

PA05

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1 Class Index

1.1 Class List

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

LinkedList	2
Node	3

2 File Index

2.1 File List

Here is a list of all files with brief descriptions:

ArrayQueue.cpp	3
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ArrayQueue.h	4
LinkedList.cpp	4
LinkedList.h	4
main.cpp	4
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3 Class Documentation

3.1 LinkedList Class Reference

```
#include <ArrayQueue.h>
```

Public Member Functions

- [LinkedList](#) ()
- [~LinkedList](#) ()
- bool [isEmpty](#) () const
- bool [enqueue](#) (const int &newEntry)
- bool [dequeue](#) ()
- int [peekFront](#) ()
- [LinkedList](#) ()
- [LinkedList](#) (const [LinkedList](#) &aQueue)
- [~LinkedList](#) ()
- bool [isEmpty](#) () const
- bool [enqueue](#) (const int &newEntry)
- bool [dequeue](#) ()
- int [peekFront](#) ()

3.1.1 Constructor & Destructor Documentation

3.1.1.1 [LinkedList::LinkedList](#) ()

3.1.1.2 [LinkedList::~LinkedList](#) ()

3.1.1.3 [LinkedList::LinkedList](#) ()

3.1.1.4 [LinkedList::LinkedList](#) (const [LinkedList](#) & aQueue)

3.1.1.5 [LinkedList::~LinkedList](#) ()

3.1.2 Member Function Documentation

3.1.2.1 bool [LinkedList::dequeue](#) ()

3.1.2.2 bool [LinkedList::dequeue](#) ()

3.1.2.3 bool [LinkedList::enqueue](#) (const int & newEntry)

3.1.2.4 bool [LinkedList::enqueue](#) (const int & newEntry)

3.1.2.5 `bool LinkedQueue::isEmpty () const`

3.1.2.6 `bool LinkedQueue::isEmpty () const`

3.1.2.7 `int LinkedQueue::peekFront ()`

3.1.2.8 `int LinkedQueue::peekFront ()`

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

- [ArrayQueue.h](#)
- [LinkedQueue.h](#)
- [ArrayQueue.cpp](#)
- [LinkedQueue.cpp](#)

3.2 Node Class Reference

```
#include <Node.h>
```

Public Member Functions

- [Node](#) ()
- [Node](#) (const int &anItem)
- [Node](#) (const int &anItem, [Node](#) *nextNodePtr)
- void [setItem](#) (const int &anItem)
- void [setNext](#) ([Node](#) *nextNodePtr)
- int [getItem](#) () const
- [Node](#) * [getNext](#) () const

3.2.1 Constructor & Destructor Documentation

3.2.1.1 `Node::Node ()`

3.2.1.2 `Node::Node (const int & anItem)`

3.2.1.3 `Node::Node (const int & anItem, Node * nextNodePtr)`

3.2.2 Member Function Documentation

3.2.2.1 `int Node::getItem () const`

3.2.2.2 `Node * Node::getNext () const`

3.2.2.3 `void Node::setItem (const int & anItem)`

3.2.2.4 `void Node::setNext (Node * nextNodePtr)`

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

- [Node.h](#)
- [Node.cpp](#)

4 File Documentation

4.1 ArrayQueue.cpp File Reference

```
#include "ArrayQueue.h"
```

4.2 ArrayQueue.h File Reference

Classes

- class [LinkedQueue](#)

4.3 LinkedQueue.cpp File Reference

```
#include "LinkedQueue.h"  
#include <cassert>
```

4.4 LinkedQueue.h File Reference

```
#include "Node.h"
```

Classes

- class [LinkedQueue](#)

4.5 main.cpp File Reference

```
#include "ArrayQueue.h"  
#include <iostream>  
#include <fstream>  
#include <string>  
#include <ctime>
```

Functions

- void [OneOne](#) (float &simt, float &awt, float &mwt, float &twt, float &mll, float &idt)
- void [ThreeOne](#) (float &simt, float &awt, float &mwt, float &twt, float &mll, float &ita, float &itb, float &itc)
- void [ThreeThree](#) (float &simt, float &awt, float &mwt, float &twt, float &mll, float &ita, float &itb, float &itc)
- int [main](#) ()

4.5.1 Function Documentation

4.5.1.1 int main ()

4.5.1.2 void OneOne (float & *simt*, float & *awt*, float & *mwt*, float & *twt*, float & *mll*, float & *idt*)

4.5.1.3 void ThreeOne (float & *simt*, float & *awt*, float & *mwt*, float & *twt*, float & *mll*, float & *ita*, float & *itb*, float & *itc*)

4.5.1.4 void ThreeThree (float & *simt*, float & *awt*, float & *mwt*, float & *twt*, float & *mll*, float & *ita*, float & *itb*, float & *itc*)

4.6 Node.cpp File Reference

```
#include "Node.h"  
#include <cstdlib>
```

4.7 Node.h File Reference

Classes

- class [Node](#)

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