pagerank

dampingFactor: double threshold: double connectivityMatrix: Matrix transitionMatrix: Matrix

+ pagerank(dampingFactor: double, threshold: double) + calculatePageRank(): vector<double> + printPageRank(ranks: vector<double>): void - loadConnectivityMatrix (filePath: string): void - makeTransitionMatrix (dampingFactor: double): Matrix

Legend

Association (has-a)

- + public
- private

Classname

- + attributes: type
 - + function(type): type

matrix

data: vector<vector<double>>

rows: size_t cols: size t

- + matrix()
- + matrix(n: size_t)
- + matrix(r: size_t, c: size_t)
- + matrix(values: vector<double>)
- + getValue(row: size_t, col: size_t)

: double

- + setValue(row: size_t, col: size_t
- , value: double): void
- + getRows(): size_t
- + getCols(): size_t
- + clear(): void

Overloaded Operators

- + operator+(const matrix&): matrix
- + operator-(constMatrix&): matrix
- + operator*(const matrix&): matrix
- + operator*(scalar: double): matrix + operator==(const matrix&): bool
- + operator!=(const matrix&): bool
- + operator++(int)
- + operator--()
- + operator--(int)
- + operator=(matrix)

Friends

- + operator<<(ostream&, const matrix&)
- + mySwap(matrix&, matrix&)