```
SolToBoogie.TranslatorContext
+ MAX_GAS_LIMIT
+ MIN_GAS_LIMIT
   X_GAS_COST
CREATE GAS_COST
CALL_GAS_STIPEND
  TΧ
+ 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()
+ 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()
F GetContractByStateVarDecI()
+ HasStateVarName()
+ GetStateVarByDynamicType()
+ AddVisibleStateVarToContract()
+ GetVisibleStateVarsByContract()
+ MakeFreshTypedIdent()
+ AddModiferToPreProc()
+ AddModiferToPostProc()+ AddModiferToPreImpl()
+ AddModiferToPostImpl()
+ AddPreludeLocalsToModifier()
+ IsMethodInIgnoredSet()
                    -context
  SolToBoogie.InheritanceCollector
   + InheritanceCollector()
   + Collect()
```