

Markov::Model < char >

Node< char > \* starterNode

+ char \* RandomWalk(Markov ::Random::RandomEngine

+ bool Import(std::ifstream \*) + bool Import(const char

+ bool Export(std::ofstream \*)

+ void AdjustEdge(const char \*payload, long int occurrence)

\*randomEngine, int minSetting, int maxSetting, char \*buffer)

- std::map< char, Node
< char > \* > nodes

- std::vector < Edge <
 char > \* > edges

+ Model()

\*filename)