

C/C++ SOURCE LINES OF CODE COUNTING PROGRAM
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Data Analysis App. T#7

Total Blank | Comments | Compiler Data Exec. | Logical | File Module
Lines Lines | Whole Embedded | Direct. Decl. Instr. | SLOC | Type Name

| | | | | | | | | | |
|------|-----|-----|----|----|----|-----|-----|------|------------------|
| 14 | 0 | 0 | 0 | 14 | 0 | 0 | 14 | CODE | acconfig.h |
| 1236 | 154 | 30 | 9 | 33 | 40 | 410 | 483 | CODE | alg.c |
| 96 | 25 | 10 | 0 | 16 | 17 | 7 | 40 | CODE | alg.h |
| 70 | 18 | 28 | 0 | 24 | 0 | 0 | 24 | CODE | config.h |
| 606 | 61 | 255 | 9 | 14 | 20 | 197 | 231 | CODE | H3Viewer.cc |
| 81 | 13 | 38 | 5 | 6 | 16 | 5 | 27 | CODE | H3Viewer.h |
| 1308 | 103 | 316 | 16 | 15 | 63 | 621 | 699 | CODE | HypGraph.cpp |
| 244 | 63 | 54 | 10 | 10 | 58 | 34 | 102 | CODE | HypGraph.h |
| 186 | 40 | 13 | 6 | 13 | 26 | 72 | 111 | CODE | main.cc |
| 71 | 15 | 1 | 0 | 17 | 3 | 23 | 43 | CODE | main_h3viewer.cc |
| 713 | 97 | 192 | 18 | 29 | 39 | 292 | 360 | CODE | mcl.c |

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Data Analysis App. T#7

The Totals

| Total Lines | Blank Lines | Comments Whole | Compiler Embedded | Data Direct. | Exec. Decl. | Number Instr. | File of Files | SLOC | Type | Definition |
|----------------|----------------|-------------------|----------------------|-----------------|----------------|------------------|------------------|------|------|------------|
| 4625 | 589 | 937 | 73 | 191 | 610 | 2298 | 11 | 3099 | CODE | Physical |
| 4625 | 589 | 937 | 73 | 191 | 282 | 1661 | 11 | 2134 | CODE | Logical |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | DATA | Physical |

Number of files successfully accessed..... 11 out of 11

Ratio of Physical to Logical SLOC..... 1.45

Number of files with :

Executable Instructions > 100 = 4
Data Declarations > 100 = 0
Percentage of Comments to SLOC < 60.0 % = 7 Ave. Percentage of Comments to Logical SLOC = 47.3

Total occurrences of these C/C++ Keywords :

| Compiler Directives | Data Keywords | Executable Keywords |
|---------------------|---------------|---------------------|
| #define..... 46 | FILE..... 9 | goto..... 0 |

| | | | | | |
|------------------|-----|----------------|-----|---------------------|-----|
| #undef..... | 14 | const..... | 83 | if..... | 250 |
| #if..... | 0 | bool..... | 3 | else..... | 63 |
| #ifdef..... | 3 | int..... | 259 | for..... | 58 |
| #ifndef..... | 4 | long..... | 22 | do..... | 1 |
| #else..... | 3 | unsigned..... | 4 | while..... | 17 |
| #elif..... | 0 | short..... | 0 | continue..... | 13 |
| #endif..... | 7 | char..... | 70 | switch..... | 4 |
| #include..... | 114 | wchar_t..... | 0 | case..... | 49 |
| #line..... | 0 | float..... | 19 | break..... | 42 |
| #pragma..... | 0 | double..... | 29 | default..... | 0 |
| #error..... | 0 | enum..... | 2 | return..... | 106 |
| #dictionary..... | 0 | class..... | 4 | entry..... | 0 |
| #module..... | 0 | struct..... | 8 | sizeof..... | 6 |
| | | union..... | 0 | new..... | 10 |
| | | void..... | 81 | delete..... | 10 |
| | | typedef..... | 3 | try..... | 0 |
| | | auto..... | 0 | throw..... | 0 |
| | | register..... | 0 | catch..... | 0 |
| | | static..... | 21 | typeid..... | 0 |
| | | extern..... | 2 | const_cast..... | 0 |
| | | namespace..... | 0 | static_cast..... | 0 |
| | | asm..... | 0 | dynamic_cast..... | 0 |
| | | template..... | 0 | reinterpret_cast... | 0 |
| | | operator..... | 2 | stdin..... | 0 |
| | | mutable..... | 0 | stdout..... | 16 |
| | | friend..... | 1 | stderr..... | 4 |
| | | volatile..... | 0 | cin..... | 0 |
| | | using..... | 2 | cout..... | 0 |
| | | explicit..... | 0 | cerr..... | 0 |
| | | inline..... | 0 | clog..... | 0 |
| | | virtual..... | 0 | | |