```
IASTVisitor
+ Visit()
+ EndVisit()
+ EndVisit()
+ EndVisit()
+ EndVisit()
and 42 more...
                               SolToBoogie.TranslatorContext
                           + MAX_GAS_LIMIT
+ MIN_GAS_LIMIT
                           + TX GAS COST
                           + CREATE_GAS_COST
                           + CALL_GĀS_STĪPEND
                           + Program
                           + IdToNodeMap
                           + SourceDirectory
                           + ASTNodeToSourcePathMap
                           + ASTNodeToSourceLineNumberMap
                           + ContractDefinitions
                           + ContractToSubTypesMap
                           + ContractToStateVarsMap
                           + StateVarToContractMap
                           + ContractToMappingsMap
BasicASTVisitor
                           + ContractToArraysMap
                           + ContractToFallbacкмар
```

+ ContractToConstructorMap + ContractToEventsMap + Visit() + EventToContractMap + Visit() + ContractToFunctionsMap + Visit() + ContractToFuncSigsMap + Visit() + FunctionToContractMap + Visit() + FuncSigResolutionMap + Visit() + ContractToVisibleFunctionsMap + Visit() + StateVarNameResolutionMap + Visit() + ContractToVisibleStateVarsMap + Visit() + ModifierToBoogiePreProc + Visit() + ModifierToBoogiePostProc + Visit() + ModifierToBoogiePreImpl + Visit() + ModifierToBoogiePostImpl + Visit() + ModifierToPreludeLocalVars + Visit() + EntryPointContract + TranslateFlags + UsingMap freshldentifierCount IgnoreMethods genInlineAttrInBpl usingMap TranslatorContext() + HasASTNodeId() + GetASTNodeById() + AddSourceInfoForASTNode() + GetLineNumberOfASTNode() + GetFuncDefintionsInContract() + GetEventDefintionsInContract() + AddContract() + HasContractName() + GetContractByName() + AddSubTypeToContract() + GetSubTypesOfContract() + AddStateVarToContract() + AddMappingtoContract() + AddArrayToContract() + HasStateVarInContract() + GetStateVarsByContract() + AddConstructorToContract() + AddFallbackToContract()

+ GetAbsoluteSourcePathOfASTNode() + IsConstructorDefined() + GetConstructorByContract() + AddEventToContract() + HasEventNameInContract() + AddFunctionToContract() + HasFuncSigInContract() + GetFunctionBySignature() + GetContractByFunction() + HasFuncSigInDynamicType() + AddFunctionToDynamicType() + HasFuncSignature() + GetAllFuncDefinitions() + GetFunctionByDynamicType() + AddStateVarToDynamicType() + AddVisibleFunctionToContract() + GetVisibleFunctionsByContract() + GetContractByStateVarDecl() + HasStateVarName() + GetStateVarByDynamicType() + AddVisibleStateVarToContract() + GetVisibleStateVarsByContract() + MakeFreshTypedIdent() + AddModiferToPreProc() + AddModiferToPostProc() + AddModiferToPreImpl() + AddModiferToPostImpl() + AddPreludeLocalsToModifier() + IsMethodInIgnoredSet()

+ Visit() + EndVisit() + EndVisit() + EndVisit() + EndVisit() and 42 more... # CommonVisit() # CommonEndVisit()

-context

SolToBoogie.ContractCollector

+ ContractCollector() + Visit()