

SolToBoogie.StateVariable
Resolver.ComputeVisibleStateVariables



```
graph LR; A[SolToBoogie.StateVariable  
Resolver.ComputeVisibleStateVariables] --> B[SolToBoogie.TranslatorContext.  
AddVisibleStateVarToContract]
```

SolToBoogie.TranslatorContext.
AddVisibleStateVarToContract