

My Project

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Chapter 1

Class Index

1.1 Class List

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

Buffer	A class that handles packing, unpacking, and managing a buffer of data	3
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Chapter 2

Class Documentation

2.1 Buffer Class Reference

A class that handles packing, unpacking, and managing a buffer of data.

```
#include <Buffer.h>
```

Public Member Functions

- void `pack` (const std::string &data)
Packs the given string data into the buffer.
- std::string `unpack` ()
Unpacks and returns the data stored in the buffer.
- void `readHeader` (std::ifstream &file)
Reads the header from the provided input file stream.
- void `writeHeader` (std::ofstream &file)
Writes the header to the provided output file stream.

2.1.1 Detailed Description

A class that handles packing, unpacking, and managing a buffer of data.

This class provides methods for packing a string into a buffer, unpacking the data from the buffer, and reading/writing headers to/from files. It is commonly used for file handling or data serialization tasks.

2.1.2 Member Function Documentation

2.1.2.1 `pack()`

```
void Buffer::pack (  
    const std::string & data )
```

Packs the given string data into the buffer.

Parameters

<i>data</i>	The string to be packed into the buffer.
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2.1.2.2 readHeader()

```
void Buffer::readHeader (
    std::ifstream & file )
```

Reads the header from the provided input file stream.

Parameters

<i>file</i>	The input file stream from which the header will be read.
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2.1.2.3 unpack()

```
std::string Buffer::unpack ( )
```

Unpacks and returns the data stored in the buffer.

Returns

The unpacked string data from the buffer.

2.1.2.4 writeHeader()

```
void Buffer::writeHeader (
    std::ofstream & file )
```

Writes the header to the provided output file stream.

Parameters

<i>file</i>	The output file stream to which the header will be written.
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The documentation for this class was generated from the following files:

- Buffer.h
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