Documentation

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List of Tables

Table 1: Class __workspace__

Class: __workspace__	
	(empty) . . . . . // there is no global constants on workspace
+	warn(msg,endline*) This function prints "WARN: msg" (red) on terminal. » msg is a string; » endline is a boolean.
+	info(msg,endline*) This function prints "INFO: msg" (blue) on terminal. » msg is a string; » endline is a boolean.
+	rcout(msg,endline*) This function «red cout» prints "msg" (red) on terminal. » msg is a string; » endline is a boolean.
+	bcout(msg,endline*) This function «blue cout» prints "msg" (blue) on terminal. » msg is a string; » endline is a boolean.
« Legend »	
+	public
*	optional

Class __workspace__ ends here.

Table 2: Class `Matrix`

Class: `Matrix`	
−	`.me` ..... // Pointer to pointer (the Matrix itself).
−	`.isdestroyed` ..... // Boolean indicating whether the object was destroyed.
−	`.m` ..... // The number of rows of the Matrix. A positive integer.
−	`.n` ..... // The number of columns of the Matrix. A positive integer.
+	`Matrix(m,n)` ..... // Constructor method
−	`.throwisdestroyed(functionName)` This function raises an error and exits the program always when it is attempted to use a destroyed Matrix. » functionName is a string indicating the name of what function is attempting to use the Matrix.
+	`.set(i,j,value)`
+	`.get(i,j)`
+	`.sum(otherMatrix)`
+	`.sub(otherMatrix)`
+	`.mul(otherMatrix)`
+	`.fromuser(clearPrompt)`
+	`.print( )`
+	`.shape( )`
+	`.shape1( )`
+	`.shape2( )`
+	`.destroy( )`

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Table 2 – Class `Matrix` *(continued from previous page)*

« Legend »	
−	private
+	public

Class `Matrix` ends here.