

eda12131190311906

1.0

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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

# Hierarchical Index

### 2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

eda12131190311906.ApplicationSettings . . . . .	10
BackgroundWorker	
eda12131190311906.AbortableBackgroundWorker . . . . .	9
eda12131190311906.Bubble . . . . .	14
eda12131190311906.Bucket . . . . .	15
eda12131190311906.Comb . . . . .	15
eda12131190311906.Counting . . . . .	16
Form	
eda12131190311906.FrmMain . . . . .	16
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IComparable< StopwatchEx >	
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eda12131190311906.StopwatchEx . . . . .	33
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eda12131190311906.Logging.LogEventArgs . . . . .	19
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eda12131190311906.Shell . . . . .	33
Stopwatch	
eda12131190311906.StopwatchEx . . . . .	33
eda12131190311906.SystemHelper . . . . .	36



## Chapter 3

# Class Index

### 3.1 Class List

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

<a href="#">eda12131190311906.AbortableBackgroundWorker</a>	Executes an operation on a separate thread. Can be aborted without a wait time . . . . .	9
<a href="#">eda12131190311906.ApplicationSettings</a>	Application settings . . . . .	10
<a href="#">eda12131190311906.Bubble</a>	Bubble Sort Algorithm <a href="http://en.wikipedia.org/wiki/Bubblesort">http://en.wikipedia.org/wiki/Bubblesort</a> . . . . .	14
<a href="#">eda12131190311906.Bucket</a>	Bucket Sort Algorithm <a href="http://en.wikipedia.org/wiki/Bucket_sort">http://en.wikipedia.org/wiki/Bucket_sort</a> . . . . .	15
<a href="#">eda12131190311906.Comb</a>	Comb Sort Algorithm <a href="http://en.wikipedia.org/wiki/Comb_sort">http://en.wikipedia.org/wiki/Comb_sort</a> . . . . .	15
<a href="#">eda12131190311906.Counting</a>	Counting Sort Algorithm <a href="http://en.wikipedia.org/wiki/Counting_sort">http://en.wikipedia.org/wiki/Counting_sort</a> . . . . .	16
<a href="#">eda12131190311906.FrmMain</a>	Main form / app . . . . .	16
<a href="#">eda12131190311906.Heap</a>	Heap Sort Algorithm <a href="http://en.wikipedia.org/wiki/Heapsort">http://en.wikipedia.org/wiki/Heapsort</a> . . . . .	18
<a href="#">eda12131190311906.Insertion</a>	Insertion Sort Algorithm <a href="http://en.wikipedia.org/wiki/Insertion_sort">http://en.wikipedia.org/wiki/Insertion_sort</a> . . . . .	18
<a href="#">eda12131190311906.Logging.LogEventArgs</a>	Log event handler class . . . . .	19
<a href="#">eda12131190311906.Logging</a>	Loggin class, provide a log model to the application . . . . .	20
<a href="#">eda12131190311906.Merge</a>	Merge Sort Algorithm <a href="http://en.wikipedia.org/wiki/Mergesort">http://en.wikipedia.org/wiki/Mergesort</a> . . . . .	23
<a href="#">eda12131190311906.Report.PlotLine</a>	Report item class, represents a single line on gnuplot files . . . . .	24
<a href="#">eda12131190311906.Quick</a>	Quick Sort Algorithm <a href="http://en.wikipedia.org/wiki/Quicksort">http://en.wikipedia.org/wiki/Quicksort</a> . . . . .	26
<a href="#">eda12131190311906.Radix</a>	Radix Sort Algorithm <a href="http://en.wikipedia.org/wiki/Radix_sort">http://en.wikipedia.org/wiki/Radix_sort</a> . . . . .	28
<a href="#">eda12131190311906.Report</a>	Report algorithm execution to file and grafs . . . . .	28
<a href="#">eda12131190311906.Selection</a>	Selection Sort Algorithm <a href="http://en.wikipedia.org/wiki/Selection_sort">http://en.wikipedia.org/wiki/Selection_sort</a> . . . . .	32
<a href="#">eda12131190311906.Shell</a>	Shell Sort Algorithm <a href="http://en.wikipedia.org/wiki/Shell_sort">http://en.wikipedia.org/wiki/Shell_sort</a> . . . . .	33

[eda12131190311906.StopwatchEx](#)

Provides a set of methods and properties that you can use to accurately measure elapsed time.

Extended Version . . . . . 33

[eda12131190311906.SystemHelper](#)

System Helper Utilities . . . . . 36

## Chapter 4

# Namespace Documentation

### 4.1 Package eda12131190311906

#### Classes

- class [AbortableBackgroundWorker](#)  
*Executes an operation on a separate thread. Can be aborted without a wait time*
- class [ApplicationSettings](#)  
*Application settings*
- class [Bubble](#)  
*Bubble Sort Algorithm <http://en.wikipedia.org/wiki/Bubblesort>*
- class [Bucket](#)  
*Bucket Sort Algorithm [http://en.wikipedia.org/wiki/Bucket\\_sort](http://en.wikipedia.org/wiki/Bucket_sort)*
- class [Comb](#)  
*Comb Sort Algorithm [http://en.wikipedia.org/wiki/Comb\\_sort](http://en.wikipedia.org/wiki/Comb_sort)*
- class [Counting](#)  
*Counting Sort Algorithm [http://en.wikipedia.org/wiki/Counting\\_sort](http://en.wikipedia.org/wiki/Counting_sort)*
- class [FrmMain](#)  
*Main form / app*
- class [Heap](#)  
*Heap Sort Algorithm <http://en.wikipedia.org/wiki/Heapsort>*
- class [Insertion](#)  
*Insertion Sort Algorithm [http://en.wikipedia.org/wiki/Insertion\\_sort](http://en.wikipedia.org/wiki/Insertion_sort)*
- class [Logging](#)  
*Loggin class, provide a log model to the application*
- class [Merge](#)  
*Merge Sort Algorithm <http://en.wikipedia.org/wiki/Mergesort>*
- class **Program**  
*Main program*
- class [Quick](#)  
*Quick Sort Algorithm <http://en.wikipedia.org/wiki/Quicksort>*
- class [Radix](#)  
*Radix Sort Algorithm [http://en.wikipedia.org/wiki/Radix\\_sort](http://en.wikipedia.org/wiki/Radix_sort)*
- class [Report](#)  
*Report algorithm execution to file and grafs*
- class [Selection](#)  
*Selection Sort Algorithm [http://en.wikipedia.org/wiki/Selection\\_sort](http://en.wikipedia.org/wiki/Selection_sort)*

- class [Shell](#)  
*Shell Sort Algorithm [http://en.wikipedia.org/wiki/Shell\\_sort](http://en.wikipedia.org/wiki/Shell_sort)*
- class [StopwatchEx](#)  
*Provides a set of methods and properties that you can use to accurately measure elapsed time. Extended Version*
- class [SystemHelper](#)  
*System Helper Utilities*

#### 4.1.1 Detailed Description

Estruturas de Dados e Algoritmos (EDA) - Project I Tiago Conceicao N 11903 Goncalo Lampreia N 11906 <https://code.google.com/p/eda12131190311906/>



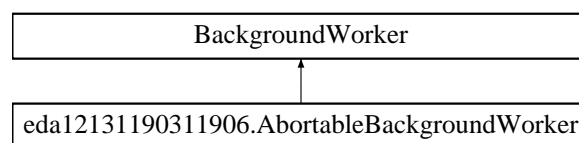
## Chapter 5

# Class Documentation

### 5.1 eda12131190311906.AbortableBackgroundWorker Class Reference

Executes an operation on a separate thread. Can be aborted without a wait time

Inheritance diagram for eda12131190311906.AbortableBackgroundWorker:



#### Public Member Functions

- void [Abort](#) ()  
*Abort operation immediately*
- void [AbortCancel](#) ()  
*Abort operation immediately and try to cancel first*

#### Protected Member Functions

- override void [OnDoWork](#) (DoWorkEventArgs e)  
*Occurs when M:System.ComponentModel.BackgroundWorker.RunWorkerAsync is called.*

#### 5.1.1 Detailed Description

Executes an operation on a separate thread. Can be aborted without a wait time

Definition at line 10 of file [AbortableBackgroundWorker.cs](#).

#### 5.1.2 Member Function Documentation

##### 5.1.2.1 void eda12131190311906.AbortableBackgroundWorker.Abort ( ) [inline]

Abort operation immediately

Definition at line 37 of file [AbortableBackgroundWorker.cs](#).

5.1.2.2 void eda12131190311906.AbortableBackgroundWorker.AbortCancel ( ) [inline]

Abort operation immediately and try to cancel first

Definition at line 47 of file [AbortableBackgroundWorker.cs](#).

5.1.2.3 override void eda12131190311906.AbortableBackgroundWorker.OnDoWork ( DoWorkEventArgs e ) [inline],  
[protected]

Occurs when M:System.ComponentModel.BackgroundWorker.RunWorkerAsync is called.

Definition at line 20 of file [AbortableBackgroundWorker.cs](#).

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

- [AbortableBackgroundWorker.cs](#)

## 5.2 eda12131190311906.ApplicationSettings Class Reference

Application settings

### Public Member Functions

- [ApplicationSettings](#) ()  
*Constructor, with default settings*
- override string [ToString](#) ()  
*Get a string representation of this class*

### Static Public Member Functions

- static void [Reload](#) (string filename)  
*Save settings to file*
- static void [Reload](#) ()  
*Reload settings from default file*
- static void [Save](#) (string filename)  
*Save settings to file*
- static void [Save](#) ()  
*Save settings to default file*

### Public Attributes

- const string [Filename](#) = "eda12131190311906.conf.xml"  
*Default filename to save application settings*

### Properties

- static [ApplicationSettings Instance](#) [get]  
*Settings instance*
- string [ReportsPath](#) [get, set]  
*Where to save reports to load with gnuplot*
- string [GnuplotFullPath](#) [get, set]

- Gnuplot executable path*
- bool [AutoOpenPlot](#) [get, set]  
*Auto open generated plot files (Gnuplot required)*
- byte [NumberOfTests](#) [get, set]  
*Number of tests to realize with sorting algorithms*
- byte [ComputeAverageValueWith](#) [get, set]  
*Compute time average repeating same code block x times*
- bool [CutLowerHigherAverageValue](#) [get, set]  
*Cut lower and higher time values for compute a better average*
- uint [ArrayInitialSize](#) [get, set]  
*Array initial size (First array size)*
- char [ArrayGrowFactorType](#) [get, set]  
*Array grow factor type*
- double [ArrayGrowFactor](#) [get, set]  
*Array grow factor*
- uint [ArrayMinRandomNumber](#) [get, set]  
*Array min random number*
- uint [ArrayMaxRandomNumber](#) [get, set]  
*Array max random number*
- char [ArrayNumberGrowFactorType](#) [get, set]  
*Array number grow factor type*
- double [ArrayNumberGrowFactor](#) [get, set]  
*Array numbers grow factor*
- bool [ArrayRandomBetweenValues](#) [get, set]  
*Array random numbers between min and max values*

### 5.2.1 Detailed Description

Application settings

Definition at line 17 of file [ApplicationSettings.cs](#).

### 5.2.2 Constructor & Destructor Documentation

5.2.2.1 `eda12131190311906.ApplicationSettings.ApplicationSettings ( )` [\[inline\]](#)

Constructor, with default settings

Definition at line 132 of file [ApplicationSettings.cs](#).

### 5.2.3 Member Function Documentation

5.2.3.1 `static void eda12131190311906.ApplicationSettings.Reload ( string filename )` [\[inline\]](#), [\[static\]](#)

Save settings to file

Parameters

<i>filename</i>	File to save settings
-----------------	-----------------------

Definition at line 199 of file [ApplicationSettings.cs](#).

**5.2.3.2** static void eda12131190311906.ApplicationSettings.Reload ( ) [inline],[static]

Reload settings from default file

Definition at line 221 of file [ApplicationSettings.cs](#).

**5.2.3.3** static void eda12131190311906.ApplicationSettings.Save ( string filename ) [inline],[static]

Save settings to file

Parameters

<i>filename</i>	File to save settings
-----------------	-----------------------

Definition at line 230 of file [ApplicationSettings.cs](#).

**5.2.3.4** static void eda12131190311906.ApplicationSettings.Save ( ) [inline],[static]

Save settings to default file

Definition at line 247 of file [ApplicationSettings.cs](#).

**5.2.3.5** override string eda12131190311906.ApplicationSettings.ToString ( ) [inline]

Get a string represetantion of this class

Returns

String represetantion of this class

Definition at line 159 of file [ApplicationSettings.cs](#).

## 5.2.4 Member Data Documentation

**5.2.4.1** const string eda12131190311906.ApplicationSettings.Filename = "eda12131190311906.conf.xml"

Default filename to save application settings

Definition at line 23 of file [ApplicationSettings.cs](#).

## 5.2.5 Property Documentation

**5.2.5.1** double eda12131190311906.ApplicationSettings.ArrayGrowFactor [get],[set]

Array grow factor

Definition at line 100 of file [ApplicationSettings.cs](#).

**5.2.5.2** char eda12131190311906.ApplicationSettings.ArrayGrowFactorType [get],[set]

Array grow factor type

Definition at line 95 of file [ApplicationSettings.cs](#).

**5.2.5.3** `uint eda12131190311906.ApplicationSettings.ArrayInitialSize` `[get], [set]`

Array initial size (First array size)

Definition at line 90 of file [ApplicationSettings.cs](#).

**5.2.5.4** `uint eda12131190311906.ApplicationSettings.ArrayMaxRandomNumber` `[get], [set]`

Array max random number

Definition at line 110 of file [ApplicationSettings.cs](#).

**5.2.5.5** `uint eda12131190311906.ApplicationSettings.ArrayMinRandomNumber` `[get], [set]`

Array min random number

Definition at line 105 of file [ApplicationSettings.cs](#).

**5.2.5.6** `double eda12131190311906.ApplicationSettings.ArrayNumberGrowFactor` `[get], [set]`

Array numbers grow factor

Definition at line 120 of file [ApplicationSettings.cs](#).

**5.2.5.7** `char eda12131190311906.ApplicationSettings.ArrayNumberGrowFactorType` `[get], [set]`

Array number grow factor type

Definition at line 115 of file [ApplicationSettings.cs](#).

**5.2.5.8** `bool eda12131190311906.ApplicationSettings.ArrayRandomBetweenValues` `[get], [set]`

Array random numbers between min and max values

Definition at line 125 of file [ApplicationSettings.cs](#).

**5.2.5.9** `bool eda12131190311906.ApplicationSettings.AutoOpenPlot` `[get], [set]`

Auto open generated plot files (Gnuplot required)

Definition at line 70 of file [ApplicationSettings.cs](#).

**5.2.5.10** `byte eda12131190311906.ApplicationSettings.ComputeAverageValueWith` `[get], [set]`

Compute time average repeating same code block x times

Definition at line 80 of file [ApplicationSettings.cs](#).

**5.2.5.11** `bool eda12131190311906.ApplicationSettings.CutLowerHigherAverageValue` `[get], [set]`

Cut lower and higher time values for compute a better average

Definition at line 85 of file [ApplicationSettings.cs](#).

5.2.5.12 `string eda12131190311906.ApplicationSettings.GnuplotFullPath` `[get], [set]`

Gnuplot executable path

Definition at line 65 of file [ApplicationSettings.cs](#).

5.2.5.13 `ApplicationSettings eda12131190311906.ApplicationSettings.Instance` `[static], [get]`

Settings instance

Definition at line 39 of file [ApplicationSettings.cs](#).

5.2.5.14 `byte eda12131190311906.ApplicationSettings.NumberOfTests` `[get], [set]`

Number of tests to realize with sorting algorithms

Definition at line 75 of file [ApplicationSettings.cs](#).

5.2.5.15 `string eda12131190311906.ApplicationSettings.ReportsPath` `[get], [set]`

Where to save reports to load with gnuplot

Definition at line 60 of file [ApplicationSettings.cs](#).

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

- [ApplicationSettings.cs](#)

## 5.3 eda12131190311906.Bubble Class Reference

[Bubble](#) Sort Algorithm <http://en.wikipedia.org/wiki/Bubblesort>

### Static Public Member Functions

- static void [Sort](#) (int[] A)  
*Sort an array*

#### 5.3.1 Detailed Description

[Bubble](#) Sort Algorithm <http://en.wikipedia.org/wiki/Bubblesort>

Definition at line 13 of file [Bubble.cs](#).

#### 5.3.2 Member Function Documentation

5.3.2.1 `static void eda12131190311906.Bubble.Sort ( int[] A )` `[inline], [static]`

Sort an array

Parameters

---

A	Array to sort
---	---------------

Definition at line 18 of file [Bubble.cs](#).

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

- [Bubble.cs](#)

## 5.4 eda12131190311906.Bucket Class Reference

[Bucket](#) Sort Algorithm [http://en.wikipedia.org/wiki/Bucket\\_sort](http://en.wikipedia.org/wiki/Bucket_sort)

### Static Public Member Functions

- static void [Sort](#) (int[] A)  
*Sort an array*

#### 5.4.1 Detailed Description

[Bucket](#) Sort Algorithm [http://en.wikipedia.org/wiki/Bucket\\_sort](http://en.wikipedia.org/wiki/Bucket_sort)

Definition at line 17 of file [Bucket.cs](#).

#### 5.4.2 Member Function Documentation

5.4.2.1 static void eda12131190311906.Bucket.Sort ( int[] A ) [inline],[static]

Sort an array

Parameters

A	Array to sort
---	---------------

Definition at line 23 of file [Bucket.cs](#).

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

- [Bucket.cs](#)

## 5.5 eda12131190311906.Comb Class Reference

[Comb](#) Sort Algorithm [http://en.wikipedia.org/wiki/Comb\\_sort](http://en.wikipedia.org/wiki/Comb_sort)

### Static Public Member Functions

- static void [Sort](#) (int[] A)  
*Sort an array*

#### 5.5.1 Detailed Description

[Comb](#) Sort Algorithm [http://en.wikipedia.org/wiki/Comb\\_sort](http://en.wikipedia.org/wiki/Comb_sort)

Definition at line 13 of file [Comb.cs](#).

## 5.5.2 Member Function Documentation

### 5.5.2.1 static void eda12131190311906.Comb.Sort ( int[] A ) [inline],[static]

Sort an array

Parameters

A	Array to sort
---	---------------

Definition at line 18 of file [Comb.cs](#).

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

- Comb.cs

## 5.6 eda12131190311906.Counting Class Reference

[Counting](#) Sort Algorithm [http://en.wikipedia.org/wiki/Counting\\_sort](http://en.wikipedia.org/wiki/Counting_sort)

### Static Public Member Functions

- static void [Sort](#) (int[] A)

*Sort an array*

### 5.6.1 Detailed Description

[Counting](#) Sort Algorithm [http://en.wikipedia.org/wiki/Counting\\_sort](http://en.wikipedia.org/wiki/Counting_sort)

Definition at line 13 of file [Counting.cs](#).

## 5.6.2 Member Function Documentation

### 5.6.2.1 static void eda12131190311906.Counting.Sort ( int[] A ) [inline],[static]

Sort an array

Parameters

A	Array to sort
---	---------------

Definition at line 18 of file [Counting.cs](#).

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

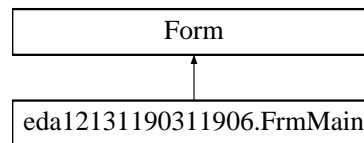
- Counting.cs

## 5.7 eda12131190311906.FrmMain Class Reference

Main form / app

Inheritance diagram for eda12131190311906.FrmMain:





## Public Member Functions

- [FrmMain](#) ()  
*Constructor*

## Protected Member Functions

- override void **OnLoad** (EventArgs e)
- override void [Dispose](#) (bool disposing)  
*Clean up any resources being used.*

## Properties

- Stopwatch [Stopwatcher](#) [get, set]  
*Background operation timer*

### 5.7.1 Detailed Description

Main form / app

Definition at line 21 of file [FrmMain.cs](#).

### 5.7.2 Constructor & Destructor Documentation

5.7.2.1 `eda12131190311906.FrmMain.FrmMain ( )` [inline]

Constructor

Definition at line 34 of file [FrmMain.cs](#).

### 5.7.3 Member Function Documentation

5.7.3.1 `override void eda12131190311906.FrmMain.Dispose ( bool disposing )` [inline], [protected]

Clean up any resources being used.

Parameters

<i>disposing</i>	true if managed resources should be disposed; otherwise, false.
------------------	---

Definition at line 14 of file [FrmMain.Designer.cs](#).

### 5.7.4 Property Documentation

5.7.4.1 `Stopwatch eda12131190311906.FrmMain.Stopwatcher` [get], [set]

Background operation timer

Definition at line 27 of file [FrmMain.cs](#).

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

- [FrmMain.cs](#)
- [FrmMain.Designer.cs](#)

## 5.8 eda12131190311906.Heap Class Reference

[Heap](#) Sort Algorithm <http://en.wikipedia.org/wiki/Heapsort>

### Static Public Member Functions

- static void [Sort](#) (int[] A)  
*Sort an array*

#### 5.8.1 Detailed Description

[Heap](#) Sort Algorithm <http://en.wikipedia.org/wiki/Heapsort>

Definition at line 16 of file [Heap.cs](#).

#### 5.8.2 Member Function Documentation

5.8.2.1 static void eda12131190311906.Heap.Sort ( int[] A ) [inline],[static]

Sort an array

Parameters

<i>A</i>	Array to sort
----------	---------------

Definition at line 131 of file [Heap.cs](#).

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

- [Heap.cs](#)

## 5.9 eda12131190311906.Insertion Class Reference

[Insertion](#) Sort Algorithm [http://en.wikipedia.org/wiki/Insertion\\_sort](http://en.wikipedia.org/wiki/Insertion_sort)

### Static Public Member Functions

- static void [Sort](#) (int[] A)  
*Sort an array*

#### 5.9.1 Detailed Description

[Insertion](#) Sort Algorithm [http://en.wikipedia.org/wiki/Insertion\\_sort](http://en.wikipedia.org/wiki/Insertion_sort)

Definition at line 13 of file [Insertion.cs](#).

## 5.9.2 Member Function Documentation

### 5.9.2.1 static void eda12131190311906.Insertion.Sort ( int[] A ) [inline],[static]

Sort an array

Parameters

A	Array to sort
---	---------------

Definition at line 18 of file [Insertion.cs](#).

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

- [Insertion.cs](#)

## 5.10 eda12131190311906.Logging.LogEventArgs Class Reference

Log event handler class

### Public Member Functions

- [LogEventArgs](#) (string text, bool isWriteLine, bool cleared)  
*Constructor*

### Properties

- string [AddedText](#) [get, set]  
*New text added to log*
- bool [IsWriteLine](#) [get, set]  
*Is text write using WriteLine*
- bool [Cleared](#) [get, set]  
*Is text cleared and set to empty*

### 5.10.1 Detailed Description

Log event handler class

Definition at line 22 of file [Logging.cs](#).

### 5.10.2 Constructor & Destructor Documentation

#### 5.10.2.1 eda12131190311906.Logging.LogEventArgs.LogEventArgs ( string text, bool isWriteLine, bool cleared ) [inline]

Constructor

Parameters

text	Text
------	------

<i>isWriteLine</i>	Is text write using WriteLine
<i>cleared</i>	Is text cleared and set to empty

Definition at line 45 of file [Logging.cs](#).

### 5.10.3 Property Documentation

5.10.3.1 `string eda12131190311906.Logging.LogEventArgs.AddedText` [get], [set]

New text added to log

Definition at line 27 of file [Logging.cs](#).

5.10.3.2 `bool eda12131190311906.Logging.LogEventArgs.Cleared` [get], [set]

Is text cleared and set to empty

Definition at line 37 of file [Logging.cs](#).

5.10.3.3 `bool eda12131190311906.Logging.LogEventArgs.IsWriteLine` [get], [set]

Is text write using WriteLine

Definition at line 32 of file [Logging.cs](#).

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

- [Logging.cs](#)

## 5.11 eda12131190311906.Logging Class Reference

Loggin class, provide a log model to the application

### Classes

- class [LogEventArgs](#)  
*Log event hander class*

### Public Member Functions

- delegate void [LogEventHandler](#) (Object sender, [LogEventArgs](#) e)  
*Log event handler delegate*
- [Logging](#) ()  
*Constructor*
- void [Write](#) (string text)  
*Write to log*
- void [WriteLine](#) ()  
*Write a new line to log*
- void [WriteLine](#) (string text)  
*Write to log*
- void [Clear](#) ()  
*Clear log text*

- bool [WriteToFile](#) (string path)  
*Write log to a default file (debug.log)*
- void [WriteToFile](#) ()  
*Write log to a default file (debug.log)*

## Protected Member Functions

- void [OnLog](#) ([LogEventArgs](#) args)

## Properties

- [LogEventHandler](#) [Log](#)  
*Log event, raised when something writes to log*
- string [Header](#) [get, set]  
*Gets or sets the log header text*
- string [LogText](#) [get, set]  
*Gets the string holding log*

### 5.11.1 Detailed Description

Loggin class, provide a log model to the application

Definition at line 16 of file [Logging.cs](#).

### 5.11.2 Constructor & Destructor Documentation

#### 5.11.2.1 eda12131190311906.Logging.Logging ( ) [inline]

Constructor

Definition at line 111 of file [Logging.cs](#).

### 5.11.3 Member Function Documentation

#### 5.11.3.1 void eda12131190311906.Logging.Clear ( ) [inline]

Clear log text

Definition at line 150 of file [Logging.cs](#).

#### 5.11.3.2 delegate void eda12131190311906.Logging.LogEventHandler ( Object sender, LogEventArgs e )

Log event handler delegate

Parameters

<i>sender</i>	
<i>e</i>	

#### 5.11.3.3 void eda12131190311906.Logging.OnLog ( LogEventArgs args ) [inline], [protected]

**Parameters**

<i>args</i>	
-------------	--

Definition at line 85 of file [Logging.cs](#).

5.11.3.4 void eda12131190311906.Logging.Write ( string *text* ) [inline]

Write to log

**Parameters**

<i>text</i>	Text to write
-------------	---------------

Definition at line 122 of file [Logging.cs](#).

5.11.3.5 void eda12131190311906.Logging.WriteLine ( ) [inline]

Write a new line to log

Definition at line 131 of file [Logging.cs](#).

5.11.3.6 void eda12131190311906.Logging.WriteLine ( string *text* ) [inline]

Write to log

**Parameters**

<i>text</i>	Text to write
-------------	---------------

Definition at line 141 of file [Logging.cs](#).

5.11.3.7 bool eda12131190311906.Logging.WriteToFile ( string *path* ) [inline]

Write log to a default file (debug.log)

**Parameters**

<i>path</i>	Path to save file
-------------	-------------------

**Returns**

True if file write successfully, ortherwise false

Definition at line 161 of file [Logging.cs](#).

5.11.3.8 void eda12131190311906.Logging.WriteToFile ( ) [inline]

Write log to a default file (debug.log)

**Returns**

True if file write successfully, ortherwise false

Definition at line 190 of file [Logging.cs](#).

### 5.11.4 Property Documentation

5.11.4.1 `string eda12131190311906.Logging.Header` `[get]`, `[set]`

Gets or sets the log header text

Definition at line 99 of file [Logging.cs](#).

5.11.4.2 `LogEventHandler eda12131190311906.Logging.Log` `[add]`, `[remove]`

Log event, raised when something writes to log

Definition at line 69 of file [Logging.cs](#).

5.11.4.3 `string eda12131190311906.Logging.LogText` `[get]`, `[set]`

Gets the string holding log

Definition at line 104 of file [Logging.cs](#).

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

- [Logging.cs](#)

## 5.12 eda12131190311906.Merge Class Reference

[Merge](#) Sort Algorithm <http://en.wikipedia.org/wiki/Mergesort>

### Static Public Member Functions

- static void [Sort](#) (int[] A, int p, int q, int r)  
*Sort an array*
- static void [Sort](#) (int[] A)  
*Sort an array*

### 5.12.1 Detailed Description

[Merge](#) Sort Algorithm <http://en.wikipedia.org/wiki/Mergesort>

Definition at line 13 of file [Merge.cs](#).

### 5.12.2 Member Function Documentation

5.12.2.1 `static void eda12131190311906.Merge.Sort ( int[] A, int p, int q, int r )` `[inline]`, `[static]`

Sort an array

Parameters

<i>A</i>	Array to sort
<i>p</i>	Start index

<i>q</i>	Middle index
<i>r</i>	Right index

Definition at line 21 of file [Merge.cs](#).

5.12.2.2 `static void eda12131190311906.Merge.Sort ( int[] A ) [inline],[static]`

Sort an array

Parameters

<i>A</i>	Array to sort
----------	---------------

Definition at line 61 of file [Merge.cs](#).

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

- [Merge.cs](#)

## 5.13 eda12131190311906.Report.PlotLine Class Reference

[Report](#) item class, represents a single line on gnuplot files

### Public Member Functions

- [PlotLine](#) ()  
*Constructor*
- [PlotLine](#) (string xAxis)  
*Constructor*
- bool [AddProfiler](#) ([StopwatchEx](#) profiler)  
*Add a profiler*
- [StopwatchEx AddProfiler](#) (bool run)  
*Add a profiler*
- [StopwatchEx AddProfiler](#) ()  
*Add a profiler and run*

### Properties

- string [XAxis](#) [get, set]  
*X axis value for this line of results, 1st column on file*
- List< [StopwatchEx](#) > [Columns](#) [get, set]  
*Line columns data, each column represents a [StopwatchEx](#) holding a TimeSpan with execution time*

### 5.13.1 Detailed Description

[Report](#) item class, represents a single line on gnuplot files

Definition at line 27 of file [Report.cs](#).



## 5.13.2 Constructor & Destructor Documentation

### 5.13.2.1 eda12131190311906.Report.PlotLine.PlotLine ( ) [inline]

Constructor

Definition at line 45 of file [Report.cs](#).

### 5.13.2.2 eda12131190311906.Report.PlotLine.PlotLine ( string xAxis ) [inline]

Constructor

Parameters

<i>xAxis</i>	X axis name for this line
--------------	---------------------------

Definition at line 54 of file [Report.cs](#).

## 5.13.3 Member Function Documentation

### 5.13.3.1 bool eda12131190311906.Report.PlotLine.AddProfiler ( StopwatchEx profiler ) [inline]

Add a profiler

Parameters

<i>profiler</i>	Profiler to add
-----------------	-----------------

Returns

True if added, otherwise false (Duplicated name)

Definition at line 66 of file [Report.cs](#).

### 5.13.3.2 StopwatchEx eda12131190311906.Report.PlotLine.AddProfiler ( bool run ) [inline]

Add a profiler

Parameters

<i>run</i>	Start profiling or not
------------	------------------------

Returns

Profiler added to map

Definition at line 77 of file [Report.cs](#).

### 5.13.3.3 StopwatchEx eda12131190311906.Report.PlotLine.AddProfiler ( ) [inline]

Add a profiler and run

Returns

Profiler added to map

Definition at line 92 of file [Report.cs](#).

### 5.13.4 Property Documentation

5.13.4.1 `List<StopwatchEx> eda12131190311906.Report.PlotLine.Columns` `[get], [set]`

Line columns data, each column represents a [StopwatchEx](#) holding a TimeSpan with execution time

Definition at line 38 of file [Report.cs](#).

5.13.4.2 `string eda12131190311906.Report.PlotLine.XAxis` `[get], [set]`

X axis value for this line of results, 1st column on file

Definition at line 33 of file [Report.cs](#).

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

- [Report.cs](#)

## 5.14 eda12131190311906.Quick Class Reference

[Quick Sort Algorithm](#) <http://en.wikipedia.org/wiki/Quicksort>

### Static Public Member Functions

- static void [Sort](#) (int[] A, int p, int r)  
*Sort an array*
- static void [Sort](#) (int[] A)  
*Sort an array*
- static void [RandomizedSort](#) (int[] A, int p, int r)  
*Randomized sort*
- static void [RandomizedSort](#) (int[] A)  
*Randomized sort*
- static void [TailRecursiveSort](#) (int[] A, int p, int r)  
*Tail recursive sort*
- static void [TailRecursiveSort](#) (int[] A)  
*Tail recursive sort*

### 5.14.1 Detailed Description

[Quick Sort Algorithm](#) <http://en.wikipedia.org/wiki/Quicksort>

Definition at line 16 of file [Quick.cs](#).

### 5.14.2 Member Function Documentation

5.14.2.1 `static void eda12131190311906.Quick.RandomizedSort ( int[] A, int p, int r )` `[inline], [static]`

Randomized sort

## Parameters

$A$	Array to sort
$p$	Start index
$r$	End index

Definition at line 79 of file [Quick.cs](#).

5.14.2.2 `static void eda12131190311906.Quick.RandomizedSort ( int[]  $A$  ) [inline],[static]`

Randomized sort

## Parameters

$A$	Array to sort
-----	---------------

Definition at line 91 of file [Quick.cs](#).

5.14.2.3 `static void eda12131190311906.Quick.Sort ( int[]  $A$ , int  $p$ , int  $r$  ) [inline],[static]`

Sort an array

## Parameters

$A$	Array to sort
$p$	Start index
$r$	End index

Definition at line 23 of file [Quick.cs](#).

5.14.2.4 `static void eda12131190311906.Quick.Sort ( int[]  $A$  ) [inline],[static]`

Sort an array

## Parameters

$A$	Array to sort
-----	---------------

Definition at line 38 of file [Quick.cs](#).

5.14.2.5 `static void eda12131190311906.Quick.TailRecursiveSort ( int[]  $A$ , int  $p$ , int  $r$  ) [inline],[static]`

Tail recursive sort

## Parameters

$A$	Array to sort
$p$	Start index
$r$	End index

Definition at line 118 of file [Quick.cs](#).

5.14.2.6 `static void eda12131190311906.Quick.TailRecursiveSort ( int[]  $A$  ) [inline],[static]`

Tail recursive sort

## Parameters

<i>A</i>	Array to sort
----------	---------------

Definition at line 133 of file [Quick.cs](#).

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

- [Quick.cs](#)

## 5.15 eda12131190311906.Radix Class Reference

[Radix](#) Sort Algorithm [http://en.wikipedia.org/wiki/Radix\\_sort](http://en.wikipedia.org/wiki/Radix_sort)

### Static Public Member Functions

- static void [Sort](#) (int[] A)

*Sort an array*

#### 5.15.1 Detailed Description

[Radix](#) Sort Algorithm [http://en.wikipedia.org/wiki/Radix\\_sort](http://en.wikipedia.org/wiki/Radix_sort)

Definition at line 16 of file [Radix.cs](#).

#### 5.15.2 Member Function Documentation

5.15.2.1 static void eda12131190311906.Radix.Sort ( int[] A ) [inline],[static]

Sort an array

## Parameters

<i>A</i>	Array to sort
----------	---------------

Definition at line 21 of file [Radix.cs](#).

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

- [Radix.cs](#)

## 5.16 eda12131190311906.Report Class Reference

[Report](#) algorithm execution to file and grafs

### Classes

- class [PlotLine](#)

*[Report](#) item class, represents a single line on gnuplot files*

## Public Member Functions

- [Report](#) (string name)  
*Constructor*
- [PlotLine GetPlotLine](#) (string xAxis)  
*Get plot line based on X Axis value*
- void [WriteToFile](#) (string path)  
*Write reports to a file*
- void [WriteToFile](#) ()  
*Write reports to a file*

## Static Public Member Functions

- static [Report BuildMaster](#) (List< [Report](#) > reports)  
*Build a master report holding and comparing all reports*
- static void [GenerateGnuplotFiles](#) ()  
*Generate Gnuplot graf files*

## Properties

- string [Name](#) [get, set]  
*Gets or sets the report name*
- string [XAxisLabel](#) [get, set]  
*Gets or sets the X axis name / data name*
- string [YAxisLabel](#) [get, set]  
*Gets or sets the Y axis name / data name*
- List< string > [Comments](#) [get, set]  
*Comments to write on file header*
- List< string > [PlotTitles](#) [get, set]  
*Plot data titles*
- List< [PlotLine](#) > [PlotLines](#) [get, set]  
*Plot lines holding all data*

### 5.16.1 Detailed Description

[Report](#) algorithm execution to file and grafs

Definition at line 20 of file [Report.cs](#).

### 5.16.2 Constructor & Destructor Documentation

#### 5.16.2.1 eda12131190311906.Report.Report ( string name ) [inline]

Constructor

Parameters

<i>name</i>	<a href="#">Report</a> name
-------------	-----------------------------

Definition at line 138 of file [Report.cs](#).

### 5.16.3 Member Function Documentation

5.16.3.1 `static Report eda12131190311906.Report.BuildMaster ( List< Report > reports )` `[inline], [static]`

Build a master report holding and comparing all reports

## Parameters

<i>reports</i>	List with all reports to include
----------------	----------------------------------

## Returns

Master report

Definition at line 264 of file [Report.cs](#).

**5.16.3.2** `static void eda12131190311906.Report.GenerateGnuplotFiles ( ) [inline],[static]`

Generate Gnuplot graf files

Definition at line 309 of file [Report.cs](#).

**5.16.3.3** `PlotLine eda12131190311906.Report.GetPlotLine ( string xAxis ) [inline]`

Get plot line based on X Axis value

## Parameters

<i>xAxis</i>	X Axis value
--------------	--------------

## Returns

[PlotLine](#) holding line data

Definition at line 153 of file [Report.cs](#).

**5.16.3.4** `void eda12131190311906.Report.WriteToFile ( string path ) [inline]`

Write reports to a file

## Parameters

<i>path</i>	Path to save the file
-------------	-----------------------

Definition at line 169 of file [Report.cs](#).

**5.16.3.5** `void eda12131190311906.Report.WriteToFile ( ) [inline]`

Write reports to a file

Definition at line 251 of file [Report.cs](#).

## 5.16.4 Property Documentation

**5.16.4.1** `List<string> eda12131190311906.Report.Comments [get],[set]`

Comments to write on file header

Definition at line 120 of file [Report.cs](#).

**5.16.4.2** `string eda12131190311906.Report.Name [get],[set]`

Gets or sets the report name

Definition at line 105 of file [Report.cs](#).

5.16.4.3 `List<PlotLine> eda12131190311906.Report.PlotLines` `[get], [set]`

Plot lines holding all data

Definition at line 130 of file [Report.cs](#).

5.16.4.4 `List<string> eda12131190311906.Report.PlotTitles` `[get], [set]`

Plot data titles

Definition at line 125 of file [Report.cs](#).

5.16.4.5 `string eda12131190311906.Report.XAxisLabel` `[get], [set]`

Gets or sets the X axis name / data name

Definition at line 110 of file [Report.cs](#).

5.16.4.6 `string eda12131190311906.Report.YAxisLabel` `[get], [set]`

Gets or sets the Y axis name / data name

Definition at line 115 of file [Report.cs](#).

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

- [Report.cs](#)

## 5.17 eda12131190311906.Selection Class Reference

[Selection](#) Sort Algorithm [http://en.wikipedia.org/wiki/Selection\\_sort](http://en.wikipedia.org/wiki/Selection_sort)

### Static Public Member Functions

- static void [Sort](#) (int[] A)  
*Sort an array*

#### 5.17.1 Detailed Description

[Selection](#) Sort Algorithm [http://en.wikipedia.org/wiki/Selection\\_sort](http://en.wikipedia.org/wiki/Selection_sort)

Definition at line 13 of file [Selection.cs](#).

#### 5.17.2 Member Function Documentation

5.17.2.1 `static void eda12131190311906.Selection.Sort ( int[] A )` `[inline], [static]`

Sort an array

Parameters

---



A	Array to sort
---	---------------

Definition at line 18 of file [Selection.cs](#).

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

- [Selection.cs](#)

## 5.18 eda12131190311906.Shell Class Reference

[Shell](#) Sort Algorithm [http://en.wikipedia.org/wiki/Shell\\_sort](http://en.wikipedia.org/wiki/Shell_sort)

### Static Public Member Functions

- static void [Sort](#) (int[] A)  
*Sort an array*

#### 5.18.1 Detailed Description

[Shell](#) Sort Algorithm [http://en.wikipedia.org/wiki/Shell\\_sort](http://en.wikipedia.org/wiki/Shell_sort)

Definition at line 13 of file [Shell.cs](#).

### 5.18.2 Member Function Documentation

5.18.2.1 static void eda12131190311906.Shell.Sort ( int[] A ) [inline], [static]

Sort an array

Parameters

A	Array to sort
---	---------------

Definition at line 19 of file [Shell.cs](#).

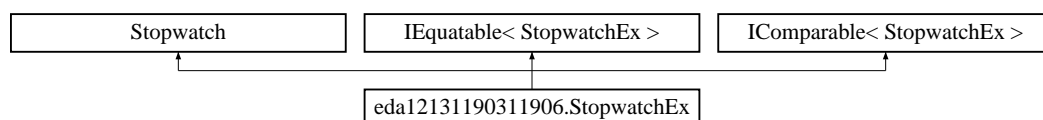
The documentation for this class was generated from the following file:

- [Shell.cs](#)

## 5.19 eda12131190311906.StopwatchEx Class Reference

Provides a set of methods and properties that you can use to accurately measure elapsed time. Extended Version

Inheritance diagram for eda12131190311906.StopwatchEx:



### Public Member Functions

- [StopwatchEx](#) ()

- Initializes a new instance of the T:eda12131190311906.StopwatchEx class.*
  - [StopwatchEx](#) (TimeSpan editableElapsed)
    - Initializes a new instance of the T:eda12131190311906.StopwatchEx class.*
  - bool [Equals](#) ([StopwatchEx](#) other)
    - Check if this object is equal to other*
  - int [CompareTo](#) ([StopwatchEx](#) other)
    - Compare this object with other*

## Static Public Member Functions

- static new [StopwatchEx](#) [StartNew](#) ()
  - Initializes a new T:eda12131190311906.StopwatchEx instance, sets the elapsed time property to zero, and starts measuring elapsed time.*
- static [StopwatchEx](#) [ComputeAverage](#) (List< [StopwatchEx](#) > list, bool cutLowerHigher)
  - Compute average value from a list of values*

## Properties

- TimeSpan [EditableElapsed](#) [get, set]
  - Gets or sets the total elapsed time measured by the current instance.*
- new double [ElapsedMilliseconds](#) [get]
  - Gets the total elapsed time measured by the current instance, in milliseconds.*
- new long [ElapsedTicks](#) [get]
  - Gets the total elapsed time measured by the current instance, in timer ticks.*

## 5.19.1 Detailed Description

Provides a set of methods and properties that you can use to accurately measure elapsed time. Extended Version  
Definition at line 19 of file [StopwatchEx.cs](#).

## 5.19.2 Constructor & Destructor Documentation

### 5.19.2.1 eda12131190311906.StopwatchEx.StopwatchEx ( ) [inline]

Initializes a new instance of the T:eda12131190311906.StopwatchEx class.

Definition at line 59 of file [StopwatchEx.cs](#).

### 5.19.2.2 eda12131190311906.StopwatchEx.StopwatchEx ( TimeSpan *editableElapsed* ) [inline]

Initializes a new instance of the T:eda12131190311906.StopwatchEx class.

Parameters

<i>editableElapsed</i>	
------------------------	--

Definition at line 68 of file [StopwatchEx.cs](#).

## 5.19.3 Member Function Documentation

### 5.19.3.1 int eda12131190311906.StopwatchEx.CompareTo ( StopwatchEx *other* ) [inline]

Compare this object with other

## Parameters

<i>other</i>	Other object
--------------	--------------

## Returns

-1 if is lower, 0 if equals, 1 if is higher

Definition at line 103 of file [StopwatchEx.cs](#).

**5.19.3.2** `static StopwatchEx eda12131190311906.StopwatchEx.ComputeAverage ( List< StopwatchEx > list, bool cutLowerHigher ) [inline],[static]`

Compute average value from a list of values

## Parameters

<i>list</i>	List with all values
<i>cutLowerHigher</i>	If true the lower and higher values will be cut from calculations

Definition at line 123 of file [StopwatchEx.cs](#).

**5.19.3.3** `bool eda12131190311906.StopwatchEx.Equals ( StopwatchEx other ) [inline]`

Check if this object is equal to other

## Parameters

<i>other</i>	Other object
--------------	--------------

## Returns

True if is equal, otherwise false

Definition at line 93 of file [StopwatchEx.cs](#).

**5.19.3.4** `static new StopwatchEx eda12131190311906.StopwatchEx.StartNew ( ) [inline],[static]`

Initializes a new T:eda12131190311906.StopwatchEx instance, sets the elapsed time property to zero, and starts measuring elapsed time.

## Returns

A T:eda12131190311906.StopwatchEx that has just begun measuring elapsed time.

<filterpriority>1</filterpriority>

Definition at line 81 of file [StopwatchEx.cs](#).

## 5.19.4 Property Documentation

**5.19.4.1** `TimeSpan eda12131190311906.StopwatchEx.EditableElapsed [get],[set]`

Gets or sets the total elapsed time measured by the current instance.

## Returns

A read-only T:System.TimeSpan representing the total elapsed time measured by the current instance.

Definition at line 28 of file [StopwatchEx.cs](#).

#### 5.19.4.2 new double eda12131190311906.StopwatchEx.ElapsedMilliseconds [get]

Gets the total elapsed time measured by the current instance, in milliseconds.

##### Returns

A read-only double representing the total number of milliseconds measured by the current instance.

<filterpriority>1</filterpriority>

Definition at line 39 of file [StopwatchEx.cs](#).

#### 5.19.4.3 new long eda12131190311906.StopwatchEx.ElapsedTicks [get]

Gets the total elapsed time measured by the current instance, in timer ticks.

##### Returns

A read-only long integer representing the total number of timer ticks measured by the current instance.

<filterpriority>1</filterpriority>

Definition at line 52 of file [StopwatchEx.cs](#).

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

- [StopwatchEx.cs](#)

## 5.20 eda12131190311906.SystemHelper Class Reference

System Helper Utilities

### Static Public Member Functions

- static string [GetProgramFilesX86Path](#) ()  
*Get program files X86 path, windows only*
- static bool [IsWindows](#) ()  
*Is windows OS*
- static bool [IsUnix](#) ()  
*Is UNIX OS*
- static int[] [RandomIntegerArray](#) (int size, int maxValue)  
*Generate a random integer array*
- static int[] [RandomIntegerArray](#) (int size, int minValue, int maxValue)  
*Generate a random integer array*
- static List< int[] > [CloneListIntArray](#) (List< int[] > list)  
*Clone an List int[]*
- static string [ArrayToString< T >](#) (T[] list)  
*Convert an array to string*
- static string [ArrayToString< T >](#) (T[] list, int limit)  
*Convert an array to string*
- static void [OpenLink](#) (string address)  
*Open website link*

### 5.20.1 Detailed Description

System Helper Utilities

Definition at line 21 of file [SystemHelper.cs](#).

### 5.20.2 Member Function Documentation

5.20.2.1 `static string eda12131190311906.SystemHelper.ArrayToString< T > ( T[] list )` `[inline],[static]`

Convert an array to string

Template Parameters

<i>T</i>	
----------	--

Parameters

<i>list</i>	
-------------	--

Returns

Definition at line 105 of file [SystemHelper.cs](#).

5.20.2.2 `static string eda12131190311906.SystemHelper.ArrayToString< T > ( T[] list, int limit )` `[inline],[static]`

Convert an array to string

Template Parameters

<i>T</i>	Array class
----------	-------------

Parameters

<i>list</i>	List with arrays
<i>limit</i>	Elements limit to output to string

Returns

A formatted string

Definition at line 117 of file [SystemHelper.cs](#).

5.20.2.3 `static List<int[]> eda12131190311906.SystemHelper.CloneListIntArray ( List< int[]> list )` `[inline],[static]`

Clone an List int[]

Parameters

<i>list</i>	list List to clone
-------------	--------------------

Returns

Cloned list

Definition at line 94 of file [SystemHelper.cs](#).

5.20.2.4 `static string eda12131190311906.SystemHelper.GetProgramFilesX86Path ( ) [inline],[static]`

Get program files X86 path, windows only

Returns

Program files X86 path

Definition at line 26 of file [SystemHelper.cs](#).

5.20.2.5 `static bool eda12131190311906.SystemHelper.IsUnix ( ) [inline],[static]`

Is UNIX OS

Returns

True if Unix, otherwise false

Definition at line 53 of file [SystemHelper.cs](#).

5.20.2.6 `static bool eda12131190311906.SystemHelper.IsWindows ( ) [inline],[static]`

Is windows OS

Returns

True if Windows, otherwise false

Definition at line 44 of file [SystemHelper.cs](#).

5.20.2.7 `static void eda12131190311906.SystemHelper.OpenLink ( string address ) [inline],[static]`

Open website link

Parameters

<i>address</i>	URL address
----------------	-------------

Definition at line 140 of file [SystemHelper.cs](#).

5.20.2.8 `static int [] eda12131190311906.SystemHelper.RandomIntegerArray ( int size, int maxValue ) [inline],[static]`

Generate a random integer array

Parameters

<i>size</i>	Size of array
<i>maxValue</i>	Max value for random numbers

Returns

An array populated with random values

Definition at line 65 of file [SystemHelper.cs](#).

5.20.2.9 `static int [] eda12131190311906.SystemHelper.RandomIntegerArray ( int size, int minValue, int maxValue ) [inline],[static]`

Generate a random integer array

## Parameters

<i>size</i>	Size of array
<i>minValue</i>	Min value for random numbers
<i>maxValue</i>	Max value for random numbers

## Returns

An array populated with random values

Definition at line 77 of file [SystemHelper.cs](#).

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

- SystemHelper.cs

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