```
SolToBoogie.TranslatorContext
+ MAX_GAS_LIMIT
+ MIN_GAS_LIMIT
+ TX_GAS_COST
+ CREATE_GAS_COST
+ CALL_GAS_STIPEND
+ Program
+ IdToNodeMap
+ SourceDirectory
+ ASTNodeToSourcePathMap
 ASTNodeToSourceLineNumberMap
+ ContractDefinitions
+ ContractToSubTypesMap
+ ContractToStateVarsMap
+ StateVarToContractMap
+ ContractToMappingsMap
+ ContractToArraysMap
+ ContractToConstructorMap
+ ContractToFallbackMap
+ ContractToEventsMap
+ EventToContractMap
+ ContractToFunctionsMap
+ ContractToFuncSigsMap
+ FunctionToContractMap
+ FuncSigResolutionMap

    ContractToVisibleFunctionsMap

+ StateVarNameResolutionMap
+ ContractToVisibleStateVarsMap
+ ModifierToBoogiePreProc+ ModifierToBoogiePostProc
+ ModifierToBoogiePreImpl
+ ModifierToBoogiePostImpl
+ ModifierToPreludeLocalVars
+ EntryPointContract
  TranslateFlags
+ UsingMap

    freshldentifierCount

    IgnoreMethods

- genInlineAttrInBpl

    usingMap

+ TranslatorContext()
+ HasASTNodeld()
+ GetASTNodeById()
+ AddSourceInfoForASTNode()
+ GetAbsoluteSourcePathOfASTNode()
+ GetLineNumberOfASTNode()
+ GetFuncDefintionsInContract()
+ GetEventDefintionsInContract()
+ AddContract()
+ HasContractName()
+ GetContractByName()
+ AddSubTypeToContract()
+ GetSubTypesOfContract()
+ AddStateVarToContract()
 AddMappingtoContract()
+ AddArrayToContract()
+ HasStateVarInContract()
+ GetStateVarsByContract()
+ AddConstructorToContract()
+ AddFallbackToContract()
+ IsConstructorDefined()
+ GetConstructorByContract()
+ AddEventToContract()
+ HasEventNameInContract()
+ AddFunctionToContract()
+ HasFuncSigInContract()
+ GetFunctionBySignature()
+ GetContractByFunction()
+ HasFuncSigInDynamicType()
+ AddFunctionToDynamicType()
+ HasFuncSignature()
+ GetAllFuncDefinitions()
+ GetFunctionByDynamicType()
+ AddStateVarToDynamicType()
+ AddVisibleFunctionToContract()
+ GetVisibleFunctionsByContract()
+ GetContractByStateVarDecI()
+ HasStateVarName()
+ GetStateVarByDynamicType()
 AddVisibleStateVarToContract()
+ GetVisibleStateVarsByContract()
+ MakeFreshTypedIdent()
+ AddModiferToPreProc()
+ AddModiferToPostProc()
+ AddModiferToPreImpl()
+ AddModiferToPostImpl()
+ AddPreludeLocalsToModifier()
+ IsMethodInIgnoredSet()
                    -context
  SolToBoogie.StateVariable
               Resolver
  + StateVariableResolver()
```

+ Resolve()

- ResolveStateVariables()

PrintVisibleStateVars()

ComputeVisibleStateVariables()PrintStateVarResolutionMap()