

My Project

Generated by Doxygen 1.8.8

Thu Mar 17 2016 18:31:09

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Chapter 1

Class Index

1.1 Class List

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

Height	Store height data and timestamp	3
VerticalData	4

Chapter 2

Class Documentation

2.1 Height Class Reference

Store height data and timestamp.

```
#include <Height.hpp>
```

Public Member Functions

- [Height](#) ()
- [Height](#) (float height, time_t time)
- float [getHeight](#) ()
- time_t [getTime](#) ()
- void [printAll](#) ()

2.1.1 Detailed Description

Store height data and timestamp.

2.1.2 Constructor & Destructor Documentation

2.1.2.1 Height::Height ()

Construct an empty [Height](#) object

Postcondition

an empty [Height](#) object is created

2.1.2.2 Height::Height (float *height*, time_t *time*)

overloaded

Parameters

in	<i>time</i>	the height reading was taken
in	<i>height</i>	reading

2.1.3 Member Function Documentation

2.1.3.1 float Height::getHeight ()

Returns

2.1.3.2 time_t Height::getTime ()

Returns

time

2.1.3.3 void Height::printAll ()

print contents to console

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

- Height.hpp
- Height.cpp

2.2 VerticalData Class Reference

Public Member Functions

- [VerticalData](#) ()
- [VerticalData](#) ([Height](#) previous)
- void [setCurrentHeight](#) (float height)
- float [getCurrentHeight](#) ()
- time_t [getCurrentTime](#) ()
- float [getVelocity](#) ()

2.2.1 Constructor & Destructor Documentation

2.2.1.1 VerticalData::VerticalData ()

Create an empty vertical Data Object

2.2.1.2 VerticalData::VerticalData ([Height](#) *previous*)

Parameters

<i>height</i>	
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2.2.2 Member Function Documentation

2.2.2.1 float VerticalData::getCurrentHeight ()

Returns

2.2.2.2 time_t VerticalData::getCurrentTime ()

Returns

time

2.2.2.3 void VerticalData::setCurrentHeight (float *height*)

Parameters

<i>height</i>	
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The documentation for this class was generated from the following file:

- VerticalData.hpp

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Height, [3](#)