

Title
name

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1 Introduction

Insert your text here.

2 Design

2.1 ObjectName

2.1.1 Purpose

The purpose of this object.

2.1.2 Provided Interface

```
void myfunction();  
// does something
```

2.1.3 Required Interface

```
void INeedThisFunction(int arguements);  
// this object needs this method / function
```

3 Data Types

3.1 Abstract Data Types

3.1.1 MyClass

MyClass contains var of type int which is used for something important, var2 is there to waste available memory.

```
MyClass
{
    int var;
    short var2;
}
```

3.2 Enumerated Types

3.2.1 User Type

Type1 is the initial, unset state. Type2 is used when the class is in use, and no one remembers what Type3 is for.

```
UserType
{
    TYPE1, TYPE2, TYPE3;
}
```

4 Pseudo Code

4.1 Method

This method performs some operations on two different queues.

```
method(arguments)
{
    while(queue size > 0)
    {
        doSomething();
        addToQueue(object);
        removeFromOtherQueue(object);
    }
}
```