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TinyStory

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Contents

Chapter 1

Class Index

1.1 Class List

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

FileHandler . . . . . ??
Node< D > . . . . . ??
Queue< T > . . . . . ??
Tokenizer . . . . . ??

Chapter 2

File Index

2.1 File List

Here is a list of all documented files with brief descriptions:

src/**dsQueue.h** . . . . . **??**
src/FileHandler.h . . . . . **??**
src/main.cpp . . . . . **??**
src/**Node.h** . . . . . **??**
src/Tokenizer.cpp . . . . . **??**
src/Tokenizer.h . . . . . **??**

Chapter 3

Class Documentation

3.1 FileHandler Class Reference

Public Member Functions

- FileHandler ()
- FileHandler (string)
- ~FileHandler ()
- void setFilename (string)
- string getContents ()

3.1.1 Constructor & Destructor Documentation

3.1.1.1 FileHandler::FileHandler ( )

Plain Constructor

Author

Simon (psyomn) Symeonidis This is the actual implementation of the class

(Note/Todo : safeness of class - make sure processFile cannot be executed if no file-Name given)

3.1.1.2 FileHandler::FileHandler (string *fname*)

Overloaded Constructor

Parameters

fileName	the filename of the file to open

3.1.1.3 FileHandler::~FileHandler ( )

The destructor for this class

3.1.2 Member Function Documentation

3.1.2.1 string FileHandler::getContents ( )

Accessor to retrieve the output

3.1.2.2 void FileHandler::setFilename (string *f*)

Mutator to set the filename

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

- src/FileHandler.h
- src/FileHandler.cpp

3.2 Node< D > Class Template Reference

`#include <Node.h>`

Public Attributes

- D **dat**
- Node< D > * **pNext**

3.2.1 Detailed Description

template<class D> class Node< D >

psyomn This class is left totally public as security should be taken care of by the actual data structures

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

- src/Node.h

3.3 Queue< T > Class Template Reference

`#include <dsQueue.h>`

Public Member Functions

- ~Queue ()
- bool empty ()
- int getSize ()
- void push (T)
- T pop ()
- void print ()

3.3.1 Detailed Description

template<class T> class Queue< T >

psyomn A simple queue DS

3.3.2 Constructor & Destructor Documentation

3.3.2.1 template<class T > Queue< T >::~Queue ( )

Main Constructor

3.3.3 Member Function Documentation

3.3.3.1 template<class T > bool Queue< T >::empty ( )

Destructor

3.3.3.2 template<class T > int Queue< T >::getSize ( )

Check to see if DS is empty

3.3.3.3 template<class T > T Queue< T >::pop ( )

Insert a data element to the queue

3.3.3.4 template<class T > void Queue< T >::print ( )

Remove/retrieve an item

3.3.3.5 template<class T > void Queue< T >::push (T *d*)

Get the current size of the queue

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

- src/dsQueue.h
- src/dsQueue.cpp

3.4 Tokenizer Class Reference

Public Member Functions

- Tokenizer (string)

3.4.1 Constructor & Destructor Documentation

3.4.1.1 Tokenizer::Tokenizer (string)

Simple constructor

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

- src/Tokenizer.h

Chapter 4

File Documentation

4.1 src/FileHandler.h File Reference

Classes

- class FileHandler

4.1.1 Detailed Description

Author

Simon (psyomn) Symeonidis

This is a helper class to help access files.

4.2 src/main.cpp File Reference

```
#include <iostream>
#include <fstream>
#include <string>
#include "FileHandler.cpp"
#include "dsQueue.cpp"
```

Functions

- int **main** ()

4.2.1 Detailed Description

Author

Simon (psyomn) Symeonidis

4.3 src/Tokenizer.cpp File Reference

```
#include "Tokenizer.h"
```

4.3.1 Detailed Description

Author

Simon (psyomn) Symeonidis

4.4 src/Tokenizer.h File Reference

Classes

- class Tokenizer

4.4.1 Detailed Description

Author

Simon (psyomn) Symeonidis