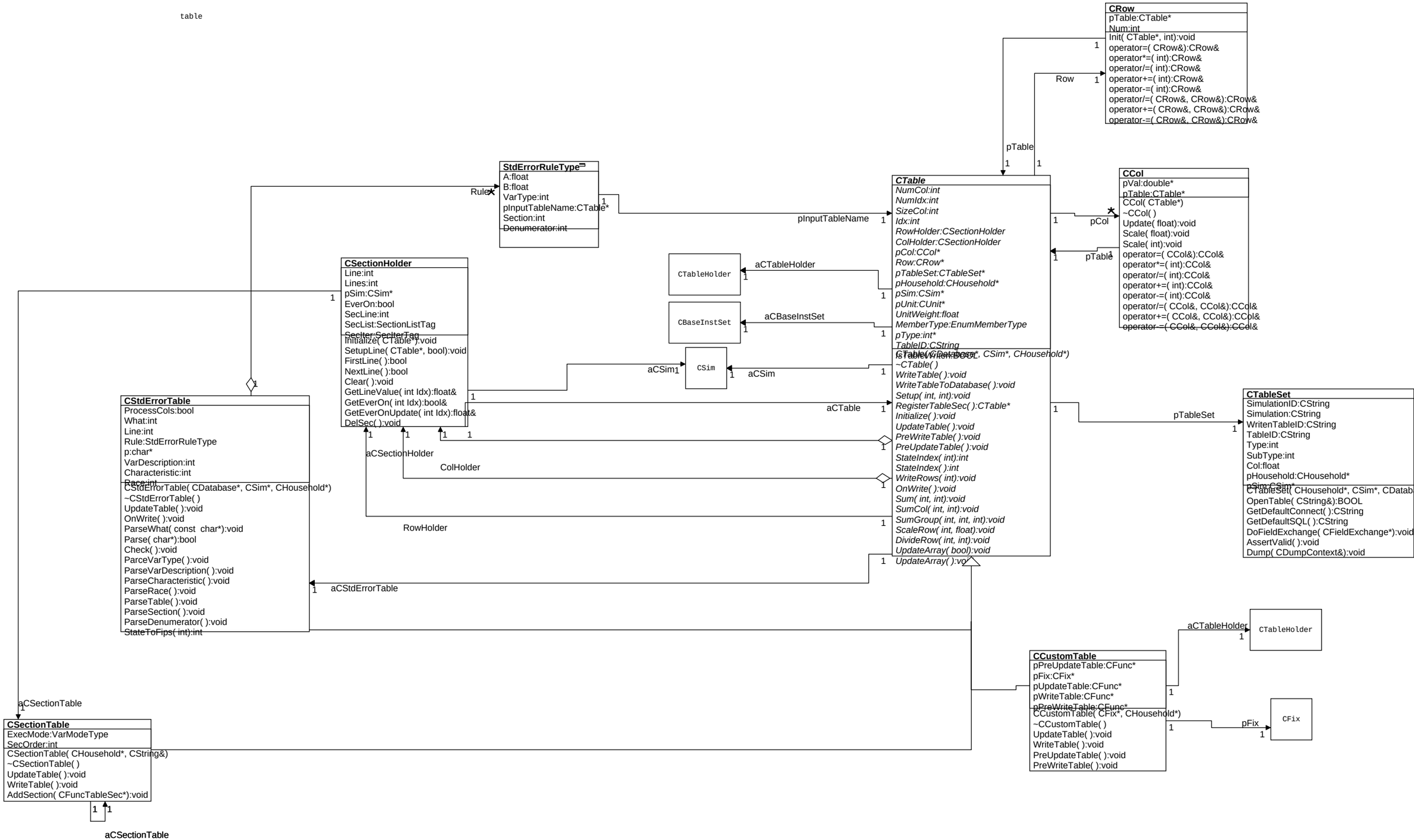
table


CRow
pTable:CTable*
Num:int
Init(CTable*, int):void
operator=(CRow&):CRow&
operator*=(int):CRow&
operator/=(int):CRow&
operator+=(int):CRow&
operator-=(int):CRow&
operator/=(CRow&, CRow&):CRow&
operator+=(CRow&, CRow&):CRow&
operator-=(CRow&, CRow&):CRow&
Row
pTable
StdErrorRuleType
A:float
B:float
VarType:int
pInputTableName:CTable*
Section:int
Denumerator:int
Rule
pInputTableName
CTable
NumCol:int
NumIdx:int
SizeCol:int
Idx:int
RowHolder:CSectionHolder
ColHolder:CSectionHolder
pCol:CCol*
Row:CRow*
pTableSet:CTableSet*
pHousehold:CHousehold*
pSim:CSim*
pUnit:CUnit*
UnitWeight:float
MemberType:EnumMemberType
pType:int*
TableID:CString
CTable(CDatabase*, CSim*, CHousehold*)
~CTable( )
WriteTable( ):void
WriteTableToDatabase( ):void
Setup(int, int):void
RegisterTableSec( ):CTable*
Initialize( ):void
UpdateTable( ):void
PreWriteTable( ):void
PreUpdateTable( ):void
StateIndex(int):int
StateIndex( ):int
WriteRows(int):void
OnWrite( ):void
Sum(int, int):void
SumCol(int, int):void
SumGroup(int, int, int):void
ScaleRow(int, float):void
DivideRow(int, int):void
UpdateArray(bool):void
UpdateArray( ):void
CCol
pVal:double*
pTable:CTable*
CCol(CTable*)
~CCol( )
Update(float):void
Scale(float):void
Scale(int):void
operator=(CCol&):CCol&
operator*=(int):CCol&
operator/=(int):CCol&
operator+=(int):CCol&
operator-=(int):CCol&
operator/=(CCol&, CCol&):CCol&
operator+=(CCol&, CCol&):CCol&
operator-=(CCol&, CCol&):CCol&
pCol
pTable
CSectionHolder
Line:int
Lines:int
pSim:CSim*
EverOn:bool
SecLine:int
SecList:SectionListTag
Secter:SecterTag
Initialize(CTable*):void
SetupLine(CTable*, bool):void
FirstLine( ):bool
NextLine( ):bool
Clear( ):void
GetLineValue(int Idx):float&
GetEverOn(int Idx):bool&
GetEverOnUpdate(int Idx):float&
DelSec( ):void
CTableHolder
aCTableHolder
CBaseInstSet
aCBaseInstSet
CSim
aCSim
aCSim1
aCTable
aCSectionHolder
ColHolder
RowHolder
CStdErrorTable
ProcessCols:bool
What:int
Line:int
Rule:StdErrorRuleType
p:char*
VarDescription:int
Characteristic:int
Race:int
CStdErrorTable(CDatabase*, CSim*, CHousehold*)
~CStdErrorTable( )
UpdateTable( ):void
OnWrite( ):void
ParseWhat(const char*):void
Parse(char*):bool
Check( ):void
ParceVarType( ):void
ParseVarDescription( ):void
ParseCharacteristic( ):void
ParseRace( ):void
ParseTable( ):void
ParseSection( ):void
ParseDenumerator( ):void
StateToFips(int):int
aCStdErrorTable
CTableSet
SimulationID:CString
Simulation:CString
WritenTableID:CString
TableID:CString
Type:int
SubType:int
Col:float
pHousehold:CHousehold*
pSim:CSim*
CTableSet(CHousehold*, CSim*, CDatab
OpenTable(CString&):BOOL
GetDefaultConnect( ):CString
GetDefaultSQL( ):CString
DoFieldExchange(CFieldExchange*):void
AssertValid( ):void
Dump(CDumpContext&):void
pTableSet
CCustomTable
pPreUpdateTable:CFunc*
pFix:CFix*
pUpdateTable:CFunc*
pWriteTable:CFunc*
pPreWriteTable:CFunc*
CCustomTable(CFix*, CHousehold*)
~CCustomTable( )
UpdateTable( ):void
WriteTable( ):void
PreUpdateTable( ):void
PreWriteTable( ):void
aCTableHolder
CTableHolder
pFix
CFix
aCSectionTable
CSectionTable
ExecMode:VarModeType
SecOrder:int
CSectionTable(CHousehold*, CString&)
~CSectionTable( )
UpdateTable( ):void
WriteTable( ):void
AddSection(CFuncTableSec*):void
aCSectionTable