Class Revlog:

// Base class for the history classes.

@root

@leaf

@current

func initialize():

func add(node):

add a child for the node specified.

func remove(node):

remove a node by reference.

func parents():

return the parent nodes as a list.

func children():

return the child nodes as a list.

func save():

func read():

Class RevNode:

// A node in Revlog.

@content

@hashcode

@parent

func initialize():

func update():

func zip():

serialize the node.

func unzip():

recover the node from string.