

general\_ledger

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## Chapter 1

# General Ledger.

General Ledger will be a fully-featured, multi-user, open-source general ledger system. The project is in the early stages of development.



## Chapter 2

# Namespace Index

### 2.1 Namespace List

Here is a list of all namespaces with brief descriptions:

<a href="#">genleg</a> . . . . .	11
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<a href="#">pgstring</a> . . . . .	12



## Chapter 3

# Class Index

### 3.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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## Chapter 4

# Class Index

### 4.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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## Chapter 5

# File Index

### 5.1 File List

Here is a list of all files with brief descriptions:

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<a href="#">progs/gl_report/gl_report_main.cpp</a> . . . . .	<a href="#">52</a>
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## Chapter 6

# Namespace Documentation

### 6.1 genleg Namespace Reference

#### Classes

- class [ConfigOptionNotSet](#)
- class [ConfigBadOption](#)
- class [ConfigCouldNotOpenFile](#)
- class [ConfigBadConfigFile](#)
- class [Config](#)

#### Enumerations

- enum [Argument](#)

#### 6.1.1 Enumeration Type Documentation

##### 6.1.1.1 enum `genleg::Argument`

### 6.2 glldb Namespace Reference

#### Classes

- class [DBConnCouldNotConnect](#)
- class [DBConnCouldNotQuery](#)
- class [DBConn](#)
- class [DBConnImp](#)
- class [Table](#)
- class [TableField](#)
- class [TableRow](#)
- class [DBConnMySQL](#)

#### Functions

- `std::ostream & operator<< (std::ostream &out, const TableField &field)`
- `DBConnImp * get\_connection (const std::string database, const std::string hostname, const std::string username, const std::string password)`

### 6.2.1 Function Documentation

6.2.1.1 DBConnImp \* glldb::get\_connection ( const std::string *database*, const std::string *hostname*, const std::string *username*, const std::string *password* )

6.2.1.2 std::ostream & glldb::operator<< ( std::ostream & *out*, const TableField & *field* )

## 6.3 pgstring Namespace Reference

### Functions

- std::string & trim\_front (std::string &s)  
*Trims leading whitespace from a string.*
- std::string & trim\_back (std::string &s)  
*Trims trailing whitespace from a string.*
- std::string & trim (std::string &s)  
*Trims leading and trailing whitespace from a string.*
- std::vector< std::string > split (const std::string &s, const char *delim*)  
*Splits a delimited string into tokens.*

### 6.3.1 Function Documentation

6.3.1.1 std::vector< std::string > pgstring::split ( const std::string & *s*, const char *delim* )

Splits a delimited string into tokens.

#### Parameters

<i>s</i>	The string to split.
<i>delim</i>	The delimiter character on which to split.

#### Returns

A vector of tokens.

6.3.1.2 std::string & pgstring::trim ( std::string & *s* )

Trims leading and trailing whitespace from a string.

#### Parameters

<i>s</i>	The string to trim.
----------	---------------------

#### Returns

The trimmed string.

6.3.1.3 std::string & pgstring::trim\_back ( std::string & *s* )

Trims trailing whitespace from a string.

## Parameters

<i>s</i>	The string to trim.
----------	---------------------

## Returns

The trimmed string.

**6.3.1.4** `std::string & pgstring::trim_front ( std::string & s )`

Trims leading whitespace from a string.

## Parameters

<i>s</i>	The string to trim.
----------	---------------------

## Returns

The trimmed string.



# Chapter 7

## Class Documentation

### 7.1 genleg::Config Class Reference

```
#include <config.h>
```

#### Public Member Functions

- [Config](#) ()  
*Constructor for [Config](#) class.*
- [~Config](#) ()  
*Destructor for [Config](#) class.*
- void [add\\_cmdline\\_option](#) (const std::string option, const enum [Argument](#) arg)
- void [populate\\_from\\_cmdline](#) (const int argc, char \*const \*argv)
- void [populate\\_from\\_file](#) (const std::string filename)
- bool [is\\_set](#) (const std::string option) const
- const std::string & [operator\[\]](#) (const std::string &option) const

#### 7.1.1 Constructor & Destructor Documentation

##### 7.1.1.1 [Config::Config](#) ( )

Constructor for [Config](#) class.

##### 7.1.1.2 [Config::~~Config](#) ( )

Destructor for [Config](#) class.

#### 7.1.2 Member Function Documentation

##### 7.1.2.1 void [Config::add\\_cmdline\\_option](#) ( const std::string option, const enum [Argument](#) arg )

##### 7.1.2.2 bool [Config::is\\_set](#) ( const std::string option ) const

##### 7.1.2.3 const std::string & [Config::operator\[\]](#) ( const std::string & option ) const

##### 7.1.2.4 void [Config::populate\\_from\\_cmdline](#) ( const int argc, char \*const \* argv )

### 7.1.2.5 void Config::populate\_from\_file ( const std::string filename )

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

- [lib/config/config.h](#)
- [lib/config/config.cpp](#)
- [lib/config/config\\_getopt.cpp](#)

## 7.2 genleg::ConfigBadConfigFile Class Reference

```
#include <config.h>
```

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

- [lib/config/config.h](#)

## 7.3 genleg::ConfigBadOption Class Reference

```
#include <config.h>
```

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

- [lib/config/config.h](#)

## 7.4 genleg::ConfigCouldNotOpenFile Class Reference

```
#include <config.h>
```

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

- [lib/config/config.h](#)

## 7.5 genleg::ConfigOptionNotSet Class Reference

```
#include <config.h>
```

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

- [lib/config/config.h](#)

## 7.6 glldb::DBConn Class Reference

```
#include <dbconn.h>
```

### Public Member Functions

- [DBConn](#) (DBConnImp \*imp)
- [~DBConn](#) ()
- [Table select](#) (std::string query)
- [DBConn](#) (const [DBConn](#) &)
- [DBConn](#) & [operator=](#) (const [DBConn](#) &)



### 7.6.1 Constructor & Destructor Documentation

7.6.1.1 DBConn::DBConn ( DBConnImp \* *imp* )

7.6.1.2 DBConn::~~DBConn ( )

7.6.1.3 glldb::DBConn::DBConn ( const DBConn & )

### 7.6.2 Member Function Documentation

7.6.2.1 DBConn& glldb::DBConn::operator= ( const DBConn & )

7.6.2.2 Table DBConn::select ( std::string *query* )

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

- lib/database/[dbconn.h](#)
- lib/database/[dbconn.cpp](#)

## 7.7 glldb::DBConnCouldNotConnect Class Reference

```
#include <dbconn.h>
```

### Public Member Functions

- [DBConnCouldNotConnect](#) (const std::string &msg)

### 7.7.1 Constructor & Destructor Documentation

7.7.1.1 glldb::DBConnCouldNotConnect::DBConnCouldNotConnect ( const std::string & *msg* ) [inline]

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

- lib/database/[dbconn.h](#)

## 7.8 glldb::DBConnCouldNotQuery Class Reference

```
#include <dbconn.h>
```

### Public Member Functions

- [DBConnCouldNotQuery](#) (const std::string &msg)

### 7.8.1 Constructor & Destructor Documentation

7.8.1.1 glldb::DBConnCouldNotQuery::DBConnCouldNotQuery ( const std::string & *msg* ) [inline]

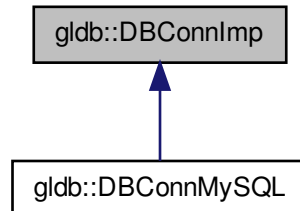
The documentation for this class was generated from the following file:

- lib/database/[dbconn.h](#)

## 7.9 glldb::DBConnImp Class Reference

```
#include <dbconnimp.h>
```

Inheritance diagram for glldb::DBConnImp:



### Public Member Functions

- [DBConnImp](#) ()
- virtual [~DBConnImp](#) ()
- virtual [Table select](#) (std::string query)=0

### 7.9.1 Constructor & Destructor Documentation

7.9.1.1 `glldb::DBConnImp::DBConnImp ( )` `[inline]`

7.9.1.2 `virtual glldb::DBConnImp::~~DBConnImp ( )` `[inline], [virtual]`

### 7.9.2 Member Function Documentation

7.9.2.1 `virtual Table glldb::DBConnImp::select ( std::string query )` `[pure virtual]`

Implemented in [glldb::DBConnMySQL](#).

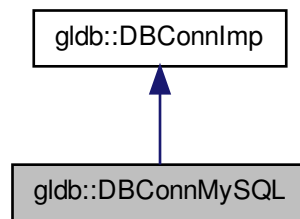
The documentation for this class was generated from the following file:

- lib/database/[dbconnimp.h](#)

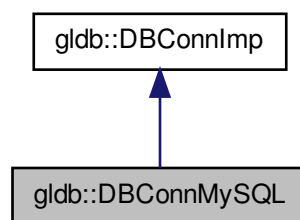
## 7.10 glldb::DBConnMySQL Class Reference

```
#include <dbconn_mysql_imp.h>
```

Inheritance diagram for glldb::DBConnMySQL:



Collaboration diagram for glldb::DBConnMySQL:



## Public Member Functions

- [DBConnMySQL](#) (const std::string database, const std::string hostname, const std::string username, const std::string password)  
*Constructor for DBConnMySQL\_imp class.*
- [DBConnMySQL](#) (const [DBConnMySQL](#) &)
- virtual [~DBConnMySQL](#) ()  
*Destructor for DBConnMySQL\_imp class.*
- [DBConnMySQL](#) & [operator=](#) (const [DBConnMySQL](#) &)
- [Table select](#) (std::string query)

### 7.10.1 Constructor & Destructor Documentation

- 7.10.1.1 [DBConnMySQL::DBConnMySQL](#) ( const std::string *database*, const std::string *hostname*, const std::string *username*, const std::string *password* )

Constructor for DBConnMySQL\_imp class.

7.10.1.2 `gldb::DBConnMySQL::DBConnMySQL ( const DBConnMySQL & )`

7.10.1.3 `DBConnMySQL::~DBConnMySQL ( ) [virtual]`

Destructor for `DBConnMySQL_imp` class.

## 7.10.2 Member Function Documentation

7.10.2.1 `DBConnMySQL& gldb::DBConnMySQL::operator= ( const DBConnMySQL & )`

7.10.2.2 `Table DBConnMySQL::select ( std::string query ) [virtual]`

Implements [gldb::DBConnImp](#).

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

- `lib/database_imp/mysql/dbconn_mysql_imp.h`
- `lib/database_imp/mysql/dbconn_mysql_imp.cpp`

## 7.11 gldb::Table Class Reference

```
#include <table.h>
```

### Public Member Functions

- [Table](#) (const [TableRow](#) &headers)  
*Constructor for [Table](#) class.*
- [~Table](#) ()  
*Destructor for [Table](#) class.*
- `size_t num_fields () const`
- `size_t num_records () const`
- `const TableRow & get_headers () const`
- `const TableRow & operator[] (const size_t idx) const`
- `void append_record (const TableRow &new_record)`

### 7.11.1 Constructor & Destructor Documentation

7.11.1.1 `Table::Table ( const TableRow & headers )`

Constructor for [Table](#) class.

7.11.1.2 `Table::~Table ( )`

Destructor for [Table](#) class.

### 7.11.2 Member Function Documentation

7.11.2.1 `void Table::append_record ( const TableRow & new_record )`

7.11.2.2 `const TableRow & Table::get_headers ( ) const`

7.11.2.3 `size_t Table::num_fields ( ) const`

7.11.2.4 `size_t Table::num_records ( ) const`

7.11.2.5 `const TableRow & Table::operator[] ( const size_t idx ) const`

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

- lib/database/[table.h](#)
- lib/database/[table.cpp](#)

## 7.12 glldb::TableField Class Reference

```
#include <tablefield.h>
```

### Public Member Functions

- [TableField](#) ()  
*Constructor for [TableField](#) class.*
- [TableField](#) (const char \*data)
- [TableField](#) (const std::string &data)
- [~TableField](#) ()  
*Destructor for [TableField](#) class.*
- `size_t length () const`
- `operator std::string () const`
- [TableField](#) & [operator=](#) (const char \*data)
- [TableField](#) & [operator=](#) (const std::string &data)
- `char & operator[] (const size_t idx)`
- `const char & operator[] (const size_t idx) const`
- [TableField](#) & [operator+=](#) (const char &c)
- [TableField](#) & [operator+=](#) (const std::string &data)

### Friends

- `std::ostream & operator<< (std::ostream &out, const TableField &field)`

### 7.12.1 Constructor & Destructor Documentation

7.12.1.1 `TableField::TableField ( )`

Constructor for [TableField](#) class.

7.12.1.2 `TableField::TableField ( const char * data )`

7.12.1.3 `TableField::TableField ( const std::string & data )`

7.12.1.4 `TableField::~~TableField ( )`

Destructor for [TableField](#) class.

## 7.12.2 Member Function Documentation

7.12.2.1 `size_t TableField::length ( ) const`

7.12.2.2 `TableField::operator std::string ( ) const`

7.12.2.3 `TableField & TableField::operator+= ( const char & c )`

7.12.2.4 `TableField & TableField::operator+= ( const std::string & data )`

7.12.2.5 `TableField & TableField::operator= ( const char * data )`

7.12.2.6 `TableField & TableField::operator= ( const std::string & data )`

7.12.2.7 `char & TableField::operator[] ( const size_t idx )`

7.12.2.8 `const char & TableField::operator[] ( const size_t idx ) const`

## 7.12.3 Friends And Related Function Documentation

7.12.3.1 `std::ostream& operator<< ( std::ostream & out, const TableField & field )` [*friend*]

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

- lib/database/[tablefield.h](#)
- lib/database/[tablefield.cpp](#)

## 7.13 glDb::TableRow Class Reference

```
#include <tablerow.h>
```

### Public Member Functions

- [TableRow](#) ()  
*Constructor for [TableRow](#) class.*
- [TableRow](#) (const size\_t size)
- [~TableRow](#) ()  
*Destructor for [TableRow](#) class.*
- size\_t size () const
- [TableField](#) & [operator\[\]](#) (const size\_t idx)
- const [TableField](#) & [operator\[\]](#) (const size\_t idx) const
- void [append\\_field](#) (const char \*new\_field)
- void [append\\_field](#) (const std::string &new\_field)
- void [append\\_field](#) (const [TableField](#) &new\_field)
- void [print](#) (std::ostream &stream) const

### 7.13.1 Constructor & Destructor Documentation

7.13.1.1 `TableRow::TableRow ( )`

Constructor for [TableRow](#) class.

7.13.1.2 TableRow::TableRow ( const size\_t *size* )

7.13.1.3 TableRow::~~TableRow ( )

Destructor for [TableRow](#) class.

## 7.13.2 Member Function Documentation

7.13.2.1 void TableRow::append\_field ( const char \* *new\_field* )

7.13.2.2 void TableRow::append\_field ( const std::string & *new\_field* )

7.13.2.3 void TableRow::append\_field ( const TableField & *new\_field* )

7.13.2.4 TableField & TableRow::operator[] ( const size\_t *idx* )

7.13.2.5 const TableField & TableRow::operator[] ( const size\_t *idx* ) const

7.13.2.6 void TableRow::print ( std::ostream & *stream* ) const

7.13.2.7 size\_t TableRow::size ( ) const

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

- lib/database/[tablerow.h](#)
- lib/database/[tablerow.cpp](#)





## Chapter 8

# File Documentation

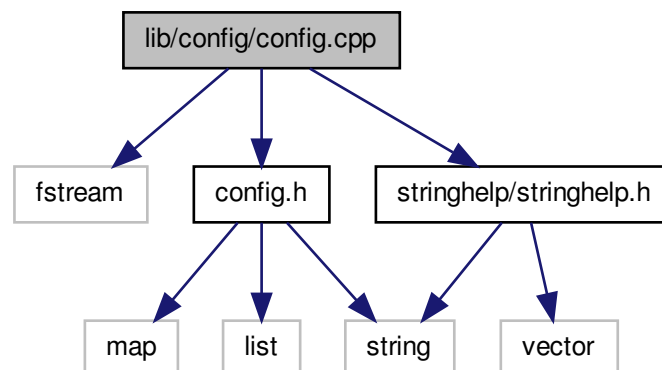
### 8.1 `general_ledger.dox` File Reference

### 8.2 `lib/config/config.cpp` File Reference

Implementation of program configurations class.

```
#include <fstream>
#include "config.h"
#include "stringhelp/stringhelp.h"
```

Include dependency graph for config.cpp:



#### 8.2.1 Detailed Description

Implementation of program configurations class.

Author

Paul Griffiths

## Copyright

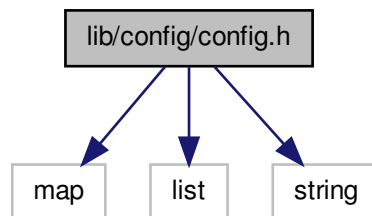
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## 8.3 lib/config/config.h File Reference

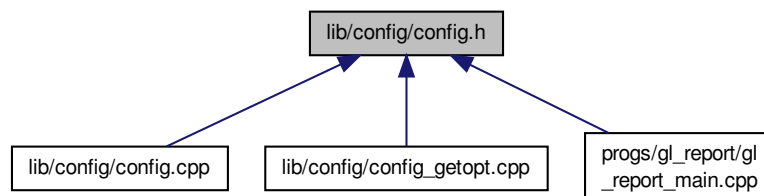
Interface to program configurations class.

```
#include <map>
#include <list>
#include <string>
```

Include dependency graph for config.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class `genleg::ConfigOptionNotSet`
- class `genleg::ConfigBadOption`
- class `genleg::ConfigCouldNotOpenFile`
- class `genleg::ConfigBadConfigFile`
- class `genleg::Config`

## Namespaces

- namespace `genleg`

## Enumerations

- enum [genleg::Argument](#)

### 8.3.1 Detailed Description

Interface to program configurations class. Interface to program configurations class

#### Author

Paul Griffiths

#### Copyright

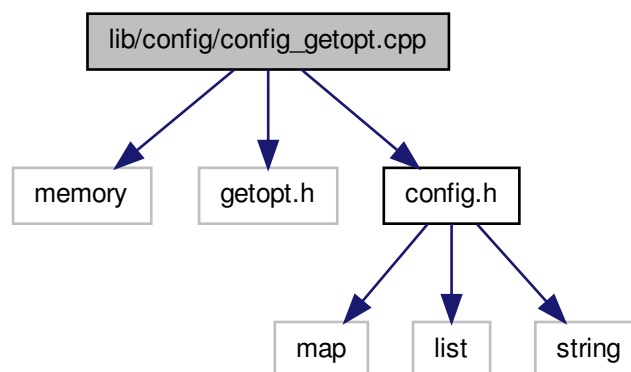
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## 8.4 lib/config/config\_getopt.cpp File Reference

Implementation of command line functionality.

```
#include <memory>
#include <getopt.h>
#include "config.h"
```

Include dependency graph for config\_getopt.cpp:



## Macros

- `#define` [\\_XOPEN\\_SOURCE](#) 600

### 8.4.1 Detailed Description

Implementation of command line functionality. Included in separate file to isolate usage of non-standard getopt library.

**Author**

Paul Griffiths

**Copyright**

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**8.4.2 Macro Definition Documentation****8.4.2.1 #define \_XOPEN\_SOURCE 600**

UNIX feature test macro for getopt library

**8.5 lib/database/data\_structures.h File Reference**

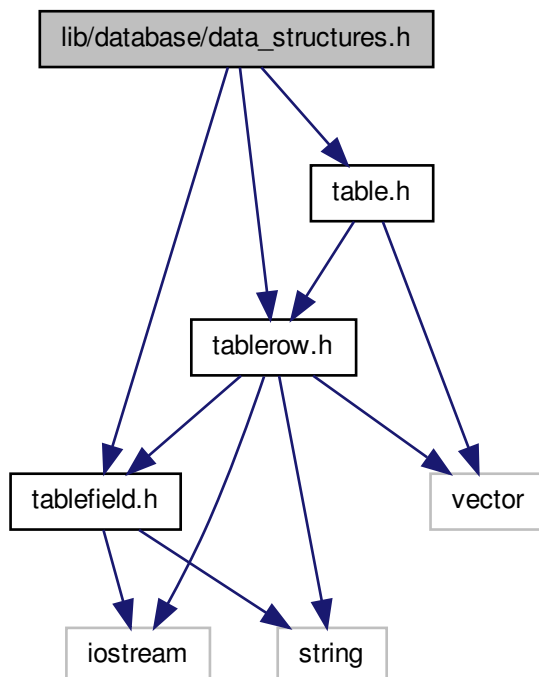
Main interface to database data structures.

```
#include "tablefield.h"
```

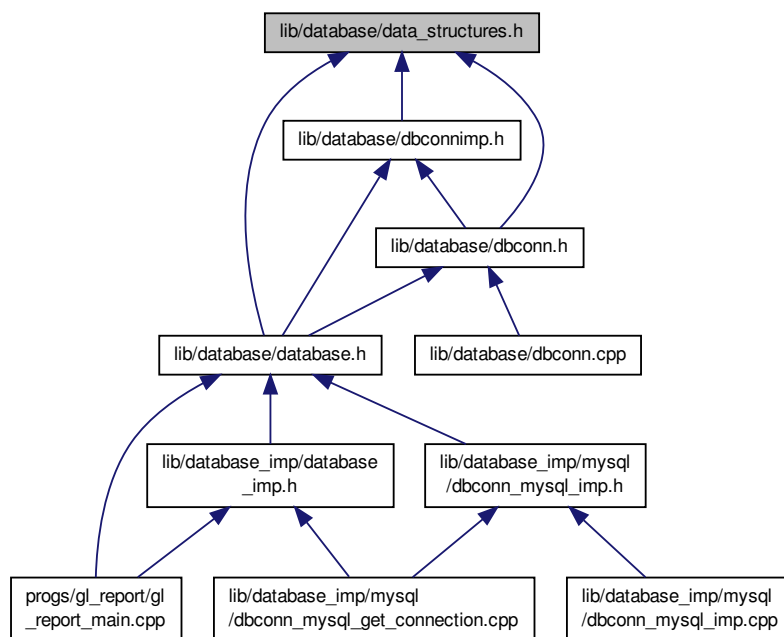
```
#include "tablerow.h"
```

```
#include "table.h"
```

Include dependency graph for data\_structures.h:



This graph shows which files directly or indirectly include this file:



### 8.5.1 Detailed Description

Main interface to database data structures.

#### Author

Paul Griffiths

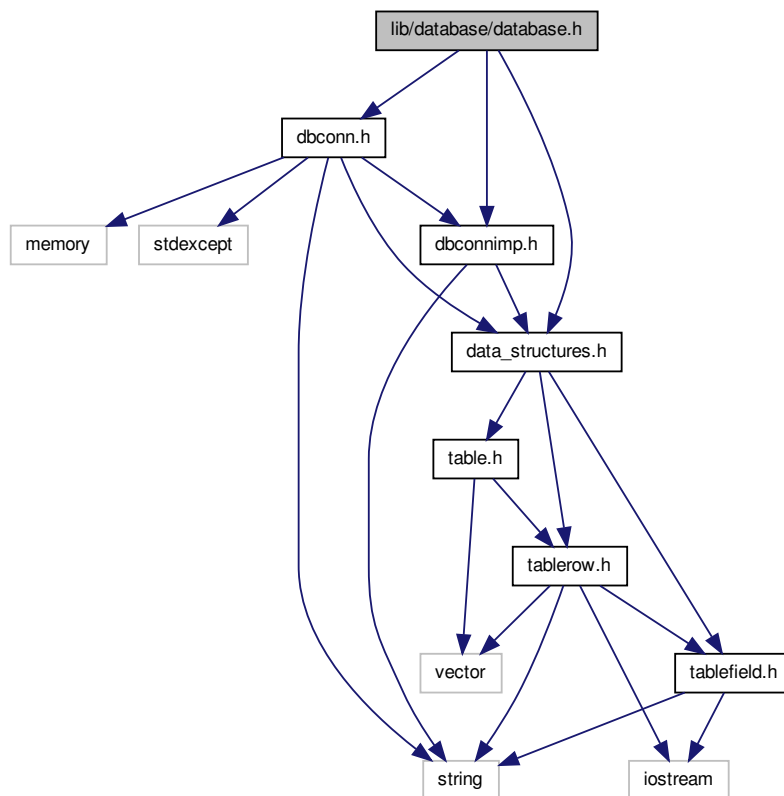
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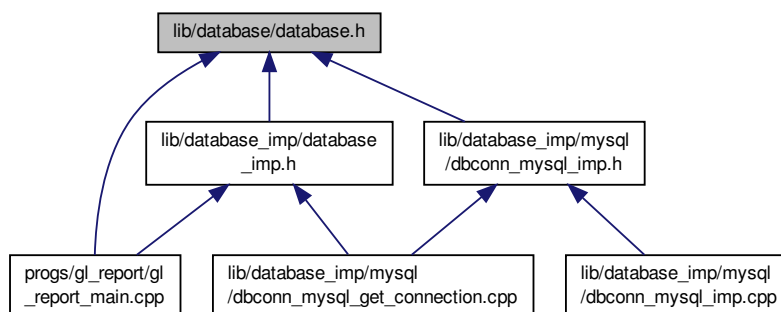
## 8.6 lib/database/database.h File Reference

User interface to database functionality.

```
#include "data_structures.h"
#include "dbconnimp.h"
#include "dbconn.h"
Include dependency graph for database.h:
```



This graph shows which files directly or indirectly include this file:



### 8.6.1 Detailed Description

User interface to database functionality.

#### Author

Paul Griffiths

#### Copyright

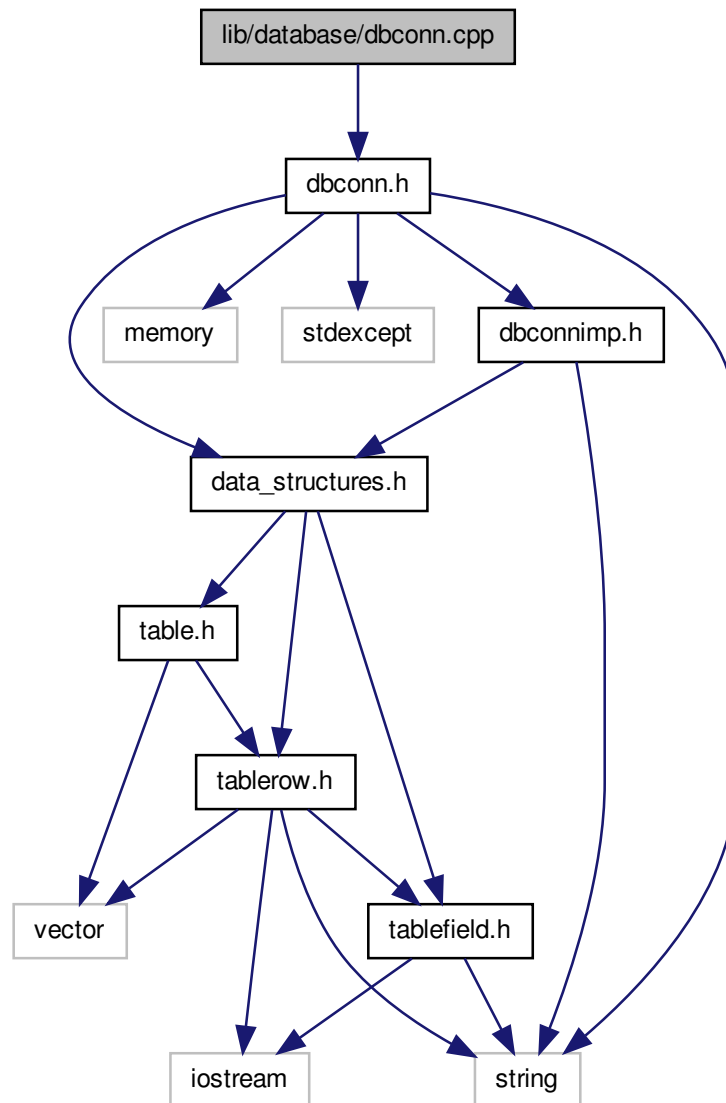
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## 8.7 lib/database/dbconn.cpp File Reference

Implementation of database connection abstract base class.

```
#include "dbconn.h"
```

Include dependency graph for dbconn.cpp:



### 8.7.1 Detailed Description

Implementation of database connection abstract base class. Implementation of database connection abstract base class

#### Author

Paul Griffiths

#### Copyright

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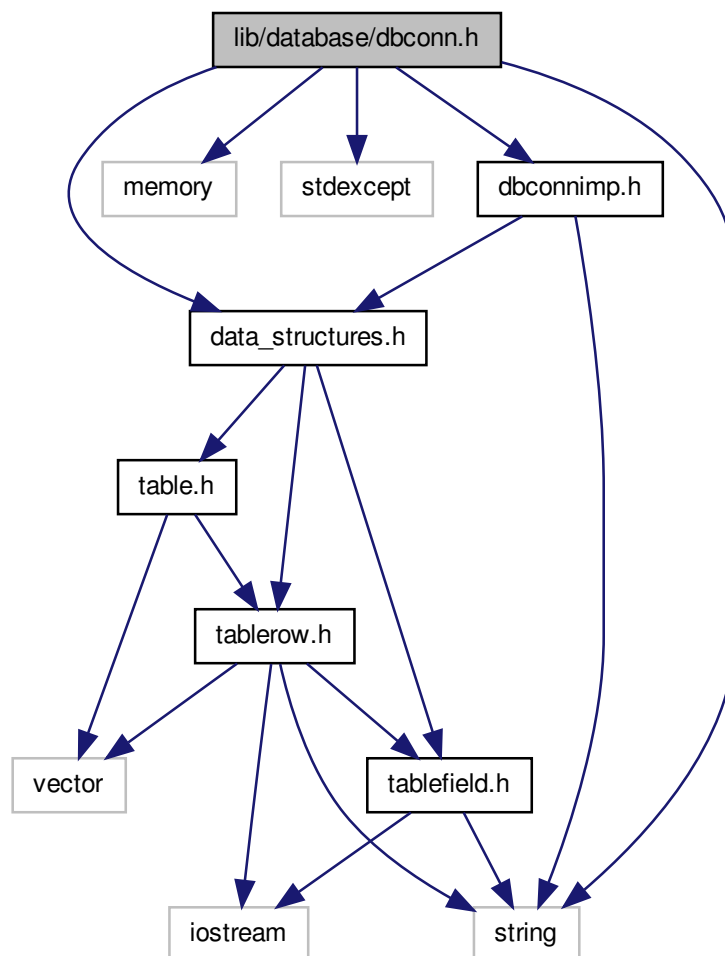


## 8.8 lib/database/dbconn.h File Reference

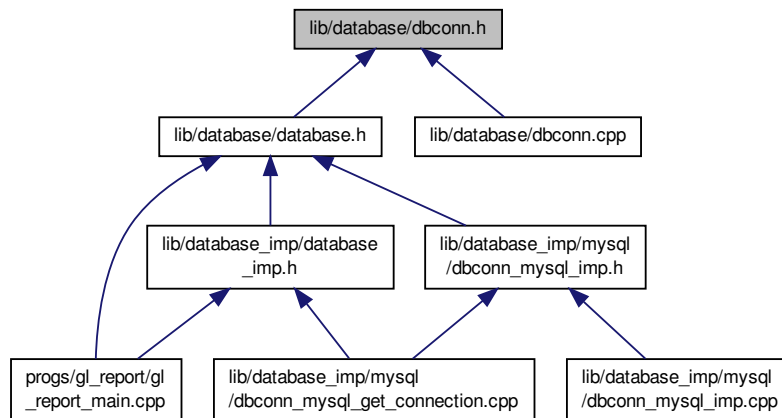
Interface to database connection abstract base class.

```
#include <string>
#include <memory>
#include <stdexcept>
#include "data_structures.h"
#include "dbconnimp.h"
```

Include dependency graph for dbconn.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gldb::DBConnCouldNotConnect](#)
- class [gldb::DBConnCouldNotQuery](#)
- class [gldb::DBConn](#)

## Namespaces

- namespace [gldb](#)

### 8.8.1 Detailed Description

Interface to database connection abstract base class. Interface to database connection abstract base class

#### Author

Paul Griffiths

#### Copyright

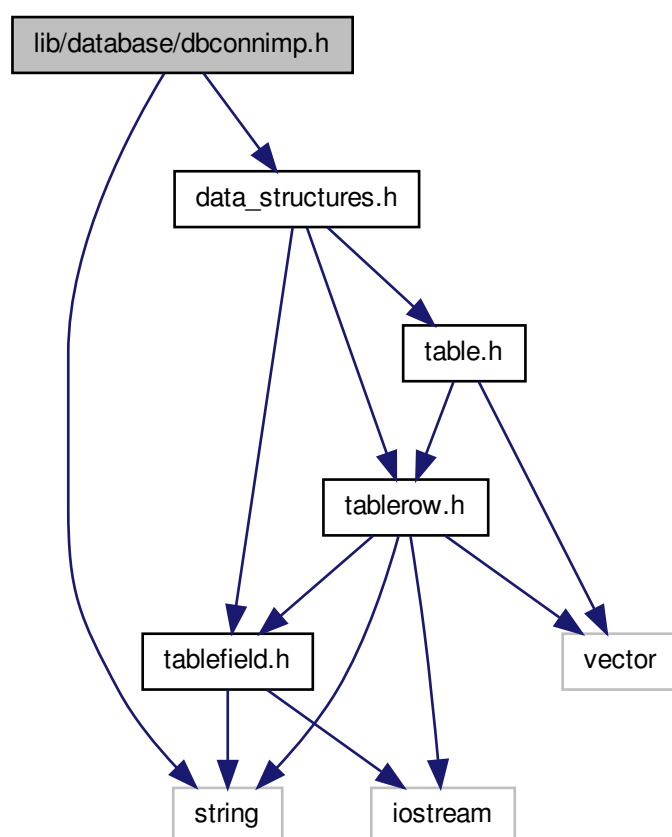
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## 8.9 lib/database/dbconnimp.h File Reference

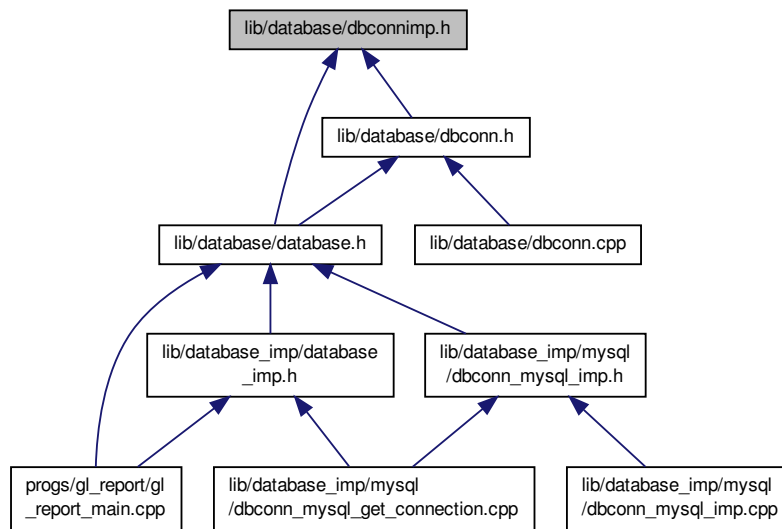
Interface to abstract database implementation base class.

```
#include <string>
#include "data_structures.h"
```

Include dependency graph for dbconnimp.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gldb::DBConnImp](#)

## Namespaces

- namespace [gldb](#)

### 8.9.1 Detailed Description

Interface to abstract database implementation base class. Interface to abstract database implementation base class

#### Author

Paul Griffiths

#### Copyright

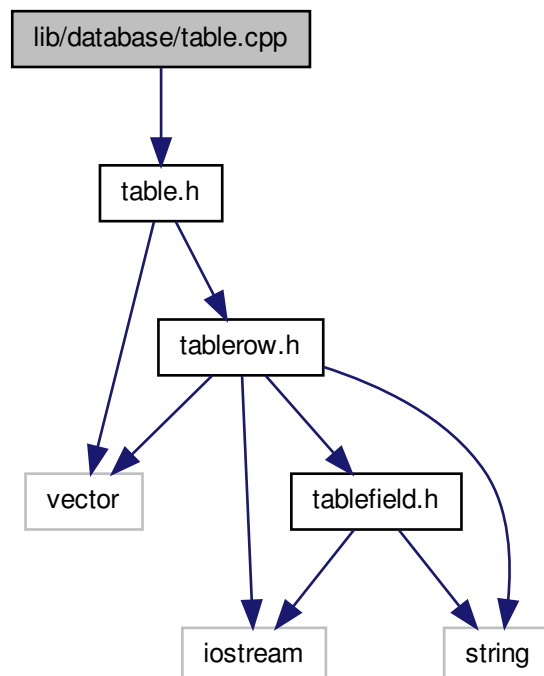
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## 8.10 lib/database/table.cpp File Reference

Implementation of table data structure.

```
#include "table.h"
```

Include dependency graph for table.cpp:



### 8.10.1 Detailed Description

Implementation of table data structure. Implementation of table data structure

#### Author

Paul Griffiths

#### Copyright

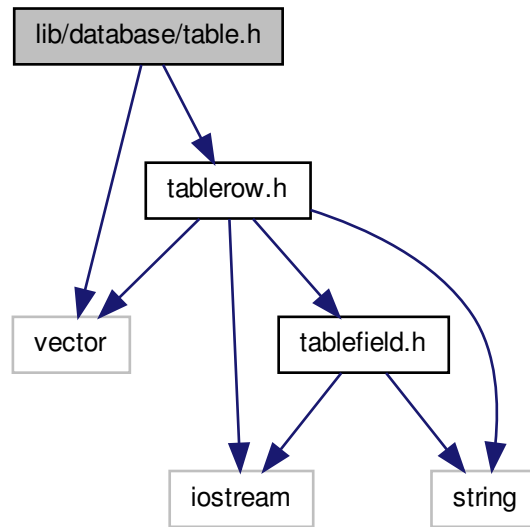
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## 8.11 lib/database/table.h File Reference

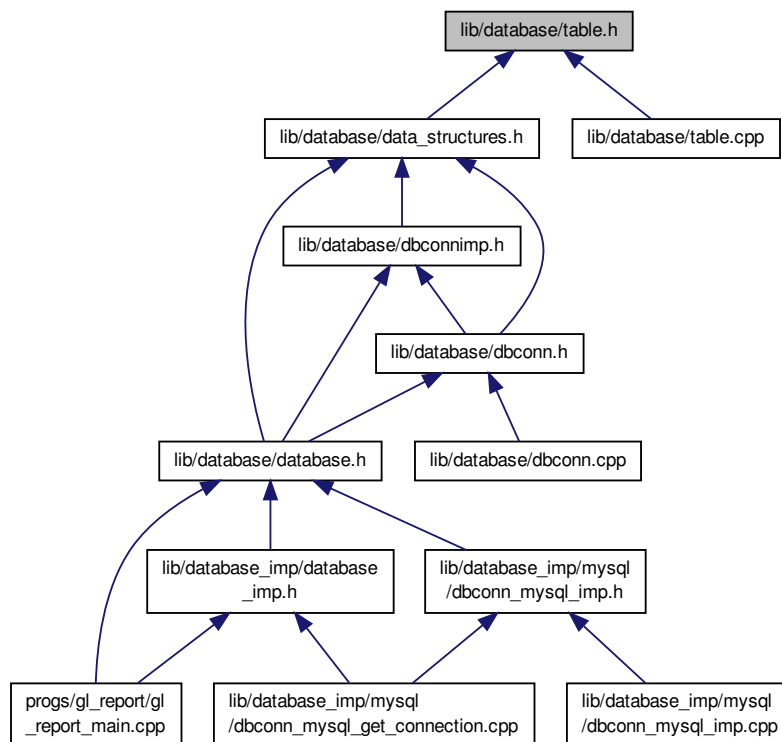
Interface to table data structure.

```
#include <vector>
#include "tablerow.h"
```

Include dependency graph for table.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gldb::Table](#)

## Namespaces

- namespace [gldb](#)

### 8.11.1 Detailed Description

Interface to table data structure. Interface to table data structure

#### Author

Paul Griffiths

#### Copyright

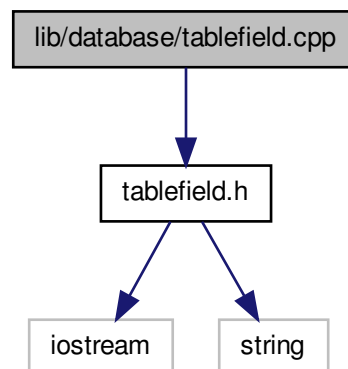
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## 8.12 lib/database/tablefield.cpp File Reference

Implementation of table field class.

```
#include "tablefield.h"
```

Include dependency graph for tablefield.cpp:



### 8.12.1 Detailed Description

Implementation of table field class. Implementation of table field class

#### Author

Paul Griffiths

## Copyright

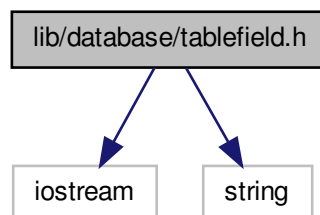
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## 8.13 lib/database/tablefield.h File Reference

Interface to table field class.

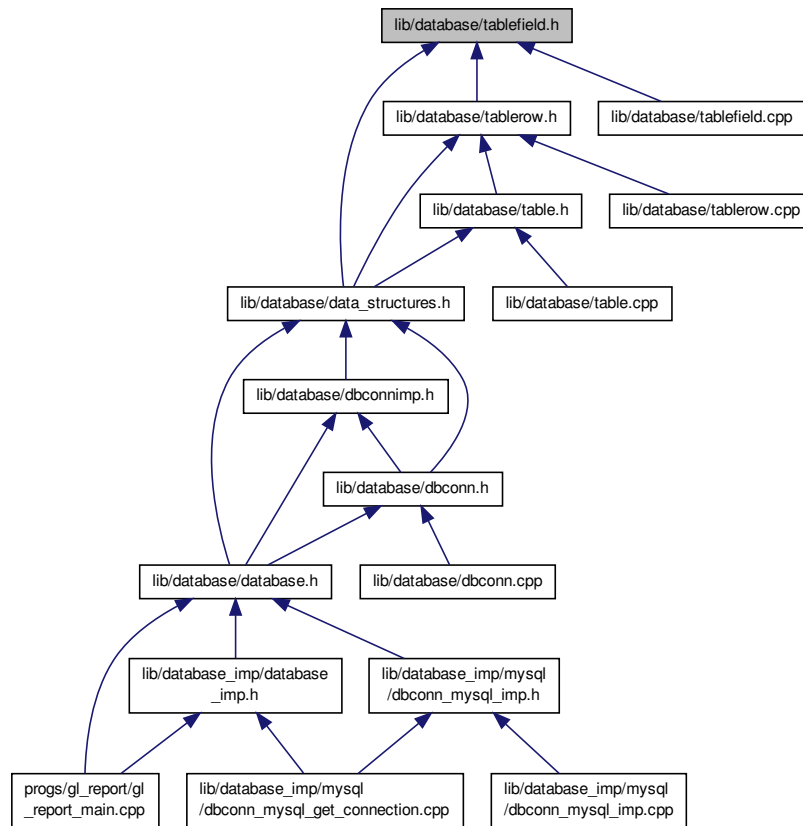
```
#include <iostream>
#include <string>
```

Include dependency graph for tablefield.h:





This graph shows which files directly or indirectly include this file:



## Classes

- class `gldb::TableField`

## Namespaces

- namespace **gldb**

## Functions

- `std::ostream & glldb::operator<< (std::ostream &out, const TableField &field)`

### 8.13.1 Detailed Description

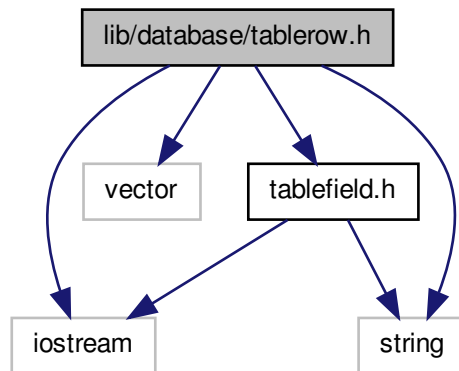
Interface to table field class. Interface to table field class

**Author**

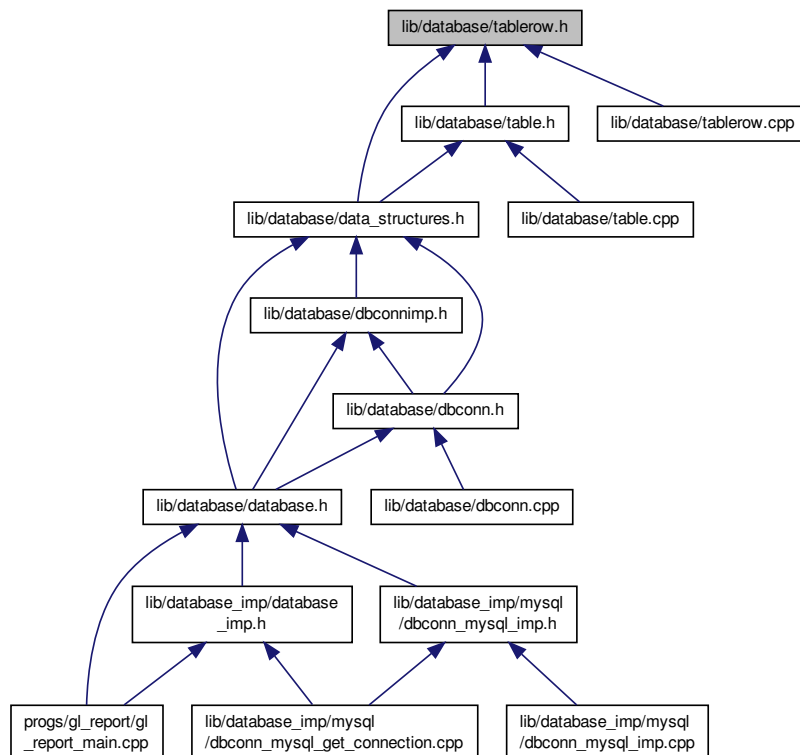
Paul Griffiths



```
#include <iostream>
#include <vector>
#include <string>
#include "tablefield.h"
Include dependency graph for tablerow.h:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [gldb::TableRow](#)

## Namespaces

- namespace [gldb](#)

### 8.15.1 Detailed Description

Interface to table row data structure. Interface to table row data structure

#### Author

Paul Griffiths

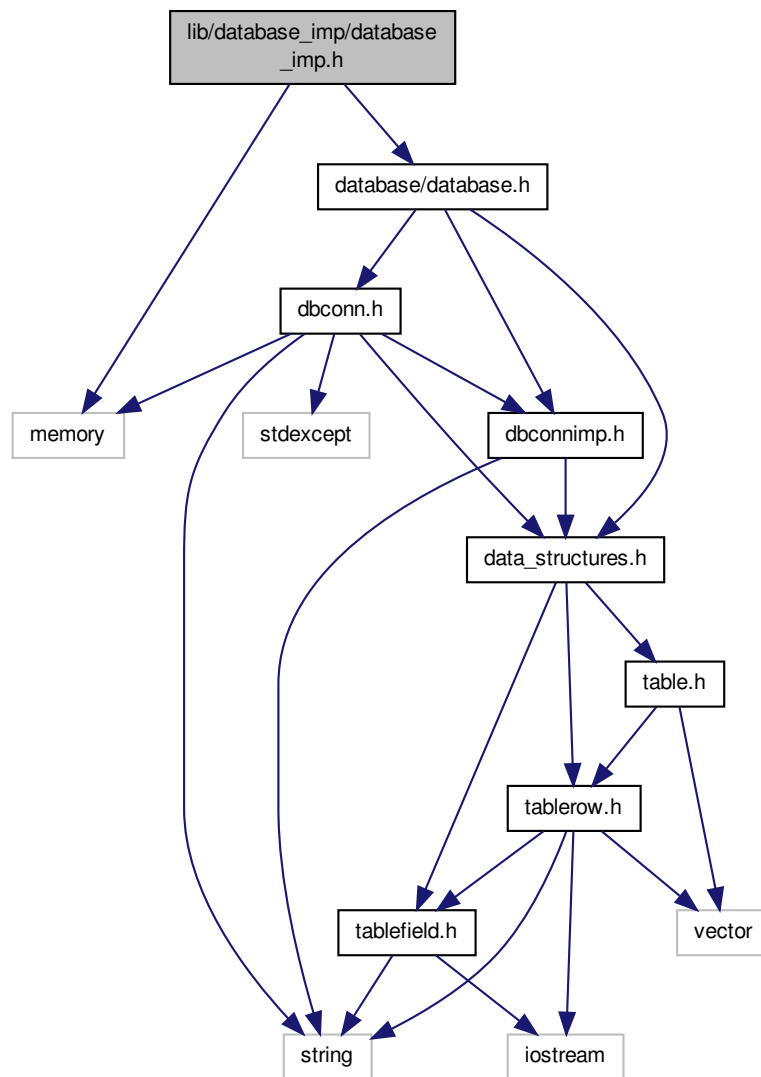
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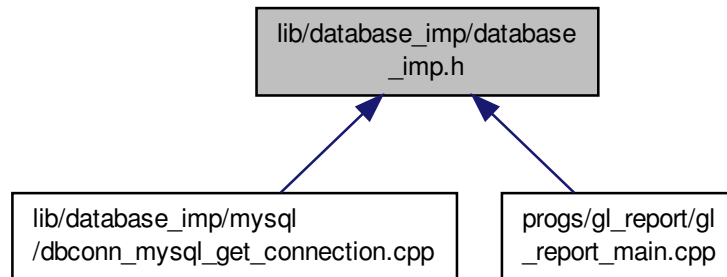
### 8.16 lib/database\_imp/database\_imp.h File Reference

```
#include <memory>
#include "database/database.h"
```

Include dependency graph for database\_imp.h:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace [gldb](#)

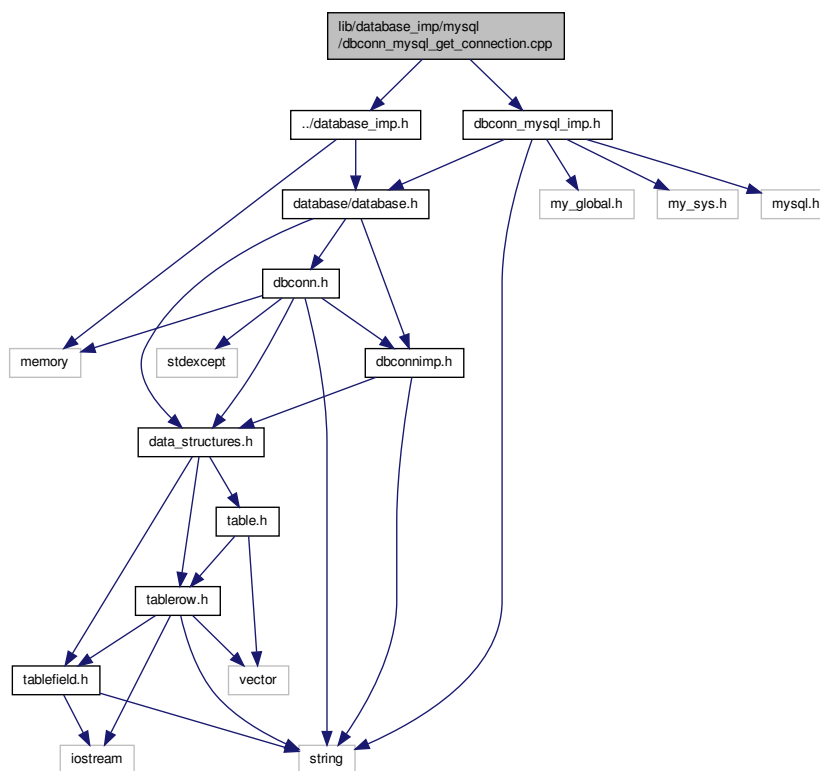
## Functions

- [DBConnImp](#) \* [gldb::get\\_connection](#) (const std::string database, const std::string hostname, const std::string username, const std::string password)

## 8.17 lib/database\_imp/mysql/dbconn\_mysql\_get\_connection.cpp File Reference

```
#include "../database_imp.h"  
#include "dbconn_mysql_imp.h"
```

Include dependency graph for dbconn\_mysql\_get\_connection.cpp:

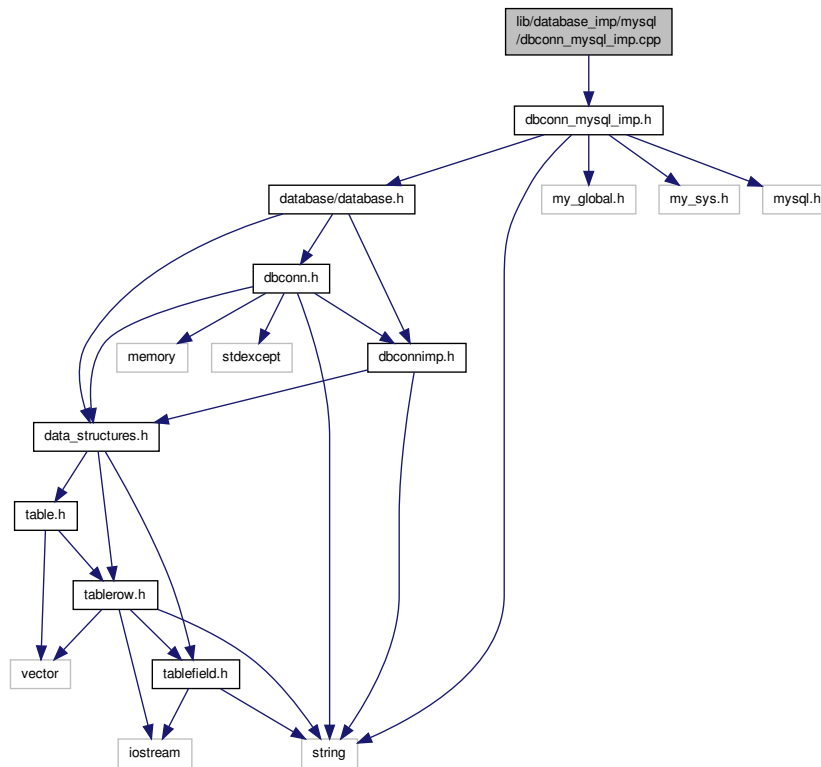


## 8.18 lib/database\_imp/mysql/dbconn\_mysql\_imp.cpp File Reference

Implementation of MySQL database connection implementation class.

```
#include "dbconn_mysql_imp.h"
```

Include dependency graph for dbconn\_mysql\_imp.cpp:



### 8.18.1 Detailed Description

Implementation of MySQL database connection implementation class. Implementation of MySQL database connection implementation class

#### Author

Paul Griffiths

#### Copyright

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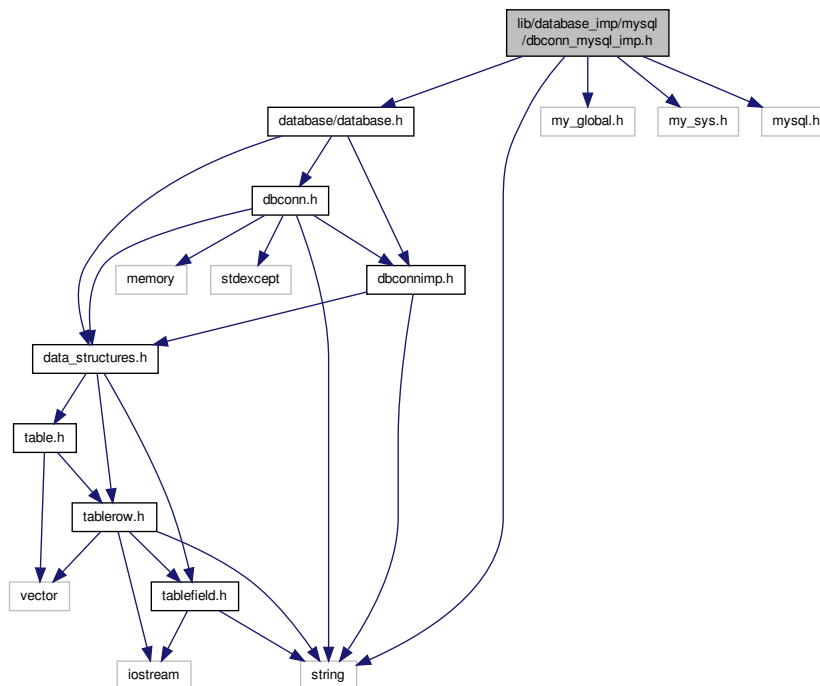
## 8.19 lib/database\_imp/mysql/dbconn\_mysql\_imp.h File Reference

Interface to MySQL database connection implementation class.

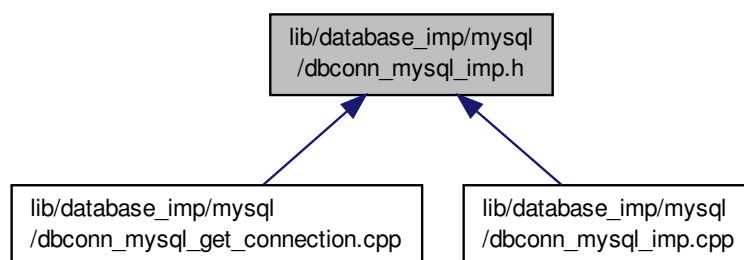
```
#include <string>
#include "database/database.h"
#include <my_global.h>
#include <my_sys.h>
#include <mysql.h>
```



Include dependency graph for dbconn\_mysql\_imp.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gldb::DBConnMySQL](#)

## Namespaces

- namespace [gldb](#)

### 8.19.1 Detailed Description

Interface to MySQL database connection implementation class. Interface to MySQL database connection implementation class

#### Author

Paul Griffiths

#### Copyright

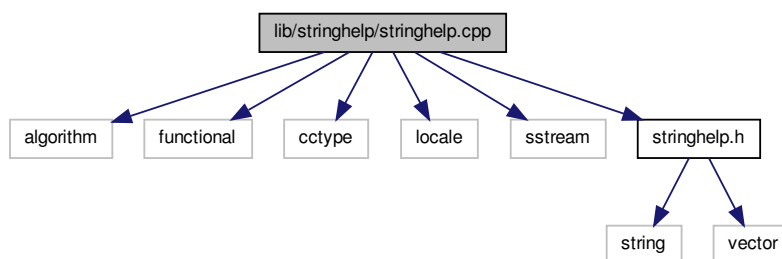
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## 8.20 lib/stringhelp/stringhelp.cpp File Reference

Implementation of string helper functions.

```
#include <algorithm>
#include <functional>
#include <cctype>
#include <locale>
#include <sstream>
#include "stringhelp.h"
```

Include dependency graph for stringhelp.cpp:



### 8.20.1 Detailed Description

Implementation of string helper functions.

#### Author

Paul Griffiths

#### Copyright

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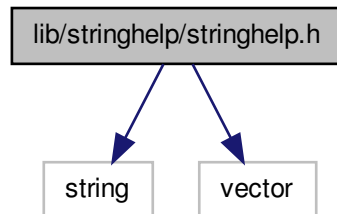
## 8.21 lib/stringhelp/stringhelp.h File Reference

Interface to string helper functions.

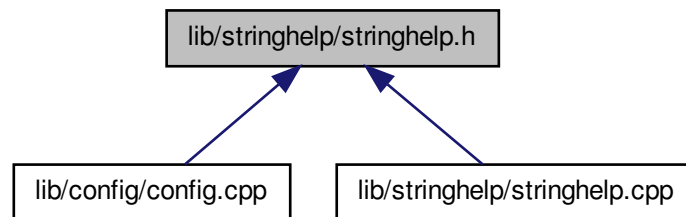
```
#include <string>
```

```
#include <vector>
```

Include dependency graph for stringhelp.h:



This graph shows which files directly or indirectly include this file:



### Namespaces

- namespace `pgstring`

### Functions

- `std::string & pgstring::trim_front` (`std::string &s`)  
*Trims leading whitespace from a string.*
- `std::string & pgstring::trim_back` (`std::string &s`)  
*Trims trailing whitespace from a string.*
- `std::string & pgstring::trim` (`std::string &s`)  
*Trims leading and trailing whitespace from a string.*
- `std::vector< std::string > pgstring::split` (`const std::string &s, const char delim`)  
*Splits a delimited string into tokens.*

### 8.21.1 Detailed Description

Interface to string helper functions.

#### Author

Paul Griffiths

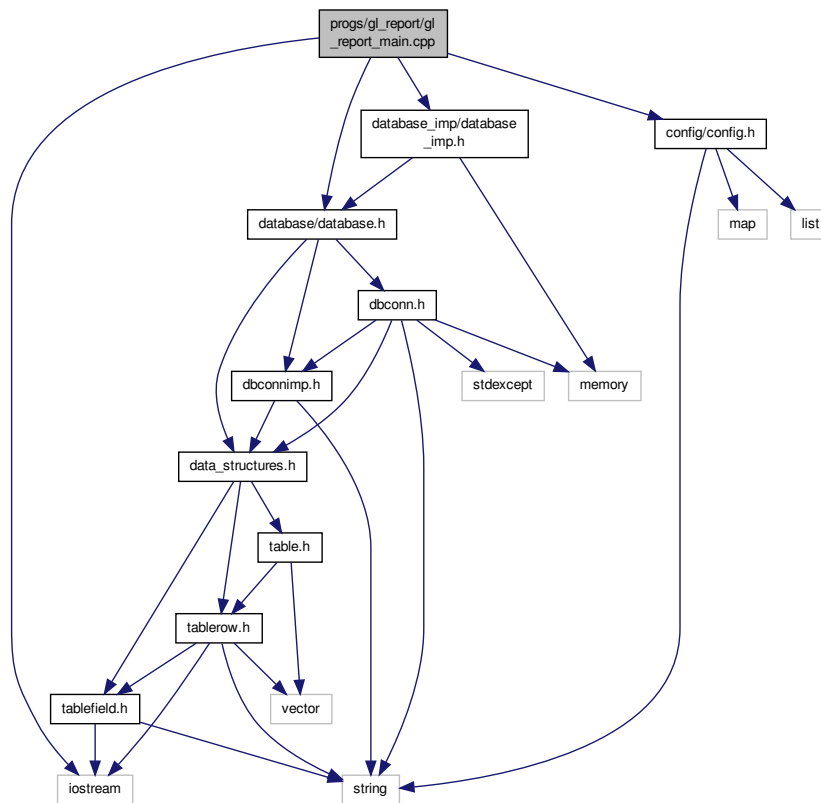
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## 8.22 progs/gl\_report/gl\_report\_main.cpp File Reference

```
#include <iostream>
#include "database/database.h"
#include "database_imp/database_imp.h"
#include "config/config.h"
```

Include dependency graph for gl\_report\_main.cpp:



### Functions

- static void [set\\_configuration](#) ([genleg::Config](#) &config, int argc, char \*argv[])
- static void [print\\_usage\\_message](#) ()

- static void `print_version_message` ()
- static void `print_help_message` ()
- static std::string `login` (void)
- int `main` (int argc, char \*argv[])

## Variables

- static const char \* `progrname` = "gl\_report"

### 8.22.1 Function Documentation

8.22.1.1 static std::string `login` ( void ) [static]

8.22.1.2 int `main` ( int *argc*, char \* *argv*[] )

8.22.1.3 static void `print_help_message` ( ) [static]

8.22.1.4 static void `print_usage_message` ( ) [static]

8.22.1.5 static void `print_version_message` ( ) [static]

8.22.1.6 static void `set_configuration` ( genleg::Config & *config*, int *argc*, char \* *argv*[] ) [static]

### 8.22.2 Variable Documentation

8.22.2.1 const char\* `progrname` = "gl\_report" [static]

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