory functions. TBD

4.11 C:/temp/SParse/src/CommonLib/Object/Object.c File Reference

```
#include "Object.h"
#include "ObjectMgr.h"
```

Include dependency graph for Object.c:



Functions

- PUBLIC `Object *` **Object_new** (unsigned int size, void(*f_delete)(`Object *`), `Object *`(*f_copy)(`Object *`))

Variables

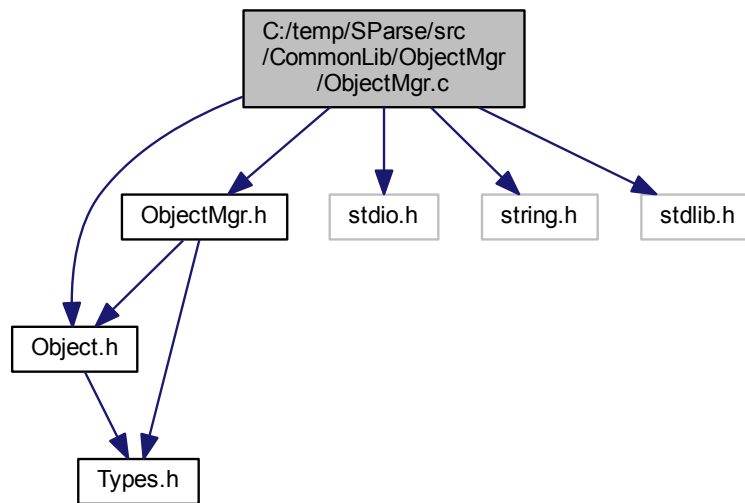
- PRIVATE `ObjectMgr *` **Object_objMgrPtr** = 0

4.12 C:/temp/SParse/src/CommonLib/ObjectMgr/ObjectMgr.c File Reference

An object management class.

```
#include "ObjectMgr.h"
#include "Object.h"
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
```

Include dependency graph for ObjectMgr.c:



Classes

- struct [ObjectInfo](#)
- class [ObjectMgr](#)

Macros

- `#define MAX_NB_OBJECTS (500)`
- `#define END_OF_QUEUE (0xFFFFFFFF)`

Typedefs

- typedef struct [ObjectInfo](#) **ObjectInfo**

Variables

- `PRIVATE ObjectMgr * objectMgr = 0`

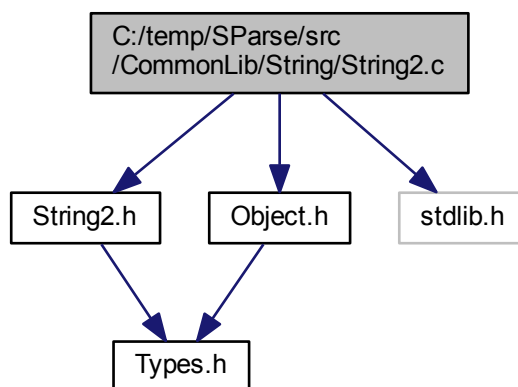
4.12.1 Detailed Description

An object management class. This class provides an object allocation and de-allocation service. Only one instance of this class can be created.

4.13 C:/temp/SParse/src/CommonLib/String/String2.c File Reference

The [String](#) class provide a dynamic array of char terminated by 0.


```
#include "String2.h"
#include "Object.h"
#include <stdlib.h>
Include dependency graph for String2.c:
```



Classes

- class [String](#)

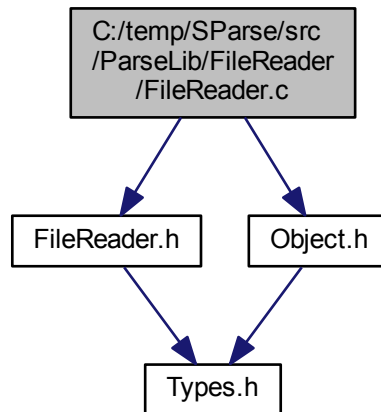
4.13.1 Detailed Description

The [String](#) class provide a dynamic array of char terminated by 0. The class [String](#) is TBD

4.14 C:/temp/SParse/src/ParseLib/FileReader/FileReader.c File Reference

```
#include "FileReader.h"
#include "Object.h"
```

Include dependency graph for FileReader.c:



Classes

- class [FileReader](#)

This file contains the implementation for the class [FileReader](#).

Functions

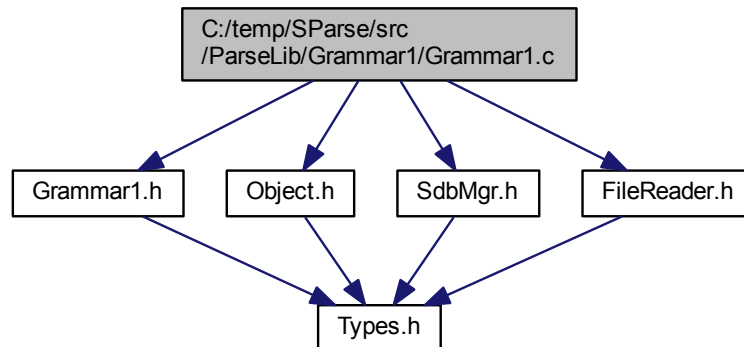
- PUBLIC [FileReader](#) * **FileReader_new** ()
- PUBLIC void **FileReader_delete** ([FileReader](#) *this)
- PUBLIC [FileReader](#) * **FileReader_copy** ([FileReader](#) *this)
- PUBLIC void **FileReader_add** ([FileReader](#) *this)

4.15 C:/temp/SParse/src/ParseLib/Grammar1/Grammar1.c File Reference

TBD.

```
#include "Grammar1.h"
#include "Object.h"
#include "SdbMgr.h"
#include "FileReader.h"
```

Include dependency graph for Grammar1.c:



Classes

- struct [Grammar1](#)

Functions

- PUBLIC [Grammar1](#) * **Grammar1_new** ([FileReader](#) *f, [SdbMgr](#) *sdbMgr)
- PUBLIC void **Grammar1_delete** ([Grammar1](#) *this)
- PUBLIC [Grammar1](#) * **Grammar_copy** ([Grammar1](#) *this)
- void **Grammar1_process** ([Grammar1](#) *this)
- PUBLIC void **Grammar1_changeBuffer** ([Grammar1](#) *this)

4.15.1 Detailed Description

TBD. TBD

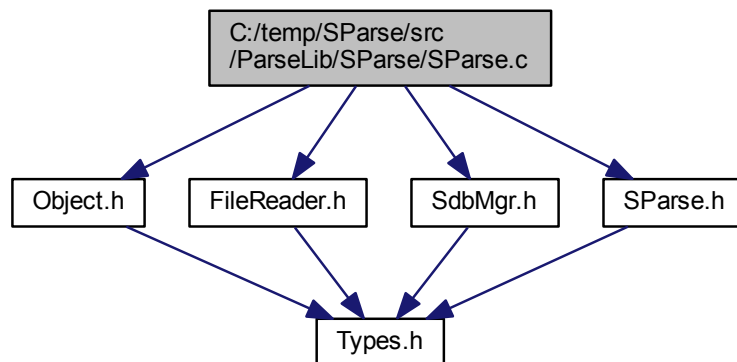
4.16 C:/temp/SParse/src/ParseLib/SParse/SParse.c File Reference

```

#include "Object.h"
#include "FileReader.h"
#include "SdbMgr.h"
#include "SParse.h"

```

Include dependency graph for SParse.c:



Classes

- class [SParse](#)

This file contains the implementation for the class [SParse](#).

Typedefs

- typedef struct SParseDefault **SParseDefault**

Functions

- PUBLIC [SParse](#) * **SParse_copy** ([SParse](#) *this)

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