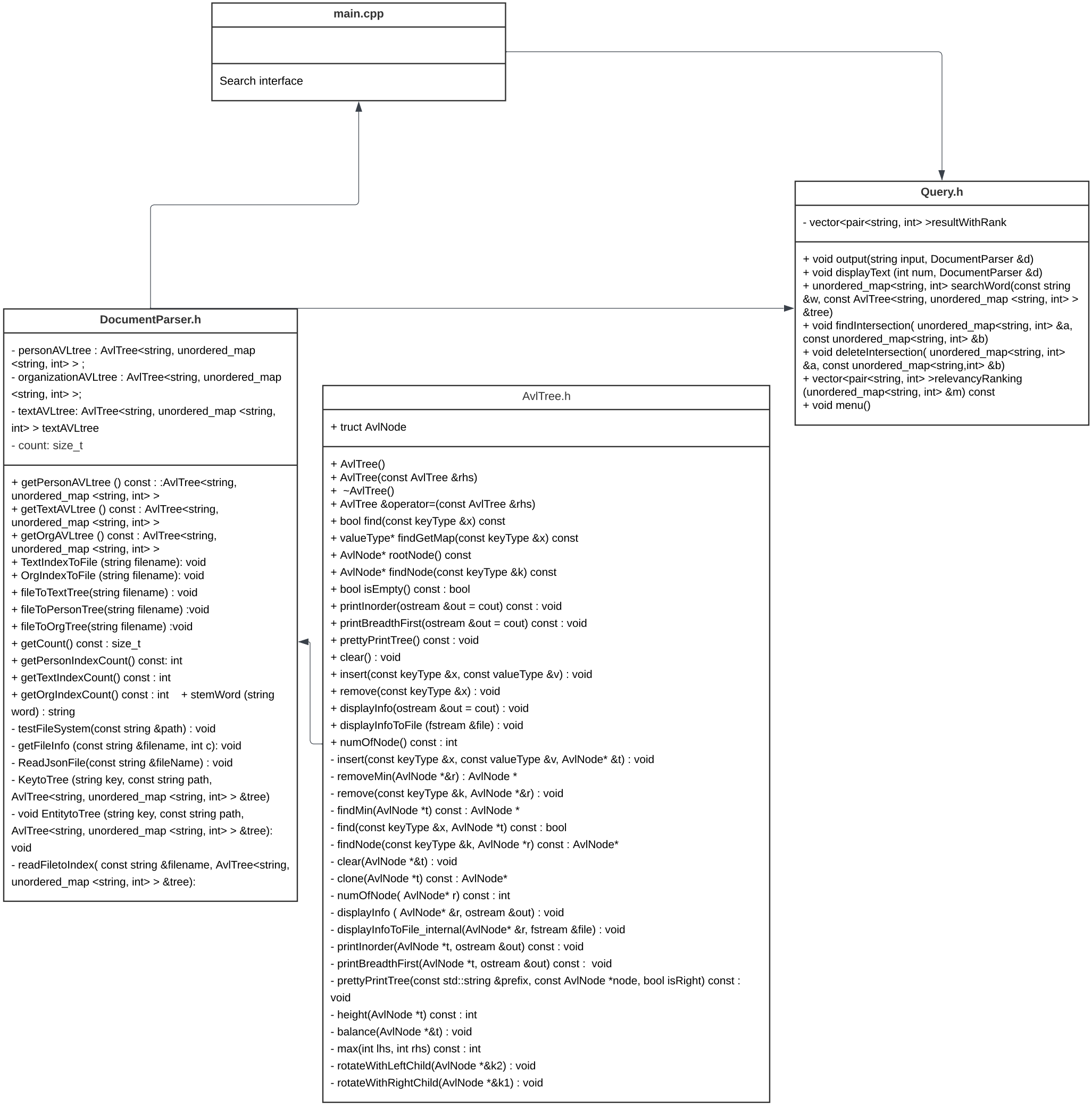
main.cpp
Search interface
Query.h
- vector<pair<string, int> >resultWithRank
+ void output(string input, DocumentParser &d)
+ void displayText (int num, DocumentParser &d)
+ unordered_map<string, int> searchWord(const string &w, const AvlTree<string, unordered_map <string, int> > &tree)
+ void findIntersection(unordered_map<string, int> &a, const unordered_map<string, int> &b)
+ void deleteIntersection(unordered_map<string, int> &a, const unordered_map<string,int> &b)
+ vector<pair<string, int> >relevancyRanking (unordered_map<string, int> &m) const
+ void menu()
DocumentParser.h
- personAVLtree : AvlTree<string, unordered_map <string, int> > ;
- organizationAVLtree : AvlTree<string, unordered_map <string, int> >;
- textAVLtree: AvlTree<string, unordered_map <string, int> > textAVLtree
- count: size_t
+ getPersonAVLtree () const : :AvlTree<string, unordered_map <string, int> >
+ getTextAVLtree () const : AvlTree<string, unordered_map <string, int> >
+ getOrgAVLtree () const : AvlTree<string, unordered_map <string, int> >
+ TextIndexToFile (string filename): void
+ OrgIndexToFile (string filename): void
+ fileToTextTree(string filename) : void
+ fileToPersonTree(string filename) :void
+ fileToOrgTree(string filename) :void
+ getCount() const : size_t
+ getPersonIndexCount() const: int
+ getTextIndexCount() const : int
+ getOrgIndexCount() const : int + stemWord (string word) : string
- testFileSystem(const string &path) : void
- getFileInfo (const string &filename, int c): void
- ReadJsonFile(const string &fileName) : void
- KeytoTree (string key, const string path, AvlTree<string, unordered_map <string, int> > &tree)
- void EntitytoTree (string key, const string path, AvlTree<string, unordered_map <string, int> > &tree): void
- readFiletoIndex(const string &filename, AvlTree<string, unordered_map <string, int> > &tree):
AvlTree.h
+ truct AvlNode
+ AvlTree()
+ AvlTree(const AvlTree &rhs)
+ ~AvlTree()
+ AvlTree &operator=(const AvlTree &rhs)
+ bool find(const keyType &x) const
+ valueType* findGetMap(const keyType &x) const
+ AvlNode* rootNode() const
+ AvlNode* findNode(const keyType &k) const
+ bool isEmpty() const : bool
+ printInorder(ostream &out = cout) const : void
+ printBreadthFirst(ostream &out = cout) const : void
+ prettyPrintTree() const : void
+ clear() : void
+ insert(const keyType &x, const valueType &v) : void
+ remove(const keyType &x) : void
+ displayInfo(ostream &out = cout) : void
+ displayInfoToFile (fstream &file) : void
+ numOfNode() const : int
- insert(const keyType &x, const valueType &v, AvlNode* &t) : void
- removeMin(AvlNode *&r) : AvlNode *
- remove(const keyType &k, AvlNode *&r) : void
- findMin(AvlNode *t) const : AvlNode *
- find(const keyType &x, AvlNode *t) const : bool
- findNode(const keyType &k, AvlNode *r) const : AvlNode*
- clear(AvlNode *&t) : void
- clone(AvlNode *t) const : AvlNode*
- numOfNode(AvlNode* r) const : int
- displayInfo (AvlNode* &r, ostream &out) : void
- displayInfoToFile_internal(AvlNode* &r, fstream &file) : void
- printInorder(AvlNode *t, ostream &out) const : void
- printBreadthFirst(AvlNode *t, ostream &out) const : void
- prettyPrintTree(const std::string &prefix, const AvlNode *node, bool isRight) const : void
- height(AvlNode *t) const : int
- balance(AvlNode *&t) : void
- max(int lhs, int rhs) const : int
- rotateWithLeftChild(AvlNode *&k2) : void
- rotateWithRightChild(AvlNode *&k1) : void