API

**class Database**

Represents a Database that holds Tables.

Database()

Constructor function that creates an empty Database.

~Database()

Deconstructs the Database.

void addTable(Table, string)

Adds a Table to the Database with given name.

void dropTable(string)

Deletes the Table with the given name from the Database.

vector<string>[] listTables()

Returns a vector of all the names of the Tables in the Database.

vector<Table>[] getTables()

Returns a vector of all the Tables in the Database.

Table query(string)

Returns a Table when given a command of the form:

SELECT <argument>

FROM <argument>

WHERE <argument>

The SELECT argument allows either a list of which attribute names to keep or the symbol “\*” to indicate to keep all attributes.

The FROM argument will be a single Table name.

The WHERE argument will consist of:

* + - Comparisons (=, !=, >, <, >=, <=) between attributes and values of the same type
    - AND, OR, and NOT
    - Parentheses

void deleteQuery(string)

Deletes tuples from a Table when given a command that follows the same structure as the query command.

**class Table**

Represents a Table that holds Records

Table()

Constructs a Table without any rows or columns.

Table(vector<AttributeTypeTuple>[])

Constructs a Table from given vector of attribute names and types.

~Table()

Deconstructs the Table.

void add(AttributeTypeTuple)

Adds a column to the end of the Table with the given attribute name and type.

void deleteATT(string)

Deletes the attribute with the given name from the Table.

void insert(Record)

Inserts the given Record into the Table.

vector<AttributeTypeTuple>[] getAttributes()

Returns a vector of the attribute names and types.

int getSize()

Returns the number of Records in the Table.

void rename(string, string)

Changes the name of an attribute. The first parameter is the old name and the second name is the new name.

int sum(string)

Returns the sums of the values of the selected attribute in the Table.

int count(string)

Returns the count of non-null entries of the selected attribute in the Table.

int min(string)

Returns the minimum value of the selected attribute in the Table.

int max(string)

Returns the maximum value of the selected attribute in the Table.

Table crossJoin(Table&)

Returns one Table created by combining two Tables.

Record operator[](int)

Iterates through Records in the Table.

**class AttributeTypeTuple**

Represents a tuple that holds a string and a Type.

AttributeTypeTuple(string, Type)

Constructs an AttributeTypeTuple with the values passed in.

~AttributeTypeTuple()

Deconstructs the AttributeTypeTuple.

string getAttribute()

Returns the string value.

Type getType()

Returns the Type value.

**class Record**

Represents a Record that holds data in string format.

Record()

Creates a Record without any data.

~Record()

Deconstructs the Record.

Record(vector<string>)

Creates a Record with the given data entered.

void addValue(string)

Adds a value to the Record, the value is represented as a string.

void removeValue(int)

Removes a value from the Record chosen by the given int.

string getValue(int)

Returns a value chosen by the given int.

string operator[](int)

Iterates through the string values in the Record.

**class TableIterator**

A class used to iterate through the Records of a Table.

TalbeIterator(Table)

Constructs a TableIterator to iterate through the given Table.

void next()

Moves the iterator to the next Record in the Table.

Record get()

Returns the Record that the iterator is currently on.

**class Type**

A class for declaring Type in an AttributeTypeTuple.