

```

@startuml

namespace bertini

Node i— BinaryOperator
Node i— UnaryOperator
Node i— MAryOperator
Node i— Symbol
BinaryOperator i— Plus
BinaryOperator i— Minus
UnaryOperator i— Negate
BinaryOperator i— Times
BinaryOperator i— Divide
UnaryOperator i— Exp
UnaryOperator i— Log
UnaryOperator i— Sine
UnaryOperator i— Cosine
MAryOperator i— UserDefined

Symbol i— Variable
Symbol i— PathVariable
Symbol i— Coefficient

Function o- Node

class Node
disallow empty instantiation?
this might be acheieved by pure virtualism
-
virtual SetPrecision(int prec)
..
virtual Evaluate()
..
virtual String()
-

-Node() private so that empty construction prohibited.
this may help protect against errors in parsing

class BinaryOperator
-Node* leftnode--Node*rightnode--virtualEvaluate()classUnaryOperator-Node*node--virtualEvaluate()classMAryOperator-st

```