std::map< char, Node < char > * > nodes Node < char > * starterNode std::vector< Edge char > * > edges+ Model() + char * RandomWalk(Markov ::Random::RandomEngine *randomEngine, int minSetting, int maxSetting, char *buffer) + void AdjustEdge(const char *payload, long int occurrence) + bool Import(std::ifstream *) + bool Import(const char *filename) + bool Export(std::ofstream *) + bool Export(const char *filename) + Node < char > * StarterNode() + std::vector< Edge< char > * > * Edges()+ std::map< char, Node < char > * > * Nodes() + void OptimizeEdgeOrder() Markov::API::MarkovPasswords std::ifstream * datasetFile std::ofstream * modelSavefile std::ofstream * outputFile + MarkovPasswords() + MarkovPasswords(const char *filename) + std::ifstream * OpenDataset File(const char *filename) + void Train(const char *datasetFileName, char delimiter, int threads) + std::ofstream * Save (const char *filename) + void Generate(unsigned long int n, const char *wordlistFileName, int minLen=6, int maxLen=12, int threads=20) + void Buff(const char *str, double multiplier, bool bDontAdjustSelfLoops =true, bool bDontAdjustExtendedLoops=false) void TrainThread(Markov ::API::Concurrency::ThreadShared ListHandler *listhandler, char delimiter) · void GenerateThread (std::mutex *outputLock, unsigned long int n, std ::ofstream *wordlist, int minLen, int maxLen) Python.Markopy.MarkovModel + def Import(str filename) + def Export(str filename) + def Train(str dataset, str seperator, int threads) + def Generate(int count, str wordlist, int minlen, int maxlen, int threads) Python.Markopy.MarkovPasswordsCLI + model + def init (self, bool add help=True) def generate(self, wordlist) Python.Markopy.MarkopyCLI + args + cli + def init (self, add help=False) + def add arguments(self) + def help(self) + def parse(self) + def init_post_arguments

Markov::Model < char >

Python.CudaMarkopy.CudaMarkopyCLI + args

(self)

Δ

+ def parse_fail(self) + def process(self) + def stub(self)

(self)

- + cli + None
- + def help(self)
- + def parse(self) + def parse_fail(self)

init