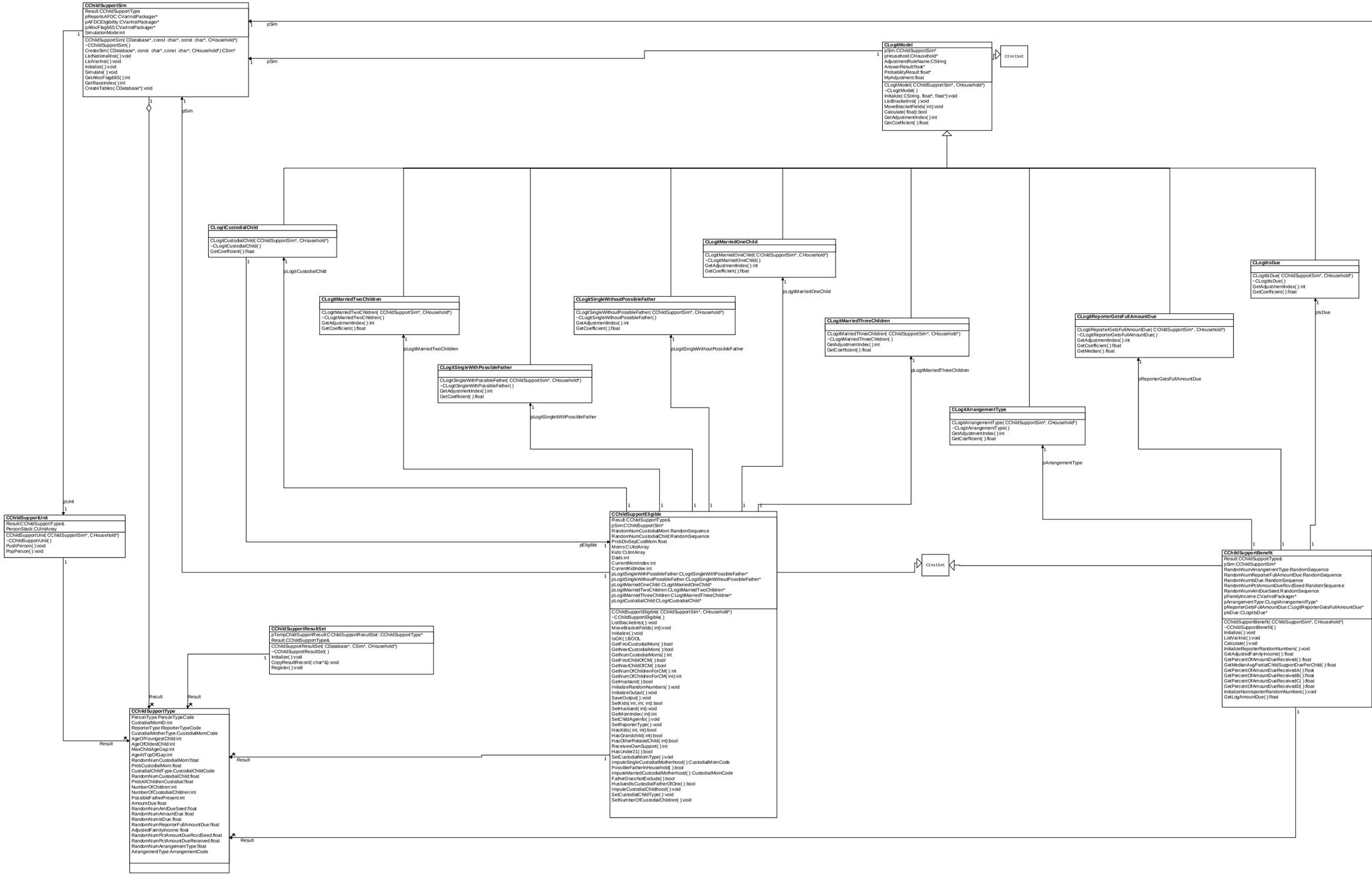
CChildSupportSim
Result:CChildSupportType
pReports:AFDC:CVarInstPackager*
pAFDCEligibility:CVarInstPackager*
pAllocFlag665:CVarInstPackager*
SimulationMode:int
CChildSupportSim(CDatabase*, const char*, const char*, CHousehold*)
~CChildSupportSim( )
CreateSim(CDatabase*, const char*, const char*, CHousehold*):CSim*
ListNationalInst( ):void
ListVarInst( ):void
Initialize( ):void
Simulate( ):void
GetAllocFlag665( ):int
GetRaceIndex( ):int
CreateTables(CDatabase*):void
pSim
CLogitModel
pSim:CChildSupportSim*
pHousehold:CHousehold*
AdjustmentRuleName:CString
AnswerResultFloat*
ProbabilityResult:float*
MyAdjustment:float
CLogitModel(CChildSupportSim*, CHousehold*)
~CLogitModel( )
Initialize(CString, float*, float*):void
ListBracketInst( ):void
MoveBracketFields(int):void
Calculate(float):bool
GetAdjustmentIndex( ):int
GetCoefficient( ):float
CInstSet
CLogitCustodialChild
CLogitCustodialChild(CChildSupportSim*, CHousehold*)
~CLogitCustodialChild( )
GetCoefficient( ):float
pLogitCustodialChild
CLogitMarriedOneChild
CLogitMarriedOneChild(CChildSupportSim*, CHousehold*)
~CLogitMarriedOneChild( )
GetAdjustmentIndex( ):int
GetCoefficient( ):float
pLogitMarriedOneChild
CLogitIsDue
CLogitIsDue(CChildSupportSim*, CHousehold*)
~CLogitIsDue( )
GetAdjustmentIndex( ):int
GetCoefficient( ):float
pIsDue
CLogitMarriedTwoChildren
CLogitMarriedTwoChildren(CChildSupportSim*, CHousehold*)
~CLogitMarriedTwoChildren( )
GetAdjustmentIndex( ):int
GetCoefficient( ):float
pLogitMarriedTwoChildren
CLogitSingleWithoutPossibleFather
CLogitSingleWithoutPossibleFather(CChildSupportSim*, CHousehold*)
~CLogitSingleWithoutPossibleFather( )
GetAdjustmentIndex( ):int
GetCoefficient( ):float
pLogitSingleWithoutPossibleFather
CLogitMarriedThreeChildren
CLogitMarriedThreeChildren(CChildSupportSim*, CHousehold*)
~CLogitMarriedThreeChildren( )
GetAdjustmentIndex( ):int
GetCoefficient( ):float
pLogitMarriedThreeChildren
CLogitReporterGetsFullAmountDue
CLogitReporterGetsFullAmountDue(CChildSupportSim*, CHousehold*)
~CLogitReporterGetsFullAmountDue( )
GetAdjustmentIndex( ):int
GetCoefficient( ):float
GetMedian( ):float
pReporterGetsFullAmountDue
CLogitSingleWithPossibleFather
CLogitSingleWithPossibleFather(CChildSupportSim*, CHousehold*)
~CLogitSingleWithPossibleFather( )
GetAdjustmentIndex( ):int
GetCoefficient( ):float
pLogitSingleWithPossibleFather
CLogitArrangementType
CLogitArrangementType(CChildSupportSim*, CHousehold*)
~CLogitArrangementType( )
GetAdjustmentIndex( ):int
GetCoefficient( ):float
pArrangementType
pUnit
CChildSupportUnit
Result:CChildSupportType&
PersonStack:CUIntArray
CChildSupportUnit(CChildSupportSim*, CHousehold*)
~CChildSupportUnit( )
PushPerson( ):void
PopPerson( ):void
pEligible
CChildSupportEligible
Result:CChildSupportType&
pSim:CChildSupportSim*
RandomNumCustodialMom:RandomSequence
RandomNumCustodialChild:RandomSequence
ProbDivSepCustMom:float
Moms:CUIntArray
Kids:CUIntArray
Dads:int
CurrentMomIndex:int
CurrentKidIndex:int
pLogitSingleWithPossibleFather:CLogitSingleWithPossibleFather*
pLogitSingleWithoutPossibleFather:CLogitSingleWithoutPossibleFather*
pLogitMarriedOneChild:CLogitMarriedOneChild*
pLogitMarriedTwoChildren:CLogitMarriedTwoChildren*
pLogitMarriedThreeChildren:CLogitMarriedThreeChildren*
pLogitCustodialChild:CLogitCustodialChild*
CChildSupportEligible(CChildSupportSim*, CHousehold*)
~CChildSupportEligible( )
ListBracketInst( ):void
MoveBracketFields(int):void
Initialize( ):void
IsOK( ):BOOL
GetFirstCustodialMom( ):bool
GetNextCustodialMom( ):bool
GetNumCustodialMoms( ):int
GetFirstChildOfCM( ):bool
GetNextChildOfCM( ):bool
GetNumOfChildrenForCM( ):int
GetNumOfChildrenForCM(int):int
GetHusband( ):bool
InitializeRandomNumbers( ):void
InitializeOutput( ):void
SaveOutput( ):void
SetKids(int, int, int):bool
SetHusband(int):void
GetMomIndex(int):int
SetChildAgeInfo( ):void
SetReporterType( ):void
HasKids(int, int):bool
HasGrandchild(int):bool
HasOtherRelatedChild(int):bool
ReceivesOwnSupport( ):int
HasUnder21( ):bool
SetCustodialMomType( ):void
ImputeSingleCustodialMotherhood( ):CustodialMomCode
PossibleFatherInHousehold( ):bool
ImputeMarriedCustodialMotherhood( ):CustodialMomCode
FatherDoesNotExclude( ):bool
HusbandIsCustodialFatherOfOne( ):bool
ImputeCustodialChildhood( ):void
SetCustodialChildType( ):void
SetNumberOfCustodialChildren( ):void
CInstSet
CChildSupportBenefit
Result:CChildSupportType&
pSim:CChildSupportSim*
RandomNumArrangementType:RandomSequence
RandomNumReporterFullAmountDue:RandomSequence
RandomNumIsDue:RandomSequence
RandomNumPctAmountDueRcvdSeed:Random:Sequence
RandomNumAmtDueSeed:RandomSequence
pFamilyIncome:CVarInstPackager*
pArrangementType:CLogitArrangementType*
pReporterGetsFullAmountDue:CLogitReporterGetsFullAmountDue*
pIsDue:CLogitIsDue*
CChildSupportBenefit(CChildSupportSim*, CHousehold*)
~CChildSupportBenefit( )
Initialize( ):void
ListVarInst( ):void
Calculate( ):void
InitializeReporterRandomNumbers( ):void
GetAdjustedFamilyIncome( ):float
GetPercentOfAmountDueReceived( ):float
GetMedianAvgPartialChildSupportDuePerChild( ):float
GetPercentOfAmountDueReceivedA( ):float
GetPercentOfAmountDueReceivedB( ):float
GetPercentOfAmountDueReceivedC( ):float
GetPercentOfAmountDueReceivedD( ):float
InitializeNonreporterRandomNumbers( ):void
GetLogAmountDue( ):float
CChildSupportResultSet
pTempChildSupportResult:CChildSupportResultSet::CChildSupportType*
Result:CChildSupportType&
CChildSupportResultSet(CDatabase*, CSim*, CHousehold*)
~CChildSupportResultSet( )
Initialize( ):void
CopyResultRecord(char*&):void
Register( ):void
Result
CChildSupportType
PersonType:PersonTypeCode
CustodialMomID:int
ReporterType:ReporterTypeCode
CustodialMotherType:CustodialMomCode
AgeOfYoungestChild:int
AgeOfOldestChild:int
MaxChildAgeGap:int
AgeAtTopOfGap:int
RandomNumCustodialMom:float
ProbCustodialMom:float
CustodialChildType:CustodialChildCode
RandomNumCustodialChild:float
ProbAllChildrenCustodial:float
NumberOfChildren:int
NumberOfCustodialChildren:int
PossibleFatherPresent:int
AmountDue:float
RandomNumAmtDueSeed:float
RandomNumAmountDue:float
RandomNumIsDue:float
RandomNumReporterFullAmountDue:float
AdjustedFamilyIncome:float
RandomNumPctAmountDueRcvdSeed:float
RandomNumPctAmountDueReceived:float
RandomNumArrangementType:float
ArrangementType:ArrangementCode