

| getName | lokale/globale Variablen und Attribute: | begin,end: char* | begin ≠ end and ((*begin ≥ 'A' and *begin ≤ 'Z') or (*begin ≥ 'a' and *begin ≤ 'z') or (*begin ≥ '0' and *begin ≤ '9') or *begin = ':') | | begin ← begin + 1