

# Reference Manual

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# Chapter 1

## Class Index

### 1.1 Class Hierarchy

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

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## Chapter 2

# Class Index

### 2.1 Class List

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

BgCommand	5
Builtin	5
CdCommand	6
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CommandLine	6
Executor	7
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FgCommand	8
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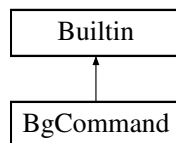


## Chapter 3

# Class Documentation

### 3.1 BgCommand Class Reference

Inheritance diagram for BgCommand:

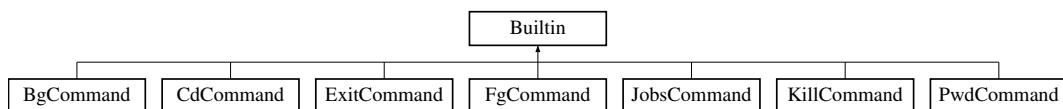


The documentation for this class was generated from the following files:

- Builtin.hpp
- Builtin.cpp

### 3.2 Builtin Class Reference

Inheritance diagram for Builtin:



#### Public Member Functions

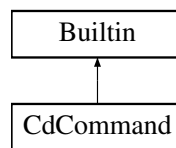
- void **run** (const char \*[], [Executor](#) \*)
- virtual bool **forkable** ()

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

- Builtin.hpp
- Builtin.cpp

### 3.3 CdCommand Class Reference

Inheritance diagram for CdCommand:



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

- Builtin.hpp
- Builtin.cpp

### 3.4 Command Class Reference

#### Public Member Functions

- **Command** (std::vector< std::string > &parameters, std::string in=std::string(), std::string out=std::string(), std::string err=std::string(), bool outAppend=false, bool errAppend=false)
- std::string **getIn** ()
- std::string **getOut** ()
- std::string **getErr** ()
- bool **getOutAppend** ()
- bool **getErrAppend** ()
- const char \*\* **getExecv** ()

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

- Command.hpp
- Command.cpp

### 3.5 CommandLine Class Reference

#### Public Member Functions

- [CommandLine](#) & **operator=** ([CommandLine](#) &)

- **CommandLine** (std::list< [Command](#) \* > \*pipeline, bool background)
- [Command](#) \* **next** ()
- bool **hasNext** ()
- bool **isBackground** ()

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

- CommandLine.hpp
- CommandLine.cpp

## 3.6 Executor Class Reference

### Classes

- struct [Job](#)

### Public Member Functions

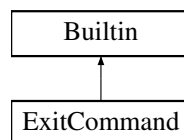
- void **run** ([CommandLine](#) \*commandLine, std::map< std::string, [Builtin](#) \* > &)
- void **cleanUp** ()
- void **setForeground** (int pid)
- unsigned **getLastForeground** ()
- void **setLastForeground** (unsigned pid)
- std::list< [Job](#) > \* **getJobs** ()

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

- Executor.hpp
- Executor.cpp

## 3.7 ExitCommand Class Reference

Inheritance diagram for ExitCommand:

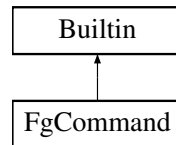


The documentation for this class was generated from the following files:

- Builtin.hpp
- Builtin.cpp

### 3.8 FgCommand Class Reference

Inheritance diagram for FgCommand:



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

- Builtin.hpp
- Builtin.cpp

### 3.9 Executor::Job Struct Reference

#### Public Attributes

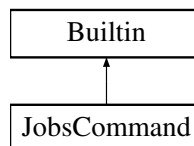
- std::string **name**
- pid\_t **pid**
- unsigned **jobid**
- unsigned **groupid**
- bool **stopped**
- bool **dead**

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

- Executor.hpp
- Executor.cpp

### 3.10 JobsCommand Class Reference

Inheritance diagram for JobsCommand:

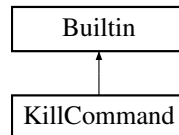


The documentation for this class was generated from the following files:

- Builtin.hpp
- Builtin.cpp

## 3.11 KillCommand Class Reference

Inheritance diagram for KillCommand:



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

- Builtin.hpp
- Builtin.cpp

## 3.12 MyTypo Class Reference

### Public Types

- enum **Style** {  
    **NORMAL** = 0, **BOLD**, **UNDER** = 4, **BLINK**,  
    **INVERT** = 7 }
- enum **Foreground** {  
    **BLACK** = 30, **RED**, **GREEN**, **BROWN**,  
    **BLUE**, **PURPLE**, **CYAN**, **GRAY** }
- enum **Background** {  
    **B\_TRANSPARENT** = -1, **B\_BLACK** = 40, **B\_RED**, **B\_GREEN**,  
    **B\_BROWN**, **B\_BLUE**, **B\_PURPLE**, **B\_CYAN**,  
    **B\_GRAY** }

### Public Member Functions

- void **set\_foreground** (int color)
- void **set\_background** (int color)
- void **set\_style** (int color)
- int **get\_foreground** (void)
- int **get\_background** (void)
- int **get\_style** (void)
- bool **get\_opened** (void)
- **MyTypo** (int style=NORMAL, int foreground=BLACK, int background=B\_TRANSPARENT)
- void **toggleOpened** (void)

- void **setParameters** (int style=NORMAL, int foreground=BLACK, int background=B\_-TRANSPARENT)
- std::ostream & **openTag** (std::ostream &ost)
- std::ostream & **closeTag** (std::ostream &ost)

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

- MyTypo.hpp
- MyTypo.cpp

### 3.13 Parser Class Reference

#### Public Member Functions

- [CommandLine](#) \* **readCommandLine** ()
- bool **newLine** ()

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

- Parser.hpp
- Parser.cpp

### 3.14 Program Class Reference

#### Public Member Functions

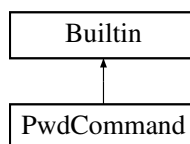
- int **run** ()

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

- Program.hpp
- Program.cpp

### 3.15 PwdCommand Class Reference

Inheritance diagram for PwdCommand:



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

- [Builtin.hpp](#)
- [Builtin.cpp](#)

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