IASTVisitor

+ Visit()
+ Visit()
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+ Visit()
+ Visit()
+ Visit()
+ Visit()
+ Visit()
+ EndVisit()
+ EndVisit()
+ EndVisit()
+ EndVisit()
and 42 more...

ASTNode

+ Id
+ GasCost
+ NodeType
+ Src

+ Accept()
+ Accept< T >()

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
- freshIdentifierCount
- IgnoreMethods
- genInlineAttrInBpl
- usingMap

+ TranslatorContext()
+ HasASTNodeId()
+ 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()
+ GetContractByStateVarDecl()
+ HasStateVarName()
+ GetStateVarByDynamicType()
+ AddVisibleStateVarToContract()
+ GetVisibleStateVarsByContract()
+ MakeFreshTypedIdent()
+ AddModiferToPreProc()
+ AddModiferToPostProc()
+ AddModiferToPreImpl()
+ AddModiferToPostImpl()
+ AddPreludeLocalsToModifier()
+ IsMethodInIgnoredSet()

SolidityAST.SourceUnit

+ AbsolutePath
+ ExportedSymbols
+ Nodes

+ Accept()
+ Accept< T >()
+ ToString()

BasicASTVisitor

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

SolToBoogie.SourceInfoCollector

- DictLineBreaks

+ SourceInfoCollector()
+ Visit()
+ Visit()
+ MapToLineNumber()
# CommonEndVisit()
- computeLineBreaks()

-context

-currentSourceUnit