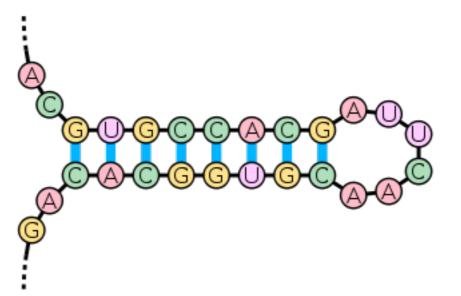
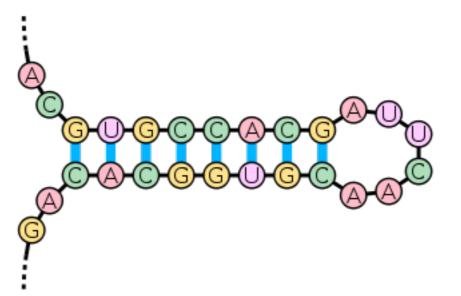
RNA Stem Loop Visualizer

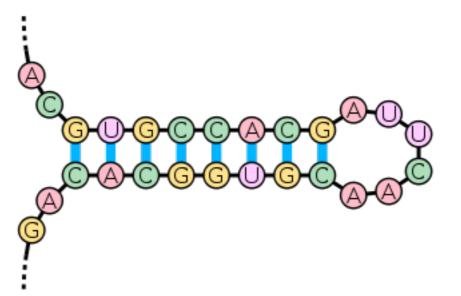
Project Machines & Berekenbaarheid



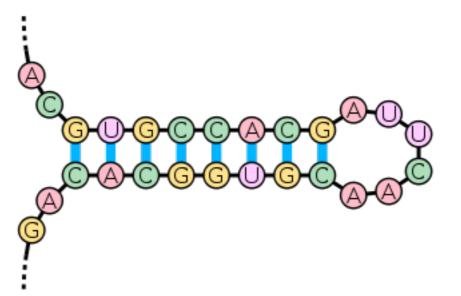
```
/**
 * @enum ENucleotideType
 * @brief The different types of the nucleotides.
enum ENucleotideType {
    kADENINE,
    kCYTOSINE,
    kGUANINE,
    kURACIL
};
/**
 * @class Nucleotide
 * @brief The nucleotide
class Nucleotide {
public:
    /**
     * @brief Constructor.
     * @param type Which type of nucleotide we are talking about.
     */
    Nucleotide(const ENucleotideType& type);
    /**
     * @brief Check whether this nucleotide match with another nucleotide.
     * @details Cytosine match with Guanine and Adenine with Uracil.
     *
     * @param that The other nucleotide you want to compare.
     * @return True if they match, false otherwise.
    bool match(const Nucleotide& that) const;
private:
    /**
     * @var fType
     * @brief The type of the nucleotide.
    ENucleotideType fType;
};
```



```
* @typedef RNAString
 * @brief Represents an RNA sequence of nucleotides.
typedef std::vector<Nucleotide*> RNAString;
 * @class RNAParser
 * @brief The RNA sequence parser.
 * @details This is an ordinary RNA sequence parser. This does not do
 * additionally stuffs such as recognizing stem loops or something like that.
 * It just check whether the sequence of RNA is a valid one (i.e. there are
 * no wrong symbols in the sequence).
class RNAParser {
public:
    /**
     * @brief Constructor.
     * @param filename The name of the file to read from it.
    RNAParser(const char* filename[]);
     * @brief Parse the sequence.
     * @details Since this is an ordinary RNA sequence parser, this does only
     * checking whether all symbols in the RNA sequence is valid (i.e. either
     * one of the A, C, G or U).
     * Othrows std::runtime error When there's something wrong with parsing
     * or the RNA sequence in the file is not valid.
     * @note If you call this method more than once, it will forgot the last
     * parsed RNA sequence and do it over again.
    virtual void parse();
     * @brief Get the RNA string after parsing the sequence.
     * @return The parsed RNA string.
     * @note If you've parsed nothing you'll get an empty RNA string.
    RNAString getRNAString() const;
     * @brief Get the configuration for the visualizer.
     * @return TODO
    virtual TODO getConfiguration() const;
private:
     * @var fRNASequence
     * @brief The parsed RNA string.
    RNAString fRNASequence;
};
```



```
/**
 * @class RNAOneStemLoop
 * @brief Class responsible for parsing a basic stem loop.
 * @details A basic stem loop is something as:
 * G == C
 * G == C
 * C == G
 * A == U
 * X X
 * X X
 * XX
 * @endcode
class RNAOneStemLoop : public RNAParser {
public:
     * @brief Constructor.
     * @param filename The name of the file to read from it.
    RNAOneStemLoop(const char* filename[]);
     * @brief Parse the sequence.
     * @details Since this is an ordinary RNA sequence parser, this does only
     * checking whether all symbols in the RNA sequence is valid (i.e. either
     * one of the A, C, G or U).
     * @throws std::runtime_error When there's something wrong with parsing
     * or the RNA sequence in the file is not valid.
     * @note If you call this method more than once, it will forgot the last
     * parsed RNA sequence and do it over again.
    void parse();
     * @brief Get the indexes of the RNA string where the loop starts and
     * end respectively.
    std::tuple<unsigned int, unsigned int> getLoopIndexes() const;
     * @brief Get the configuration for the visualizer.
     * @return TODO
    TODO getConfiguration() const;
private:
     * @var fBegin
     * Obrief The index of the RNA string where the loop starts.
    unsigned int fBegin;
     * @var fEnd
     * @brief The index of the RNA string where the loop ends.
    unsigned int fEnd;
};
```



Uitbreidingen

- Input RNA sequence where the initial nucleotide is not necessarily the beginning of the stem loop.
- Support sequences with multiple stem loops.
- Input which elements should be in the loop, so you can track down specific stem loops.
- Use something fancier than ASCII to visualize the stem loop.
- Use LL or RL parser or Turing Machine instead of PDA.
- GUI