

UNIVERSITY OF NEVADA, RENO



CS 302 — DATA STRUCTURES

Assignment 1

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1 Introduction

2 Use of Code

3 Functions

3.1 Image.h

CONSTRUCTOR

oh yeah

CONSTRUCTOR WITH PARAMETERS

ok stuff here

DESTRUCTOR

COPY_CONSTRUCTOR

OPERATOR=

GETIMAGEINFO

GETPIXELVAL

SETPIXELVAL

GETSUBIMAGE

MEANGRAY

ENLARGEIMAGE

SHRINKIMAGE

REFLECTIMAGE

TRANSLATEIMAGE

ROTATEIMAGE

OPERATOR+

OPERATOR-

NEGATEIMAGE

3.2 driver.cpp

SHOWMENU

stuff

SHOWREGS

DRAWWINDOW

DELETEMENU

DELETEWINDOW

PROCESS ENTRY

STDWINDOW

PROMPTFORREG

PROMPTFORFILENAME

PROMPTFORLOC

PROMPTFORPIXVALUE

PROMPTFORSCALEVALUE

PROMPTFORMIRROW

PROMPTFORANGLE

MESSAGEBOX

FILLREGS

CLEARREGISTERS

LAODIMAGE

SAVEIMAGE

GETIMAGE

SETPIXEL

GETPIXEL

EXTRACTSUB

ENLARGEIMG

SHRINKIMG

REFLECTIMG

TRANSLATEIMG

ROTATEIMG

SUMIMG

SUBTRACTIMG

NEGATEIMG

FINDLOCALPGM

3.3 cubicspline.h

CONSTRUCTOR

COPY CONSTRUCTOR

CONSTRUCTOR WITH PARAMETERS

DESTRUCTOR

CREATE

CREATECUBIC

GETVAL

GETCUBICVAL

3.4 imageIO.h

READIMAGEHEADER

READIMAGE

WRITEIMAGE

3.5 comp_curses.h

STARTCURSES

ENDCURSES

SETCOLOR

SCREENWIDTH

SCREENHEIGHT

PROMPTFORINT

PROMPTFORDOUBLE

PROMPTFORSTRING

4 Bugs and Errors

5 What was Learned

6 Division of Labor