# aardvark

0.3.0

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# **Class Index**

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

# File Index

# 2.1 File List

Here is a list of all files with brief descrip	otions:
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/home/lee/Leecmake/Project-XIV-1/src/main.cpp								
This is a test of CMake, doxygen, and GitHub	 	 	 					ç

File Index

# **Class Documentation**

# 3.1 AdjacencyMatrix Class Reference

## **Public Member Functions**

- AdjacencyMatrix (int Size)
- void addEdge (int i, int j)
- void removeEdge (int i, int j)
- bool hasEdge (int i, int j)
- vector< int > outEdges (int i)
- vector< int > inEdges (int i)
- int nVertices ()
- void printGraph ()

# **Protected Attributes**

- int n
- bool \*\* MatrixChecker

# 3.1.1 Detailed Description

Definition at line 15 of file main.cpp.

# 3.1.2 Constructor & Destructor Documentation

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## 3.1.2.1 AdjacencyMatrix()

# 3.1.3 Member Function Documentation

# 3.1.3.1 addEdge()

# 3.1.3.2 hasEdge()

# Definition at line 42 of file main.cpp.

## 3.1.3.3 inEdges()

### 3.1.3.4 nVertices()

```
int AdjacencyMatrix::nVertices ( ) [inline]
```

```
Definition at line 62 of file main.cpp.
```

```
return n;
```

# 3.1.3.5 outEdges()

```
vector<int> AdjacencyMatrix::outEdges (
             int i ) [inline]
Definition at line 47 of file main.cpp.
```

```
vector<int> outEdges;
          for (int j = 0; j < n; j++)
               if (MatrixChecker[i][j]) outEdges.push_back(j);
51
          return outEdges;
52
```

## 3.1.3.6 printGraph()

```
void AdjacencyMatrix::printGraph ( ) [inline]
```

This code comes almost line for line from here: https://www.programiz.com/dsa/graph-adjacency-matrix

Definition at line 69 of file main.cpp.

```
cout « "T : ";
for (int i = 1; i < n; i++) {
  cout « i « " ";</pre>
70
71
72
74
            cout « endl;
            for (int i = 0; i < n; i++) {
  cout « i « " : ";
  for (int j = 0; j < n; j++)
    cout « MatrixChecker[i][j] « " ";</pre>
75
76
77
78
79
              cout « endl;
80
81
             cout « endl;
82
```

# 3.1.3.7 removeEdge()

```
void AdjacencyMatrix::removeEdge (
            int i,
            int j ) [inline]
```

### Definition at line 37 of file main.cpp.

```
38
          MatrixChecker[i][j] = false;
```

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# 3.1.4 Member Data Documentation

### 3.1.4.1 MatrixChecker

bool\*\* AdjacencyMatrix::MatrixChecker [protected]

Definition at line 18 of file main.cpp.

# 3.1.4.2 n

int AdjacencyMatrix::n [protected]

Definition at line 17 of file main.cpp.

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

• /home/lee/Leecmake/Project-XIV-1/src/main.cpp

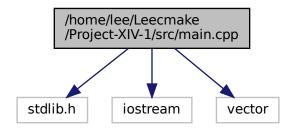
# **File Documentation**

# 4.1 /home/lee/Leecmake/Project-XIV-1/src/main.cpp File Reference

This is a test of CMake, doxygen, and GitHub.

```
#include <stdlib.h>
#include <iostream>
#include <vector>
```

Include dependency graph for main.cpp:



## **Classes**

• class AdjacencyMatrix

# **Functions**

• int main ()

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# 4.1.1 Detailed Description

This is a test of CMake, doxygen, and GitHub.

This is the long brief at the top of main.cpp. I used code from the book and used this website for their print function and to figure out how to work this guys code <a href="https://www.programiz.com/dsa/graph-adjacency-matrix">https://www.programiz.com/dsa/graph-adjacency-matrix</a>, an additional website I used to understand the concept better: <a href="https://www.softwaretestinghelp.com/graph-implementation-cpp/">https://www.softwaretestinghelp.com/graph-implementation-cpp/</a>

**Author** 

Seth McNeill

Date

1/28/2021

### 4.1.2 Function Documentation

### 4.1.2.1 main()

```
int main ( )
```

# Definition at line 122 of file main.cpp. $^{122}$

```
AdjacencyMatrix Test(12);
124
         Test.addEdge(0,1);
125
         Test.addEdge(1,0);
126
127
        Test.addEdge(1,2);
         Test.addEdge(2,1);
         Test.addEdge(2,3);
128
         Test.addEdge(3,2);
130
         Test.addEdge(3,7);
131
         Test.addEdge(7,3);
132
         Test.addEdge(0,4);
133
         Test.addEdge(4,0);
134
         Test.addEdge(4,5);
135
         Test.addEdge(5,4);
136
         Test.addEdge(1,5);
137
         Test.addEdge(5,1);
138
        Test.addEdge(1,6);
139
        Test.addEdge(6,1);
Test.addEdge(2,5);
140
         Test.addEdge(6,7);
141
         Test.addEdge(7,6);
142
143
         Test.addEdge(4,8);
144
145
         Test.addEdge(8,4);
         Test.addEdge(8,9);
        Test.addEdge(9,8);
Test.addEdge(9,10);
146
147
148
         Test.addEdge(10,9);
149
         Test.addEdge(10,11);
150
         Test.addEdge(11,10);
151
         Test.addEdge(11,7);
152
         Test.addEdge(7,11);
153
         Test.printGraph();
```

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