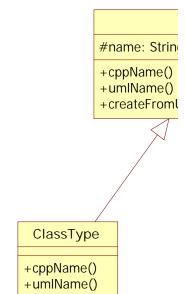
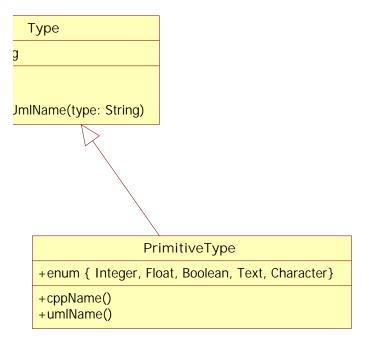


Class Chart

+classes: pointer-vector<Class> +edges: pointer-vector<Edge>

Argument	Attribute	
+name: String +type: unique-pointer <type></type>	+name: String +type: unique-pointer <type> +visibility: Visibility</type>	
Operation		
+name: String +returnType: unique-pointer <typ +arguments:="" vector<argument=""></typ>	Visibility	
	+enum{ private_, protected_, public_}	
+visibility: Visibility		





## Structure Chart

+headline: String +root: BlockSequence

+declarations: vector<Declaration

Declaration	BlockSeque
	blocks: pointer-vect
+varName: String	

<<<destructor>

Bloc

SimpleBlock

+command: String

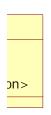
<><<constructor>>>>+SimpleBlock(pCommand: String)

## LoopBlock

+condition: String +body: BlockSequence +headControlled: Boolean

<><<constructor>>>>+LoopBlock(pCondition: String, pBody: BlockSequence, pF

+condition: String +yes: BlockSequence +no: BlockSequence <<<constructor>>



nce or<Block>

