

BlockSequence
-blocks: std:vector<std:unique\_ptr<Block>>
+BlockSequence) = constructors
+BlockSequence(: BlockSequence&) = constructors
+getBlocks(:): std:vector<std:unique\_ptr<Block>>
+getBlocks(:): std:vector<std:unique\_ptr<Block>>&
+pushbackBlock(iblock: std:unique\_ptr<Block>>&
+pushbackBlock(iblock: std:unique\_ptr<Block>&
+pushbackBlock(iblock: std:unique\_ptr<Block)+pushbackBlock(iblock: std:unique\_ptr<Block
+pushbackBlock(iblock: std:unique\_ptr<Block)+pushbackBlock(iblock: std:unique\_ptr<Block
+pushbackBlock(iblock: std:unique\_ptr<Block)+pushbackBlock(iblock: std:unique\_ptr<Block(iblock: std:unique\_ptr<Block)+pushbackBlock(iblock: std:unique\_ptr<Block(iblock: std:unique\_ptr<Block(iblock: std:unique\_ptr<Block(iblock: std:unique\_

getType
return type
getVarName
return varName
Di- di
-Block Ø
5
getBlocks
return blocks
pushbackBlock
blocks.push_back(block)
becks.pusir_back(block)
emplaceBackBlock
blocks.emplace_back(block)
Simple Block
0
getCommand
return command
IfElseBlock
Ø
getCondition
return condition
getYes
return yes
getNo
return no
getExpression
return expression
ant Company
getSequences return sequences
Teturi sequences
LoopBlock
Ø
getCondition return condition
Teturi consition
getBody
return body
getHeadcontrolled
return headControlled
StructureChart
Ø

Declaration

getHeadline
return headline
getDeclarations
return declaratio

getRoot return root