

Apriori algorithm for association rules discovery

Documentation Appendix A

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DESCRIPTION

In this appendix there is methods summary used in the application. Description was automatically generated via Microsoft Visual Studio 2010.

The original file in XML format can be found in bin\Release\AprioriSolver.XML directory.

METHODS SUMMARY

```
<?xml version="1.0"?>
<doc>
  <assembly>
    <name>AprioriSolver</name>
  </assembly>
  <members>
    <member name="M:AprioriSolver.Program.Main">
      <summary>
        The main entry point for the application.
      </summary>
    </member>
    <member name="M:AprioriSolver.MainForm.#ctor">
      <summary>Default constructor.</summary>
    </member>
    <member name="M:AprioriSolver.MainForm.threadStart(System.String)">
      <summary>Stops the background thread.</summary>
      <param name="info">Text to be displayed above progress bar.</param>
    </member>
    <member name="M:AprioriSolver.MainForm.threadStop(System.Boolean)">
      <summary>Stops the background thread.</summary>
      <param name="countTime">Indicates whether count time of thread life.</param>
    </member>
    <member name="M:AprioriSolver.MainForm.StopProgressBar(
      System.Windows.Forms.ProgressBar)">
      <summary>Stops progress bar.</summary>
      <param name="myProgressBar">Progress bar to be stopped.</param>
    </member>
    <member name="M:AprioriSolver.MainForm.setInSetOfSets(
      System.Collections.Generic.List{System.Int32},
      System.Collections.Generic.List{
        System.Collections.Generic.List{System.Int32}})">
      <summary>Counts how many target sets contains searched set.</summary>
      <param name="searched">Searched set.</param>
    </member>
  </members>
</doc>
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<param name="target">List of target sets.</param>
<returns>Number of containments of searched set in target sets.</returns>
</member>
<member name="M:AprioriSolver.MainForm.joinSets(
    System.Collections.Generic.List{System.Int32},
    System.Collections.Generic.List{System.Int32})">
    <summary>Creates union of two sets.</summary>
    <param name="set1">One set to be joined.</param>
    <param name="set2">Another set to be joined.</param>
    <returns>Union of parameter sets.</returns>
</member>
<member name="M:AprioriSolver.MainForm.createCandidates(
    System.Collections.Generic.List{System.Collections.Generic.List{
    System.Int32}},System.Int32)">
    <summary>Creates candidate sets for frequent sets.</summary>
    <param name="L">List of frequent set for candidate sets creating.</param>
    <param name="length">Size of candidate sets to be created.</param>
    <returns>Candidate sets.</returns>
</member>
<member name="M:AprioriSolver.MainForm.findFrequent">
    <summary>Initializes finding frequent sets and prints result in
        ListBox.</summary>
</member>
<member name="M:AprioriSolver.MainForm.findFrequent(
    System.Collections.Generic.List{System.Collections.Generic.List{
    System.Int32}},System.Int32)">
    <summary>Finds frequent sets in candidate sets and moves them to frequent
        list.</summary>
    <param name="candidates">Candidate sets.</param>
    <param name="length">Size of frequent sets to be found.</param>
</member>
<member name="M:AprioriSolver.MainForm.generateTransactions">
    <summary>Initializes generating transactions.</summary>
</member>
<member name="M:AprioriSolver.MainForm.generateTransactions(System.Int32,
    System.Int32,System.Int32)">
    <summary>Generate transactions.</summary>
    <param name="transactionsN">Number of transactions to be generated.</param>
    <param name="itemsN">Maximal number of items.</param>
    <param name="itemsInTransN">Maximal numbes of items on one
        transaction.</param>
</member>
```

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<member name="M:AprioriSolver.MainForm.generateTransactionsToolStripMenuItem_
    Click(System.Object,System.EventArgs) ">
    <summary>Calls GenesateInputForm for retrieving user input needed to generate
        transactions.</summary>
    <param name="sender"></param>
    <param name="e"></param>
</member>

<member name="M:AprioriSolver.MainForm.importXmlFileWithTransactions">
    <summary>Imports XML file with transactions.</summary>
</member>

<member name="M:AprioriSolver.MainForm.importTransactionsToolStripMenuItem_
    Click(System.Object,System.EventArgs) ">
    <summary>Calls OpenFileDialog for importing XML file.</summary>
    <param name="sender"></param>
    <param name="e"></param>
</member>

<member name="M:AprioriSolver.MainForm.generateOutputToolStripMenuItem_
    Click(System.Object,System.EventArgs) ">
    <summary>Generates frequent sets using findFrequent method.</summary>
    <param name="sender"></param>
    <param name="e"></param>
</member>

<member name="M:AprioriSolver.MainForm.createXmlFileWithFrequentSets">
    <summary>Creates XML file with frequent sets.</summary>
</member>

<member name="M:AprioriSolver.MainForm.saveXmlFileWithFrequentSets">
    <summary>Saves XML file.</summary>
</member>

<member name="M:AprioriSolver.MainForm.exportOutputToolStripMenuItem_
    Click(System.Object,System.EventArgs) ">
    <summary>Calls SaveFileDialog for saving XML file.</summary>
    <param name="sender"></param>
    <param name="e"></param>
</member>

<member name="M:AprioriSolver.MainForm.setSupport">
    <summary>Calls SetSupportForm for retrieving user input needed to set
        support.</summary>
</member>

<member name="M:AprioriSolver.MainForm.setSupportToolStripMenuItem_
    Click(System.Object,System.EventArgs) ">
    <summary>Calls setSupport method.</summary>
    <param name="sender"></param>
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<param name="e"></param>
</member>
<member name="F:AprioriSolver.MainForm.components">
  <summary>
    Required designer variable.
  </summary>
</member>
<member name="M:AprioriSolver.MainForm.Dispose(System.Boolean) ">
  <summary>
    Clean up any resources being used.
  </summary>
  <param name="disposing">true if managed resources should be disposed;
    otherwise, false.</param>
</member>
<member name="M:AprioriSolver.MainForm.InitializeComponent">
  <summary>
    Required method for Designer support - do not modify
    the contents of this method with the code editor.
  </summary>
</member>
<member name="F:AprioriSolver.GenerateInputForm.components">
  <summary>
    Required designer variable.
  </summary>
</member>
<member name="M:AprioriSolver.GenerateInputForm.Dispose(System.Boolean) ">
  <summary>
    Clean up any resources being used.
  </summary>
  <param name="disposing">true if managed resources should be disposed;
    otherwise, false.</param>
</member>
<member name="M:AprioriSolver.GenerateInputForm.InitializeComponent">
  <summary>
    Required method for Designer support - do not modify
    the contents of this method with the code editor.
  </summary>
</member>
<member name="M:AprioriSolver.GenerateInputForm.#ctor">
  <summary>Default constructor.</summary>
</member>
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```
<member name="M:AprioriSolver.GenerateInputForm.generateButton_Click(
    System.Object,System.EventArgs)">
    <summary>Retrieves all necessary data needed to generate
        transactions.</summary>
    <param name="sender"></param>
    <param name="e"></param>
</member>
<member name="M:AprioriSolver.GenerateInputForm.getTransactionsNumber">
    <summary>Gets value of transactionsNumber.</summary>
    <returns>Value of transactionsNumber.</returns>
</member>
<member name="M:AprioriSolver.GenerateInputForm.getItemsNumber">
    <summary>Gets value of itemsNumber.</summary>
    <returns>Value of itemsNumber.</returns>
</member>
<member name="M:AprioriSolver.GenerateInputForm.getItemsInTransNumber">
    <summary>Gets value of itemsInTransNumber.</summary>
    <returns>Value of itemsInTransNumber.</returns>
</member>
<member name="F:AprioriSolver.SetSupportForm.components">
    <summary>
        Required designer variable.
    </summary>
</member>
<member name="M:AprioriSolver.SetSupportForm.Dispose(System.Boolean)">
    <summary>
        Clean up any resources being used.
    </summary>
    <param name="disposing">true if managed resources should be disposed;
        otherwise, false.</param>
</member>
<member name="M:AprioriSolver.SetSupportForm.InitializeComponent">
    <summary>
        Required method for Designer support - do not modify
        the contents of this method with the code editor.
    </summary>
</member>
<member name="M:AprioriSolver.SetSupportForm.#ctor">
    <summary>Default constructor.</summary>
</member>
<member name="M:AprioriSolver.SetSupportForm.setButton_Click
    (System.Object,System.EventArgs)">
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```
<summary>Sets value of supportPercentage.</summary>
<param name="sender"></param>
<param name="e"></param>
</member>
<member name="M:AprioriSolver.SetSupportForm.getSupportPercentage">
  <summary>Gets value of supportPercentage.</summary>
  <returns>Value of supportPercentage.</returns>
</member>
<member name="T:AprioriSolver.Properties.Resources">
  <summary>
    A strongly-typed resource class, for looking up localized strings, etc.
  </summary>
</member>
<member name="P:AprioriSolver.Properties.Resources.ResourceManager">
  <summary>
    Returns the cached ResourceManager instance used by this class.
  </summary>
</member>
<member name="P:AprioriSolver.Properties.Resources.Culture">
  <summary>
    Overrides the current thread's CurrentUICulture property for all
    resource lookups using this strongly typed resource class.
  </summary>
</member>
</members>
</doc>
```