Reference Manual

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Chapter 1

Class Index

1.1 Class List

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

node 5
queue 7
stack 8

Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

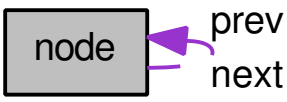
code/cardtrick.c 9

Chapter 3

Class Documentation

3.1 node Struct Reference

Collaboration diagram for node:



Public Attributes

- struct node * prev
- struct node * next
- char name [NAME_SIZE]
- int first
- int third

3.1.1 Detailed Description

Definition at line 35 of file cardtrick.c.

3.1.2 Member Data Documentation

3.1.2.1 int node.first

No of letters in first word

Definition at line 43 of file cardtrick.c.

3.1.2.2 char node.name[NAME_SIZE]

Node Data: Name of Card

Definition at line 41 of file cardtrick.c.

3.1.2.3 struct node* node.next

Next pointer for doubly linked node

Definition at line 39 of file cardtrick.c.

3.1.2.4 struct node* node.prev

Previous pointer for doubly linked node

Definition at line 37 of file cardtrick.c.

3.1.2.5 int node.third

No of letters in third word

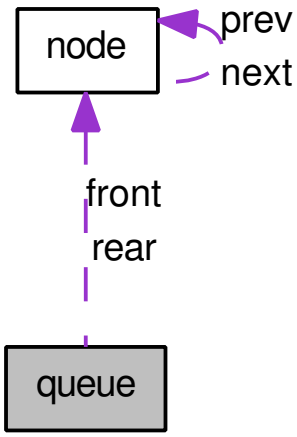
Definition at line 45 of file cardtrick.c.

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

- code/cardtrick.c

3.2 queue Struct Reference

Collaboration diagram for queue:



Public Attributes

- struct node ∗ front
- struct node ∗ rear

3.2.1 Detailed Description

Definition at line 48 of file cardtrick.c.

3.2.2 Member Data Documentation

3.2.2.1 struct node∗ queue.front

Front pointer of queue: A node will always be removed from front

Definition at line 53 of file cardtrick.c.

3.2.2.2 struct node∗ queue.rear

Rear pointer of queue: A node will always be inserted to the rear

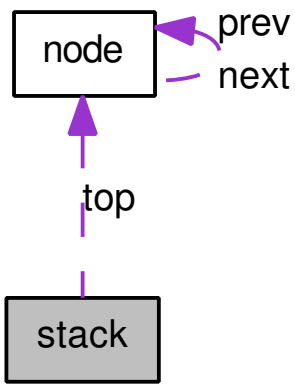
Definition at line 58 of file cardtrick.c.

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

- code/cardtrick.c

3.3 stack Struct Reference

Collaboration diagram for stack:



Public Attributes

- struct node ∗ top

3.3.1 Detailed Description

Definition at line 61 of file cardtrick.c.

3.3.2 Member Data Documentation

3.3.2.1 struct node∗ stack.top

Top pointer of stack: A node will always be pushed and popped at the top.

Definition at line 66 of file cardtrick.c.

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

- code/cardtrick.c

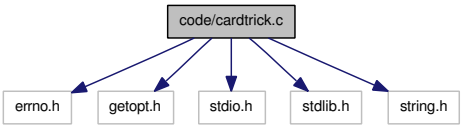
Chapter 4

File Documentation

4.1 code/cardtrick.c File Reference

```
#include <errno.h>
#include <getopt.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
```

Include dependency graph for cardtrick.c:



Classes

- struct node
- struct queue
- struct stack

Defines

- #define pr_info(args...) fprintf(stdout, ##args)
- #define pr_err(args...) fprintf(stdout, ##args)
- #define NOMEM "No memory available\n"
- #define CHINVAL "Not a valid choice\n"
- #define NAME_SIZE 3
- #define ONE "One"
- #define TWO "Two"
- #define THREE "Three"
- #define FOUR "Four"

- #define FIVE "Five"
- #define SIX "Six"
- #define SEVEN "Seven"
- #define EIGHT "Eight"
- #define NINE "Nine"
- #define TEN "Ten"
- #define JACK "Jack"
- #define QUEEN "Queen"
- #define KING "King"
- #define HEARTS "Hearts"
- #define DIAMONDS "Diamonds"
- #define SPADES "Spades"
- #define CLUBS "Clubs"

Functions

- int main (int argc, char **argv)

4.1.1 Define Documentation

4.1.1.1 #define CHINVAL "Not a valid choice\n"

Definition at line 15 of file cardtrick.c.

4.1.1.2 #define CLUBS "Clubs"

Definition at line 33 of file cardtrick.c.

4.1.1.3 #define DIAMONDS "Diamonds"

Definition at line 31 of file cardtrick.c.

4.1.1.4 #define EIGHT "Eight"

Definition at line 24 of file cardtrick.c.

4.1.1.5 #define FIVE "Five"

Definition at line 21 of file cardtrick.c.

4.1.1.6 #define FOUR "Four"

Definition at line 20 of file cardtrick.c.

4.1.1.7 #define HEARTS "Hearts"

Definition at line 30 of file cardtrick.c.

4.1.1.8 #define JACK "Jack"

Definition at line 27 of file cardtrick.c.

4.1.1.9 #define KING "King"

Definition at line 29 of file cardtrick.c.

4.1.1.10 #define NAME_SIZE 3

Definition at line 16 of file cardtrick.c.

4.1.1.11 #define NINE "Nine"

Definition at line 25 of file cardtrick.c.

4.1.1.12 #define NOMEM "No memory available\n"

Definition at line 14 of file cardtrick.c.

4.1.1.13 #define ONE "One"

Definition at line 17 of file cardtrick.c.

4.1.1.14 #define pr_err(args...) fprintf(stdout, ##args)

Definition at line 13 of file cardtrick.c.

4.1.1.15 #define pr_info(args...) fprintf(stdout, ##args)

This program will implement a trick of card as stated in the assignment problem.
Definition at line 12 of file cardtrick.c.

4.1.1.16 #define QUEEN "Queen"

Definition at line 28 of file cardtrick.c.

4.1.1.17 #define SEVEN "Seven"

Definition at line 23 of file cardtrick.c.

4.1.1.18 #define SIX "Six"

Definition at line 22 of file cardtrick.c.

4.1.1.19 #define SPADES "Spades"

Definition at line 32 of file cardtrick.c.

4.1.1.20 #define TEN "Ten"

Definition at line 26 of file cardtrick.c.

4.1.1.21 #define THREE "Three"

Definition at line 19 of file cardtrick.c.

4.1.1.22 #define TWO "Two"

Definition at line 18 of file cardtrick.c.

4.1.2 Function Documentation

4.1.2.1 int main (int *argc*, char ** *argv*)

Main function of program reads input file and then implement the algorithm described in design document.
Definition at line 236 of file cardtrick.c.

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