INE5408 - Trabalho01

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Chapter 1

Namespace Index

1.1 Namespace List

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

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Chapter 2

Class Index

2.1 Class List

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

structures::LinkedStack< T >
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Chapter 3

Namespace Documentation

3.1 structures Namespace Reference

Structures namespace

Classes

- class LinkedStack

  Main class.

3.1.1 Detailed Description

Simple class to wrap LinkedStack

Chapter 4

Class Documentation

4.1 structures::LinkedStack< T > Class Template Reference

Main class.

```
#include <LinkedStack.h>
```

Public Member Functions

- LinkedStack ()=default

  Default constructor.
- ∼LinkedStack ()=default

  Destructor.
- void clear ()

  Clear stack.
- void push (const T &data)

  Push element on top of stack.
- T pop ()

  Pop element on the top of stack.
- T & top () const

  Return reference to the top element.
- bool empty () const

  Check if stack is empty.
- int size () const

  Return size of the list.

4.1.1 Detailed Description

template<typename T>
class structures::LinkedStack< T >

Main class.

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

- libs_src/LinkedStack.h

4.2 XMLObject Class Reference

xml Object

```
#include <XMLObject.h>
```

Public Member Functions

- XMLObject (const std::string &input_file)

  Move constructor.
- ∼XMLObject ()

  Destructor.
- bool is_opened ()

  Check if object was correctly opened.
- std::vector< std::vector< std::vector< char > > > data ()

  Get content of data tags, organized in vectors.
- std::vector< std::string > names ()

  Get content of name tags, organized in a vector.
- void print_data ()

  Print data in std::cout.

4.2.1 Detailed Description

xml Object

Class to describe XML object, including data in tags and validation of xml files

4.2.2 Constructor & Destructor Documentation

4.2.2.1 XMLObject()

```
XMLObject::XMLObject (
            const std::string & input_file )  [explicit]
```

Move constructor.

Constructor with input file

Constructor with input file, initiate every attributte accordingly to input file, also checks if the file is a valid xml.

4.2.2.2 ∼XMLObject()

```
XMLObject::∼XMLObject ( )
```

Destructor.

Destructor will close input stream

4.2.3 Member Function Documentation

4.2.3.1 data()

```
std::vector< std::vector< std::vector< char > > > XMLObject::data ( )
```

Get content of data tags, organized in vectors.

Returns

content of data tags organized by tag, ordered by lecture then, by line read in file, each caracter in one position of vector.

4.2.3.2 is_opened()

```
bool XMLObject::is_opened ( )
```

Check if object was correctly opened.

Returns

true if file was validated and attributtes organized, false otherwise

4.2.3.3 names()

```
std::vector< std::string > XMLObject::names ( )
```

Get content of name tags, organized in a vector.

Returns

content of data tags organized by tag, ordered by lecture then, by line read in file, each caracter in one position of vector.

4.2.3.4 print_data()

```
void XMLObject::print_data ( )
```

Print data in std::cout.

For debugging process, prints the data stored, formatted

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

- libs_src/XMLObject.h
- libs_src/XMLObject.cpp

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