//Will be object traversing syntax tree with function pointer inside it.

class Executor{}

class SyntaxTree{}

abstract class SyntaxNode{}

class Iterator : SyntaxNode{}

class Array : SyntaxNode{}

class OperationNode : SyntaxNode {}

//Command with a body, either conditional or function.

abstract class BlockNode : OperationNode{}

class ConditionalNode: BlockNode {}

class WhileLoop : ConditionalNode{}

class ForLoop : ConditionalNode{}