

Tang

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| <b>1 Tang: A Template Language</b>           | <b>1</b>  |
| 1.1 Quick Description                        | 1         |
| 1.2 Features                                 | 1         |
| 1.3 License                                  | 1         |
| <b>2 Hierarchical Index</b>                  | <b>3</b>  |
| 2.1 Class Hierarchy                          | 3         |
| <b>3 Class Index</b>                         | <b>5</b>  |
| 3.1 Class List                               | 5         |
| <b>4 File Index</b>                          | <b>9</b>  |
| 4.1 File List                                | 9         |
| <b>5 Class Documentation</b>                 | <b>15</b> |
| 5.1 Tang::AstNode Class Reference            | 15        |
| 5.1.1 Detailed Description                   | 18        |
| 5.1.2 Member Enumeration Documentation       | 18        |
| 5.1.2.1 PreprocessState                      | 18        |
| 5.1.3 Constructor & Destructor Documentation | 18        |
| 5.1.3.1 AstNode()                            | 18        |
| 5.1.4 Member Function Documentation          | 19        |
| 5.1.4.1 compile()                            | 19        |
| 5.1.4.2 compilePreprocess()                  | 19        |
| 5.1.4.3 dump()                               | 20        |
| 5.2 Tang::AstNodeArray Class Reference       | 21        |
| 5.2.1 Detailed Description                   | 23        |
| 5.2.2 Member Enumeration Documentation       | 23        |
| 5.2.2.1 PreprocessState                      | 23        |
| 5.2.3 Constructor & Destructor Documentation | 23        |
| 5.2.3.1 AstNodeArray()                       | 23        |
| 5.2.4 Member Function Documentation          | 24        |
| 5.2.4.1 compile()                            | 24        |
| 5.2.4.2 compilePreprocess()                  | 24        |
| 5.2.4.3 dump()                               | 25        |
| 5.3 Tang::AstNodeAssign Class Reference      | 25        |
| 5.3.1 Detailed Description                   | 27        |
| 5.3.2 Member Enumeration Documentation       | 27        |
| 5.3.2.1 PreprocessState                      | 27        |
| 5.3.3 Constructor & Destructor Documentation | 27        |
| 5.3.3.1 AstNodeAssign()                      | 27        |
| 5.3.4 Member Function Documentation          | 28        |
| 5.3.4.1 compile()                            | 28        |
| 5.3.4.2 compilePreprocess()                  | 29        |

---

|  |    |
|--|----|
| 5.3.4.3 dump()                               | 29 |
| 5.4 Tang::AstNodeBinary Class Reference      | 29 |
| 5.4.1 Detailed Description                   | 32 |
| 5.4.2 Member Enumeration Documentation       | 32 |
| 5.4.2.1 Operation                            | 32 |
| 5.4.2.2 PreprocessState                      | 33 |
| 5.4.3 Constructor & Destructor Documentation | 33 |
| 5.4.3.1 AstNodeBinary()                      | 33 |
| 5.4.4 Member Function Documentation          | 33 |
| 5.4.4.1 compile()                            | 33 |
| 5.4.4.2 compilePreprocess()                  | 34 |
| 5.4.4.3 dump()                               | 34 |
| 5.5 Tang::AstNodeBlock Class Reference       | 35 |
| 5.5.1 Detailed Description                   | 37 |
| 5.5.2 Member Enumeration Documentation       | 37 |
| 5.5.2.1 PreprocessState                      | 37 |
| 5.5.3 Constructor & Destructor Documentation | 37 |
| 5.5.3.1 AstNodeBlock()                       | 37 |
| 5.5.4 Member Function Documentation          | 38 |
| 5.5.4.1 compile()                            | 38 |
| 5.5.4.2 compilePreprocess()                  | 38 |
| 5.5.4.3 dump()                               | 39 |
| 5.6 Tang::AstNodeBoolean Class Reference     | 39 |
| 5.6.1 Detailed Description                   | 41 |
| 5.6.2 Member Enumeration Documentation       | 41 |
| 5.6.2.1 PreprocessState                      | 41 |
| 5.6.3 Constructor & Destructor Documentation | 41 |
| 5.6.3.1 AstNodeBoolean()                     | 41 |
| 5.6.4 Member Function Documentation          | 42 |
| 5.6.4.1 compile()                            | 42 |
| 5.6.4.2 compilePreprocess()                  | 42 |
| 5.6.4.3 dump()                               | 43 |
| 5.7 Tang::AstNodeBreak Class Reference       | 43 |
| 5.7.1 Detailed Description                   | 45 |
| 5.7.2 Member Enumeration Documentation       | 45 |
| 5.7.2.1 PreprocessState                      | 45 |
| 5.7.3 Constructor & Destructor Documentation | 45 |
| 5.7.3.1 AstNodeBreak()                       | 45 |
| 5.7.4 Member Function Documentation          | 45 |
| 5.7.4.1 compile()                            | 46 |
| 5.7.4.2 compilePreprocess()                  | 46 |
| 5.7.4.3 dump()                               | 47 |

---

|   |    |
|---|----|
| 5.8 Tang::AstNodeCast Class Reference . . . . .         | 47 |
| 5.8.1 Detailed Description . . . . .                    | 49 |
| 5.8.2 Member Enumeration Documentation . . . . .        | 49 |
| 5.8.2.1 PreprocessState . . . . .                       | 49 |
| 5.8.2.2 Type . . . . .                                  | 49 |
| 5.8.3 Constructor & Destructor Documentation . . . . .  | 50 |
| 5.8.3.1 AstNodeCast() . . . . .                         | 50 |
| 5.8.4 Member Function Documentation . . . . .           | 50 |
| 5.8.4.1 compile() . . . . .                             | 50 |
| 5.8.4.2 compilePreprocess() . . . . .                   | 51 |
| 5.8.4.3 dump() . . . . .                                | 51 |
| 5.9 Tang::AstNodeContinue Class Reference . . . . .     | 52 |
| 5.9.1 Detailed Description . . . . .                    | 54 |
| 5.9.2 Member Enumeration Documentation . . . . .        | 54 |
| 5.9.2.1 PreprocessState . . . . .                       | 54 |
| 5.9.3 Constructor & Destructor Documentation . . . . .  | 54 |
| 5.9.3.1 AstNodeContinue() . . . . .                     | 54 |
| 5.9.4 Member Function Documentation . . . . .           | 54 |
| 5.9.4.1 compile() . . . . .                             | 55 |
| 5.9.4.2 compilePreprocess() . . . . .                   | 55 |
| 5.9.4.3 dump() . . . . .                                | 56 |
| 5.10 Tang::AstNodeDoWhile Class Reference . . . . .     | 56 |
| 5.10.1 Detailed Description . . . . .                   | 58 |
| 5.10.2 Member Enumeration Documentation . . . . .       | 58 |
| 5.10.2.1 PreprocessState . . . . .                      | 58 |
| 5.10.3 Constructor & Destructor Documentation . . . . . | 58 |
| 5.10.3.1 AstNodeDoWhile() . . . . .                     | 58 |
| 5.10.4 Member Function Documentation . . . . .          | 59 |
| 5.10.4.1 compile() . . . . .                            | 59 |
| 5.10.4.2 compilePreprocess() . . . . .                  | 59 |
| 5.10.4.3 dump() . . . . .                               | 60 |
| 5.11 Tang::AstNodeFloat Class Reference . . . . .       | 60 |
| 5.11.1 Detailed Description . . . . .                   | 62 |
| 5.11.2 Member Enumeration Documentation . . . . .       | 62 |
| 5.11.2.1 PreprocessState . . . . .                      | 62 |
| 5.11.3 Constructor & Destructor Documentation . . . . . | 62 |
| 5.11.3.1 AstNodeFloat() . . . . .                       | 62 |
| 5.11.4 Member Function Documentation . . . . .          | 63 |
| 5.11.4.1 compile() . . . . .                            | 63 |
| 5.11.4.2 compilePreprocess() . . . . .                  | 63 |
| 5.11.4.3 dump() . . . . .                               | 64 |
| 5.12 Tang::AstNodeFor Class Reference . . . . .         | 64 |

|   |    |
|---|----|
| 5.12.1 Detailed Description . . . . .                           | 66 |
| 5.12.2 Member Enumeration Documentation . . . . .               | 66 |
| 5.12.2.1 PreprocessState . . . . .                              | 66 |
| 5.12.3 Constructor & Destructor Documentation . . . . .         | 67 |
| 5.12.3.1 AstNodeFor() . . . . .                                 | 67 |
| 5.12.4 Member Function Documentation . . . . .                  | 67 |
| 5.12.4.1 compile() . . . . .                                    | 67 |
| 5.12.4.2 compilePreprocess() . . . . .                          | 68 |
| 5.12.4.3 dump() . . . . .                                       | 68 |
| 5.13 Tang::AstNodeFunctionCall Class Reference . . . . .        | 69 |
| 5.13.1 Detailed Description . . . . .                           | 70 |
| 5.13.2 Member Enumeration Documentation . . . . .               | 70 |
| 5.13.2.1 PreprocessState . . . . .                              | 70 |
| 5.13.3 Constructor & Destructor Documentation . . . . .         | 71 |
| 5.13.3.1 AstNodeFunctionCall() . . . . .                        | 71 |
| 5.13.4 Member Function Documentation . . . . .                  | 71 |
| 5.13.4.1 compile() . . . . .                                    | 71 |
| 5.13.4.2 compilePreprocess() . . . . .                          | 72 |
| 5.13.4.3 dump() . . . . .                                       | 72 |
| 5.14 Tang::AstNodeFunctionDeclaration Class Reference . . . . . | 72 |
| 5.14.1 Detailed Description . . . . .                           | 74 |
| 5.14.2 Member Enumeration Documentation . . . . .               | 74 |
| 5.14.2.1 PreprocessState . . . . .                              | 74 |
| 5.14.3 Constructor & Destructor Documentation . . . . .         | 74 |
| 5.14.3.1 AstNodeFunctionDeclaration() . . . . .                 | 74 |
| 5.14.4 Member Function Documentation . . . . .                  | 75 |
| 5.14.4.1 compile() . . . . .                                    | 75 |
| 5.14.4.2 compilePreprocess() . . . . .                          | 75 |
| 5.14.4.3 dump() . . . . .                                       | 76 |
| 5.15 Tang::AstNodelIdentifier Class Reference . . . . .         | 76 |
| 5.15.1 Detailed Description . . . . .                           | 78 |
| 5.15.2 Member Enumeration Documentation . . . . .               | 78 |
| 5.15.2.1 PreprocessState . . . . .                              | 78 |
| 5.15.3 Constructor & Destructor Documentation . . . . .         | 79 |
| 5.15.3.1 AstNodelIdentifier() . . . . .                         | 79 |
| 5.15.4 Member Function Documentation . . . . .                  | 79 |
| 5.15.4.1 compile() . . . . .                                    | 79 |
| 5.15.4.2 compilePreprocess() . . . . .                          | 80 |
| 5.15.4.3 dump() . . . . .                                       | 81 |
| 5.16 Tang::AstNodelElse Class Reference . . . . .               | 81 |
| 5.16.1 Detailed Description . . . . .                           | 83 |
| 5.16.2 Member Enumeration Documentation . . . . .               | 83 |

---

|   |     |
|---|-----|
| 5.16.2.1 PreprocessState . . . . .                      | 83  |
| 5.16.3 Constructor & Destructor Documentation . . . . . | 84  |
| 5.16.3.1 AstNodeIfElse() [1/2] . . . . .                | 84  |
| 5.16.3.2 AstNodeIfElse() [2/2] . . . . .                | 84  |
| 5.16.4 Member Function Documentation . . . . .          | 84  |
| 5.16.4.1 compile() . . . . .                            | 84  |
| 5.16.4.2 compilePreprocess() . . . . .                  | 85  |
| 5.16.4.3 dump() . . . . .                               | 85  |
| 5.17 Tang::AstNodeIndex Class Reference . . . . .       | 86  |
| 5.17.1 Detailed Description . . . . .                   | 88  |
| 5.17.2 Member Enumeration Documentation . . . . .       | 88  |
| 5.17.2.1 PreprocessState . . . . .                      | 88  |
| 5.17.3 Constructor & Destructor Documentation . . . . . | 88  |
| 5.17.3.1 AstNodeIndex() . . . . .                       | 89  |
| 5.17.4 Member Function Documentation . . . . .          | 89  |
| 5.17.4.1 compile() . . . . .                            | 89  |
| 5.17.4.2 compilePreprocess() . . . . .                  | 90  |
| 5.17.4.3 dump() . . . . .                               | 90  |
| 5.17.4.4 getCollection() . . . . .                      | 90  |
| 5.17.4.5 getIndex() . . . . .                           | 91  |
| 5.18 Tang::AstNodeInteger Class Reference . . . . .     | 91  |
| 5.18.1 Detailed Description . . . . .                   | 93  |
| 5.18.2 Member Enumeration Documentation . . . . .       | 93  |
| 5.18.2.1 PreprocessState . . . . .                      | 93  |
| 5.18.3 Constructor & Destructor Documentation . . . . . | 93  |
| 5.18.3.1 AstNodeInteger() . . . . .                     | 93  |
| 5.18.4 Member Function Documentation . . . . .          | 94  |
| 5.18.4.1 compile() . . . . .                            | 94  |
| 5.18.4.2 compilePreprocess() . . . . .                  | 94  |
| 5.18.4.3 dump() . . . . .                               | 95  |
| 5.19 Tang::AstNodeLibrary Class Reference . . . . .     | 95  |
| 5.19.1 Detailed Description . . . . .                   | 97  |
| 5.19.2 Member Enumeration Documentation . . . . .       | 97  |
| 5.19.2.1 PreprocessState . . . . .                      | 97  |
| 5.19.3 Constructor & Destructor Documentation . . . . . | 97  |
| 5.19.3.1 AstNodeLibrary() . . . . .                     | 97  |
| 5.19.4 Member Function Documentation . . . . .          | 98  |
| 5.19.4.1 compile() . . . . .                            | 98  |
| 5.19.4.2 compilePreprocess() . . . . .                  | 98  |
| 5.19.4.3 dump() . . . . .                               | 99  |
| 5.20 Tang::AstNodeMap Class Reference . . . . .         | 99  |
| 5.20.1 Detailed Description . . . . .                   | 101 |

|   |     |
|---|-----|
| 5.20.2 Member Enumeration Documentation . . . . .       | 101 |
| 5.20.2.1 PreprocessState . . . . .                      | 101 |
| 5.20.3 Constructor & Destructor Documentation . . . . . | 101 |
| 5.20.3.1 AstNodeMap() . . . . .                         | 101 |
| 5.20.4 Member Function Documentation . . . . .          | 101 |
| 5.20.4.1 compile() . . . . .                            | 102 |
| 5.20.4.2 compilePreprocess() . . . . .                  | 102 |
| 5.20.4.3 dump() . . . . .                               | 103 |
| 5.21 Tang::AstNodePeriod Class Reference . . . . .      | 103 |
| 5.21.1 Detailed Description . . . . .                   | 105 |
| 5.21.2 Member Enumeration Documentation . . . . .       | 105 |
| 5.21.2.1 PreprocessState . . . . .                      | 105 |
| 5.21.3 Constructor & Destructor Documentation . . . . . | 105 |
| 5.21.3.1 AstNodePeriod() . . . . .                      | 105 |
| 5.21.4 Member Function Documentation . . . . .          | 106 |
| 5.21.4.1 compile() . . . . .                            | 106 |
| 5.21.4.2 compilePreprocess() . . . . .                  | 106 |
| 5.21.4.3 dump() . . . . .                               | 107 |
| 5.22 Tang::AstNodePrint Class Reference . . . . .       | 107 |
| 5.22.1 Detailed Description . . . . .                   | 109 |
| 5.22.2 Member Enumeration Documentation . . . . .       | 109 |
| 5.22.2.1 PreprocessState . . . . .                      | 109 |
| 5.22.2.2 Type . . . . .                                 | 110 |
| 5.22.3 Constructor & Destructor Documentation . . . . . | 110 |
| 5.22.3.1 AstNodePrint() . . . . .                       | 110 |
| 5.22.4 Member Function Documentation . . . . .          | 110 |
| 5.22.4.1 compile() . . . . .                            | 110 |
| 5.22.4.2 compilePreprocess() . . . . .                  | 111 |
| 5.22.4.3 dump() . . . . .                               | 111 |
| 5.23 Tang::AstNodeRangedFor Class Reference . . . . .   | 112 |
| 5.23.1 Detailed Description . . . . .                   | 113 |
| 5.23.2 Member Enumeration Documentation . . . . .       | 113 |
| 5.23.2.1 PreprocessState . . . . .                      | 113 |
| 5.23.3 Constructor & Destructor Documentation . . . . . | 114 |
| 5.23.3.1 AstNodeRangedFor() . . . . .                   | 114 |
| 5.23.4 Member Function Documentation . . . . .          | 114 |
| 5.23.4.1 compile() . . . . .                            | 114 |
| 5.23.4.2 compilePreprocess() . . . . .                  | 115 |
| 5.23.4.3 dump() . . . . .                               | 116 |
| 5.24 Tang::AstNodeReturn Class Reference . . . . .      | 116 |
| 5.24.1 Detailed Description . . . . .                   | 118 |
| 5.24.2 Member Enumeration Documentation . . . . .       | 118 |

|   |     |
|---|-----|
| 5.24.2.1 PreprocessState . . . . .                      | 118 |
| 5.24.3 Constructor & Destructor Documentation . . . . . | 118 |
| 5.24.3.1 AstNodeReturn() . . . . .                      | 118 |
| 5.24.4 Member Function Documentation . . . . .          | 119 |
| 5.24.4.1 compile() . . . . .                            | 119 |
| 5.24.4.2 compilePreprocess() . . . . .                  | 119 |
| 5.24.4.3 dump() . . . . .                               | 120 |
| 5.25 Tang::AstNodeSlice Class Reference . . . . .       | 120 |
| 5.25.1 Detailed Description . . . . .                   | 122 |
| 5.25.2 Member Enumeration Documentation . . . . .       | 122 |
| 5.25.2.1 PreprocessState . . . . .                      | 122 |
| 5.25.3 Constructor & Destructor Documentation . . . . . | 123 |
| 5.25.3.1 AstNodeSlice() . . . . .                       | 123 |
| 5.25.4 Member Function Documentation . . . . .          | 123 |
| 5.25.4.1 compile() . . . . .                            | 123 |
| 5.25.4.2 compilePreprocess() . . . . .                  | 124 |
| 5.25.4.3 dump() . . . . .                               | 124 |
| 5.26 Tang::AstNodeString Class Reference . . . . .      | 125 |
| 5.26.1 Detailed Description . . . . .                   | 127 |
| 5.26.2 Member Enumeration Documentation . . . . .       | 127 |
| 5.26.2.1 PreprocessState . . . . .                      | 127 |
| 5.26.3 Constructor & Destructor Documentation . . . . . | 127 |
| 5.26.3.1 AstNodeString() [1/2] . . . . .                | 128 |
| 5.26.3.2 AstNodeString() [2/2] . . . . .                | 128 |
| 5.26.4 Member Function Documentation . . . . .          | 128 |
| 5.26.4.1 compile() . . . . .                            | 128 |
| 5.26.4.2 compileLiteral() . . . . .                     | 129 |
| 5.26.4.3 compilePreprocess() . . . . .                  | 129 |
| 5.26.4.4 dump() . . . . .                               | 130 |
| 5.27 Tang::AstNodeTernary Class Reference . . . . .     | 130 |
| 5.27.1 Detailed Description . . . . .                   | 133 |
| 5.27.2 Member Enumeration Documentation . . . . .       | 133 |
| 5.27.2.1 PreprocessState . . . . .                      | 133 |
| 5.27.3 Constructor & Destructor Documentation . . . . . | 133 |
| 5.27.3.1 AstNodeTernary() . . . . .                     | 134 |
| 5.27.4 Member Function Documentation . . . . .          | 134 |
| 5.27.4.1 compile() . . . . .                            | 134 |
| 5.27.4.2 compilePreprocess() . . . . .                  | 135 |
| 5.27.4.3 dump() . . . . .                               | 135 |
| 5.28 Tang::AstNodeUnary Class Reference . . . . .       | 135 |
| 5.28.1 Detailed Description . . . . .                   | 137 |
| 5.28.2 Member Enumeration Documentation . . . . .       | 137 |

|   |     |
|---|-----|
| 5.28.2.1 Operator . . . . .                             | 137 |
| 5.28.2.2 PreprocessState . . . . .                      | 138 |
| 5.28.3 Constructor & Destructor Documentation . . . . . | 138 |
| 5.28.3.1 AstNodeUnary() . . . . .                       | 138 |
| 5.28.4 Member Function Documentation . . . . .          | 138 |
| 5.28.4.1 compile() . . . . .                            | 138 |
| 5.28.4.2 compilePreprocess() . . . . .                  | 140 |
| 5.28.4.3 dump() . . . . .                               | 140 |
| 5.29 Tang::AstNodeUse Class Reference . . . . .         | 141 |
| 5.29.1 Detailed Description . . . . .                   | 143 |
| 5.29.2 Member Enumeration Documentation . . . . .       | 143 |
| 5.29.2.1 PreprocessState . . . . .                      | 143 |
| 5.29.3 Constructor & Destructor Documentation . . . . . | 143 |
| 5.29.3.1 AstNodeUse() . . . . .                         | 143 |
| 5.29.4 Member Function Documentation . . . . .          | 144 |
| 5.29.4.1 compile() . . . . .                            | 144 |
| 5.29.4.2 compilePreprocess() . . . . .                  | 144 |
| 5.29.4.3 dump() . . . . .                               | 145 |
| 5.30 Tang::AstNodeWhile Class Reference . . . . .       | 145 |
| 5.30.1 Detailed Description . . . . .                   | 148 |
| 5.30.2 Member Enumeration Documentation . . . . .       | 148 |
| 5.30.2.1 PreprocessState . . . . .                      | 148 |
| 5.30.3 Constructor & Destructor Documentation . . . . . | 148 |
| 5.30.3.1 AstNodeWhile() . . . . .                       | 148 |
| 5.30.4 Member Function Documentation . . . . .          | 149 |
| 5.30.4.1 compile() . . . . .                            | 149 |
| 5.30.4.2 compilePreprocess() . . . . .                  | 150 |
| 5.30.4.3 dump() . . . . .                               | 150 |
| 5.31 Tang::ComputedExpression Class Reference . . . . . | 150 |
| 5.31.1 Detailed Description . . . . .                   | 153 |
| 5.31.2 Member Function Documentation . . . . .          | 153 |
| 5.31.2.1 __add() . . . . .                              | 153 |
| 5.31.2.2 __asCode() . . . . .                           | 153 |
| 5.31.2.3 __assign_index() . . . . .                     | 153 |
| 5.31.2.4 __boolean() . . . . .                          | 154 |
| 5.31.2.5 __divide() . . . . .                           | 154 |
| 5.31.2.6 __equal() . . . . .                            | 155 |
| 5.31.2.7 __float() . . . . .                            | 155 |
| 5.31.2.8 __getIterator() . . . . .                      | 155 |
| 5.31.2.9 __index() . . . . .                            | 156 |
| 5.31.2.10 __integer() . . . . .                         | 156 |
| 5.31.2.11 __iteratorNext() . . . . .                    | 156 |

---

|  |     |
|--|-----|
| 5.31.2.12 __lessThan()                             | 157 |
| 5.31.2.13 __modulo()                               | 157 |
| 5.31.2.14 __multiply()                             | 157 |
| 5.31.2.15 __negative()                             | 158 |
| 5.31.2.16 __not()                                  | 158 |
| 5.31.2.17 __period()                               | 158 |
| 5.31.2.18 __slice()                                | 159 |
| 5.31.2.19 __string()                               | 159 |
| 5.31.2.20 __subtract()                             | 159 |
| 5.31.2.21 dump()                                   | 160 |
| 5.31.2.22 is_equal() [1/6]                         | 160 |
| 5.31.2.23 is_equal() [2/6]                         | 161 |
| 5.31.2.24 is_equal() [3/6]                         | 161 |
| 5.31.2.25 is_equal() [4/6]                         | 161 |
| 5.31.2.26 is_equal() [5/6]                         | 162 |
| 5.31.2.27 is_equal() [6/6]                         | 162 |
| 5.31.2.28 isCopyNeeded()                           | 162 |
| 5.31.2.29 makeCopy()                               | 163 |
| 5.32 Tang::ComputedExpressionArray Class Reference | 163 |
| 5.32.1 Detailed Description                        | 166 |
| 5.32.2 Constructor & Destructor Documentation      | 166 |
| 5.32.2.1 ComputedExpressionArray()                 | 166 |
| 5.32.3 Member Function Documentation               | 166 |
| 5.32.3.1 __add()                                   | 166 |
| 5.32.3.2 __asCode()                                | 167 |
| 5.32.3.3 __assign_index()                          | 167 |
| 5.32.3.4 __boolean()                               | 168 |
| 5.32.3.5 __divide()                                | 168 |
| 5.32.3.6 __equal()                                 | 168 |
| 5.32.3.7 __float()                                 | 169 |
| 5.32.3.8 __getIterator()                           | 169 |
| 5.32.3.9 __index()                                 | 169 |
| 5.32.3.10 __integer()                              | 170 |
| 5.32.3.11 __iteratorNext()                         | 170 |
| 5.32.3.12 __lessThan()                             | 171 |
| 5.32.3.13 __modulo()                               | 171 |
| 5.32.3.14 __multiply()                             | 171 |
| 5.32.3.15 __negative()                             | 172 |
| 5.32.3.16 __not()                                  | 172 |
| 5.32.3.17 __period()                               | 172 |
| 5.32.3.18 __slice()                                | 173 |
| 5.32.3.19 __string()                               | 174 |

---

|  |     |
|--|-----|
| 5.32.3.20 __subtract() . . . . .                               | 174 |
| 5.32.3.21 append() . . . . .                                   | 174 |
| 5.32.3.22 dump() . . . . .                                     | 175 |
| 5.32.3.23 getContents() . . . . .                              | 175 |
| 5.32.3.24 getMethods() . . . . .                               | 175 |
| 5.32.3.25 is_equal() [1/6] . . . . .                           | 176 |
| 5.32.3.26 is_equal() [2/6] . . . . .                           | 176 |
| 5.32.3.27 is_equal() [3/6] . . . . .                           | 176 |
| 5.32.3.28 is_equal() [4/6] . . . . .                           | 177 |
| 5.32.3.29 is_equal() [5/6] . . . . .                           | 177 |
| 5.32.3.30 is_equal() [6/6] . . . . .                           | 177 |
| 5.32.3.31 isCopyNeeded() . . . . .                             | 178 |
| 5.32.3.32 makeCopy() . . . . .                                 | 178 |
| 5.33 Tang::ComputedExpressionBoolean Class Reference . . . . . | 179 |
| 5.33.1 Detailed Description . . . . .                          | 181 |
| 5.33.2 Constructor & Destructor Documentation . . . . .        | 181 |
| 5.33.2.1 ComputedExpressionBoolean() . . . . .                 | 181 |
| 5.33.3 Member Function Documentation . . . . .                 | 181 |
| 5.33.3.1 __add() . . . . .                                     | 181 |
| 5.33.3.2 __asCode() . . . . .                                  | 182 |
| 5.33.3.3 __assign_index() . . . . .                            | 182 |
| 5.33.3.4 __boolean() . . . . .                                 | 182 |
| 5.33.3.5 __divide() . . . . .                                  | 182 |
| 5.33.3.6 __equal() . . . . .                                   | 183 |
| 5.33.3.7 __float() . . . . .                                   | 183 |
| 5.33.3.8 __getIterator() . . . . .                             | 184 |
| 5.33.3.9 __index() . . . . .                                   | 184 |
| 5.33.3.10 __integer() . . . . .                                | 184 |
| 5.33.3.11 __iteratorNext() . . . . .                           | 184 |
| 5.33.3.12 __lessThan() . . . . .                               | 185 |
| 5.33.3.13 __modulo() . . . . .                                 | 185 |
| 5.33.3.14 __multiply() . . . . .                               | 186 |
| 5.33.3.15 __negative() . . . . .                               | 186 |
| 5.33.3.16 __not() . . . . .                                    | 186 |
| 5.33.3.17 __period() . . . . .                                 | 186 |
| 5.33.3.18 __slice() . . . . .                                  | 187 |
| 5.33.3.19 __string() . . . . .                                 | 187 |
| 5.33.3.20 __subtract() . . . . .                               | 188 |
| 5.33.3.21 dump() . . . . .                                     | 188 |
| 5.33.3.22 is_equal() [1/6] . . . . .                           | 188 |
| 5.33.3.23 is_equal() [2/6] . . . . .                           | 189 |
| 5.33.3.24 is_equal() [3/6] . . . . .                           | 189 |

---

|  |     |
|--|-----|
| 5.33.3.25 <code>is_equal()</code> [4/6]                                    | 189 |
| 5.33.3.26 <code>is_equal()</code> [5/6]                                    | 190 |
| 5.33.3.27 <code>is_equal()</code> [6/6]                                    | 190 |
| 5.33.3.28 <code>isCopyNeeded()</code>                                      | 190 |
| 5.33.3.29 <code>makeCopy()</code>  | 191 |
| 5.34 <code>Tang::ComputedExpressionCompiledFunction</code> Class Reference | 191 |
| 5.34.1 Detailed Description  | 193 |
| 5.34.2 Constructor & Destructor Documentation                              | 193 |
| 5.34.2.1 <code>ComputedExpressionCompiledFunction()</code>                 | 194 |
| 5.34.3 Member Function Documentation                                       | 194 |
| 5.34.3.1 <code>__add()</code>  | 194 |
| 5.34.3.2 <code>__asCode()</code>   | 194 |
| 5.34.3.3 <code>__assign_index()</code>                                     | 195 |
| 5.34.3.4 <code>__boolean()</code>  | 195 |
| 5.34.3.5 <code>__divide()</code>   | 195 |
| 5.34.3.6 <code>__equal()</code>  | 196 |
| 5.34.3.7 <code>__float()</code>  | 196 |
| 5.34.3.8 <code>__getIterator()</code>                                      | 197 |
| 5.34.3.9 <code>__index()</code>  | 197 |
| 5.34.3.10 <code>__integer()</code>   | 197 |
| 5.34.3.11 <code>__iteratorNext()</code>                                    | 197 |
| 5.34.3.12 <code>__lessThan()</code>  | 198 |
| 5.34.3.13 <code>__modulo()</code>  | 198 |
| 5.34.3.14 <code>__multiply()</code>  | 199 |
| 5.34.3.15 <code>__negative()</code>  | 199 |
| 5.34.3.16 <code>__not()</code>   | 199 |
| 5.34.3.17 <code>__period()</code>  | 199 |
| 5.34.3.18 <code>__slice()</code>   | 200 |
| 5.34.3.19 <code>__string()</code>  | 200 |
| 5.34.3.20 <code>__subtract()</code>  | 201 |
| 5.34.3.21 <code>dump()</code>  | 201 |
| 5.34.3.22 <code>is_equal()</code> [1/6]                                    | 201 |
| 5.34.3.23 <code>is_equal()</code> [2/6]                                    | 202 |
| 5.34.3.24 <code>is_equal()</code> [3/6]                                    | 202 |
| 5.34.3.25 <code>is_equal()</code> [4/6]                                    | 202 |
| 5.34.3.26 <code>is_equal()</code> [5/6]                                    | 203 |
| 5.34.3.27 <code>is_equal()</code> [6/6]                                    | 203 |
| 5.34.3.28 <code>isCopyNeeded()</code>                                      | 203 |
| 5.34.3.29 <code>makeCopy()</code>  | 204 |
| 5.35 <code>Tang::ComputedExpressionError</code> Class Reference            | 204 |
| 5.35.1 Detailed Description  | 207 |
| 5.35.2 Constructor & Destructor Documentation                              | 207 |

|   |     |
|---|-----|
| 5.35.2.1 <code>ComputedExpressionError()</code>                 | 207 |
| 5.35.3 Member Function Documentation                            | 207 |
| 5.35.3.1 <code>__add()</code>                                   | 207 |
| 5.35.3.2 <code>__asCode()</code>                                | 208 |
| 5.35.3.3 <code>__assign_index()</code>                          | 208 |
| 5.35.3.4 <code>__boolean()</code>                               | 208 |
| 5.35.3.5 <code>__divide()</code>                                | 208 |
| 5.35.3.6 <code>__equal()</code>                                 | 209 |
| 5.35.3.7 <code>__float()</code>                                 | 209 |
| 5.35.3.8 <code>__getIterator()</code>                           | 209 |
| 5.35.3.9 <code>__index()</code>                                 | 210 |
| 5.35.3.10 <code>__integer()</code>                              | 210 |
| 5.35.3.11 <code>__iteratorNext()</code>                         | 210 |
| 5.35.3.12 <code>__lessThan()</code>                             | 211 |
| 5.35.3.13 <code>__modulo()</code>                               | 211 |
| 5.35.3.14 <code>__multiply()</code>                             | 212 |
| 5.35.3.15 <code>__negative()</code>                             | 212 |
| 5.35.3.16 <code>__not()</code>                                  | 212 |
| 5.35.3.17 <code>__period()</code>                               | 212 |
| 5.35.3.18 <code>__slice()</code>                                | 213 |
| 5.35.3.19 <code>__string()</code>                               | 213 |
| 5.35.3.20 <code>__subtract()</code>                             | 214 |
| 5.35.3.21 <code>dump()</code>                                   | 214 |
| 5.35.3.22 <code>is_equal() [1/6]</code>                         | 214 |
| 5.35.3.23 <code>is_equal() [2/6]</code>                         | 215 |
| 5.35.3.24 <code>is_equal() [3/6]</code>                         | 215 |
| 5.35.3.25 <code>is_equal() [4/6]</code>                         | 215 |
| 5.35.3.26 <code>is_equal() [5/6]</code>                         | 216 |
| 5.35.3.27 <code>is_equal() [6/6]</code>                         | 216 |
| 5.35.3.28 <code>isCopyNeeded()</code>                           | 216 |
| 5.35.3.29 <code>makeCopy()</code>                               | 217 |
| 5.36 <code>Tang::ComputedExpressionFloat</code> Class Reference | 217 |
| 5.36.1 Detailed Description                                     | 219 |
| 5.36.2 Constructor & Destructor Documentation                   | 219 |
| 5.36.2.1 <code>ComputedExpressionFloat()</code>                 | 219 |
| 5.36.3 Member Function Documentation                            | 220 |
| 5.36.3.1 <code>__add()</code>                                   | 220 |
| 5.36.3.2 <code>__asCode()</code>                                | 220 |
| 5.36.3.3 <code>__assign_index()</code>                          | 221 |
| 5.36.3.4 <code>__boolean()</code>                               | 221 |
| 5.36.3.5 <code>__divide()</code>                                | 221 |
| 5.36.3.6 <code>__equal()</code>                                 | 222 |

---

|  |     |
|--|-----|
| 5.36.3.7 __float() . . . . .                                   | 222 |
| 5.36.3.8 __getIterator() . . . . .                             | 223 |
| 5.36.3.9 __index() . . . . .                                   | 223 |
| 5.36.3.10 __integer() . . . . .                                | 223 |
| 5.36.3.11 __iteratorNext() . . . . .                           | 224 |
| 5.36.3.12 __lessThan() . . . . .                               | 224 |
| 5.36.3.13 __modulo() . . . . .                                 | 224 |
| 5.36.3.14 __multiply() . . . . .                               | 225 |
| 5.36.3.15 __negative() . . . . .                               | 225 |
| 5.36.3.16 __not() . . . . .                                    | 226 |
| 5.36.3.17 __period() . . . . .                                 | 226 |
| 5.36.3.18 __slice() . . . . .                                  | 226 |
| 5.36.3.19 __string() . . . . .                                 | 227 |
| 5.36.3.20 __subtract() . . . . .                               | 227 |
| 5.36.3.21 dump() . . . . .                                     | 228 |
| 5.36.3.22 getValue() . . . . .                                 | 228 |
| 5.36.3.23 is_equal() [1/6] . . . . .                           | 228 |
| 5.36.3.24 is_equal() [2/6] . . . . .                           | 229 |
| 5.36.3.25 is_equal() [3/6] . . . . .                           | 229 |
| 5.36.3.26 is_equal() [4/6] . . . . .                           | 229 |
| 5.36.3.27 is_equal() [5/6] . . . . .                           | 230 |
| 5.36.3.28 is_equal() [6/6] . . . . .                           | 230 |
| 5.36.3.29 isCopyNeeded() . . . . .                             | 231 |
| 5.36.3.30 makeCopy() . . . . .                                 | 231 |
| 5.37 Tang::ComputedExpressionInteger Class Reference . . . . . | 231 |
| 5.37.1 Detailed Description . . . . .                          | 233 |
| 5.37.2 Constructor & Destructor Documentation . . . . .        | 233 |
| 5.37.2.1 ComputedExpressionInteger() . . . . .                 | 233 |
| 5.37.3 Member Function Documentation . . . . .                 | 234 |
| 5.37.3.1 __add() . . . . .                                     | 234 |
| 5.37.3.2 __asCode() . . . . .                                  | 234 |
| 5.37.3.3 __assign_index() . . . . .                            | 235 |
| 5.37.3.4 __boolean() . . . . .                                 | 235 |
| 5.37.3.5 __divide() . . . . .                                  | 235 |
| 5.37.3.6 __equal() . . . . .                                   | 236 |
| 5.37.3.7 __float() . . . . .                                   | 236 |
| 5.37.3.8 __getIterator() . . . . .                             | 237 |
| 5.37.3.9 __index() . . . . .                                   | 237 |
| 5.37.3.10 __integer() . . . . .                                | 237 |
| 5.37.3.11 __iteratorNext() . . . . .                           | 238 |
| 5.37.3.12 __lessThan() . . . . .                               | 238 |
| 5.37.3.13 __modulo() . . . . .                                 | 238 |

|   |     |
|---|-----|
| 5.37.3.14 __multiply() . . . . .                                | 239 |
| 5.37.3.15 __negative() . . . . .                                | 240 |
| 5.37.3.16 __not() . . . . .                                     | 240 |
| 5.37.3.17 __period() . . . . .                                  | 240 |
| 5.37.3.18 __slice() . . . . .                                   | 241 |
| 5.37.3.19 __string() . . . . .                                  | 241 |
| 5.37.3.20 __subtract() . . . . .                                | 241 |
| 5.37.3.21 dump() . . . . .                                      | 242 |
| 5.37.3.22 getValue() . . . . .                                  | 242 |
| 5.37.3.23 is_equal() [1/6] . . . . .                            | 242 |
| 5.37.3.24 is_equal() [2/6] . . . . .                            | 243 |
| 5.37.3.25 is_equal() [3/6] . . . . .                            | 243 |
| 5.37.3.26 is_equal() [4/6] . . . . .                            | 244 |
| 5.37.3.27 is_equal() [5/6] . . . . .                            | 244 |
| 5.37.3.28 is_equal() [6/6] . . . . .                            | 244 |
| 5.37.3.29 isCopyNeeded() . . . . .                              | 245 |
| 5.37.3.30 makeCopy() . . . . .                                  | 245 |
| 5.38 Tang::ComputedExpressionIterator Class Reference . . . . . | 246 |
| 5.38.1 Detailed Description . . . . .                           | 248 |
| 5.38.2 Constructor & Destructor Documentation . . . . .         | 248 |
| 5.38.2.1 ComputedExpressionIterator() . . . . .                 | 248 |
| 5.38.3 Member Function Documentation . . . . .                  | 248 |
| 5.38.3.1 __add() . . . . .                                      | 248 |
| 5.38.3.2 __asCode() . . . . .                                   | 249 |
| 5.38.3.3 __assign_index() . . . . .                             | 249 |
| 5.38.3.4 __boolean() . . . . .                                  | 250 |
| 5.38.3.5 __divide() . . . . .                                   | 250 |
| 5.38.3.6 __equal() . . . . .                                    | 250 |
| 5.38.3.7 __float() . . . . .                                    | 251 |
| 5.38.3.8 __getIterator() . . . . .                              | 251 |
| 5.38.3.9 __index() . . . . .                                    | 251 |
| 5.38.3.10 __integer() . . . . .                                 | 252 |
| 5.38.3.11 __iteratorNext() . . . . .                            | 252 |
| 5.38.3.12 __lessThan() . . . . .                                | 253 |
| 5.38.3.13 __modulo() . . . . .                                  | 253 |
| 5.38.3.14 __multiply() . . . . .                                | 253 |
| 5.38.3.15 __negative() . . . . .                                | 254 |
| 5.38.3.16 __not() . . . . .                                     | 254 |
| 5.38.3.17 __period() . . . . .                                  | 254 |
| 5.38.3.18 __slice() . . . . .                                   | 255 |
| 5.38.3.19 __string() . . . . .                                  | 255 |
| 5.38.3.20 __subtract() . . . . .                                | 255 |

---

|  |     |
|--|-----|
| 5.38.3.21 dump()   | 256 |
| 5.38.3.22 is_equal() [1/6]                               | 256 |
| 5.38.3.23 is_equal() [2/6]                               | 257 |
| 5.38.3.24 is_equal() [3/6]                               | 258 |
| 5.38.3.25 is_equal() [4/6]                               | 258 |
| 5.38.3.26 is_equal() [5/6]                               | 259 |
| 5.38.3.27 is_equal() [6/6]                               | 259 |
| 5.38.3.28 isCopyNeeded()                                 | 259 |
| 5.38.3.29 makeCopy()                                     | 260 |
| 5.39 Tang::ComputedExpressionIteratorEnd Class Reference | 260 |
| 5.39.1 Detailed Description                              | 262 |
| 5.39.2 Member Function Documentation                     | 262 |
| 5.39.2.1 __add()   | 262 |
| 5.39.2.2 __asCode()                                      | 263 |
| 5.39.2.3 __assign_index()                                | 263 |
| 5.39.2.4 __boolean()                                     | 264 |
| 5.39.2.5 __divide()                                      | 264 |
| 5.39.2.6 __equal()                                       | 264 |
| 5.39.2.7 __float()                                       | 265 |
| 5.39.2.8 __getIterator()                                 | 265 |
| 5.39.2.9 __index()                                       | 265 |
| 5.39.2.10 __integer()                                    | 266 |
| 5.39.2.11 __iteratorNext()                               | 266 |
| 5.39.2.12 __lessThan()                                   | 266 |
| 5.39.2.13 __modulo()                                     | 267 |
| 5.39.2.14 __multiply()                                   | 267 |
| 5.39.2.15 __negative()                                   | 268 |
| 5.39.2.16 __not()  | 268 |
| 5.39.2.17 __period()                                     | 268 |
| 5.39.2.18 __slice()                                      | 269 |
| 5.39.2.19 __string()                                     | 269 |
| 5.39.2.20 __subtract()                                   | 269 |
| 5.39.2.21 dump()   | 270 |
| 5.39.2.22 is_equal() [1/6]                               | 270 |
| 5.39.2.23 is_equal() [2/6]                               | 271 |
| 5.39.2.24 is_equal() [3/6]                               | 272 |
| 5.39.2.25 is_equal() [4/6]                               | 272 |
| 5.39.2.26 is_equal() [5/6]                               | 273 |
| 5.39.2.27 is_equal() [6/6]                               | 273 |
| 5.39.2.28 isCopyNeeded()                                 | 273 |
| 5.39.2.29 makeCopy()                                     | 274 |
| 5.40 Tang::ComputedExpressionLibrary Class Reference     | 274 |

---

|  |     |
|--|-----|
| 5.40.1 Detailed Description . . . . .                              | 276 |
| 5.40.2 Member Function Documentation . . . . .                     | 276 |
| 5.40.2.1 __add() . . . . .   | 276 |
| 5.40.2.2 __asCode() . . . . .                                      | 277 |
| 5.40.2.3 __assign_index() . . . . .                                | 277 |
| 5.40.2.4 __boolean() . . . . .                                     | 278 |
| 5.40.2.5 __divide() . . . . .                                      | 278 |
| 5.40.2.6 __equal() . . . . .                                       | 278 |
| 5.40.2.7 __float() . . . . .                                       | 279 |
| 5.40.2.8 __getIterator() . . . . .                                 | 279 |
| 5.40.2.9 __index() . . . . .                                       | 279 |
| 5.40.2.10 __integer() . . . . .                                    | 280 |
| 5.40.2.11 __iteratorNext() . . . . .                               | 280 |
| 5.40.2.12 __lessThan() . . . . .                                   | 280 |
| 5.40.2.13 __modulo() . . . . .                                     | 281 |
| 5.40.2.14 __multiply() . . . . .                                   | 281 |
| 5.40.2.15 __negative() . . . . .                                   | 282 |
| 5.40.2.16 __not() . . . . .  | 282 |
| 5.40.2.17 __period() . . . . .                                     | 282 |
| 5.40.2.18 __slice() . . . . .                                      | 283 |
| 5.40.2.19 __string() . . . . .                                     | 283 |
| 5.40.2.20 __subtract() . . . . .                                   | 283 |
| 5.40.2.21 dump() . . . . .   | 284 |
| 5.40.2.22 is_equal() [1/6] . . . . .                               | 284 |
| 5.40.2.23 is_equal() [2/6] . . . . .                               | 285 |
| 5.40.2.24 is_equal() [3/6] . . . . .                               | 286 |
| 5.40.2.25 is_equal() [4/6] . . . . .                               | 286 |
| 5.40.2.26 is_equal() [5/6] . . . . .                               | 287 |
| 5.40.2.27 is_equal() [6/6] . . . . .                               | 287 |
| 5.40.2.28 isCopyNeeded() . . . . .                                 | 287 |
| 5.40.2.29 makeCopy() . . . . .                                     | 288 |
| 5.41 Tang::ComputedExpressionLibraryBase Class Reference . . . . . | 288 |
| 5.41.1 Member Function Documentation . . . . .                     | 290 |
| 5.41.1.1 __add() . . . . .   | 290 |
| 5.41.1.2 __asCode() . . . . .                                      | 291 |
| 5.41.1.3 __assign_index() . . . . .                                | 291 |
| 5.41.1.4 __boolean() . . . . .                                     | 292 |
| 5.41.1.5 __divide() . . . . .                                      | 292 |
| 5.41.1.6 __equal() . . . . .                                       | 292 |
| 5.41.1.7 __float() . . . . .                                       | 293 |
| 5.41.1.8 __getIterator() . . . . .                                 | 293 |
| 5.41.1.9 __index() . . . . .                                       | 293 |

---

|  |     |
|--|-----|
| 5.41.1.10 __integer() . . . . .                            | 294 |
| 5.41.1.11 __iteratorNext() . . . . .                       | 294 |
| 5.41.1.12 __lessThan() . . . . .                           | 294 |
| 5.41.1.13 __modulo() . . . . .                             | 295 |
| 5.41.1.14 __multiply() . . . . .                           | 295 |
| 5.41.1.15 __negative() . . . . .                           | 296 |
| 5.41.1.16 __not() . . . . .                                | 296 |
| 5.41.1.17 __period() . . . . .                             | 296 |
| 5.41.1.18 __slice() . . . . .                              | 297 |
| 5.41.1.19 __string() . . . . .                             | 297 |
| 5.41.1.20 __subtract() . . . . .                           | 297 |
| 5.41.1.21 dump() . . . . .                                 | 298 |
| 5.41.1.22 is_equal() [1/6] . . . . .                       | 298 |
| 5.41.1.23 is_equal() [2/6] . . . . .                       | 299 |
| 5.41.1.24 is_equal() [3/6] . . . . .                       | 300 |
| 5.41.1.25 is_equal() [4/6] . . . . .                       | 300 |
| 5.41.1.26 is_equal() [5/6] . . . . .                       | 301 |
| 5.41.1.27 is_equal() [6/6] . . . . .                       | 301 |
| 5.41.1.28 isCopyNeeded() . . . . .                         | 301 |
| 5.41.1.29 makeCopy() . . . . .                             | 302 |
| 5.42 Tang::ComputedExpressionMap Class Reference . . . . . | 302 |
| 5.42.1 Detailed Description . . . . .                      | 304 |
| 5.42.2 Constructor & Destructor Documentation . . . . .    | 305 |
| 5.42.2.1 ComputedExpressionMap() . . . . .                 | 305 |
| 5.42.3 Member Function Documentation . . . . .             | 305 |
| 5.42.3.1 __add() . . . . .                                 | 305 |
| 5.42.3.2 __asCode() . . . . .                              | 305 |
| 5.42.3.3 __assign_index() . . . . .                        | 306 |
| 5.42.3.4 __boolean() . . . . .                             | 306 |
| 5.42.3.5 __divide() . . . . .                              | 306 |
| 5.42.3.6 __equal() . . . . .                               | 307 |
| 5.42.3.7 __float() . . . . .                               | 307 |
| 5.42.3.8 __getIterator() . . . . .                         | 307 |
| 5.42.3.9 __index() . . . . .                               | 308 |
| 5.42.3.10 __integer() . . . . .                            | 308 |
| 5.42.3.11 __iteratorNext() . . . . .                       | 309 |
| 5.42.3.12 __lessThan() . . . . .                           | 309 |
| 5.42.3.13 __modulo() . . . . .                             | 309 |
| 5.42.3.14 __multiply() . . . . .                           | 310 |
| 5.42.3.15 __negative() . . . . .                           | 310 |
| 5.42.3.16 __not() . . . . .                                | 310 |
| 5.42.3.17 __period() . . . . .                             | 310 |

---

|  |     |
|--|-----|
| 5.42.3.18 __slice() . . . . .  | 311 |
| 5.42.3.19 __string() . . . . .   | 311 |
| 5.42.3.20 __subtract() . . . . .   | 312 |
| 5.42.3.21 dump() . . . . .   | 312 |
| 5.42.3.22 is_equal() [1/6] . . . . .                                       | 313 |
| 5.42.3.23 is_equal() [2/6] . . . . .                                       | 313 |
| 5.42.3.24 is_equal() [3/6] . . . . .                                       | 313 |
| 5.42.3.25 is_equal() [4/6] . . . . .                                       | 314 |
| 5.42.3.26 is_equal() [5/6] . . . . .                                       | 314 |
| 5.42.3.27 is_equal() [6/6] . . . . .                                       | 314 |
| 5.42.3.28 isCopyNeeded() . . . . .   | 315 |
| 5.42.3.29 makeCopy() . . . . .   | 315 |
| 5.43 Tang::ComputedExpressionNativeBoundFunction Class Reference . . . . . | 316 |
| 5.43.1 Detailed Description . . . . .                                      | 318 |
| 5.43.2 Constructor & Destructor Documentation . . . . .                    | 318 |
| 5.43.2.1 ComputedExpressionNativeBoundFunction() . . . . .                 | 319 |
| 5.43.3 Member Function Documentation . . . . .                             | 319 |
| 5.43.3.1 __add() . . . . .   | 319 |
| 5.43.3.2 __asCode() . . . . .  | 320 |
| 5.43.3.3 __assign_index() . . . . .  | 320 |
| 5.43.3.4 __boolean() . . . . .   | 321 |
| 5.43.3.5 __divide() . . . . .  | 321 |
| 5.43.3.6 __equal() . . . . .   | 321 |
| 5.43.3.7 __float() . . . . .   | 322 |
| 5.43.3.8 __getIterator() . . . . .   | 322 |
| 5.43.3.9 __index() . . . . .   | 322 |
| 5.43.3.10 __integer() . . . . .  | 323 |
| 5.43.3.11 __iteratorNext() . . . . .                                       | 323 |
| 5.43.3.12 __lessThan() . . . . .   | 323 |
| 5.43.3.13 __modulo() . . . . .   | 325 |
| 5.43.3.14 __multiply() . . . . .   | 325 |
| 5.43.3.15 __negative() . . . . .   | 326 |
| 5.43.3.16 __not() . . . . .  | 326 |
| 5.43.3.17 __period() . . . . .   | 326 |
| 5.43.3.18 __slice() . . . . .  | 327 |
| 5.43.3.19 __string() . . . . .   | 327 |
| 5.43.3.20 __subtract() . . . . .   | 327 |
| 5.43.3.21 dump() . . . . .   | 328 |
| 5.43.3.22 getArgc() . . . . .  | 328 |
| 5.43.3.23 getFunction() . . . . .  | 328 |
| 5.43.3.24 getTargetTypeIndex() . . . . .                                   | 329 |
| 5.43.3.25 is_equal() [1/6] . . . . .                                       | 329 |

---

|   |     |
|---|-----|
| 5.43.3.26 <code>is_equal()</code> [2/6]                     | 329 |
| 5.43.3.27 <code>is_equal()</code> [3/6]                     | 330 |
| 5.43.3.28 <code>is_equal()</code> [4/6]                     | 330 |
| 5.43.3.29 <code>is_equal()</code> [5/6]                     | 330 |
| 5.43.3.30 <code>is_equal()</code> [6/6]                     | 331 |
| 5.43.3.31 <code>isCopyNeeded()</code>                       | 331 |
| 5.43.3.32 <code>makeCopy()</code>                           | 331 |
| 5.44 Tang::ComputedExpressionNativeFunction Class Reference | 332 |
| 5.44.1 Detailed Description                                 | 334 |
| 5.44.2 Constructor & Destructor Documentation               | 334 |
| 5.44.2.1 <code>ComputedExpressionNativeFunction()</code>    | 334 |
| 5.44.3 Member Function Documentation                        | 334 |
| 5.44.3.1 <code>__add()</code>                               | 335 |
| 5.44.3.2 <code>__asCode()</code>                            | 335 |
| 5.44.3.3 <code>__assign_index()</code>                      | 335 |
| 5.44.3.4 <code>__boolean()</code>                           | 336 |
| 5.44.3.5 <code>__divide()</code>                            | 336 |
| 5.44.3.6 <code>__equal()</code>                             | 336 |
| 5.44.3.7 <code>__float()</code>                             | 337 |
| 5.44.3.8 <code>__getIterator()</code>                       | 337 |
| 5.44.3.9 <code>__index()</code>                             | 338 |
| 5.44.3.10 <code>__integer()</code>                          | 338 |
| 5.44.3.11 <code>__iteratorNext()</code>                     | 338 |
| 5.44.3.12 <code>__lessThan()</code>                         | 339 |
| 5.44.3.13 <code>__modulo()</code>                           | 339 |
| 5.44.3.14 <code>__multiply()</code>                         | 339 |
| 5.44.3.15 <code>__negative()</code>                         | 340 |
| 5.44.3.16 <code>__not()</code>                              | 340 |
| 5.44.3.17 <code>__period()</code>                           | 340 |
| 5.44.3.18 <code>__slice()</code>                            | 341 |
| 5.44.3.19 <code>__string()</code>                           | 341 |
| 5.44.3.20 <code>__subtract()</code>                         | 342 |
| 5.44.3.21 <code>dump()</code>                               | 342 |
| 5.44.3.22 <code>getArgc()</code>                            | 342 |
| 5.44.3.23 <code>getFunction()</code>                        | 343 |
| 5.44.3.24 <code>is_equal()</code> [1/6]                     | 343 |
| 5.44.3.25 <code>is_equal()</code> [2/6]                     | 344 |
| 5.44.3.26 <code>is_equal()</code> [3/6]                     | 344 |
| 5.44.3.27 <code>is_equal()</code> [4/6]                     | 345 |
| 5.44.3.28 <code>is_equal()</code> [5/6]                     | 345 |
| 5.44.3.29 <code>is_equal()</code> [6/6]                     | 345 |
| 5.44.3.30 <code>isCopyNeeded()</code>                       | 346 |

---

|  |     |
|--|-----|
| 5.44.3.31 makeCopy() . . . . .   | 346 |
| 5.45 Tang::ComputedExpressionNativeLibraryFunction Class Reference . . . . . | 347 |
| 5.45.1 Detailed Description . . . . .  | 349 |
| 5.45.2 Constructor & Destructor Documentation . . . . .                      | 349 |
| 5.45.2.1 ComputedExpressionNativeLibraryFunction() . . . . .                 | 349 |
| 5.45.3 Member Function Documentation . . . . .                               | 349 |
| 5.45.3.1 __add() . . . . .   | 349 |
| 5.45.3.2 __asCode() . . . . .  | 350 |
| 5.45.3.3 __assign_index() . . . . .  | 350 |
| 5.45.3.4 __boolean() . . . . .   | 351 |
| 5.45.3.5 __divide() . . . . .  | 351 |
| 5.45.3.6 __equal() . . . . .   | 351 |
| 5.45.3.7 __float() . . . . .   | 352 |
| 5.45.3.8 __getIterator() . . . . .   | 352 |
| 5.45.3.9 __index() . . . . .   | 352 |
| 5.45.3.10 __integer() . . . . .  | 353 |
| 5.45.3.11 __iteratorNext() . . . . .   | 353 |
| 5.45.3.12 __lessThan() . . . . .   | 353 |
| 5.45.3.13 __modulo() . . . . .   | 355 |
| 5.45.3.14 __multiply() . . . . .   | 355 |
| 5.45.3.15 __negative() . . . . .   | 356 |
| 5.45.3.16 __not() . . . . .  | 356 |
| 5.45.3.17 __period() . . . . .   | 356 |
| 5.45.3.18 __slice() . . . . .  | 357 |
| 5.45.3.19 __string() . . . . .   | 357 |
| 5.45.3.20 __subtract() . . . . .   | 357 |
| 5.45.3.21 dump() . . . . .   | 358 |
| 5.45.3.22 getFunction() . . . . .  | 358 |
| 5.45.3.23 is_equal() [1/6] . . . . .   | 358 |
| 5.45.3.24 is_equal() [2/6] . . . . .   | 359 |
| 5.45.3.25 is_equal() [3/6] . . . . .   | 359 |
| 5.45.3.26 is_equal() [4/6] . . . . .   | 359 |
| 5.45.3.27 is_equal() [5/6] . . . . .   | 360 |
| 5.45.3.28 is_equal() [6/6] . . . . .   | 360 |
| 5.45.3.29 isCopyNeeded() . . . . .   | 361 |
| 5.45.3.30 makeCopy() . . . . .   | 361 |
| 5.46 Tang::ComputedExpressionString Class Reference . . . . .                | 361 |
| 5.46.1 Detailed Description . . . . .  | 364 |
| 5.46.2 Constructor & Destructor Documentation . . . . .                      | 364 |
| 5.46.2.1 ComputedExpressionString() [1/2] . . . . .                          | 364 |
| 5.46.2.2 ComputedExpressionString() [2/2] . . . . .                          | 364 |
| 5.46.3 Member Function Documentation . . . . .                               | 365 |

---

|   |     |
|---|-----|
| 5.46.3.1 <code>__add()</code>                     | 365 |
| 5.46.3.2 <code>__asCode()</code>                  | 365 |
| 5.46.3.3 <code>__assign_index()</code>            | 366 |
| 5.46.3.4 <code>__boolean()</code>                 | 366 |
| 5.46.3.5 <code>__divide()</code>                  | 367 |
| 5.46.3.6 <code>__equal()</code>                   | 367 |
| 5.46.3.7 <code>__float()</code>                   | 368 |
| 5.46.3.8 <code>__getIterator()</code>             | 368 |
| 5.46.3.9 <code>__index()</code>                   | 369 |
| 5.46.3.10 <code>__integer()</code>                | 369 |
| 5.46.3.11 <code>__iteratorNext()</code>           | 370 |
| 5.46.3.12 <code>__lessThan()</code>               | 370 |
| 5.46.3.13 <code>__modulo()</code>                 | 371 |
| 5.46.3.14 <code>__multiply()</code>               | 371 |
| 5.46.3.15 <code>__negative()</code>               | 372 |
| 5.46.3.16 <code>__not()</code>                    | 372 |
| 5.46.3.17 <code>__period()</code>                 | 372 |
| 5.46.3.18 <code>__slice()</code>                  | 373 |
| 5.46.3.19 <code>__string()</code>                 | 374 |
| 5.46.3.20 <code>__subtract()</code>               | 374 |
| 5.46.3.21 <code>bytesLength()</code>              | 374 |
| 5.46.3.22 <code>dump()</code>                     | 375 |
| 5.46.3.23 <code>getMethods()</code>               | 375 |
| 5.46.3.24 <code>getValue()</code>                 | 375 |
| 5.46.3.25 <code>is_equal()</code> [1/6]           | 375 |
| 5.46.3.26 <code>is_equal()</code> [2/6]           | 376 |
| 5.46.3.27 <code>is_equal()</code> [3/6]           | 376 |
| 5.46.3.28 <code>is_equal()</code> [4/6]           | 377 |
| 5.46.3.29 <code>is_equal()</code> [5/6]           | 377 |
| 5.46.3.30 <code>is_equal()</code> [6/6]           | 378 |
| 5.46.3.31 <code>isCopyNeeded()</code>             | 378 |
| 5.46.3.32 <code>length()</code>                   | 379 |
| 5.46.3.33 <code>makeCopy()</code>                 | 379 |
| 5.46.3.34 <code>operator+=()</code>               | 379 |
| 5.47 Tang::Context Class Reference                | 380 |
| 5.47.1 Detailed Description                       | 380 |
| 5.48 Tang::Error Class Reference                  | 381 |
| 5.48.1 Detailed Description                       | 382 |
| 5.48.2 Constructor & Destructor Documentation     | 382 |
| 5.48.2.1 <code>Error()</code> [1/2]               | 382 |
| 5.48.2.2 <code>Error()</code> [2/2]               | 382 |
| 5.48.3 Friends And Related Function Documentation | 382 |

---

|   |     |
|---|-----|
| 5.48.3.1 operator<< . . . . .                               | 383 |
| 5.49 Tang::GarbageCollected Class Reference . . . . .       | 383 |
| 5.49.1 Detailed Description . . . . .                       | 385 |
| 5.49.2 Constructor & Destructor Documentation . . . . .     | 385 |
| 5.49.2.1 GarbageCollected() [1/3] . . . . .                 | 385 |
| 5.49.2.2 GarbageCollected() [2/3] . . . . .                 | 386 |
| 5.49.2.3 ~GarbageCollected() . . . . .                      | 386 |
| 5.49.2.4 GarbageCollected() [3/3] . . . . .                 | 386 |
| 5.49.3 Member Function Documentation . . . . .              | 386 |
| 5.49.3.1 isCopyNeeded() . . . . .                           | 386 |
| 5.49.3.2 make() . . . . .                                   | 387 |
| 5.49.3.3 makeCopy() . . . . .                               | 387 |
| 5.49.3.4 operator"!"() . . . . .                            | 388 |
| 5.49.3.5 operator"!=()" . . . . .                           | 388 |
| 5.49.3.6 operator%() . . . . .                              | 389 |
| 5.49.3.7 operator*() [1/2] . . . . .                        | 390 |
| 5.49.3.8 operator*() [2/2] . . . . .                        | 390 |
| 5.49.3.9 operator+() . . . . .                              | 390 |
| 5.49.3.10 operator-() [1/2] . . . . .                       | 391 |
| 5.49.3.11 operator-() [2/2] . . . . .                       | 391 |
| 5.49.3.12 operator->() . . . . .                            | 392 |
| 5.49.3.13 operator/() . . . . .                             | 392 |
| 5.49.3.14 operator<() . . . . .                             | 393 |
| 5.49.3.15 operator<=() . . . . .                            | 393 |
| 5.49.3.16 operator=() [1/2] . . . . .                       | 394 |
| 5.49.3.17 operator=() [2/2] . . . . .                       | 394 |
| 5.49.3.18 operator==() [1/8] . . . . .                      | 394 |
| 5.49.3.19 operator==() [2/8] . . . . .                      | 395 |
| 5.49.3.20 operator==() [3/8] . . . . .                      | 395 |
| 5.49.3.21 operator==() [4/8] . . . . .                      | 395 |
| 5.49.3.22 operator==() [5/8] . . . . .                      | 396 |
| 5.49.3.23 operator==() [6/8] . . . . .                      | 396 |
| 5.49.3.24 operator==() [7/8] . . . . .                      | 397 |
| 5.49.3.25 operator==() [8/8] . . . . .                      | 397 |
| 5.49.3.26 operator>() . . . . .                             | 398 |
| 5.49.3.27 operator>=() . . . . .                            | 398 |
| 5.49.4 Friends And Related Function Documentation . . . . . | 398 |
| 5.49.4.1 operator<< . . . . .                               | 399 |
| 5.50 Tang::HtmlEscape Class Reference . . . . .             | 399 |
| 5.50.1 Detailed Description . . . . .                       | 400 |
| 5.50.2 Constructor & Destructor Documentation . . . . .     | 400 |
| 5.50.2.1 HtmlEscape() . . . . .                             | 400 |

---

|   |     |
|---|-----|
| 5.50.3 Member Function Documentation . . . . .          | 401 |
| 5.50.3.1 get_next_token() . . . . .                     | 401 |
| 5.51 Tang::HtmlEscapeAscii Class Reference . . . . .    | 401 |
| 5.51.1 Detailed Description . . . . .                   | 402 |
| 5.51.2 Constructor & Destructor Documentation . . . . . | 402 |
| 5.51.2.1 HtmlEscapeAscii() . . . . .                    | 402 |
| 5.51.3 Member Function Documentation . . . . .          | 403 |
| 5.51.3.1 get_next_token() . . . . .                     | 403 |
| 5.52 Tang::location Class Reference . . . . .           | 403 |
| 5.52.1 Detailed Description . . . . .                   | 404 |
| 5.53 Tang::PercentEncode Class Reference . . . . .      | 405 |
| 5.53.1 Detailed Description . . . . .                   | 405 |
| 5.53.2 Constructor & Destructor Documentation . . . . . | 406 |
| 5.53.2.1 PercentEncode() . . . . .                      | 406 |
| 5.53.3 Member Function Documentation . . . . .          | 406 |
| 5.53.3.1 get_next_token() . . . . .                     | 406 |
| 5.54 Tang::position Class Reference . . . . .           | 407 |
| 5.54.1 Detailed Description . . . . .                   | 408 |
| 5.55 Tang::Program Class Reference . . . . .            | 408 |
| 5.55.1 Detailed Description . . . . .                   | 411 |
| 5.55.2 Member Enumeration Documentation . . . . .       | 411 |
| 5.55.2.1 CodeType . . . . .                             | 411 |
| 5.55.3 Constructor & Destructor Documentation . . . . . | 411 |
| 5.55.3.1 Program() [1/2] . . . . .                      | 412 |
| 5.55.3.2 Program() [2/2] . . . . .                      | 412 |
| 5.55.4 Member Function Documentation . . . . .          | 412 |
| 5.55.4.1 addBreak() . . . . .                           | 412 |
| 5.55.4.2 addBytecode() . . . . .                        | 413 |
| 5.55.4.3 addContinue() . . . . .                        | 413 |
| 5.55.4.4 addIdentifier() . . . . .                      | 413 |
| 5.55.4.5 addIdentifierAssigned() . . . . .              | 414 |
| 5.55.4.6 addLibraryAlias() . . . . .                    | 414 |
| 5.55.4.7 addString() . . . . .                          | 414 |
| 5.55.4.8 dumpBytecode() . . . . .                       | 414 |
| 5.55.4.9 execute() [1/2] . . . . .                      | 415 |
| 5.55.4.10 execute() [2/2] . . . . .                     | 415 |
| 5.55.4.11 getAnnotations() . . . . .                    | 416 |
| 5.55.4.12 getAst() . . . . .                            | 416 |
| 5.55.4.13 getBytecode() . . . . .                       | 416 |
| 5.55.4.14 getCode() . . . . .                           | 416 |
| 5.55.4.15 getIdentifiers() . . . . .                    | 417 |
| 5.55.4.16 getIdentifiersAssigned() . . . . .            | 417 |

---

|  |     |
|--|-----|
| 5.55.4.17 getLibraryAliases()                                | 417 |
| 5.55.4.18 getResult()  | 417 |
| 5.55.4.19 getStrings()                                       | 418 |
| 5.55.4.20 popBreakStack()                                    | 418 |
| 5.55.4.21 popContinueStack()                                 | 418 |
| 5.55.4.22 pushEnvironment()                                  | 419 |
| 5.55.4.23 setAnnotation()                                    | 419 |
| 5.55.4.24 setFunctionStackDeclaration()                      | 420 |
| 5.55.4.25 setJumpTarget()                                    | 420 |
| 5.55.5 Member Data Documentation                             | 420 |
| 5.55.5.1 functionsDeclared                                   | 420 |
| 5.56 Tang::SingletonObjectPool< T > Class Template Reference | 421 |
| 5.56.1 Detailed Description                                  | 422 |
| 5.56.2 Member Function Documentation                         | 422 |
| 5.56.2.1 get()   | 422 |
| 5.56.2.2 getInstance()                                       | 423 |
| 5.56.2.3 recycle()   | 423 |
| 5.56.3 Member Data Documentation                             | 423 |
| 5.56.3.1 currentIndex  | 423 |
| 5.56.3.2 currentRecycledIndex                                | 423 |
| 5.57 Tang::TangBase Class Reference                          | 424 |
| 5.57.1 Detailed Description                                  | 425 |
| 5.57.2 Constructor & Destructor Documentation                | 425 |
| 5.57.2.1 TangBase()  | 425 |
| 5.57.3 Member Function Documentation                         | 425 |
| 5.57.3.1 compileScript() [1/2]                               | 425 |
| 5.57.3.2 compileScript() [2/2]                               | 426 |
| 5.57.3.3 compileTemplate() [1/2]                             | 426 |
| 5.57.3.4 compileTemplate() [2/2]                             | 426 |
| 5.57.3.5 make_shared()                                       | 428 |
| 5.58 Tang::TangScanner Class Reference                       | 428 |
| 5.58.1 Detailed Description                                  | 429 |
| 5.58.2 Constructor & Destructor Documentation                | 430 |
| 5.58.2.1 TangScanner()                                       | 430 |
| 5.58.3 Member Function Documentation                         | 430 |
| 5.58.3.1 get_next_token()                                    | 430 |
| 5.59 Tang::Unescape Class Reference                          | 431 |
| 5.59.1 Detailed Description                                  | 431 |
| 5.59.2 Constructor & Destructor Documentation                | 432 |
| 5.59.2.1 Unescape()  | 432 |
| 5.59.3 Member Function Documentation                         | 432 |
| 5.59.3.1 get_next_token()                                    | 432 |

---

|   |            |
|---|------------|
| 5.60 Tang::UnicodeString Class Reference . . . . .        | 433        |
| 5.60.1 Detailed Description . . . . .                     | 434        |
| 5.60.2 Member Enumeration Documentation . . . . .         | 434        |
| 5.60.2.1 Type . . . . .                                   | 434        |
| 5.60.3 Member Function Documentation . . . . .            | 435        |
| 5.60.3.1 bytesLength() . . . . .                          | 435        |
| 5.60.3.2 length() . . . . .                               | 435        |
| 5.60.3.3 operator std::string() . . . . .                 | 436        |
| 5.60.3.4 operator+() . . . . .                            | 436        |
| 5.60.3.5 operator+=() . . . . .                           | 436        |
| 5.60.3.6 operator<() . . . . .                            | 437        |
| 5.60.3.7 operator==() . . . . .                           | 437        |
| 5.60.3.8 render() . . . . .                               | 437        |
| 5.60.3.9 renderAscii() . . . . .                          | 438        |
| 5.60.3.10 substr() . . . . .                              | 438        |
| <b>6 File Documentation</b> . . . . .                     | <b>441</b> |
| 6.1 build/generated/location.hh File Reference . . . . .  | 441        |
| 6.1.1 Detailed Description . . . . .                      | 442        |
| 6.1.2 Function Documentation . . . . .                    | 442        |
| 6.1.2.1 operator<<() [1/2] . . . . .                      | 442        |
| 6.1.2.2 operator<<() [2/2] . . . . .                      | 443        |
| 6.2 include/astNode.hpp File Reference . . . . .          | 443        |
| 6.2.1 Detailed Description . . . . .                      | 444        |
| 6.3 include/astNodeArray.hpp File Reference . . . . .     | 444        |
| 6.3.1 Detailed Description . . . . .                      | 445        |
| 6.4 include/astNodeAssign.hpp File Reference . . . . .    | 445        |
| 6.4.1 Detailed Description . . . . .                      | 446        |
| 6.5 include/astNodeBinary.hpp File Reference . . . . .    | 446        |
| 6.5.1 Detailed Description . . . . .                      | 446        |
| 6.6 include/astNodeBlock.hpp File Reference . . . . .     | 447        |
| 6.6.1 Detailed Description . . . . .                      | 447        |
| 6.7 include/astNodeBoolean.hpp File Reference . . . . .   | 448        |
| 6.7.1 Detailed Description . . . . .                      | 448        |
| 6.8 include/astNodeBreak.hpp File Reference . . . . .     | 449        |
| 6.8.1 Detailed Description . . . . .                      | 449        |
| 6.9 include/astNodeCast.hpp File Reference . . . . .      | 450        |
| 6.9.1 Detailed Description . . . . .                      | 450        |
| 6.10 include/astNodeContinue.hpp File Reference . . . . . | 451        |
| 6.10.1 Detailed Description . . . . .                     | 451        |
| 6.11 include/astNodeDoWhile.hpp File Reference . . . . .  | 452        |
| 6.11.1 Detailed Description . . . . .                     | 452        |

|  |     |
|--|-----|
| 6.12 include/astNodeFloat.hpp File Reference . . . . .               | 453 |
| 6.12.1 Detailed Description . . . . .                                | 453 |
| 6.13 include/astNodeFor.hpp File Reference . . . . .                 | 454 |
| 6.13.1 Detailed Description . . . . .                                | 454 |
| 6.14 include/astNodeFunctionCall.hpp File Reference . . . . .        | 455 |
| 6.14.1 Detailed Description . . . . .                                | 455 |
| 6.15 include/astNodeFunctionDeclaration.hpp File Reference . . . . . | 456 |
| 6.15.1 Detailed Description . . . . .                                | 456 |
| 6.16 include/astNodeIdentifier.hpp File Reference . . . . .          | 457 |
| 6.16.1 Detailed Description . . . . .                                | 457 |
| 6.17 include/astNodeIfElse.hpp File Reference . . . . .              | 457 |
| 6.17.1 Detailed Description . . . . .                                | 458 |
| 6.18 include/astNodeIndex.hpp File Reference . . . . .               | 458 |
| 6.18.1 Detailed Description . . . . .                                | 459 |
| 6.19 include/astNodeInteger.hpp File Reference . . . . .             | 459 |
| 6.19.1 Detailed Description . . . . .                                | 460 |
| 6.20 include/astNodeLibrary.hpp File Reference . . . . .             | 460 |
| 6.20.1 Detailed Description . . . . .                                | 461 |
| 6.21 include/astNodeMap.hpp File Reference . . . . .                 | 461 |
| 6.21.1 Detailed Description . . . . .                                | 462 |
| 6.22 include/astNodePeriod.hpp File Reference . . . . .              | 463 |
| 6.22.1 Detailed Description . . . . .                                | 463 |
| 6.23 include/astNodePrint.hpp File Reference . . . . .               | 464 |
| 6.23.1 Detailed Description . . . . .                                | 464 |
| 6.24 include/astNodeRangedFor.hpp File Reference . . . . .           | 465 |
| 6.24.1 Detailed Description . . . . .                                | 465 |
| 6.25 include/astNodeReturn.hpp File Reference . . . . .              | 466 |
| 6.25.1 Detailed Description . . . . .                                | 466 |
| 6.26 include/astNodeSlice.hpp File Reference . . . . .               | 467 |
| 6.26.1 Detailed Description . . . . .                                | 467 |
| 6.27 include/astNodeString.hpp File Reference . . . . .              | 468 |
| 6.27.1 Detailed Description . . . . .                                | 468 |
| 6.28 include/astNodeTernary.hpp File Reference . . . . .             | 469 |
| 6.28.1 Detailed Description . . . . .                                | 469 |
| 6.29 include/astNodeUnary.hpp File Reference . . . . .               | 470 |
| 6.29.1 Detailed Description . . . . .                                | 470 |
| 6.30 include/astNodeUse.hpp File Reference . . . . .                 | 471 |
| 6.30.1 Detailed Description . . . . .                                | 471 |
| 6.31 include/astNodeWhile.hpp File Reference . . . . .               | 472 |
| 6.31.1 Detailed Description . . . . .                                | 472 |
| 6.32 include/computedExpression.hpp File Reference . . . . .         | 473 |
| 6.32.1 Detailed Description . . . . .                                | 473 |

---

|   |     |
|---|-----|
| 6.33 include/computedExpressionArray.hpp File Reference . . . . .                 | 473 |
| 6.33.1 Detailed Description . . . . .   | 474 |
| 6.34 include/computedExpressionBoolean.hpp File Reference . . . . .               | 474 |
| 6.34.1 Detailed Description . . . . .   | 475 |
| 6.35 include/computedExpressionCompiledFunction.hpp File Reference . . . . .      | 475 |
| 6.35.1 Detailed Description . . . . .   | 476 |
| 6.36 include/computedExpressionError.hpp File Reference . . . . .                 | 476 |
| 6.36.1 Detailed Description . . . . .   | 477 |
| 6.37 include/computedExpressionFloat.hpp File Reference . . . . .                 | 477 |
| 6.37.1 Detailed Description . . . . .   | 477 |
| 6.38 include/computedExpressionInteger.hpp File Reference . . . . .               | 478 |
| 6.38.1 Detailed Description . . . . .   | 478 |
| 6.39 include/computedExpressionIterator.hpp File Reference . . . . .              | 478 |
| 6.39.1 Detailed Description . . . . .   | 479 |
| 6.40 include/computedExpressionIteratorEnd.hpp File Reference . . . . .           | 479 |
| 6.40.1 Detailed Description . . . . .   | 480 |
| 6.41 include/computedExpressionLibrary.hpp File Reference . . . . .               | 480 |
| 6.41.1 Detailed Description . . . . .   | 481 |
| 6.42 include/computedExpressionLibraryMath.hpp File Reference . . . . .           | 481 |
| 6.42.1 Detailed Description . . . . .   | 482 |
| 6.43 include/computedExpressionLibraryTang.hpp File Reference . . . . .           | 483 |
| 6.43.1 Detailed Description . . . . .   | 483 |
| 6.44 include/computedExpressionMap.hpp File Reference . . . . .                   | 484 |
| 6.44.1 Detailed Description . . . . .   | 484 |
| 6.45 include/computedExpressionNativeBoundFunction.hpp File Reference . . . . .   | 485 |
| 6.45.1 Detailed Description . . . . .   | 485 |
| 6.46 include/computedExpressionNativeFunction.hpp File Reference . . . . .        | 486 |
| 6.46.1 Detailed Description . . . . .   | 486 |
| 6.47 include/computedExpressionNativeLibraryFunction.hpp File Reference . . . . . | 487 |
| 6.47.1 Detailed Description . . . . .   | 487 |
| 6.48 include/computedExpressionString.hpp File Reference . . . . .                | 488 |
| 6.48.1 Detailed Description . . . . .   | 488 |
| 6.49 include/context.hpp File Reference . . . . .                                 | 488 |
| 6.49.1 Detailed Description . . . . .   | 489 |
| 6.50 include/error.hpp File Reference . . . . .                                   | 489 |
| 6.50.1 Detailed Description . . . . .   | 490 |
| 6.51 include/garbageCollected.hpp File Reference . . . . .                        | 490 |
| 6.51.1 Detailed Description . . . . .   | 491 |
| 6.52 include/htmlEscape.hpp File Reference . . . . .                              | 491 |
| 6.52.1 Detailed Description . . . . .   | 492 |
| 6.53 include/htmlEscapeAscii.hpp File Reference . . . . .                         | 492 |
| 6.53.1 Detailed Description . . . . .   | 493 |

---

|  |     |
|--|-----|
| 6.54 include/macros.hpp File Reference . . . . .           | 494 |
| 6.54.1 Detailed Description . . . . .                      | 495 |
| 6.55 include/opcode.hpp File Reference . . . . .           | 495 |
| 6.55.1 Detailed Description . . . . .                      | 496 |
| 6.55.2 Enumeration Type Documentation . . . . .            | 496 |
| 6.55.2.1 Opcode . . . . .                                  | 496 |
| 6.55.3 Function Documentation . . . . .                    | 497 |
| 6.55.3.1 operator<<() . . . . .                            | 497 |
| 6.56 include/percentEncode.hpp File Reference . . . . .    | 498 |
| 6.56.1 Detailed Description . . . . .                      | 499 |
| 6.57 include/program.hpp File Reference . . . . .          | 499 |
| 6.57.1 Detailed Description . . . . .                      | 500 |
| 6.57.2 Typedef Documentation . . . . .                     | 500 |
| 6.57.2.1 OpcodePositions . . . . .                         | 501 |
| 6.58 include/singleObjectPool.hpp File Reference . . . . . | 501 |
| 6.58.1 Detailed Description . . . . .                      | 502 |
| 6.59 include/tang.hpp File Reference . . . . .             | 502 |
| 6.59.1 Detailed Description . . . . .                      | 503 |
| 6.60 include/tangBase.hpp File Reference . . . . .         | 503 |
| 6.60.1 Detailed Description . . . . .                      | 503 |
| 6.61 include/tangScanner.hpp File Reference . . . . .      | 504 |
| 6.61.1 Detailed Description . . . . .                      | 505 |
| 6.62 include/unescape.hpp File Reference . . . . .         | 505 |
| 6.62.1 Detailed Description . . . . .                      | 506 |
| 6.63 include/unicodeString.hpp File Reference . . . . .    | 506 |
| 6.63.1 Detailed Description . . . . .                      | 507 |
| 6.63.2 Function Documentation . . . . .                    | 507 |
| 6.63.2.1 htmlEscape() . . . . .                            | 507 |
| 6.63.2.2 htmlEscapeAscii() . . . . .                       | 507 |
| 6.63.2.3 percentEncode() . . . . .                         | 508 |
| 6.63.2.4 unescape() . . . . .                              | 509 |
| 6.64 src/astNode.cpp File Reference . . . . .              | 509 |
| 6.64.1 Detailed Description . . . . .                      | 510 |
| 6.65 src/astNodeArray.cpp File Reference . . . . .         | 510 |
| 6.65.1 Detailed Description . . . . .                      | 510 |
| 6.66 src/astNodeAssign.cpp File Reference . . . . .        | 511 |
| 6.66.1 Detailed Description . . . . .                      | 511 |
| 6.67 src/astNodeBinary.cpp File Reference . . . . .        | 511 |
| 6.67.1 Detailed Description . . . . .                      | 512 |
| 6.68 src/astNodeBlock.cpp File Reference . . . . .         | 512 |
| 6.68.1 Detailed Description . . . . .                      | 512 |
| 6.69 src/astNodeBoolean.cpp File Reference . . . . .       | 512 |

---

|  |     |
|--|-----|
| 6.69.1 Detailed Description . . . . .                            | 513 |
| 6.70 src/astNodeBreak.cpp File Reference . . . . .               | 513 |
| 6.70.1 Detailed Description . . . . .                            | 513 |
| 6.71 src/astNodeCast.cpp File Reference . . . . .                | 514 |
| 6.71.1 Detailed Description . . . . .                            | 514 |
| 6.72 src/astNodeContinue.cpp File Reference . . . . .            | 514 |
| 6.72.1 Detailed Description . . . . .                            | 515 |
| 6.73 src/astNodeDoWhile.cpp File Reference . . . . .             | 515 |
| 6.73.1 Detailed Description . . . . .                            | 515 |
| 6.74 src/astNodeFloat.cpp File Reference . . . . .               | 515 |
| 6.74.1 Detailed Description . . . . .                            | 516 |
| 6.75 src/astNodeFor.cpp File Reference . . . . .                 | 516 |
| 6.75.1 Detailed Description . . . . .                            | 516 |
| 6.76 src/astNodeFunctionCall.cpp File Reference . . . . .        | 516 |
| 6.76.1 Detailed Description . . . . .                            | 517 |
| 6.77 src/astNodeFunctionDeclaration.cpp File Reference . . . . . | 517 |
| 6.77.1 Detailed Description . . . . .                            | 517 |
| 6.78 src/astNodeIdentifier.cpp File Reference . . . . .          | 517 |
| 6.78.1 Detailed Description . . . . .                            | 518 |
| 6.79 src/astNodeIfElse.cpp File Reference . . . . .              | 518 |
| 6.79.1 Detailed Description . . . . .                            | 518 |
| 6.80 src/astNodeIndex.cpp File Reference . . . . .               | 518 |
| 6.80.1 Detailed Description . . . . .                            | 519 |
| 6.81 src/astNodeInteger.cpp File Reference . . . . .             | 519 |
| 6.81.1 Detailed Description . . . . .                            | 519 |
| 6.82 src/astNodeLibrary.cpp File Reference . . . . .             | 520 |
| 6.82.1 Detailed Description . . . . .                            | 520 |
| 6.83 src/astNodeMap.cpp File Reference . . . . .                 | 520 |
| 6.83.1 Detailed Description . . . . .                            | 521 |
| 6.84 src/astNodePeriod.cpp File Reference . . . . .              | 521 |
| 6.84.1 Detailed Description . . . . .                            | 521 |
| 6.85 src/astNodePrint.cpp File Reference . . . . .               | 521 |
| 6.85.1 Detailed Description . . . . .                            | 522 |
| 6.86 src/astNodeRangedFor.cpp File Reference . . . . .           | 522 |
| 6.86.1 Detailed Description . . . . .                            | 522 |
| 6.87 src/astNodeReturn.cpp File Reference . . . . .              | 522 |
| 6.87.1 Detailed Description . . . . .                            | 523 |
| 6.88 src/astNodeSlice.cpp File Reference . . . . .               | 523 |
| 6.88.1 Detailed Description . . . . .                            | 523 |
| 6.89 src/astNodeString.cpp File Reference . . . . .              | 524 |
| 6.89.1 Detailed Description . . . . .                            | 524 |
| 6.90 src/astNodeTernary.cpp File Reference . . . . .             | 524 |

|  |     |
|--|-----|
| 6.90.1 Detailed Description . . . . .  | 525 |
| 6.91 src/astNodeUnary.cpp File Reference . . . . .                             | 525 |
| 6.91.1 Detailed Description . . . . .  | 525 |
| 6.92 src/astNodeUse.cpp File Reference . . . . .                               | 525 |
| 6.92.1 Detailed Description . . . . .  | 526 |
| 6.93 src/astNodeWhile.cpp File Reference . . . . .                             | 526 |
| 6.93.1 Detailed Description . . . . .  | 526 |
| 6.94 src/computedExpression.cpp File Reference . . . . .                       | 526 |
| 6.94.1 Detailed Description . . . . .  | 527 |
| 6.95 src/computedExpressionArray.cpp File Reference . . . . .                  | 527 |
| 6.95.1 Detailed Description . . . . .  | 527 |
| 6.96 src/computedExpressionBoolean.cpp File Reference . . . . .                | 528 |
| 6.96.1 Detailed Description . . . . .  | 528 |
| 6.97 src/computedExpressionCompiledFunction.cpp File Reference . . . . .       | 528 |
| 6.97.1 Detailed Description . . . . .  | 529 |
| 6.98 src/computedExpressionError.cpp File Reference . . . . .                  | 529 |
| 6.98.1 Detailed Description . . . . .  | 529 |
| 6.99 src/computedExpressionFloat.cpp File Reference . . . . .                  | 529 |
| 6.99.1 Detailed Description . . . . .  | 530 |
| 6.100 src/computedExpressionInteger.cpp File Reference . . . . .               | 530 |
| 6.100.1 Detailed Description . . . . .   | 530 |
| 6.101 src/computedExpressionIterator.cpp File Reference . . . . .              | 531 |
| 6.101.1 Detailed Description . . . . .   | 531 |
| 6.102 src/computedExpressionIteratorEnd.cpp File Reference . . . . .           | 531 |
| 6.102.1 Detailed Description . . . . .   | 532 |
| 6.103 src/computedExpressionLibrary.cpp File Reference . . . . .               | 532 |
| 6.103.1 Detailed Description . . . . .   | 532 |
| 6.104 src/computedExpressionLibraryMath.cpp File Reference . . . . .           | 532 |
| 6.104.1 Detailed Description . . . . .   | 533 |
| 6.105 src/computedExpressionLibraryTang.cpp File Reference . . . . .           | 533 |
| 6.105.1 Detailed Description . . . . .   | 533 |
| 6.106 src/computedExpressionMap.cpp File Reference . . . . .                   | 534 |
| 6.106.1 Detailed Description . . . . .   | 534 |
| 6.107 src/computedExpressionNativeBoundFunction.cpp File Reference . . . . .   | 534 |
| 6.107.1 Detailed Description . . . . .   | 535 |
| 6.108 src/computedExpressionNativeFunction.cpp File Reference . . . . .        | 535 |
| 6.108.1 Detailed Description . . . . .   | 535 |
| 6.109 src/computedExpressionNativeLibraryFunction.cpp File Reference . . . . . | 535 |
| 6.109.1 Detailed Description . . . . .   | 536 |
| 6.110 src/computedExpressionString.cpp File Reference . . . . .                | 536 |
| 6.110.1 Detailed Description . . . . .   | 536 |
| 6.111 src/context.cpp File Reference . . . . .                                 | 537 |

---

|   |     |
|---|-----|
| 6.111.1 Detailed Description . . . . .                      | 537 |
| 6.112 src/error.cpp File Reference . . . . .                | 537 |
| 6.112.1 Detailed Description . . . . .                      | 538 |
| 6.112.2 Function Documentation . . . . .                    | 538 |
| 6.112.2.1 operator<<() . . . . .                            | 538 |
| 6.113 src/garbageCollected.cpp File Reference . . . . .     | 538 |
| 6.113.1 Function Documentation . . . . .                    | 539 |
| 6.113.1.1 operator<<() . . . . .                            | 539 |
| 6.114 src/opcode.cpp File Reference . . . . .               | 539 |
| 6.114.1 Detailed Description . . . . .                      | 540 |
| 6.115 src/program-analyze.cpp File Reference . . . . .      | 540 |
| 6.115.1 Detailed Description . . . . .                      | 540 |
| 6.115.2 Macro Definition Documentation . . . . .            | 540 |
| 6.115.2.1 DUMPPROGRAMCHECK . . . . .                        | 540 |
| 6.116 src/program-dumpBytecode.cpp File Reference . . . . . | 541 |
| 6.116.1 Detailed Description . . . . .                      | 541 |
| 6.116.2 Macro Definition Documentation . . . . .            | 541 |
| 6.116.2.1 DUMPBINAR Y . . . . .                             | 542 |
| 6.116.2.2 DUMPBINAR Y_I . . . . .                           | 542 |
| 6.116.2.3 DUMPBINAR Y_II . . . . .                          | 542 |
| 6.116.2.4 DUMPPROGRAMCHECK . . . . .                        | 542 |
| 6.117 src/program-execute.cpp File Reference . . . . .      | 543 |
| 6.117.1 Detailed Description . . . . .                      | 543 |
| 6.117.2 Macro Definition Documentation . . . . .            | 543 |
| 6.117.2.1 BINARYOP_II . . . . .                             | 544 |
| 6.117.2.2 BINARYOP_IS . . . . .                             | 544 |
| 6.117.2.3 BINARYOP_SI . . . . .                             | 544 |
| 6.117.2.4 BINARYOP_SS . . . . .                             | 544 |
| 6.117.2.5 EXECUTEPROGRAMCHECK . . . . .                     | 545 |
| 6.117.2.6 STACKCHECK . . . . .                              | 545 |
| 6.118 src/program-optimize.cpp File Reference . . . . .     | 545 |
| 6.118.1 Detailed Description . . . . .                      | 546 |
| 6.119 src/program.cpp File Reference . . . . .              | 546 |
| 6.119.1 Detailed Description . . . . .                      | 546 |
| 6.120 src/tang.cpp File Reference . . . . .                 | 547 |
| 6.120.1 Detailed Description . . . . .                      | 547 |
| 6.121 src/tangBase.cpp File Reference . . . . .             | 547 |
| 6.121.1 Detailed Description . . . . .                      | 548 |
| 6.121.2 Macro Definition Documentation . . . . .            | 548 |
| 6.121.2.1 LIBRARY . . . . .                                 | 548 |
| 6.122 src/unicodeString.cpp File Reference . . . . .        | 548 |
| 6.122.1 Detailed Description . . . . .                      | 549 |

|   |            |
|---|------------|
| 6.123 test/test.cpp File Reference . . . . .                    | 549        |
| 6.123.1 Detailed Description . . . . .                          | 550        |
| 6.124 test/testGarbageCollected.cpp File Reference . . . . .    | 550        |
| 6.124.1 Detailed Description . . . . .                          | 551        |
| 6.125 test/testSingletonObjectPool.cpp File Reference . . . . . | 551        |
| 6.125.1 Detailed Description . . . . .                          | 552        |
| 6.126 test/testUnicodeString.cpp File Reference . . . . .       | 552        |
| 6.126.1 Detailed Description . . . . .                          | 553        |
| <b>Index</b>  | <b>555</b> |

# Chapter 1

## Tang: A Template Language

### 1.1 Quick Description

**Tang** is a C++ Template Language. It takes the form of a library which may be included in other projects. It is under active development, and you can follow its progress here:

- [YouTube playlist](#)
- [GitHub repository](#)

### 1.2 Features

The following features are planned:

- Native support for Unicode/Utf-8 strings.
- Change from template to script mode using escape tags like PHP.
- Loosely typed, with Python-like indexing and slicing of containers.
- Syntax similar to C/C++/PHP.
- Code compiles to a custom Bytecode and is executed by the Tang VM.
- Fast and thread-safe.

### 1.3 License

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# Chapter 2

## Hierarchical Index

### 2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

|  |     |
|--|-----|
| Tang::AstNode . . . . .                            | 15  |
| Tang::AstNodeArray . . . . .                       | 21  |
| Tang::AstNodeAssign . . . . .                      | 25  |
| Tang::AstNodeBinary . . . . .                      | 29  |
| Tang::AstNodeBlock . . . . .                       | 35  |
| Tang::AstNodeBoolean . . . . .                     | 39  |
| Tang::AstNodeBreak . . . . .                       | 43  |
| Tang::AstNodeCast . . . . .                        | 47  |
| Tang::AstNodeContinue . . . . .                    | 52  |
| Tang::AstNodeDoWhile . . . . .                     | 56  |
| Tang::AstNodeFloat . . . . .                       | 60  |
| Tang::AstNodeFor . . . . .                         | 64  |
| Tang::AstNodeFunctionCall . . . . .                | 69  |
| Tang::AstNodeFunctionDeclaration . . . . .         | 72  |
| Tang::AstNodeIdentifier . . . . .                  | 76  |
| Tang::AstNodeIfElse . . . . .                      | 81  |
| Tang::AstNodeIndex . . . . .                       | 86  |
| Tang::AstNodeInteger . . . . .                     | 91  |
| Tang::AstNodeLibrary . . . . .                     | 95  |
| Tang::AstNodeMap . . . . .                         | 99  |
| Tang::AstNodePeriod . . . . .                      | 103 |
| Tang::AstNodePrint . . . . .                       | 107 |
| Tang::AstNodeRangedFor . . . . .                   | 112 |
| Tang::AstNodeReturn . . . . .                      | 116 |
| Tang::AstNodeSlice . . . . .                       | 120 |
| Tang::AstNodeString . . . . .                      | 125 |
| Tang::AstNodeTernary . . . . .                     | 130 |
| Tang::AstNodeUnary . . . . .                       | 135 |
| Tang::AstNodeUse . . . . .                         | 141 |
| Tang::AstNodeWhile . . . . .                       | 145 |
| Tang::ComputedExpression . . . . .                 | 150 |
| Tang::ComputedExpressionArray . . . . .            | 163 |
| Tang::ComputedExpressionBoolean . . . . .          | 179 |
| Tang::ComputedExpressionCompiledFunction . . . . . | 191 |
| Tang::ComputedExpressionError . . . . .            | 204 |

|   |     |
|---|-----|
| Tang::ComputedExpressionFloat . . . . .                 | 217 |
| Tang::ComputedExpressionInteger . . . . .               | 231 |
| Tang::ComputedExpressionIterator . . . . .              | 246 |
| Tang::ComputedExpressionIteratorEnd . . . . .           | 260 |
| Tang::ComputedExpressionLibrary . . . . .               | 274 |
| Tang::ComputedExpressionLibraryBase . . . . .           | 288 |
| Tang::ComputedExpressionMap . . . . .                   | 302 |
| Tang::ComputedExpressionNativeBoundFunction . . . . .   | 316 |
| Tang::ComputedExpressionNativeFunction . . . . .        | 332 |
| Tang::ComputedExpressionNativeLibraryFunction . . . . . | 347 |
| Tang::ComputedExpressionString . . . . .                | 361 |
| Tang::Context . . . . .                                 | 380 |
| std::enable_shared_from_this                            |     |
| Tang::TangBase . . . . .                                | 424 |
| Tang::Error . . . . .                                   | 381 |
| Tang::GarbageCollected . . . . .                        | 383 |
| Tang::location . . . . .                                | 403 |
| Tang::position . . . . .                                | 407 |
| Tang::Program . . . . .                                 | 408 |
| Tang::SingletonObjectPool< T > . . . . .                | 421 |
| TangHtmlEscapeAsciiFlexLexer                            |     |
| Tang::HtmlEscapeAscii . . . . .                         | 401 |
| TangHtmlEscapeFlexLexer                                 |     |
| Tang::HtmlEscape . . . . .                              | 399 |
| TangPercentEncodeFlexLexer                              |     |
| Tang::PercentEncode . . . . .                           | 405 |
| TangTangFlexLexer                                       |     |
| Tang::TangScanner . . . . .                             | 428 |
| TangUnescapeFlexLexer                                   |     |
| Tang::Unescape . . . . .                                | 431 |
| Tang::UnicodeString . . . . .                           | 433 |

# Chapter 3

## Class Index

### 3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

|                                  |  |    |
|----------------------------------|--|----|
| Tang::AstNode                    | Base class for representing nodes of an Abstract Syntax Tree (AST) . . . . .     | 15 |
| Tang::AstNodeArray               | An <a href="#">AstNode</a> that represents an array literal . . . . .            | 21 |
| Tang::AstNodeAssign              | An <a href="#">AstNode</a> that represents a binary expression . . . . .         | 25 |
| Tang::AstNodeBinary              | An <a href="#">AstNode</a> that represents a binary expression . . . . .         | 29 |
| Tang::AstNodeBlock               | An <a href="#">AstNode</a> that represents a code block . . . . .                | 35 |
| Tang::AstNodeBoolean             | An <a href="#">AstNode</a> that represents a boolean literal . . . . .           | 39 |
| Tang::AstNodeBreak               | An <a href="#">AstNode</a> that represents a break statement . . . . .           | 43 |
| Tang::AstNodeCast                | An <a href="#">AstNode</a> that represents a typecast of an expression . . . . . | 47 |
| Tang::AstNodeContinue            | An <a href="#">AstNode</a> that represents a continue statement . . . . .        | 52 |
| Tang::AstNodeDoWhile             | An <a href="#">AstNode</a> that represents a do..while statement . . . . .       | 56 |
| Tang::AstNodeFloat               | An <a href="#">AstNode</a> that represents an float literal . . . . .            | 60 |
| Tang::AstNodeFor                 | An <a href="#">AstNode</a> that represents an if() statement . . . . .           | 64 |
| Tang::AstNodeFunctionCall        | An <a href="#">AstNode</a> that represents a function call . . . . .             | 69 |
| Tang::AstNodeFunctionDeclaration | An <a href="#">AstNode</a> that represents a function declaration . . . . .      | 72 |
| Tang::AstNodeIdentifier          | An <a href="#">AstNode</a> that represents an identifier . . . . .               | 76 |
| Tang::AstNodeIfElse              | An <a href="#">AstNode</a> that represents an if..else statement . . . . .       | 81 |
| Tang::AstNodeIndex               | An <a href="#">AstNode</a> that represents an index into a collection . . . . .  | 86 |
| Tang::AstNodeInteger             | An <a href="#">AstNode</a> that represents an integer literal . . . . .          | 91 |

|   |  |     |
|---|--|-----|
| Tang::AstNodeLibrary                          | An <code>AstNode</code> that represents an identifier . . . . .  | 95  |
| Tang::AstNodeMap                              | An <code>AstNode</code> that represents a map literal . . . . .  | 99  |
| Tang::AstNodePeriod                           | An <code>AstNode</code> that represents a member access (period) into an object . . . . .  | 103 |
| Tang::AstNodePrint                            | An <code>AstNode</code> that represents a print typeeration . . . . .  | 107 |
| Tang::AstNodeRangedFor                        | An <code>AstNode</code> that represents a ranged for() statement . . . . .   | 112 |
| Tang::AstNodeReturn                           | An <code>AstNode</code> that represents a <code>return</code> statement . . . . .  | 116 |
| Tang::AstNodeSlice                            | An <code>AstNode</code> that represents a ternary expression . . . . .   | 120 |
| Tang::AstNodeString                           | An <code>AstNode</code> that represents a string literal . . . . .   | 125 |
| Tang::AstNodeTernary                          | An <code>AstNode</code> that represents a ternary expression . . . . .   | 130 |
| Tang::AstNodeUnary                            | An <code>AstNode</code> that represents a unary negation . . . . .   | 135 |
| Tang::AstNodeUse                              | An <code>AstNode</code> that represents the inclusion of a library into the script . . . . .                                       | 141 |
| Tang::AstNodeWhile                            | An <code>AstNode</code> that represents a while statement . . . . .  | 145 |
| Tang::ComputedExpression                      | Represents the result of a computation that has been executed . . . . .  | 150 |
| Tang::ComputedExpressionArray                 | Represents an Array that is the result of a computation . . . . .  | 163 |
| Tang::ComputedExpressionBoolean               | Represents an Boolean that is the result of a computation . . . . .  | 179 |
| Tang::ComputedExpressionCompiledFunction      | Represents a Compiled Function declared in the script . . . . .  | 191 |
| Tang::ComputedExpressionError                 | Represents a Runtime <code>Error</code> . . . . .  | 204 |
| Tang::ComputedExpressionFloat                 | Represents a Float that is the result of a computation . . . . .   | 217 |
| Tang::ComputedExpressionInteger               | Represents an Integer that is the result of a computation . . . . .  | 231 |
| Tang::ComputedExpressionIterator              | Represents an Iterator that is the result of a computation . . . . .   | 246 |
| Tang::ComputedExpressionIteratorEnd           | Represents that a collection has no more values through which to iterate . . . . .   | 260 |
| Tang::ComputedExpressionLibrary               | Represents a Runtime Library . . . . .   | 274 |
| Tang::ComputedExpressionLibraryBase           |  | 288 |
| Tang::ComputedExpressionMap                   | Represents an Map that is the result of a computation . . . . .  | 302 |
| Tang::ComputedExpressionNativeBoundFunction   | Represents a NativeBound Function declared in the script . . . . .   | 316 |
| Tang::ComputedExpressionNativeFunction        | Represents a Native Function provided by compiled C++ code . . . . .   | 332 |
| Tang::ComputedExpressionNativeLibraryFunction | Represents a Native Function provided by compiled C++ code that is executed to create a library or one of its attributes . . . . . | 347 |
| Tang::ComputedExpressionString                | Represents a String that is the result of a computation . . . . .  | 361 |
| Tang::Context                                 | Holds all environment variables specific to the execution of a program . . . . .   | 380 |

|  |   |     |
|--|---|-----|
| <a href="#">Tang::Error</a>                          | Used to report any error of the system, whether a syntax (parsing) error or a runtime (execution) error . . . . . | 381 |
| <a href="#">Tang::GarbageCollected</a>               | A container that acts as a resource-counting garbage collector for the specified type . . . . .                   | 383 |
| <a href="#">Tang::HtmlEscape</a>                     | The Flex lexer class for the main Tang language . . . . .   | 399 |
| <a href="#">Tang::HtmlEscapeAscii</a>                | The Flex lexer class for the main Tang language . . . . .   | 401 |
| <a href="#">Tang::location</a>                       | Two points in a source file . . . . .   | 403 |
| <a href="#">Tang::PercentEncode</a>                  | The Flex lexer class for the Percent Encode scanner . . . . .   | 405 |
| <a href="#">Tang::position</a>                       | A point in a source file . . . . .  | 407 |
| <a href="#">Tang::Program</a>                        | Represents a compiled script or template that may be executed . . . . .   | 408 |
| <a href="#">Tang::SingletonObjectPool&lt; T &gt;</a> | A thread-safe, singleton object pool of the designated type . . . . .   | 421 |
| <a href="#">Tang::TangBase</a>                       | The base class for the Tang programming language . . . . .  | 424 |
| <a href="#">Tang::TangScanner</a>                    | The Flex lexer class for the main Tang language . . . . .   | 428 |
| <a href="#">Tang::Unescape</a>                       | The Flex lexer class for the main Tang language . . . . .   | 431 |
| <a href="#">Tang::UnicodeString</a>                  | Represents a UTF-8 encoded string that is Unicode-aware . . . . .   | 433 |



# Chapter 4

## File Index

### 4.1 File List

Here is a list of all documented files with brief descriptions:

|   |  |     |
|---|--|-----|
| build/generated/ <a href="#">location.hh</a>            | Define the Tang ::location class . . . . .                   | 441 |
| include/ <a href="#">astNode.hpp</a>                    | Declare the Tang::AstNode base class . . . . .               | 443 |
| include/ <a href="#">astNodeArray.hpp</a>               | Declare the Tang::AstNodeArray class . . . . .               | 444 |
| include/ <a href="#">astNodeAssign.hpp</a>              | Declare the Tang::AstNodeAssign class . . . . .              | 445 |
| include/ <a href="#">astNodeBinary.hpp</a>              | Declare the Tang::AstNodeBinary class . . . . .              | 446 |
| include/ <a href="#">astNodeBlock.hpp</a>               | Declare the Tang::AstNodeBlock class . . . . .               | 447 |
| include/ <a href="#">astNodeBoolean.hpp</a>             | Declare the Tang::AstNodeBoolean class . . . . .             | 448 |
| include/ <a href="#">astNodeBreak.hpp</a>               | Declare the Tang::AstNodeBreak class . . . . .               | 449 |
| include/ <a href="#">astNodeCast.hpp</a>                | Declare the Tang::AstNodeCast class . . . . .                | 450 |
| include/ <a href="#">astNodeContinue.hpp</a>            | Declare the Tang::AstNodeContinue class . . . . .            | 451 |
| include/ <a href="#">astNodeDoWhile.hpp</a>             | Declare the Tang::AstNodeDoWhile class . . . . .             | 452 |
| include/ <a href="#">astNodeFloat.hpp</a>               | Declare the Tang::AstNodeFloat class . . . . .               | 453 |
| include/ <a href="#">astNodeFor.hpp</a>                 | Declare the Tang::AstNodeFor class . . . . .                 | 454 |
| include/ <a href="#">astNodeFunctionCall.hpp</a>        | Declare the Tang::AstNodeFunctionCall class . . . . .        | 455 |
| include/ <a href="#">astNodeFunctionDeclaration.hpp</a> | Declare the Tang::AstNodeFunctionDeclaration class . . . . . | 456 |
| include/ <a href="#">astNodeIdentifier.hpp</a>          | Declare the Tang::AstNodeIdentifier class . . . . .          | 457 |
| include/ <a href="#">astNodeIfElse.hpp</a>              | Declare the Tang::AstNodeIfElse class . . . . .              | 457 |
| include/ <a href="#">astNodeIndex.hpp</a>               | Declare the Tang::AstNodeIndex class . . . . .               | 458 |

|   |     |
|---|-----|
| include/astNodeInteger.hpp                                    |     |
| Declare the Tang::AstNodeInteger class                        | 459 |
| include/astNodeLibrary.hpp                                    |     |
| Declare the Tang::AstNodeLibrary class                        | 460 |
| include/astNodeMap.hpp  |     |
| Declare the Tang::AstNodeMap class                            | 461 |
| include/astNodePeriod.hpp                                     |     |
| Declare the Tang::AstNodePeriod class                         | 463 |
| include/astNodePrint.hpp                                      |     |
| Declare the Tang::AstNodePrint class                          | 464 |
| include/astNodeRangedFor.hpp                                  |     |
| Declare the Tang::AstNodeRangedFor class                      | 465 |
| include/astNodeReturn.hpp                                     |     |
| Declare the Tang::AstNodeReturn class                         | 466 |
| include/astNodeSlice.hpp                                      |     |
| Declare the Tang::AstNodeSlice class                          | 467 |
| include/astNodeString.hpp                                     |     |
| Declare the Tang::AstNodeString class                         | 468 |
| include/astNodeTernary.hpp                                    |     |
| Declare the Tang::AstNodeTernary class                        | 469 |
| include/astNodeUnary.hpp                                      |     |
| Declare the Tang::AstNodeUnary class                          | 470 |
| include/astNodeUse.hpp  |     |
| Declare the Tang::AstNodeUse class                            | 471 |
| include/astNodeWhile.hpp                                      |     |
| Declare the Tang::AstNodeWhile class                          | 472 |
| include/computedExpression.hpp                                |     |
| Declare the Tang::ComputedExpression base class               | 473 |
| include/computedExpressionArray.hpp                           |     |
| Declare the Tang::ComputedExpressionArray class               | 473 |
| include/computedExpressionBoolean.hpp                         |     |
| Declare the Tang::ComputedExpressionBoolean class             | 474 |
| include/computedExpressionCompiledFunction.hpp                |     |
| Declare the Tang::ComputedExpressionCompiledFunction class    | 475 |
| include/computedExpressionError.hpp                           |     |
| Declare the Tang::ComputedExpressionError class               | 476 |
| include/computedExpressionFloat.hpp                           |     |
| Declare the Tang::ComputedExpressionFloat class               | 477 |
| include/computedExpressionInteger.hpp                         |     |
| Declare the Tang::ComputedExpressionInteger class             | 478 |
| include/computedExpressionIterator.hpp                        |     |
| Declare the Tang::ComputedExpressionIterator class            | 478 |
| include/computedExpressionIteratorEnd.hpp                     |     |
| Declare the Tang::ComputedExpressionIteratorEnd class         | 479 |
| include/computedExpressionLibrary.hpp                         |     |
| Declare the Tang::ComputedExpressionLibrary class             | 480 |
| include/computedExpressionLibraryBase.hpp                     |     |
| ??  |     |
| include/computedExpressionLibraryMath.hpp                     |     |
| Declare the Tang::ComputedExpressionLibraryMath class         | 481 |
| include/computedExpressionLibraryTang.hpp                     |     |
| Declare the Tang::ComputedExpressionLibraryTang class         | 483 |
| include/computedExpressionMap.hpp                             |     |
| Declare the Tang::ComputedExpressionMap class                 | 484 |
| include/computedExpressionNativeBoundFunction.hpp             |     |
| Declare the Tang::ComputedExpressionNativeBoundFunction class | 485 |
| include/computedExpressionNativeFunction.hpp                  |     |
| Declare the Tang::ComputedExpressionNativeFunction class      | 486 |

|   |  |     |
|---|--|-----|
| include/computedExpressionNativeLibraryFunction.hpp | Declare the <code>Tang::ComputedExpressionNativeLibraryFunction</code> class . . . . .                         | 487 |
| include/computedExpressionString.hpp                | Declare the <code>Tang::ComputedExpressionString</code> class . . . . .  | 488 |
| include/context.hpp                                 | Declare the <code>Tang::Context</code> class . . . . .   | 488 |
| include/error.hpp                                   | Declare the <code>Tang::Error</code> class used to describe syntax and runtime errors . . . . .                | 489 |
| include/garbageCollected.hpp                        | Declare the <code>Tang::GarbageCollected</code> class . . . . .  | 490 |
| include/htmlEscape.hpp                              | Declare the <code>Tang::HtmlEscape</code> used to tokenize a Tang script . . . . .                             | 491 |
| include/htmlEscapeAscii.hpp                         | Declare the <code>Tang::HtmlEscapeAscii</code> used to tokenize a Tang script . . . . .                        | 492 |
| include/macros.hpp                                  | Contains generic macros . . . . .  | 494 |
| include/opcode.hpp                                  | Declare the Opcodes used in the Bytecode representation of a program . . . . .                                 | 495 |
| include/percentEncode.hpp                           | Declare the <code>Tang::PercentEncode</code> used to tokenize a Tang script . . . . .                          | 498 |
| include/program.hpp                                 | Declare the <code>Tang::Program</code> class used to compile and execute source code . . . . .                 | 499 |
| include/singleObjectPool.hpp                        | Declare the <code>Tang::SingletonObjectPool</code> class . . . . .   | 501 |
| include/tang.hpp                                    | Header file supplied for use by 3rd party code so that they can easily include all necessary headers . . . . . | 502 |
| include/tangBase.hpp                                | Declare the <code>Tang::TangBase</code> class used to interact with Tang . . . . .                             | 503 |
| include/tangScanner.hpp                             | Declare the <code>Tang::TangScanner</code> used to tokenize a Tang script . . . . .                            | 504 |
| include/unescape.hpp                                | Declare the <code>Tang::Unescape</code> used to tokenize a Tang script . . . . .                               | 505 |
| include/unicodeString.hpp                           | Contains the code to interface with the ICU library . . . . .  | 506 |
| src/astNode.cpp                                     | Define the <code>Tang::AstNode</code> class . . . . .  | 509 |
| src/astNodeArray.cpp                                | Define the <code>Tang::AstNodeArray</code> class . . . . .   | 510 |
| src/astNodeAssign.cpp                               | Define the <code>Tang::AstNodeAssign</code> class . . . . .  | 511 |
| src/astNodeBinary.cpp                               | Define the <code>Tang::AstNodeBinary</code> class . . . . .  | 511 |
| src/astNodeBlock.cpp                                | Define the <code>Tang::AstNodeBlock</code> class . . . . .   | 512 |
| src/astNodeBoolean.cpp                              | Define the <code>Tang::AstNodeBoolean</code> class . . . . .   | 512 |
| src/astNodeBreak.cpp                                | Define the <code>Tang::AstNodeBreak</code> class . . . . .   | 513 |
| src/astNodeCast.cpp                                 | Define the <code>Tang::AstNodeCast</code> class . . . . .  | 514 |
| src/astNodeContinue.cpp                             | Define the <code>Tang::AstNodeContinue</code> class . . . . .  | 514 |
| src/astNodeDoWhile.cpp                              | Define the <code>Tang::AstNodeDoWhile</code> class . . . . .   | 515 |
| src/astNodeFloat.cpp                                | Define the <code>Tang::AstNodeFloat</code> class . . . . .   | 515 |

|  |   |     |
|--|---|-----|
| src/astNodeFor.cpp                         | Define the Tang::AstNodeFor class . . . . .                         | 516 |
| src/astNodeFunctionCall.cpp                | Define the Tang::AstNodeFunctionCall class . . . . .                | 516 |
| src/astNodeFunctionDeclaration.cpp         | Define the Tang::AstNodeFunctionDeclaration class . . . . .         | 517 |
| src/astNodeIdentifier.cpp                  | Define the Tang::AstNodeIdentifier class . . . . .                  | 517 |
| src/astNodeIfElse.cpp                      | Define the Tang::AstNodeIfElse class . . . . .                      | 518 |
| src/astNodeIndex.cpp                       | Define the Tang::AstNodeIndex class . . . . .                       | 518 |
| src/astNodeInteger.cpp                     | Define the Tang::AstNodeInteger class . . . . .                     | 519 |
| src/astNodeLibrary.cpp                     | Define the Tang::AstNodeLibrary class . . . . .                     | 520 |
| src/astNodeMap.cpp                         | Define the Tang::AstNodeMap class . . . . .                         | 520 |
| src/astNodePeriod.cpp                      | Define the Tang::AstNodePeriod class . . . . .                      | 521 |
| src/astNodePrint.cpp                       | Define the Tang::AstNodePrint class . . . . .                       | 521 |
| src/astNodeRangedFor.cpp                   | Define the Tang::AstNodeRangedFor class . . . . .                   | 522 |
| src/astNodeReturn.cpp                      | Define the Tang::AstNodeReturn class . . . . .                      | 522 |
| src/astNodeSlice.cpp                       | Define the Tang::AstNodeSlice class . . . . .                       | 523 |
| src/astNodeString.cpp                      | Define the Tang::AstNodeString class . . . . .                      | 524 |
| src/astNodeTernary.cpp                     | Define the Tang::AstNodeTernary class . . . . .                     | 524 |
| src/astNodeUnary.cpp                       | Define the Tang::AstNodeUnary class . . . . .                       | 525 |
| src/astNodeUse.cpp                         | Define the Tang::AstNodeUse class . . . . .                         | 525 |
| src/astNodeWhile.cpp                       | Define the Tang::AstNodeWhile class . . . . .                       | 526 |
| src/computedExpression.cpp                 | Define the Tang::ComputedExpression class . . . . .                 | 526 |
| src/computedExpressionArray.cpp            | Define the Tang::ComputedExpressionArray class . . . . .            | 527 |
| src/computedExpressionBoolean.cpp          | Define the Tang::ComputedExpressionBoolean class . . . . .          | 528 |
| src/computedExpressionCompiledFunction.cpp | Define the Tang::ComputedExpressionCompiledFunction class . . . . . | 528 |
| src/computedExpressionError.cpp            | Define the Tang::ComputedExpressionError class . . . . .            | 529 |
| src/computedExpressionFloat.cpp            | Define the Tang::ComputedExpressionFloat class . . . . .            | 529 |
| src/computedExpressionInteger.cpp          | Define the Tang::ComputedExpressionInteger class . . . . .          | 530 |
| src/computedExpressionIterator.cpp         | Define the Tang::ComputedExpressionIterator class . . . . .         | 531 |
| src/computedExpressionIteratorEnd.cpp      | Define the Tang::ComputedExpressionIteratorEnd class . . . . .      | 531 |
| src/computedExpressionLibrary.cpp          | Define the Tang::ComputedExpressionLibrary class . . . . .          | 532 |

|   |   |     |
|---|---|-----|
| src/computedExpressionLibraryMath.cpp           | Define the Tang::ComputedExpressionLibraryMath class . . . . .  | 532 |
| src/computedExpressionLibraryTang.cpp           | Define the Tang::ComputedExpressionLibraryTang class . . . . .  | 533 |
| src/computedExpressionMap.cpp                   | Define the Tang::ComputedExpressionMap class . . . . .  | 534 |
| src/computedExpressionNativeBoundFunction.cpp   | Define the Tang::ComputedExpressionNativeBoundFunction class . . . . .                                  | 534 |
| src/computedExpressionNativeFunction.cpp        | Define the Tang::ComputedExpressionNativeFunction class . . . . .                                       | 535 |
| src/computedExpressionNativeLibraryFunction.cpp | Define the Tang::ComputedExpressionNativeLibraryFunction class . . . . .                                | 535 |
| src/computedExpressionString.cpp                | Define the Tang::ComputedExpressionString class . . . . .   | 536 |
| src/context.cpp                                 | Define the Tang::Context class . . . . .  | 537 |
| src/error.cpp                                   | Define the Tang::Error class . . . . .  | 537 |
| src/garbageCollected.cpp                        | . . . . .   | 538 |
| src/opcode.cpp                                  | Define the Tang::Program::dumpBytecode method . . . . .   | 539 |
| src/program-analyze.cpp                         | Define the Tang::Program::dumpBytecode method . . . . .   | 540 |
| src/program-dumpBytecode.cpp                    | Define the Tang::Program::dumpBytecode method . . . . .   | 541 |
| src/program-execute.cpp                         | Define the Tang::Program::execute method . . . . .  | 543 |
| src/program-optimize.cpp                        | Define the Tang::Program::optimize method . . . . .   | 545 |
| src/program.cpp                                 | Define the Tang::Program class . . . . .  | 546 |
| src/tang.cpp                                    | Code for the Tang command line interpreter . . . . .  | 547 |
| src/tangBase.cpp                                | Define the Tang::TangBase class . . . . .   | 547 |
| src/unicodeString.cpp                           | Contains the function declarations for the Tang::UnicodeString class and the interface to ICU . . . . . | 548 |
| test/test.cpp                                   | Test the general language behaviors . . . . .   | 549 |
| test/testGarbageCollected.cpp                   | Test the generic behavior of the Tang::GarbageCollected class . . . . .                                 | 550 |
| test/testSingletonObjectPool.cpp                | Test the generic behavior of the Tang::SingletonObjectPool class . . . . .                              | 551 |
| test/testUnicodeString.cpp                      | Contains tests for the Tang::UnicodeString class . . . . .  | 552 |



# Chapter 5

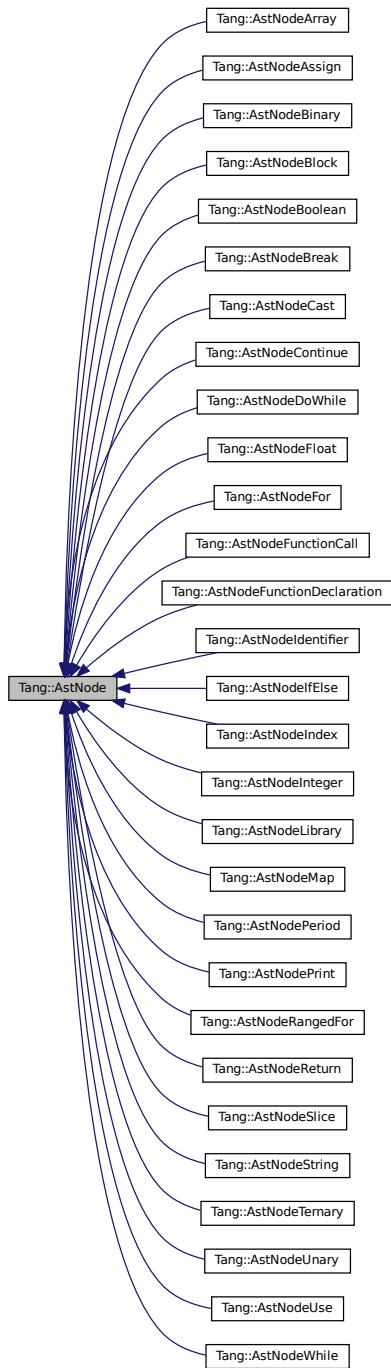
## Class Documentation

### 5.1 Tang::AstNode Class Reference

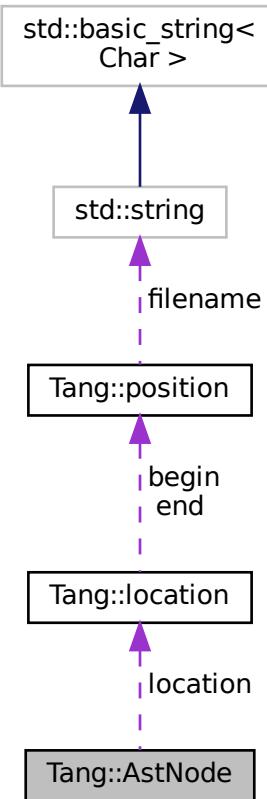
Base class for representing nodes of an Abstract Syntax Tree (AST).

```
#include <astNode.hpp>
```

Inheritance diagram for Tang::AstNode:



Collaboration diagram for Tang::AstNode:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNode (Tang::location location)`  
*The generic constructor.*
- `virtual ~AstNode ()`  
*The object destructor.*
- `virtual std::string dump (std::string indent="") const`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const`  
*Compile the ast of the provided `Tang::Program`.*
- `virtual void compilePreprocess (Program &program, PreprocessState state) const`  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

### 5.1.1 Detailed Description

Base class for representing nodes of an Abstract Syntax Tree (AST).

By default, it will represent a NULL value. There will be *many* derived classes, each one conveying the syntactic meaning of the code that it represents.

### 5.1.2 Member Enumeration Documentation

#### 5.1.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |   |
|--------------|---|
| Default      | The default state.  |
| IsAssignment | <code>AstNode</code> is part of an assignment expression. |

### 5.1.3 Constructor & Destructor Documentation

#### 5.1.3.1 AstNode()

```
AstNode::AstNode (
    Tang::location location )
```

The generic constructor.

It should never be called on its own.

Parameters

|                       |   |
|-----------------------|---|
| <code>location</code> | The location associated with this node. |
|-----------------------|---|

## 5.1.4 Member Function Documentation

### 5.1.4.1 compile()

```
void AstNode::compile (
    Tang::Program & program ) const [virtual]
```

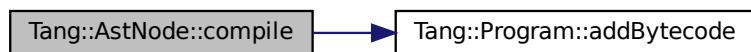
Compile the ast of the provided [Tang::Program](#).

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUse](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodeString](#), [Tang::AstNodeSlice](#), [Tang::AstNodeReturn](#), [Tang::AstNodeRangedFor](#), [Tang::AstNodePrint](#), [Tang::AstNodePeriod](#), [Tang::AstNodeMap](#), [Tang::AstNodeLibrary](#), [Tang::AstNodeInteger](#), [Tang::AstNodeIndex](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeIdentifier](#), [Tang::AstNodeFunctionDeclaration](#), [Tang::AstNodeFunctionCall](#), [Tang::AstNodeFor](#), [Tang::AstNodeFloat](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeContinue](#), [Tang::AstNodeCast](#), [Tang::AstNodeBreak](#), [Tang::AstNodeBoolean](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), [Tang::AstNodeAssign](#), and [Tang::AstNodeArray](#).

Here is the call graph for this function:



### 5.1.4.2 compilePreprocess()

```
void AstNode::compilePreprocess (
    Program & program,
    PreprocessState state ) const [virtual]
```

Run any preprocess analysis needed before compilation.

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUse](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#),

`Tang::AstNodeString`, `Tang::AstNodeSlice`, `Tang::AstNodeReturn`, `Tang::AstNodeRangedFor`, `Tang::AstNodePrint`, `Tang::AstNodePeriod`, `Tang::AstNodeMap`, `Tang::AstNodeLibrary`, `Tang::AstNodeIndex`, `Tang::AstNodeIfElse`, `Tang::AstNodeIdentifier`, `Tang::AstNodeFunctionDeclaration`, `Tang::AstNodeFunctionCall`, `Tang::AstNodeFor`, `Tang::AstNodeDoWhile`, `Tang::AstNodeCast`, `Tang::AstNodeBlock`, `Tang::AstNodeBinary`, `Tang::AstNodeAssign`, and `Tang::AstNodeArray`.

### 5.1.4.3 `dump()`

```
string AstNode::dump (
    std::string indent = "" ) const [virtual]
```

Return a string that describes the contents of the node.

#### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

#### Returns

The value as a string.

Reimplemented in `Tang::AstNodeWhile`, `Tang::AstNodeUse`, `Tang::AstNodeUnary`, `Tang::AstNodeTernary`, `Tang::AstNodeString`, `Tang::AstNodeSlice`, `Tang::AstNodeReturn`, `Tang::AstNodeRangedFor`, `Tang::AstNodePrint`, `Tang::AstNodePeriod`, `Tang::AstNodeMap`, `Tang::AstNodeLibrary`, `Tang::AstNodeInteger`, `Tang::AstNodeIndex`, `Tang::AstNodeIfElse`, `Tang::AstNodeIdentifier`, `Tang::AstNodeFunctionDeclaration`, `Tang::AstNodeFunctionCall`, `Tang::AstNodeFor`, `Tang::AstNodeFloat`, `Tang::AstNodeDoWhile`, `Tang::AstNodeContinue`, `Tang::AstNodeCast`, `Tang::AstNodeBreak`, `Tang::AstNodeBoolean`, `Tang::AstNodeBlock`, `Tang::AstNodeBinary`, `Tang::AstNodeAssign`, and `Tang::AstNodeArray`.

Here is the call graph for this function:



The documentation for this class was generated from the following files:

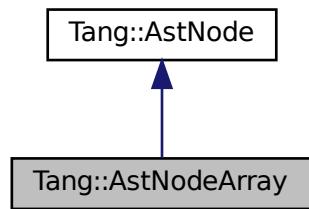
- include/astNode.hpp
- src/astNode.cpp

## 5.2 Tang::AstNodeArray Class Reference

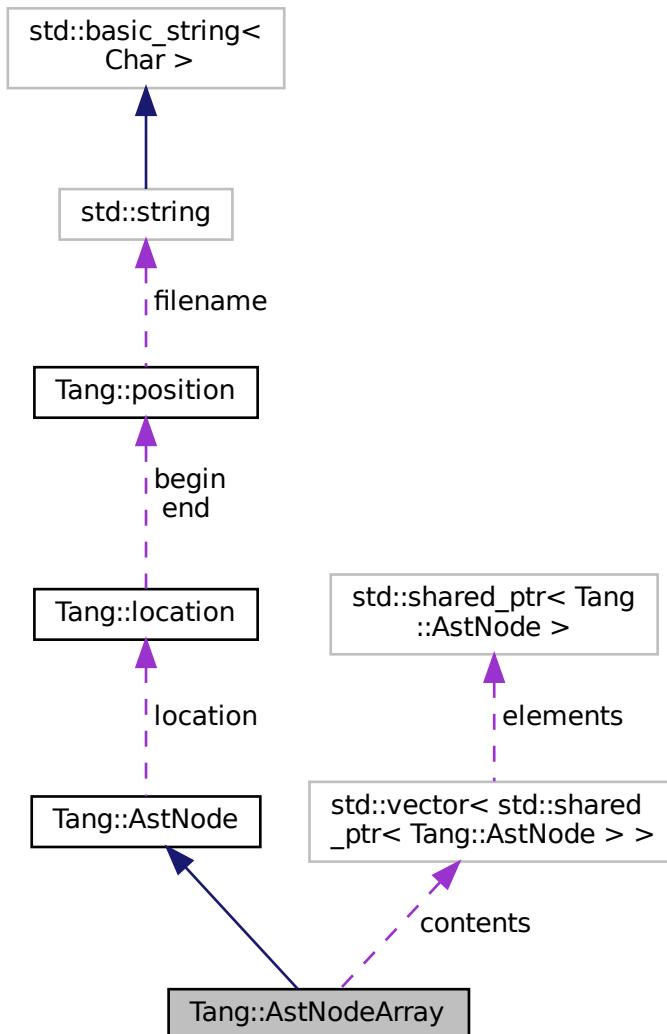
An [AstNode](#) that represents an array literal.

```
#include <astNodeArray.hpp>
```

Inheritance diagram for Tang::AstNodeArray:



Collaboration diagram for Tang::AstNodeArray:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeArray (std::vector< std::shared_ptr< Tang::AstNode >> contents, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`

*Compile the ast of the provided [Tang::Program](#).*

- virtual void [compilePreprocess](#) ([Program](#) &program, [PreprocessState](#) state) const override  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- [Tang::location](#) location  
*The location associated with this node.*

## Private Attributes

- std::vector< std::shared\_ptr< [Tang::AstNode](#) > > contents  
*The contents of the array.*

### 5.2.1 Detailed Description

An [AstNode](#) that represents an array literal.

### 5.2.2 Member Enumeration Documentation

#### 5.2.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |  |
|--------------|--|
| Default      | The default state.   |
| IsAssignment | <a href="#">AstNode</a> is part of an assignment expression. |

### 5.2.3 Constructor & Destructor Documentation

#### 5.2.3.1 AstNodeArray()

```
AstNodeArray::AstNodeArray (
    std::vector< std::shared_ptr< Tang::AstNode > > contents,
    Tang::location location )
```

The constructor.

**Parameters**

|                 |  |
|-----------------|--|
| <i>contents</i> | The contents of the array.                   |
| <i>location</i> | The location associated with the expression. |

**5.2.4 Member Function Documentation****5.2.4.1 compile()**

```
void AstNodeArray::compile (
    Tang::Program & program ) const [override], [virtual]
```

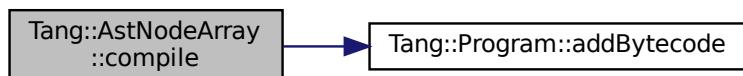
Compile the ast of the provided [Tang::Program](#).

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:

**5.2.4.2 compilePreprocess()**

```
void AstNodeArray::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

### 5.2.4.3 dump()

```
string AstNodeArray::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

#### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

#### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

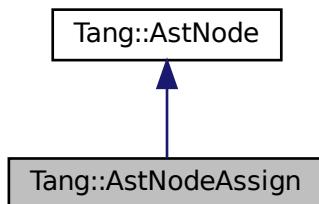
- [include/astNodeArray.hpp](#)
- [src/astNodeArray.cpp](#)

## 5.3 Tang::AstNodeAssign Class Reference

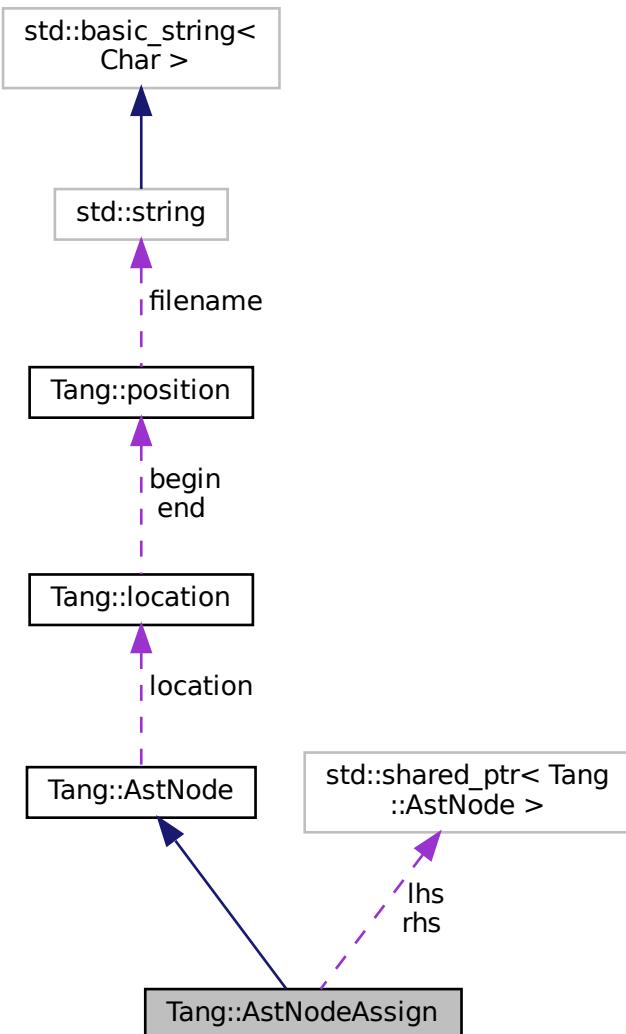
An [AstNode](#) that represents a binary expression.

```
#include <astNodeAssign.hpp>
```

Inheritance diagram for Tang::AstNodeAssign:



Collaboration diagram for Tang::AstNodeAssign:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeAssign (std::shared_ptr< AstNode > lhs, std::shared_ptr< AstNode > rhs, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`

*Compile the ast of the provided [Tang::Program](#).*

- virtual void [compilePreprocess](#) ([Program](#) &program, [PreprocessState](#) state) const override  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- [Tang::location](#) location  
*The location associated with this node.*

## Private Attributes

- std::shared\_ptr<[AstNode](#)> lhs  
*The left hand side expression.*
- std::shared\_ptr<[AstNode](#)> rhs  
*The right hand side expression.*

### 5.3.1 Detailed Description

An [AstNode](#) that represents a binary expression.

### 5.3.2 Member Enumeration Documentation

#### 5.3.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |  |
|--------------|--|
| Default      | The default state.   |
| IsAssignment | <a href="#">AstNode</a> is part of an assignment expression. |

### 5.3.3 Constructor & Destructor Documentation

#### 5.3.3.1 AstNodeAssign()

```
AstNodeAssign::AstNodeAssign (
    std::shared_ptr<AstNode> lhs,
```

```
std::shared_ptr< AstNode > rhs,
Tang::location location )
```

The constructor.

#### Parameters

|                 |  |
|-----------------|--|
| <i>lhs</i>      | The left hand side expression.               |
| <i>rhs</i>      | The right hand side expression.              |
| <i>location</i> | The location associated with the expression. |

### 5.3.4 Member Function Documentation

#### 5.3.4.1 compile()

```
void AstNodeAssign::compile (
    Tang::Program & program ) const [override], [virtual]
```

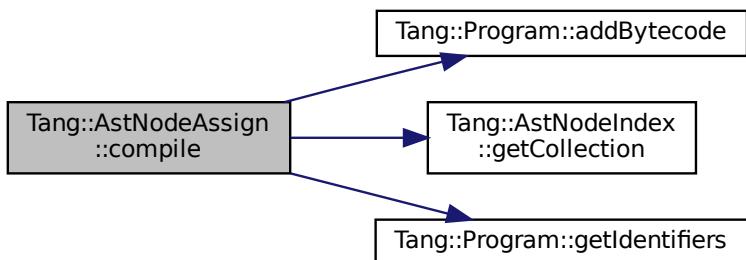
Compile the ast of the provided [Tang::Program](#).

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



### 5.3.4.2 compilePreprocess()

```
void AstNodeAssign::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

### 5.3.4.3 dump()

```
string AstNodeAssign::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

#### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

#### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

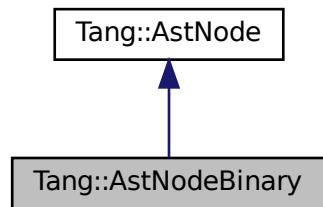
- [include/astNodeAssign.hpp](#)
- [src/astNodeAssign.cpp](#)

## 5.4 Tang::AstNodeBinary Class Reference

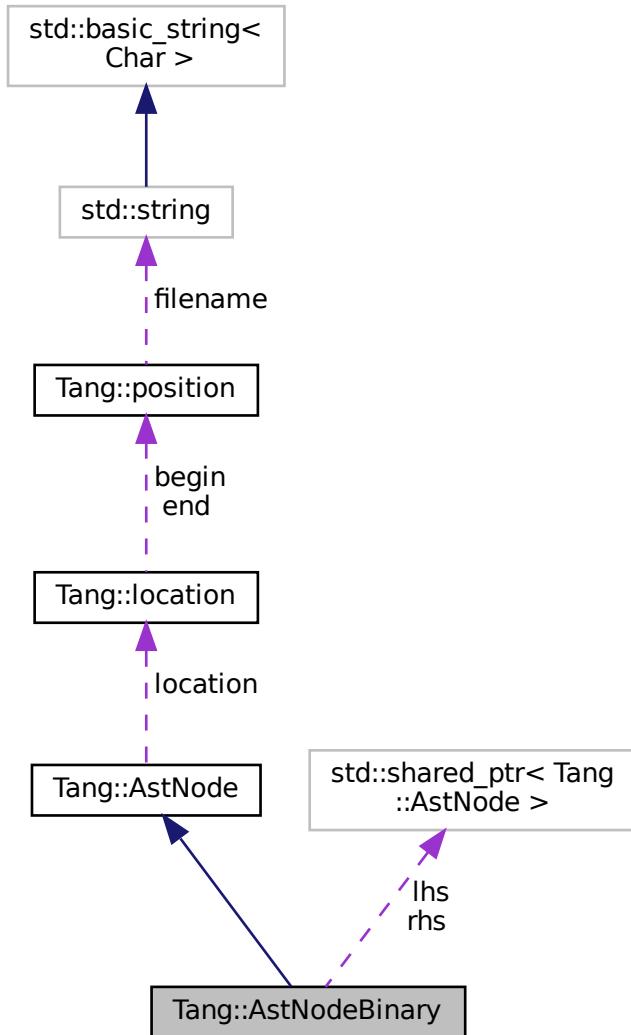
An [AstNode](#) that represents a binary expression.

```
#include <astNodeBinary.hpp>
```

Inheritance diagram for Tang::AstNodeBinary:



Collaboration diagram for Tang::AstNodeBinary:



## Public Types

- enum `Operation` {
 `Add` , `Subtract` , `Multiply` , `Divide` ,
 `Modulo` , `LessThan` , `LessThanEqual` , `GreaterThan` ,
 `GreaterThanOrEqualTo` , `Equal` , `NotEqual` , `And` ,
 `Or` }
 

*Indicates the type of binary expression that this node represents.*
- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
 

*Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeBinary (Operation op, std::shared_ptr< AstNode > lhs, std::shared_ptr< AstNode > rhs, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`  
*Compile the ast of the provided Tang::Program.*
- `virtual void compilePreprocess (Program &program, PreprocessState state) const override`  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- `Operation op`  
*The binary operation performed.*
- `std::shared_ptr< AstNode > lhs`  
*The left hand side expression.*
- `std::shared_ptr< AstNode > rhs`  
*The right hand side expression.*

### 5.4.1 Detailed Description

An `AstNode` that represents a binary expression.

### 5.4.2 Member Enumeration Documentation

#### 5.4.2.1 Operation

```
enum Tang::AstNodeBinary::Operation
```

Indicates the type of binary expression that this node represents.

#### Enumerator

|                  |                       |
|------------------|-----------------------|
| Add              | Indicates lhs + rhs.  |
| Subtract         | Indicates lhs - rhs.  |
| Multiply         | Indicates lhs * rhs.  |
| Divide           | Indicates lhs / rhs.  |
| Modulo           | Indicates lhs % rhs.  |
| LessThan         | Indicates lhs < rhs.  |
| LessThanEqual    | Indicates lhs <= rhs. |
| GreaterThan      | Indicates lhs > rhs.  |
| GreaterThanEqual | Indicates lhs >= rhs. |
| Equal            | Indicates lhs == rhs. |

### 5.4.2.2 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |  |
|--------------|--|
| Default      | The default state.   |
| IsAssignment | <a href="#">AstNode</a> is part of an assignment expression. |

### 5.4.3 Constructor & Destructor Documentation

#### 5.4.3.1 AstNodeBinary()

```
AstNodeBinary::AstNodeBinary (
    Operation op,
    std::shared_ptr< AstNode > lhs,
    std::shared_ptr< AstNode > rhs,
    Tang::location location )
```

The constructor.

Parameters

|                 |  |
|-----------------|--|
| <i>op</i>       | The <a href="#">Tang::AstNodeBinary::Operation</a> to perform. |
| <i>lhs</i>      | The left hand side expression.                                 |
| <i>rhs</i>      | The right hand side expression.                                |
| <i>location</i> | The location associated with the expression.                   |

### 5.4.4 Member Function Documentation

#### 5.4.4.1 compile()

```
void AstNodeBinary::compile (
    Tang::Program & program ) const [override], [virtual]
```

Compile the ast of the provided [Tang::Program](#).

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

**5.4.4.2 compilePreprocess()**

```
void AstNodeBinary::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

**5.4.4.3 dump()**

```
string AstNodeBinary::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

**Parameters**

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

**Returns**

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

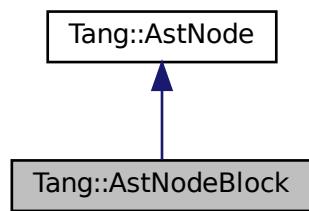
- [include/astNodeBinary.hpp](#)
- [src/astNodeBinary.cpp](#)

## 5.5 Tang::AstNodeBlock Class Reference

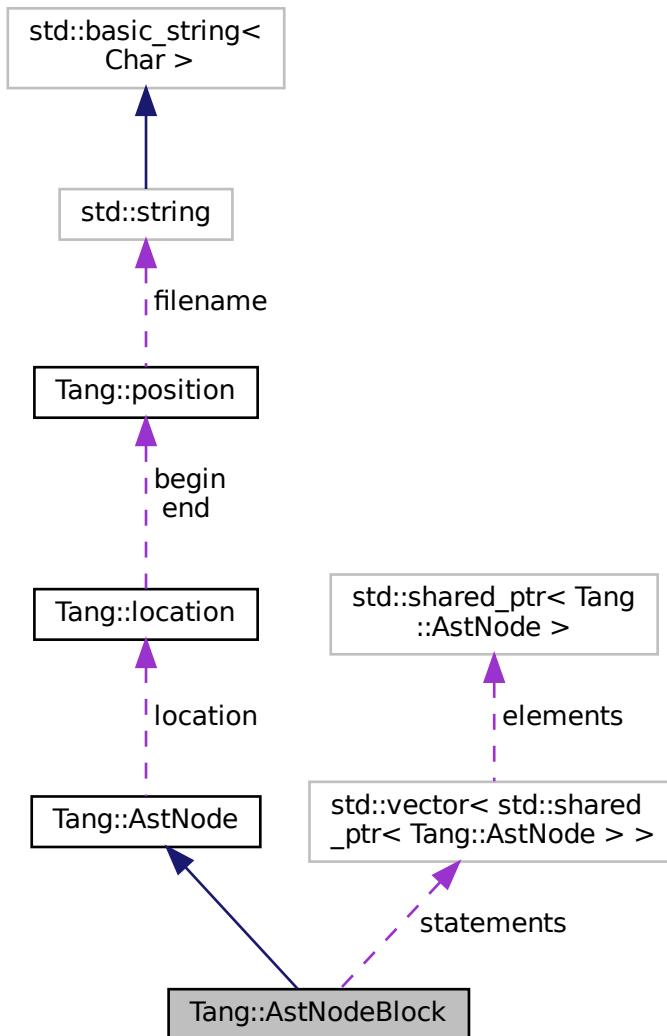
An [AstNode](#) that represents a code block.

```
#include <astNodeBlock.hpp>
```

Inheritance diagram for Tang::AstNodeBlock:



Collaboration diagram for Tang::AstNodeBlock:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeBlock` (const `std::vector<std::shared_ptr<AstNode>>` &`statements`, `Tang::location` `location`)  
*The constructor.*
- virtual `std::string` `dump` (`std::string` `indent=""`) const override  
*Return a string that describes the contents of the node.*
- virtual void `compile` (`Tang::Program` &`program`) const override

*Compile the ast of the provided [Tang::Program](#).*

- virtual void [compilePreprocess](#) ([Program](#) &program, [PreprocessState](#) state) const override  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- [Tang::location](#) location  
*The location associated with this node.*

## Private Attributes

- std::vector< std::shared\_ptr< [AstNode](#) > > statements  
*The statements included in the code block.*

### 5.5.1 Detailed Description

An [AstNode](#) that represents a code block.

### 5.5.2 Member Enumeration Documentation

#### 5.5.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |  |
|--------------|--|
| Default      | The default state.   |
| IsAssignment | <a href="#">AstNode</a> is part of an assignment expression. |

### 5.5.3 Constructor & Destructor Documentation

#### 5.5.3.1 AstNodeBlock()

```
AstNodeBlock::AstNodeBlock (
    const std::vector< std::shared_ptr< AstNode >> & statements,
    Tang::location location )
```

The constructor.

**Parameters**

|                   |  |
|-------------------|--|
| <i>statements</i> | The statements of the code block.            |
| <i>location</i>   | The location associated with the expression. |

**5.5.4 Member Function Documentation****5.5.4.1 compile()**

```
void AstNodeBlock::compile (
    Tang::Program & program ) const [override], [virtual]
```

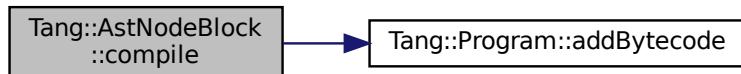
Compile the ast of the provided [Tang::Program](#).

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:

**5.5.4.2 compilePreprocess()**

```
void AstNodeBlock::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

### 5.5.4.3 dump()

```
string AstNodeBlock::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

#### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

#### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

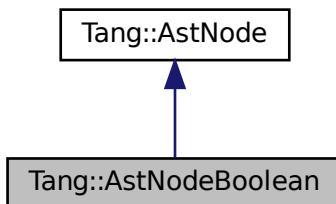
- [include/astNodeBlock.hpp](#)
- [src/astNodeBlock.cpp](#)

## 5.6 Tang::AstNodeBoolean Class Reference

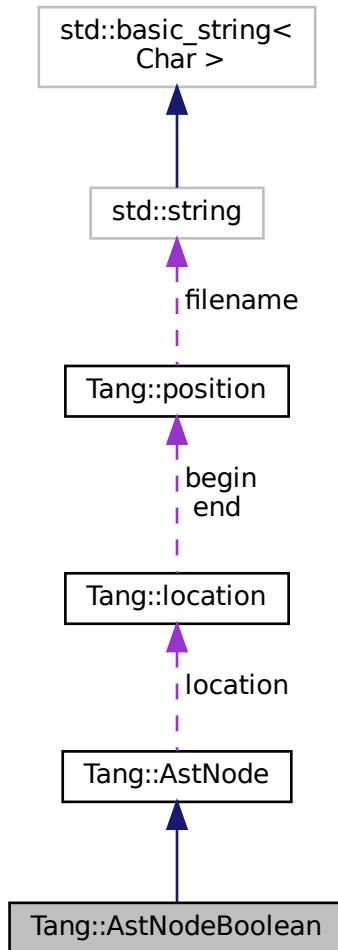
An [AstNode](#) that represents a boolean literal.

```
#include <astNodeBoolean.hpp>
```

Inheritance diagram for Tang::AstNodeBoolean:



Collaboration diagram for Tang::AstNodeBoolean:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeBoolean (bool val, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`  
*Compile the ast of the provided Tang::Program.*
- `virtual void compilePreprocess (Program &program, PreprocessState state) const`  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- [Tang::location location](#)  
*The location associated with this node.*

## Private Attributes

- bool [val](#)  
*The boolean value being stored.*

### 5.6.1 Detailed Description

An [AstNode](#) that represents a boolean literal.

### 5.6.2 Member Enumeration Documentation

#### 5.6.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

##### Enumerator

|              |  |
|--------------|--|
| Default      | The default state.   |
| IsAssignment | <a href="#">AstNode</a> is part of an assignment expression. |

### 5.6.3 Constructor & Destructor Documentation

#### 5.6.3.1 AstNodeBoolean()

```
AstNodeBoolean::AstNodeBoolean (
    bool val,
    Tang::location location )
```

The constructor.

##### Parameters

|                          |  |
|--------------------------|--|
| <a href="#">val</a>      | The boolean to represent.                    |
| <a href="#">location</a> | The location associated with the expression. |

## 5.6.4 Member Function Documentation

### 5.6.4.1 compile()

```
void AstNodeBoolean::compile (
    Tang::Program & program ) const [override], [virtual]
```

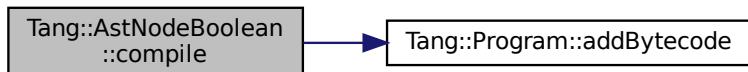
Compile the ast of the provided [Tang::Program](#).

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



### 5.6.4.2 compilePreprocess()

```
void AstNode::compilePreprocess (
    Program & program,
    PreprocessState state ) const [virtual], [inherited]
```

Run any preprocess analysis needed before compilation.

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUse](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodeString](#), [Tang::AstNodeSlice](#), [Tang::AstNodeReturn](#), [Tang::AstNodeRangedFor](#), [Tang::AstNodePrint](#), [Tang::AstNodePeriod](#), [Tang::AstNodeMap](#), [Tang::AstNodeLibrary](#), [Tang::AstNodeIndex](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeIdentifier](#), [Tang::AstNodeFunctionDeclaration](#), [Tang::AstNodeFunctionCall](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeCast](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), [Tang::AstNodeAssign](#), and [Tang::AstNodeArray](#).

### 5.6.4.3 dump()

```
string AstNodeBoolean::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

#### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

#### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

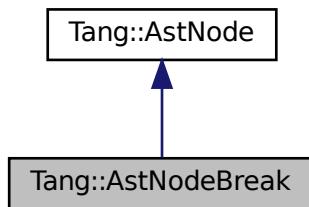
- [include/astNodeBoolean.hpp](#)
- [src/astNodeBoolean.cpp](#)

## 5.7 Tang::AstNodeBreak Class Reference

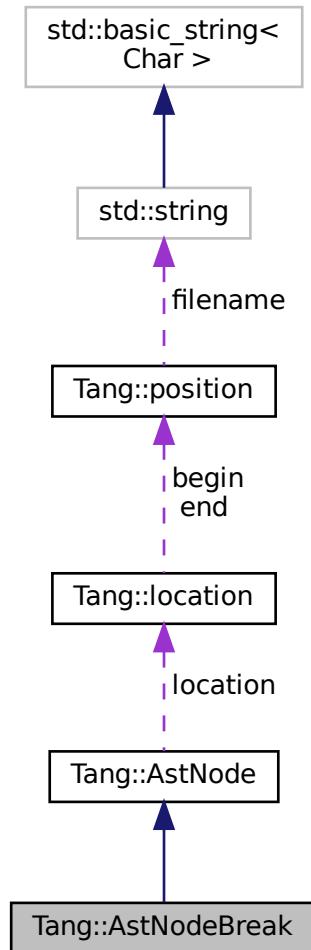
An [AstNode](#) that represents a `break` statement.

```
#include <astNodeBreak.hpp>
```

Inheritance diagram for Tang::AstNodeBreak:



Collaboration diagram for Tang::AstNodeBreak:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeBreak (Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`  
*Compile the ast of the provided `Tang::Program`.*
- `virtual void compilePreprocess (Program &program, PreprocessState state) const`  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

### 5.7.1 Detailed Description

An `AstNode` that represents a `break` statement.

### 5.7.2 Member Enumeration Documentation

#### 5.7.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |   |
|--------------|---|
| Default      | The default state.  |
| IsAssignment | <code>AstNode</code> is part of an assignment expression. |

### 5.7.3 Constructor & Destructor Documentation

#### 5.7.3.1 AstNodeBreak()

```
AstNodeBreak::AstNodeBreak (
    Tang::location location )
```

The constructor.

Parameters

|                       |  |
|-----------------------|--|
| <code>location</code> | The location associated with the expression. |
|-----------------------|--|

### 5.7.4 Member Function Documentation

### 5.7.4.1 compile()

```
void AstNodeBreak::compile (
    Tang::Program & program ) const [override], [virtual]
```

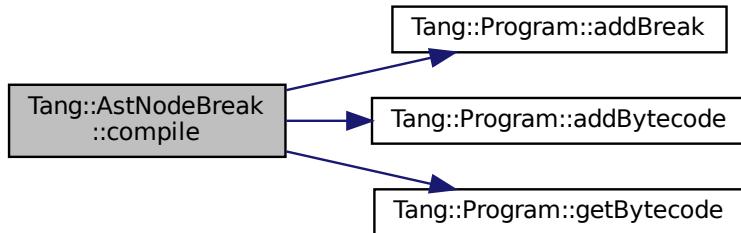
Compile the ast of the provided [Tang::Program](#).

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



### 5.7.4.2 compilePreprocess()

```
void AstNode::compilePreprocess (
    Program & program,
    PreprocessState state ) const [virtual], [inherited]
```

Run any preprocess analysis needed before compilation.

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUse](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodeString](#), [Tang::AstNodeSlice](#), [Tang::AstNodeReturn](#), [Tang::AstNodeRangedFor](#), [Tang::AstNodePrint](#), [Tang::AstNodePeriod](#), [Tang::AstNodeMap](#), [Tang::AstNodeLibrary](#), [Tang::AstNodeIndex](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeIdentifier](#), [Tang::AstNodeFunctionDeclaration](#), [Tang::AstNodeFunctionCall](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeCast](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), [Tang::AstNodeAssign](#), and [Tang::AstNodeArray](#).

### 5.7.4.3 dump()

```
string AstNodeBreak::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

#### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

#### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

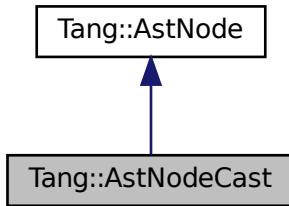
- [include/astNodeBreak.hpp](#)
- [src/astNodeBreak.cpp](#)

## 5.8 Tang::AstNodeCast Class Reference

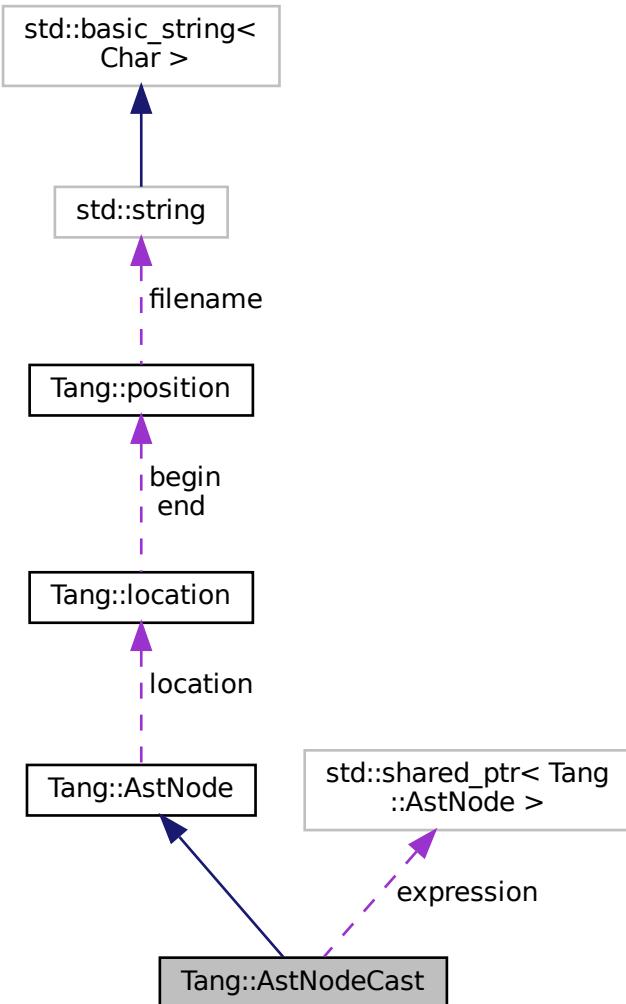
An [AstNode](#) that represents a typecast of an expression.

```
#include <astNodeCast.hpp>
```

Inheritance diagram for Tang::AstNodeCast:



Collaboration diagram for Tang::AstNodeCast:



## Public Types

- enum `Type` { `Integer` , `Float` , `Boolean` , `String` }  
*The possible types that can be cast to.*
- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }  
*Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeCast (Type targetType, std::shared_ptr< AstNode > expression, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`

*Return a string that describes the contents of the node.*

- virtual void `compile (Tang::Program &program)` const override  
*Compile the ast of the provided Tang::Program.*
- virtual void `compilePreprocess (Program &program, PreprocessState state)` const override  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- `Type targetType`  
*The target type.*
- `std::shared_ptr< AstNode > expression`  
*The expression being typecast.*

### 5.8.1 Detailed Description

An `AstNode` that represents a typecast of an expression.

### 5.8.2 Member Enumeration Documentation

#### 5.8.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

##### Enumerator

|              |   |
|--------------|---|
| Default      | The default state.  |
| IsAssignment | <code>AstNode</code> is part of an assignment expression. |

#### 5.8.2.2 Type

```
enum Tang::AstNodeCast::Type
```

The possible types that can be cast to.

## Enumerator

|         |   |
|---------|---|
| Integer | Cast to a <a href="#">Tang::ComputedExpressionInteger</a> . |
| Float   | Cast to a <a href="#">Tang::ComputedExpressionFloat</a> .   |
| Boolean | Cast to a <a href="#">Tang::ComputedExpressionBoolean</a> . |
| String  | Cast to a <a href="#">Tang::ComputedExpressionString</a> .  |

**5.8.3 Constructor & Destructor Documentation****5.8.3.1 AstNodeCast()**

```
AstNodeCast::AstNodeCast (
    Type targetType,
    std::shared_ptr< AstNode > expression,
    Tang::location location )
```

The constructor.

**Parameters**

|                   |  |
|-------------------|--|
| <i>targetType</i> | The target type that the expression will be cast to. |
| <i>expression</i> | The expression to be typecast.                       |
| <i>location</i>   | The location associated with this node.              |

**5.8.4 Member Function Documentation****5.8.4.1 compile()**

```
void AstNodeCast::compile (
    Tang::Program & program ) const [override], [virtual]
```

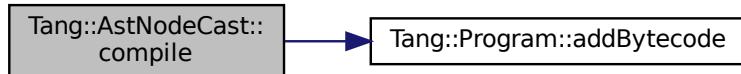
Compile the ast of the provided [Tang::Program](#).

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



#### 5.8.4.2 compilePreprocess()

```
void AstNodeCast::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

##### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

#### 5.8.4.3 dump()

```
string AstNodeCast::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

##### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

##### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

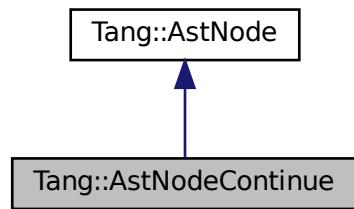
- [include/astNodeCast.hpp](#)
- [src/astNodeCast.cpp](#)

## 5.9 Tang::AstNodeContinue Class Reference

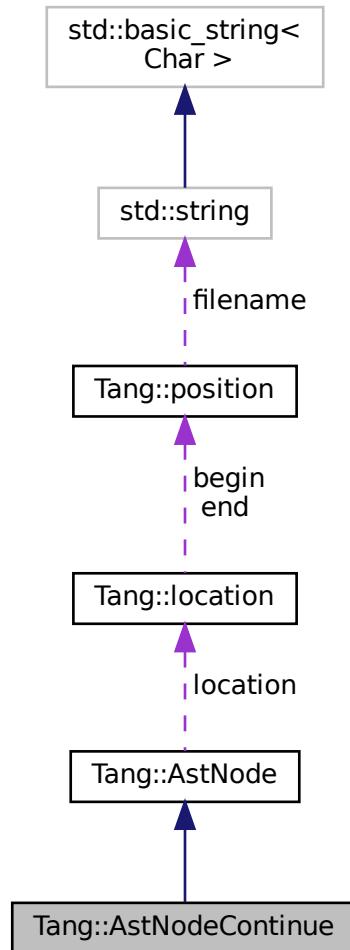
An [AstNode](#) that represents a `continue` statement.

```
#include <astNodeContinue.hpp>
```

Inheritance diagram for Tang::AstNodeContinue:



Collaboration diagram for Tang::AstNodeContinue:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeContinue (Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`  
*Compile the ast of the provided `Tang::Program`.*
- `virtual void compilePreprocess (Program &program, PreprocessState state) const`  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

### 5.9.1 Detailed Description

An `AstNode` that represents a `continue` statement.

### 5.9.2 Member Enumeration Documentation

#### 5.9.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |   |
|--------------|---|
| Default      | The default state.  |
| IsAssignment | <code>AstNode</code> is part of an assignment expression. |

### 5.9.3 Constructor & Destructor Documentation

#### 5.9.3.1 AstNodeContinue()

```
AstNodeContinue::AstNodeContinue (
    Tang::location location )
```

The constructor.

Parameters

|                       |  |
|-----------------------|--|
| <code>location</code> | The location associated with the expression. |
|-----------------------|--|

### 5.9.4 Member Function Documentation

### 5.9.4.1 compile()

```
void AstNodeContinue::compile (
    Tang::Program & program ) const [override], [virtual]
```

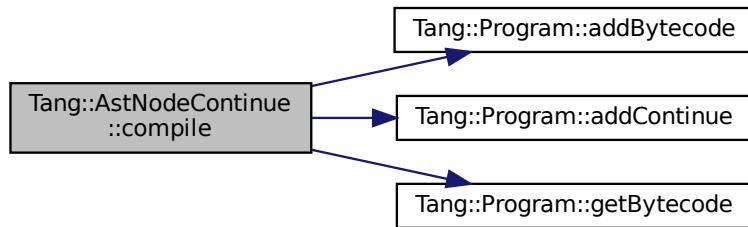
Compile the ast of the provided [Tang::Program](#).

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



### 5.9.4.2 compilePreprocess()

```
void AstNode::compilePreprocess (
    Program & program,
    PreprocessState state ) const [virtual], [inherited]
```

Run any preprocess analysis needed before compilation.

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUse](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodeString](#), [Tang::AstNodeSlice](#), [Tang::AstNodeReturn](#), [Tang::AstNodeRangedFor](#), [Tang::AstNodePrint](#), [Tang::AstNodePeriod](#), [Tang::AstNodeMap](#), [Tang::AstNodeLibrary](#), [Tang::AstNodeIndex](#), [Tang::AstNodeElse](#), [Tang::AstNodeIdentifier](#), [Tang::AstNodeFunctionDeclaration](#), [Tang::AstNodeFunctionCall](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeCast](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), [Tang::AstNodeAssign](#), and [Tang::AstNodeArray](#).

### 5.9.4.3 dump()

```
string AstNodeContinue::dump (
    std::string indent = "") const [override], [virtual]
```

Return a string that describes the contents of the node.

#### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

#### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

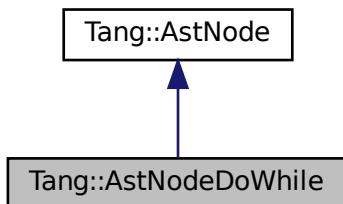
- [include/astNodeContinue.hpp](#)
- [src/astNodeContinue.cpp](#)

## 5.10 Tang::AstNodeDoWhile Class Reference

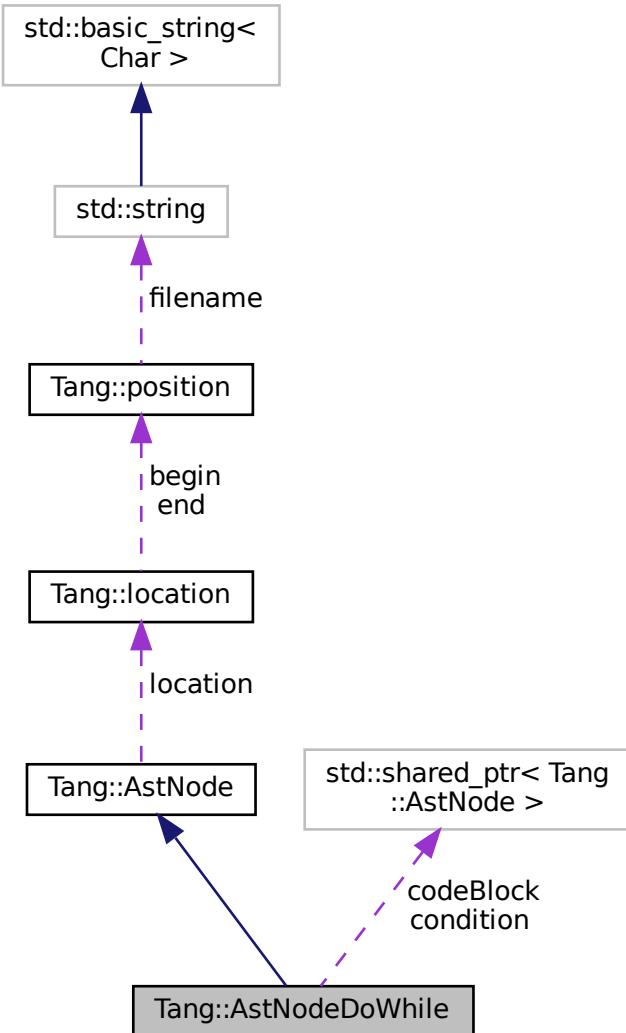
An [AstNode](#) that represents a do..while statement.

```
#include <astNodeDoWhile.hpp>
```

Inheritance diagram for Tang::AstNodeDoWhile:



Collaboration diagram for Tang::AstNodeDoWhile:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }

*Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeDoWhile (std::shared_ptr< AstNode > condition, std::shared_ptr< AstNode > codeBlock, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*

- virtual void `compile (Tang::Program &program)` const override  
*Compile the ast of the provided Tang::Program.*
- virtual void `compilePreprocess (Program &program, PreprocessState state)` const override  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- `std::shared_ptr< AstNode > condition`  
*The expression which determines whether or not the code block will continue to be executed.*
- `std::shared_ptr< AstNode > codeBlock`  
*The code block executed when the condition is true.*

### 5.10.1 Detailed Description

An `AstNode` that represents a do..while statement.

### 5.10.2 Member Enumeration Documentation

#### 5.10.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |   |
|--------------|---|
| Default      | The default state.  |
| IsAssignment | <code>AstNode</code> is part of an assignment expression. |

### 5.10.3 Constructor & Destructor Documentation

#### 5.10.3.1 AstNodeDoWhile()

```
AstNodeDoWhile::AstNodeDoWhile (
    std::shared_ptr< AstNode > condition,
```

```
std::shared_ptr< AstNode > codeBlock,
Tang::location location )
```

The constructor.

#### Parameters

|                  |   |
|------------------|---|
| <i>condition</i> | The expression which determines whether the thenBlock or elseBlock is executed. |
| <i>codeBlock</i> | The statement executed when the condition is true.                              |
| <i>location</i>  | The location associated with the expression.                                    |

## 5.10.4 Member Function Documentation

### 5.10.4.1 compile()

```
void AstNodeDoWhile::compile (
    Tang::Program & program ) const [override], [virtual]
```

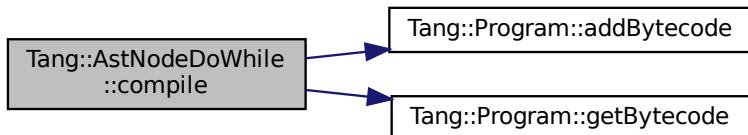
Compile the ast of the provided [Tang::Program](#).

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



### 5.10.4.2 compilePreprocess()

```
void AstNodeDoWhile::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

**5.10.4.3 dump()**

```
string AstNodeDoWhile::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

**Parameters**

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

**Returns**

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

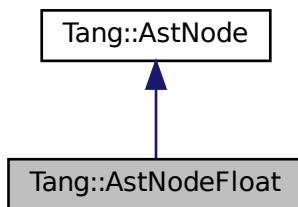
- include/astNodeDoWhile.hpp
- src/astNodeDoWhile.cpp

**5.11 Tang::AstNodeFloat Class Reference**

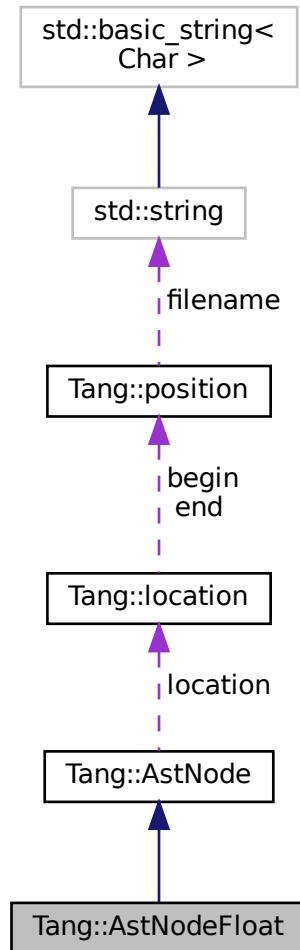
An [AstNode](#) that represents an float literal.

```
#include <astNodeFloat.hpp>
```

Inheritance diagram for Tang::AstNodeFloat:



Collaboration diagram for Tang::AstNodeFloat:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeFloat (Tang::float_t number, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`  
*Compile the ast of the provided Tang::Program.*
- `virtual void compilePreprocess (Program &program, PreprocessState state) const`  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- `Tang::float_t val`  
*The float value being stored.*

### 5.11.1 Detailed Description

An [AstNode](#) that represents an float literal.

Integers are represented by the `Tang::float_t` type, and so are limited in range by that of the underlying type.

### 5.11.2 Member Enumeration Documentation

#### 5.11.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |  |
|--------------|--|
| Default      | The default state.   |
| IsAssignment | <a href="#">AstNode</a> is part of an assignment expression. |

### 5.11.3 Constructor & Destructor Documentation

#### 5.11.3.1 AstNodeFloat()

```
AstNodeFloat::AstNodeFloat (
    Tang::float_t number,
    Tang::location location )
```

The constructor.

**Parameters**

|                 |  |
|-----------------|--|
| <i>number</i>   | The number to represent.                     |
| <i>location</i> | The location associated with the expression. |

**5.11.4 Member Function Documentation****5.11.4.1 compile()**

```
void AstNodeFloat::compile (
    Tang::Program & program ) const [override], [virtual]
```

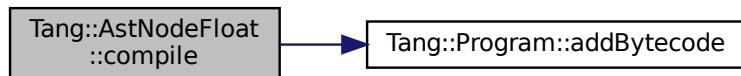
Compile the ast of the provided [Tang::Program](#).

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:

**5.11.4.2 compilePreprocess()**

```
void AstNode::compilePreprocess (
    Program & program,
    PreprocessState state ) const [virtual], [inherited]
```

Run any preprocess analysis needed before compilation.

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUse](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodeString](#), [Tang::AstNodeSlice](#), [Tang::AstNodeReturn](#), [Tang::AstNodeRangedFor](#), [Tang::AstNodePrint](#), [Tang::AstNodePeriod](#), [Tang::AstNodeMap](#), [Tang::AstNodeLibrary](#), [Tang::AstNodeIndex](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeIdentifier](#), [Tang::AstNodeFunctionDeclaration](#), [Tang::AstNodeFunctionCall](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeCast](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), [Tang::AstNodeAssign](#), and [Tang::AstNodeArray](#).

#### 5.11.4.3 `dump()`

```
string AstNodeFloat::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

##### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

##### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

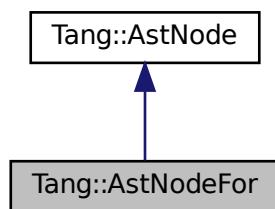
- [include/astNodeFloat.hpp](#)
- [src/astNodeFloat.cpp](#)

## 5.12 Tang::AstNodeFor Class Reference

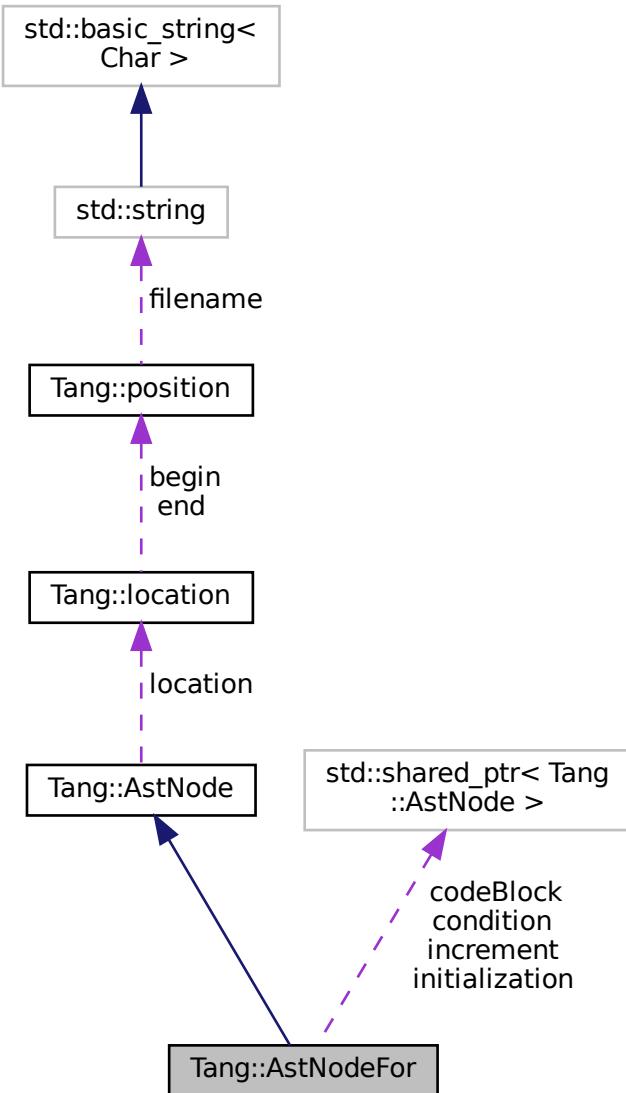
An [AstNode](#) that represents an if() statement.

```
#include <astNodeFor.hpp>
```

Inheritance diagram for Tang::AstNodeFor:



Collaboration diagram for Tang::AstNodeFor:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeFor (std::shared_ptr< AstNode > initialization, std::shared_ptr< AstNode > condition, std::shared_ptr< AstNode > increment, std::shared_ptr< AstNode > codeBlock, Tang::location location)`
- The constructor.*

- virtual std::string `dump` (std::string `indent=""`) const override  
*Return a string that describes the contents of the node.*
- virtual void `compile` (`Tang::Program` &`program`) const override  
*Compile the ast of the provided `Tang::Program`.*
- virtual void `compilePreprocess` (`Program` &`program`, `PreprocessState` `state`) const override  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- `std::shared_ptr< AstNode > initialization`  
*The expression to be executed first to set up the for() loop.*
- `std::shared_ptr< AstNode > condition`  
*The expression which determines whether or not the code block will continue to be executed.*
- `std::shared_ptr< AstNode > increment`  
*The expression to be executed immediately after the code block.*
- `std::shared_ptr< AstNode > codeBlock`  
*The code block executed when the condition is true.*

### 5.12.1 Detailed Description

An `AstNode` that represents an if() statement.

### 5.12.2 Member Enumeration Documentation

#### 5.12.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

##### Enumerator

|                           |   |
|---------------------------|---|
| <code>Default</code>      | The default state.  |
| <code>IsAssignment</code> | <code>AstNode</code> is part of an assignment expression. |

### 5.12.3 Constructor & Destructor Documentation

#### 5.12.3.1 AstNodeFor()

```
AstNodeFor::AstNodeFor (
    std::shared_ptr< AstNode > initialization,
    std::shared_ptr< AstNode > condition,
    std::shared_ptr< AstNode > increment,
    std::shared_ptr< AstNode > codeBlock,
    Tang::location location )
```

The constructor.

##### Parameters

|                       |  |
|-----------------------|--|
| <i>initialization</i> | The expression to be executed first.                               |
| <i>condition</i>      | The expression which determines whether the codeBlock is executed. |
| <i>increment</i>      | The expression to be executed after each codeBlock.                |
| <i>codeBlock</i>      | The statement executed when the condition is true.                 |
| <i>location</i>       | The location associated with the expression.                       |

### 5.12.4 Member Function Documentation

#### 5.12.4.1 compile()

```
void AstNodeFor::compile (
    Tang::Program & program ) const [override], [virtual]
```

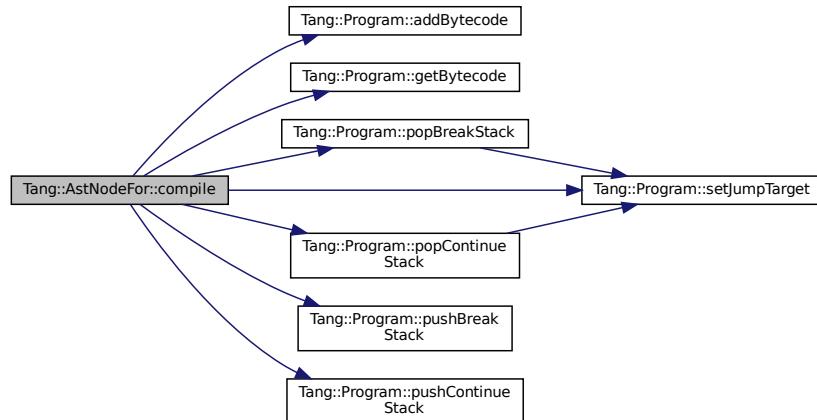
Compile the ast of the provided [Tang::Program](#).

##### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



#### 5.12.4.2 compilePreprocess()

```
void AstNodeFor::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

##### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

#### 5.12.4.3 dump()

```
string AstNodeFor::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

##### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

**Returns**

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

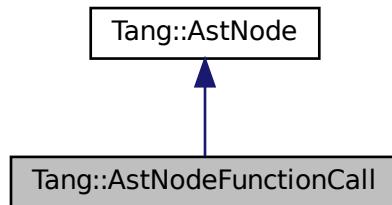
- [include/astNodeFor.hpp](#)
- [src/astNodeFor.cpp](#)

## 5.13 Tang::AstNodeFunctionCall Class Reference

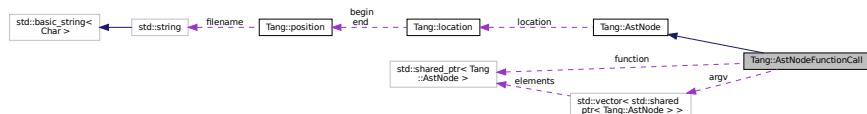
An [AstNode](#) that represents a function call.

```
#include <astNodeFunctionCall.hpp>
```

Inheritance diagram for Tang::AstNodeFunctionCall:



Collaboration diagram for Tang::AstNodeFunctionCall:



## Public Types

- enum [PreprocessState](#) : int { [Default](#) = 0 , [IsAssignment](#) = 1 }

*Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeFunctionCall` (`std::shared_ptr< AstNode > function, std::vector< std::shared_ptr< AstNode > > argv, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`  
*Compile the ast of the provided Tang::Program.*
- `virtual void compilePreprocess (Program &program, PreprocessState state) const override`  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- `std::shared_ptr< AstNode > function`  
*The function being invoked.*
- `std::vector< std::shared_ptr< AstNode > > argv`  
*The list of arguments provided to the function.*

### 5.13.1 Detailed Description

An `AstNode` that represents a function call.

### 5.13.2 Member Enumeration Documentation

#### 5.13.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |   |
|--------------|---|
| Default      | The default state.  |
| IsAssignment | <code>AstNode</code> is part of an assignment expression. |

### 5.13.3 Constructor & Destructor Documentation

#### 5.13.3.1 AstNodeFunctionCall()

```
AstNodeFunctionCall::AstNodeFunctionCall (
    std::shared_ptr< AstNode > function,
    std::vector< std::shared_ptr< AstNode >> argv,
    Tang::location location )
```

The constructor.

##### Parameters

|                 |   |
|-----------------|---|
| <i>function</i> | The function being invoked.                     |
| <i>argv</i>     | The list of arguments provided to the function. |
| <i>location</i> | The location associated with the expression.    |

### 5.13.4 Member Function Documentation

#### 5.13.4.1 compile()

```
void AstNodeFunctionCall::compile (
    Tang::Program & program ) const [override], [virtual]
```

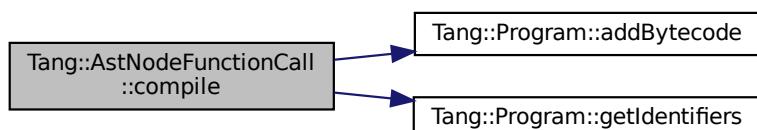
Compile the ast of the provided [Tang::Program](#).

##### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



### 5.13.4.2 compilePreprocess()

```
void AstNodeFunctionCall::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

### 5.13.4.3 dump()

```
string AstNodeFunctionCall::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

#### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

#### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

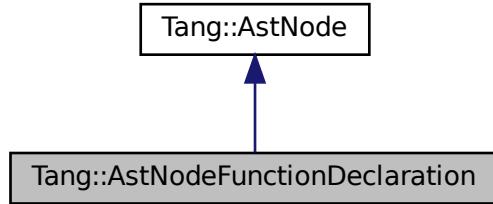
- [include/astNodeFunctionCall.hpp](#)
- [src/astNodeFunctionCall.cpp](#)

## 5.14 Tang::AstNodeFunctionDeclaration Class Reference

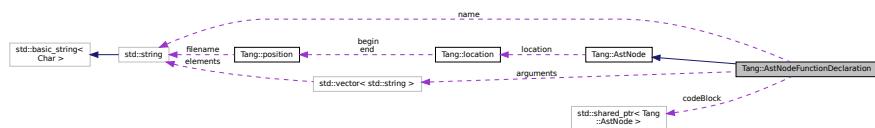
An [AstNode](#) that represents a function declaration.

```
#include <astNodeFunctionDeclaration.hpp>
```

Inheritance diagram for Tang::AstNodeFunctionDeclaration:



Collaboration diagram for Tang::AstNodeFunctionDeclaration:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeFunctionDeclaration (std::string name, std::vector< std::string > arguments, std::shared_ptr< AstNode > codeBlock, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`  
*Compile the ast of the provided Tang::Program.*
- `virtual void compilePreprocess (Program &program, PreprocessState state) const override`  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- std::string `name`  
*The name of the function.*
- std::vector< std::string > `arguments`  
*The arguments expected to be provided.*
- std::shared\_ptr< AstNode > `codeBlock`  
*The code block executed when the condition is true.*

### 5.14.1 Detailed Description

An `AstNode` that represents a function declaration.

### 5.14.2 Member Enumeration Documentation

#### 5.14.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |   |
|--------------|---|
| Default      | The default state.  |
| IsAssignment | <code>AstNode</code> is part of an assignment expression. |

### 5.14.3 Constructor & Destructor Documentation

#### 5.14.3.1 AstNodeFunctionDeclaration()

```
AstNodeFunctionDeclaration::AstNodeFunctionDeclaration (
    std::string name,
    std::vector< std::string > arguments,
    std::shared_ptr< AstNode > codeBlock,
    Tang::location location )
```

The constructor.

Parameters

|                        |  |
|------------------------|--|
| <code>name</code>      | The name of the function.                              |
| <code>arguments</code> | The arguments expected to be provided.                 |
| <code>codeBlock</code> | The code executed as part of the function.             |
| <code>location</code>  | The location associated with the function declaration. |

## 5.14.4 Member Function Documentation

### 5.14.4.1 compile()

```
void AstNodeFunctionDeclaration::compile (
    Tang::Program & program ) const [override], [virtual]
```

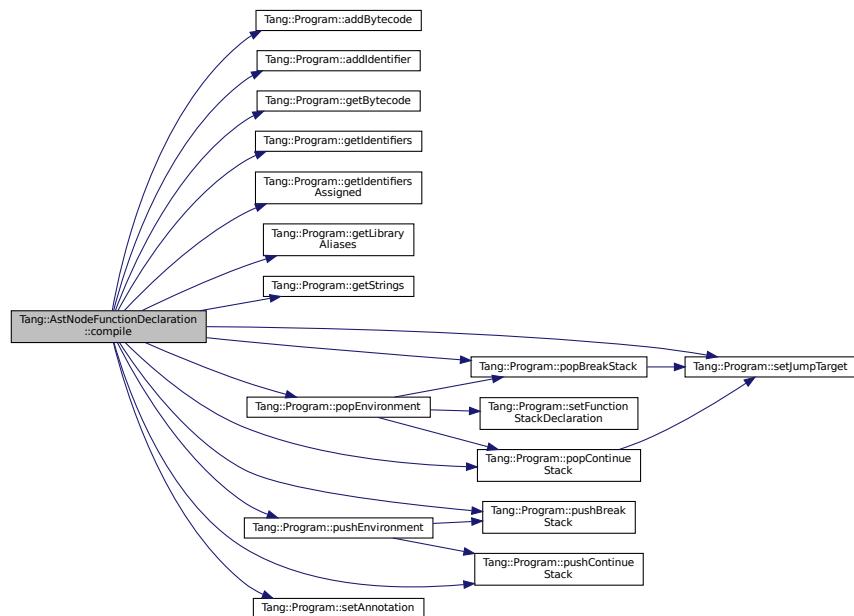
Compile the ast of the provided [Tang::Program](#).

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



### 5.14.4.2 compilePreprocess()

```
void AstNodeFunctionDeclaration::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:

**5.14.4.3 dump()**

```
string AstNodeFunctionDeclaration::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

**Parameters**

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

**Returns**

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

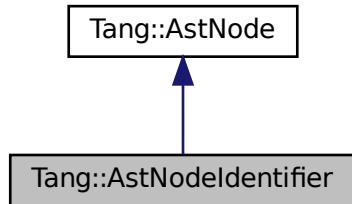
- include/astNodeFunctionDeclaration.hpp
- src/astNodeFunctionDeclaration.cpp

**5.15 Tang::AstNodeIdentifier Class Reference**

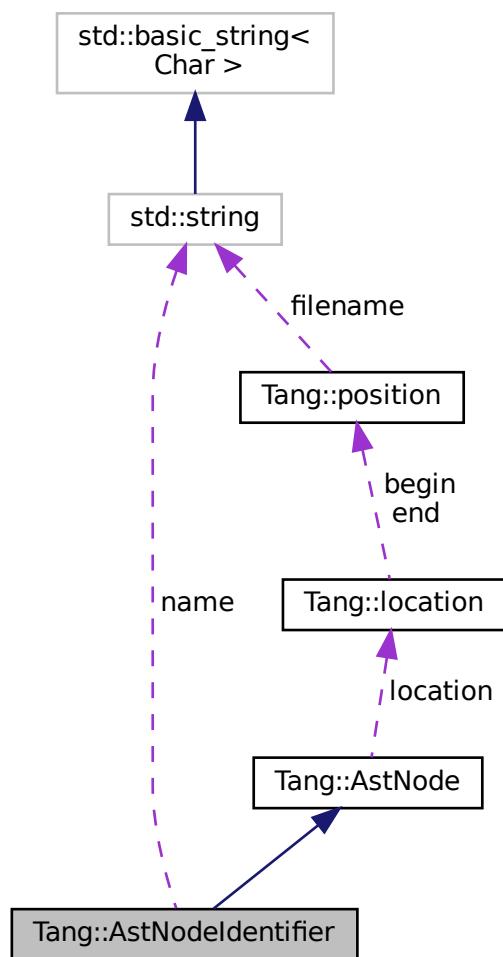
An [AstNode](#) that represents an identifier.

```
#include <astNodeIdentifier.hpp>
```

Inheritance diagram for Tang::AstNodeIdentifier:



Collaboration diagram for Tang::AstNodeIdentifier:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeIdentifier` (const std::string &`name`, Tang::location `location`)  
*The constructor.*
- virtual std::string `dump` (std::string `indent`= "") const override  
*Return a string that describes the contents of the node.*
- virtual void `compile` (Tang::Program &`program`) const override  
*Compile the ast of the provided Tang::Program.*
- virtual void `compilePreprocess` (Program &`program`, PreprocessState `state`) const override  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- std::string `name`  
*The name of the identifier.*
- Tang::location `location`  
*The location associated with this node.*

### 5.15.1 Detailed Description

An `AstNode` that represents an identifier.

Identifier names are represented by a string.

### 5.15.2 Member Enumeration Documentation

#### 5.15.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|                           |   |
|---------------------------|---|
| <code>Default</code>      | The default state.  |
| <code>IsAssignment</code> | <code>AstNode</code> is part of an assignment expression. |

### 5.15.3 Constructor & Destructor Documentation

#### 5.15.3.1 AstNodeIdentifier()

```
AstNodeIdentifier::AstNodeIdentifier (
    const std::string & name,
    Tang::location location )
```

The constructor.

##### Parameters

|                 |  |
|-----------------|--|
| <i>name</i>     | The name of the identifier                   |
| <i>location</i> | The location associated with the expression. |

### 5.15.4 Member Function Documentation

#### 5.15.4.1 compile()

```
void AstNodeIdentifier::compile (
    Tang::Program & program ) const [override], [virtual]
```

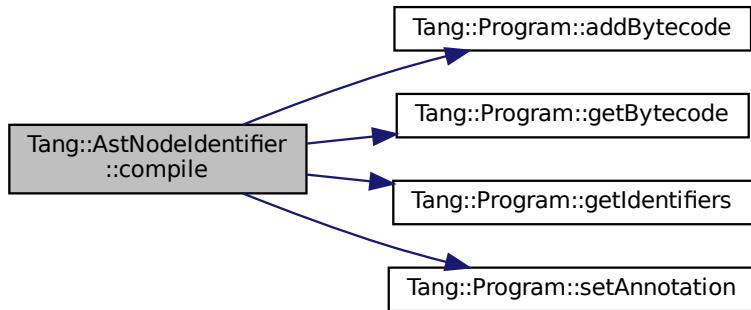
Compile the ast of the provided [Tang::Program](#).

##### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



#### 5.15.4.2 compilePreprocess()

```
void AstNodeIdentifier::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

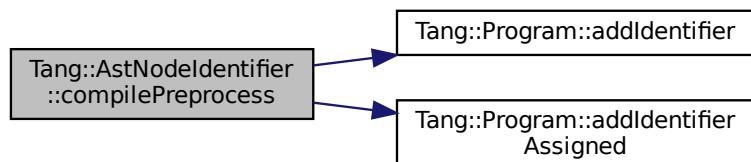
Run any preprocess analysis needed before compilation.

##### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



### 5.15.4.3 dump()

```
string AstNodeIdentifier::dump (
    std::string indent = "") const [override], [virtual]
```

Return a string that describes the contents of the node.

#### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

#### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

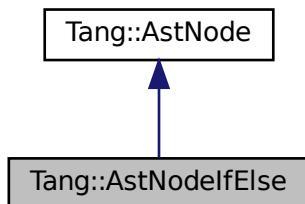
- [include/astNodeIdentifier.hpp](#)
- [src/astNodeIdentifier.cpp](#)

## 5.16 Tang::AstNodeIfElse Class Reference

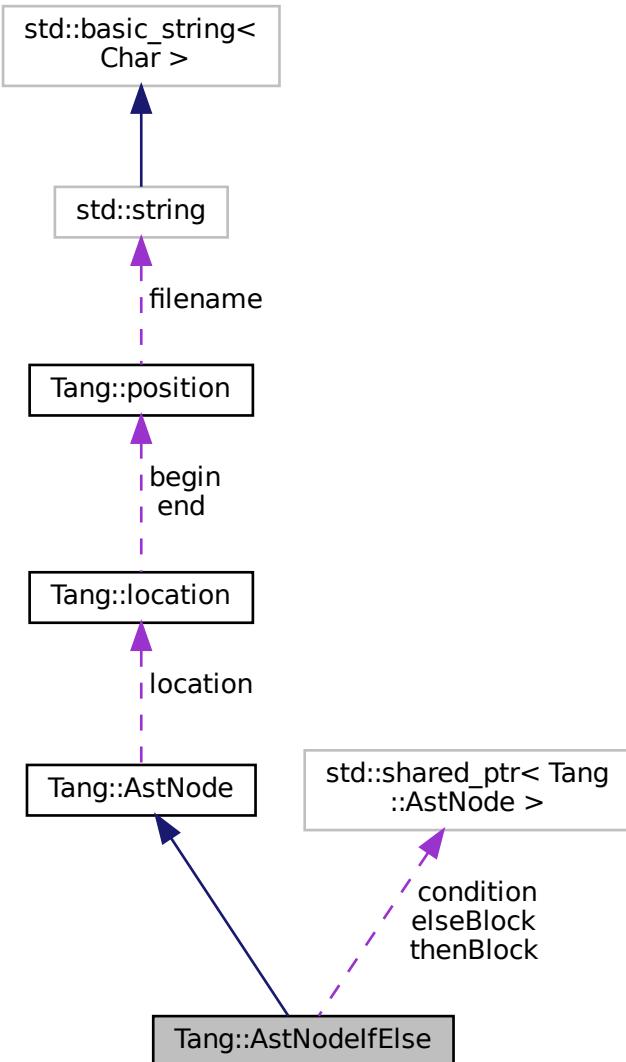
An [AstNode](#) that represents an if..else statement.

```
#include <astNodeIfElse.hpp>
```

Inheritance diagram for Tang::AstNodeIfElse:



Collaboration diagram for Tang::AstNodeIfElse:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeIfElse` (`std::shared_ptr< AstNode > condition, std::shared_ptr< AstNode > thenBlock, std::shared_ptr< AstNode > elseBlock, Tang::location location)`)  
*The constructor.*

- `AstNodeIfElse` (`std::shared_ptr< AstNode >` `condition`, `std::shared_ptr< AstNode >` `thenBlock`, `Tang::location location`)  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`  
*Compile the ast of the provided `Tang::Program`.*
- `virtual void compilePreprocess (Program &program, PreprocessState state) const override`  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- `std::shared_ptr< AstNode > condition`  
*The expression which determines whether the `thenBlock` or `elseBlock` is executed.*
- `std::shared_ptr< AstNode > thenBlock`  
*The statement executed when the condition is true.*
- `std::shared_ptr< AstNode > elseBlock`  
*The statement executed when the condition is false.*

### 5.16.1 Detailed Description

An `AstNode` that represents an if..else statement.

### 5.16.2 Member Enumeration Documentation

#### 5.16.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

##### Enumerator

|              |   |
|--------------|---|
| Default      | The default state.  |
| IsAssignment | <code>AstNode</code> is part of an assignment expression. |

### 5.16.3 Constructor & Destructor Documentation

#### 5.16.3.1 AstNodeIfElse() [1/2]

```
AstNodeIfElse::AstNodeIfElse (
    std::shared_ptr< AstNode > condition,
    std::shared_ptr< AstNode > thenBlock,
    std::shared_ptr< AstNode > elseBlock,
    Tang::location location )
```

The constructor.

##### Parameters

|                  |   |
|------------------|---|
| <i>condition</i> | The expression which determines whether the thenBlock or elseBlock is executed. |
| <i>thenBlock</i> | The statement executed when the condition is true.                              |
| <i>elseBlock</i> | The statement executed when the condition is false.                             |
| <i>location</i>  | The location associated with the expression.                                    |

#### 5.16.3.2 AstNodeIfElse() [2/2]

```
AstNodeIfElse::AstNodeIfElse (
    std::shared_ptr< AstNode > condition,
    std::shared_ptr< AstNode > thenBlock,
    Tang::location location )
```

The constructor.

##### Parameters

|                  |   |
|------------------|---|
| <i>condition</i> | The expression which determines whether the thenBlock or elseBlock is executed. |
| <i>thenBlock</i> | The statement executed when the condition is true.                              |
| <i>location</i>  | The location associated with the expression.                                    |

### 5.16.4 Member Function Documentation

#### 5.16.4.1 compile()

```
void AstNodeIfElse::compile (
    Tang::Program & program ) const [override], [virtual]
```

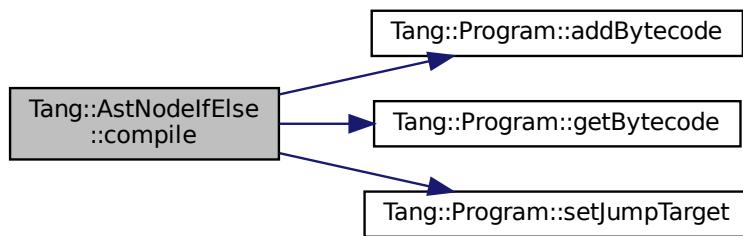
Compile the ast of the provided [Tang::Program](#).

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:

**5.16.4.2 compilePreprocess()**

```
void AstNodeIfElse::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

**5.16.4.3 dump()**

```
string AstNodeIfElse::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

**Parameters**

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

**Returns**

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

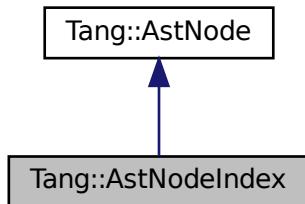
- [include/astNodeIfElse.hpp](#)
- [src/astNodeIfElse.cpp](#)

## 5.17 Tang::AstNodeIndex Class Reference

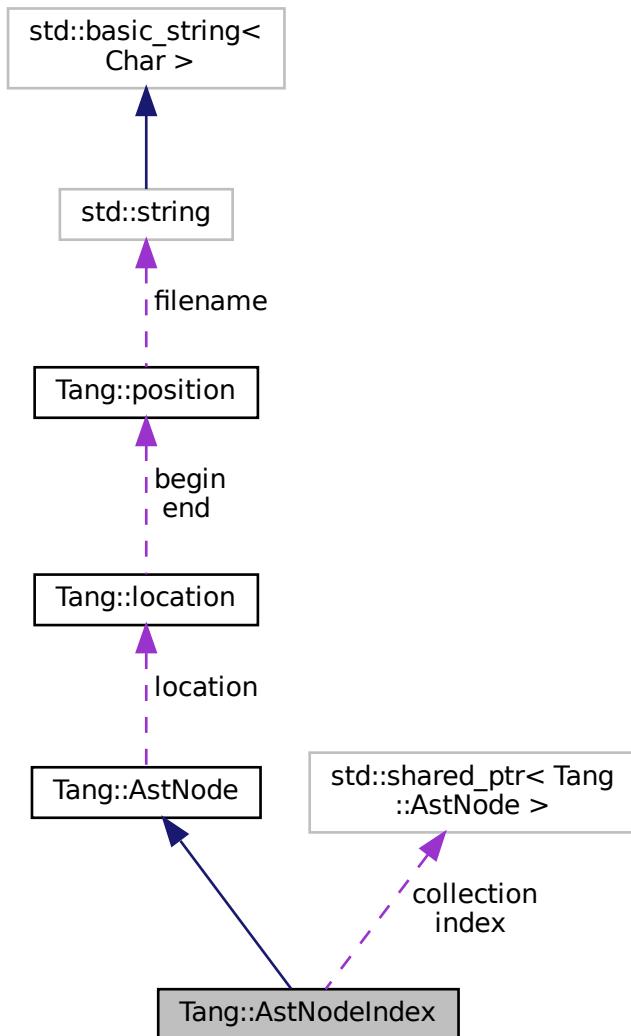
An [AstNode](#) that represents an index into a collection.

```
#include <astNodeIndex.hpp>
```

Inheritance diagram for Tang::AstNodeIndex:



Collaboration diagram for Tang::AstNodeIndex:



## Public Types

- enum **PreprocessState** : int { **Default** = 0 , **IsAssignment** = 1 }

*Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- AstNodeIndex** (`std::shared_ptr< AstNode > collection, std::shared_ptr< AstNode > index, Tang::location)`  
*The constructor.*
- virtual std::string dump (std::string indent="") const override**  
*Return a string that describes the contents of the node.*

- virtual void `compile (Tang::Program &program)` const override  
*Compile the ast of the provided Tang::Program.*
- virtual void `compilePreprocess (Program &program, PreprocessState state)` const override  
*Run any preprocess analysis needed before compilation.*
- const std::shared\_ptr< const AstNode > `getCollection ()` const  
*Return a shared pointer to the AstNode serving as the Collection.*
- const std::shared\_ptr< const AstNode > `getIndex ()` const  
*Return a shared pointer to the AstNode serving as the Index.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- `std::shared_ptr< AstNode > collection`  
*The collection into which we will index.*
- `std::shared_ptr< AstNode > index`  
*The index expression.*

### 5.17.1 Detailed Description

An `AstNode` that represents an index into a collection.

### 5.17.2 Member Enumeration Documentation

#### 5.17.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |   |
|--------------|---|
| Default      | The default state.  |
| IsAssignment | <code>AstNode</code> is part of an assignment expression. |

### 5.17.3 Constructor & Destructor Documentation

### 5.17.3.1 AstNodeIndex()

```
AstNodeIndex::AstNodeIndex (
    std::shared_ptr< AstNode > collection,
    std::shared_ptr< AstNode > index,
    Tang::location location )
```

The constructor.

#### Parameters

|                   |  |
|-------------------|--|
| <i>collection</i> | The collection into which we will index.     |
| <i>index</i>      | The index expression.                        |
| <i>location</i>   | The location associated with the expression. |

## 5.17.4 Member Function Documentation

### 5.17.4.1 compile()

```
void AstNodeIndex::compile (
    Tang::Program & program ) const [override], [virtual]
```

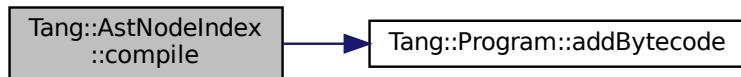
Compile the ast of the provided [Tang::Program](#).

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



#### 5.17.4.2 compilePreprocess()

```
void AstNodeIndex::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

##### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

#### 5.17.4.3 dump()

```
string AstNodeIndex::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

##### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

##### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

#### 5.17.4.4 getCollection()

```
const std::shared_ptr< const AstNode > AstNodeIndex::getCollection ( ) const
```

Return a shared pointer to the [AstNode](#) serving as the Collection.

##### Returns

The collection into which we will index.

### 5.17.4.5 getIndex()

```
const std::shared_ptr< const AstNode > AstNodeIndex::getIndex ( ) const
```

Return a shared pointer to the [AstNode](#) serving as the Index.

#### Returns

The index expression.

The documentation for this class was generated from the following files:

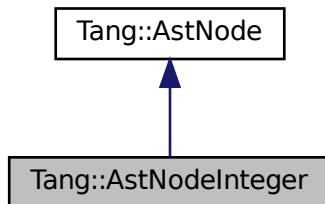
- [include/astNodeIndex.hpp](#)
- [src/astNodeIndex.cpp](#)

## 5.18 Tang::AstNodeInteger Class Reference

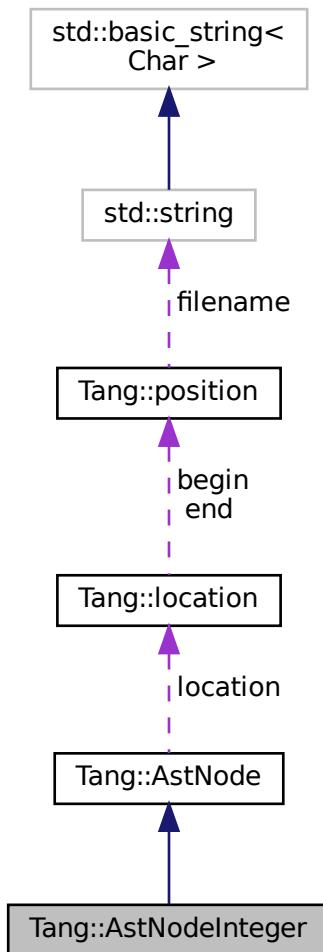
An [AstNode](#) that represents an integer literal.

```
#include <astNodeInteger.hpp>
```

Inheritance diagram for Tang::AstNodeInteger:



Collaboration diagram for Tang::AstNodeInteger:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeInteger (Tang::integer_t number, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`  
*Compile the ast of the provided Tang::Program.*
- `virtual void compilePreprocess (Program &program, PreprocessState state) const`  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- [Tang::location location](#)  
*The location associated with this node.*

## Private Attributes

- [Tang::integer\\_t val](#)  
*The integer value being stored.*

### 5.18.1 Detailed Description

An [AstNode](#) that represents an integer literal.

Integers are represented by the `Tang::integer_t` type, and so are limited in range by that of the underlying type.

### 5.18.2 Member Enumeration Documentation

#### 5.18.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |  |
|--------------|--|
| Default      | The default state.   |
| IsAssignment | <a href="#">AstNode</a> is part of an assignment expression. |

### 5.18.3 Constructor & Destructor Documentation

#### 5.18.3.1 AstNodeInteger()

```
AstNodeInteger::AstNodeInteger (
    Tang::integer_t number,
    Tang::location location )
```

The constructor.

**Parameters**

|                 |  |
|-----------------|--|
| <i>number</i>   | The number to represent.                     |
| <i>location</i> | The location associated with the expression. |

**5.18.4 Member Function Documentation****5.18.4.1 compile()**

```
void AstNodeInteger::compile (
    Tang::Program & program ) const [override], [virtual]
```

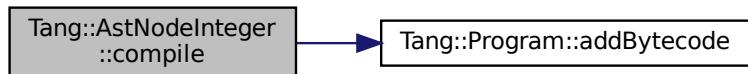
Compile the ast of the provided [Tang::Program](#).

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:

**5.18.4.2 compilePreprocess()**

```
void AstNode::compilePreprocess (
    Program & program,
    PreprocessState state ) const [virtual], [inherited]
```

Run any preprocess analysis needed before compilation.

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUse](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodeString](#), [Tang::AstNodeSlice](#), [Tang::AstNodeReturn](#), [Tang::AstNodeRangedFor](#), [Tang::AstNodePrint](#), [Tang::AstNodePeriod](#), [Tang::AstNodeMap](#), [Tang::AstNodeLibrary](#), [Tang::AstNodeIndex](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeIdentifier](#), [Tang::AstNodeFunctionDeclaration](#), [Tang::AstNodeFunctionCall](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeCast](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), [Tang::AstNodeAssign](#), and [Tang::AstNodeArray](#).

#### 5.18.4.3 dump()

```
string AstNodeInteger::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

##### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

##### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

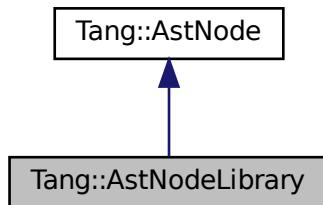
- [include/astNodeInteger.hpp](#)
- [src/astNodeInteger.cpp](#)

## 5.19 Tang::AstNodeLibrary Class Reference

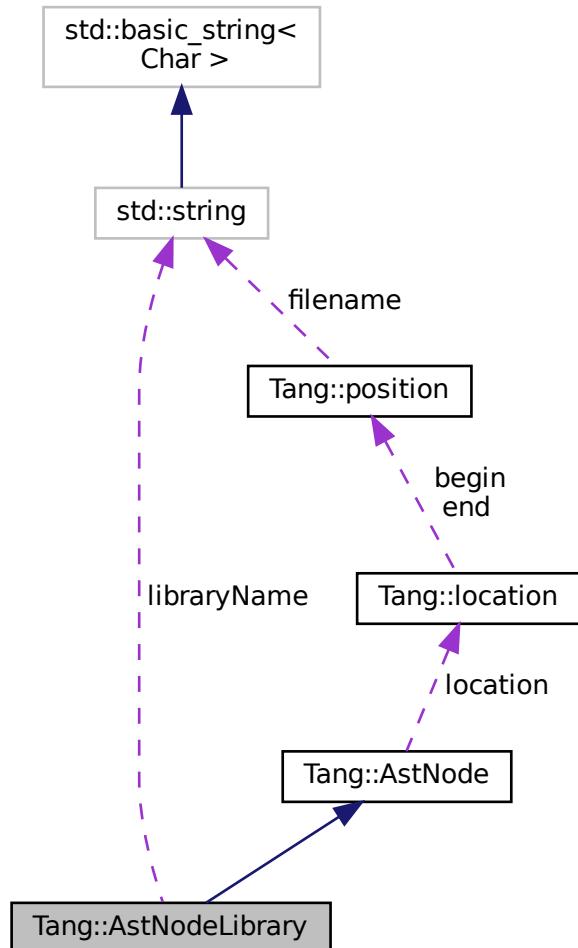
An [AstNode](#) that represents an identifier.

```
#include <astNodeLibrary.hpp>
```

Inheritance diagram for Tang::AstNodeLibrary:



Collaboration diagram for Tang::AstNodeLibrary:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeLibrary (const std::string &libraryName, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`  
*Compile the ast of the provided `Tang::Program`.*
- `virtual void compilePreprocess (Program &program, PreprocessState state) const override`  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- std::string `libraryName`  
*The library name.*
- `Tang::location location`  
*The location associated with this node.*

### 5.19.1 Detailed Description

An `AstNode` that represents an identifier.

Library names are represented by a string.

### 5.19.2 Member Enumeration Documentation

#### 5.19.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |   |
|--------------|---|
| Default      | The default state.  |
| IsAssignment | <code>AstNode</code> is part of an assignment expression. |

### 5.19.3 Constructor & Destructor Documentation

#### 5.19.3.1 AstNodeLibrary()

```
AstNodeLibrary::AstNodeLibrary (
    const std::string & libraryName,
    Tang::location location)
```

The constructor.

Parameters

|                         |  |
|-------------------------|--|
| <code>expression</code> | The library expression.                      |
| <code>location</code>   | The location associated with the expression. |

## 5.19.4 Member Function Documentation

### 5.19.4.1 compile()

```
void AstNodeLibrary::compile (
    Tang::Program & program ) const [override], [virtual]
```

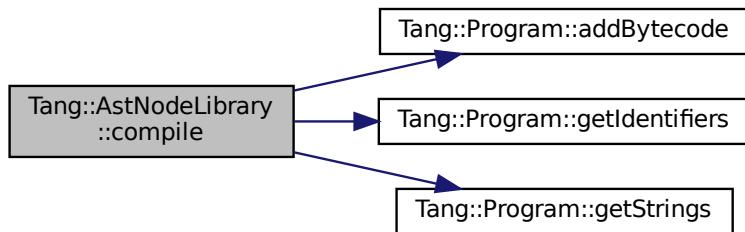
Compile the ast of the provided [Tang::Program](#).

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



### 5.19.4.2 compilePreprocess()

```
void AstNodeLibrary::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

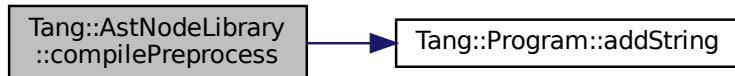
Run any preprocess analysis needed before compilation.

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



#### 5.19.4.3 dump()

```
string AstNodeLibrary::dump (\n    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

##### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

##### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

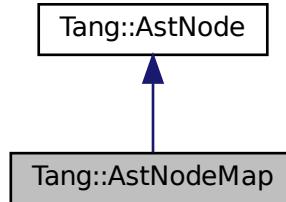
- [include/astNodeLibrary.hpp](#)
- [src/astNodeLibrary.cpp](#)

## 5.20 Tang::AstNodeMap Class Reference

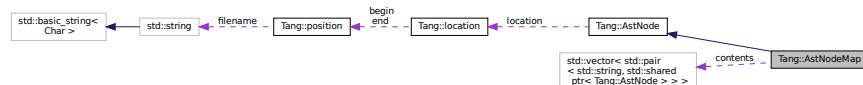
An [AstNode](#) that represents a map literal.

```
#include <astNodeMap.hpp>
```

Inheritance diagram for Tang::AstNodeMap:



Collaboration diagram for Tang::AstNodeMap:



## Public Types

- enum [PreprocessState](#) : int { [Default](#) = 0 , [IsAssignment](#) = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- [AstNodeMap](#) ([std::vector< std::pair< std::string, std::shared\\_ptr< Tang::AstNode >>>](#) [contents](#), [Tang::location](#) [location](#))  
*The constructor.*
- virtual [std::string](#) [dump](#) ([std::string](#) [indent](#)= "") const override  
*Return a string that describes the contents of the node.*
- virtual void [compile](#) ([Tang::Program](#) &[program](#)) const override  
*Compile the ast of the provided [Tang::Program](#).*
- virtual void [compilePreprocess](#) ([Program](#) &[program](#), [PreprocessState](#) [state](#)) const override  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- [Tang::location](#) [location](#)  
*The location associated with this node.*

## Private Attributes

- [std::vector< std::pair< std::string, std::shared\\_ptr< Tang::AstNode >>>](#) [contents](#)  
*The contents of the array.*

### 5.20.1 Detailed Description

An [AstNode](#) that represents a map literal.

Keys can only be strings.

### 5.20.2 Member Enumeration Documentation

#### 5.20.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |  |
|--------------|--|
| Default      | The default state.   |
| IsAssignment | <a href="#">AstNode</a> is part of an assignment expression. |

### 5.20.3 Constructor & Destructor Documentation

#### 5.20.3.1 AstNodeMap()

```
AstNodeMap::AstNodeMap (
    std::vector< std::pair< std::string, std::shared_ptr< Tang::AstNode >>> contents,
    Tang::location location )
```

The constructor.

Parameters

|                 |  |
|-----------------|--|
| <i>contents</i> | The contents of the map.                     |
| <i>location</i> | The location associated with the expression. |

### 5.20.4 Member Function Documentation

#### 5.20.4.1 compile()

```
void AstNodeMap::compile (
    Tang::Program & program ) const [override], [virtual]
```

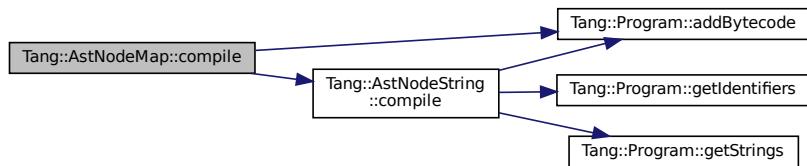
Compile the ast of the provided [Tang::Program](#).

##### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



#### 5.20.4.2 compilePreprocess()

```
void AstNodeMap::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

##### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



### 5.20.4.3 dump()

```
string AstNodeMap::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

#### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

#### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

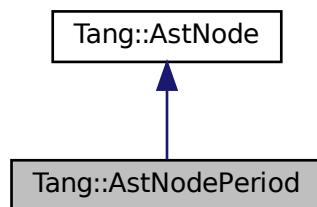
- [include/astNodeMap.hpp](#)
- [src/astNodeMap.cpp](#)

## 5.21 Tang::AstNodePeriod Class Reference

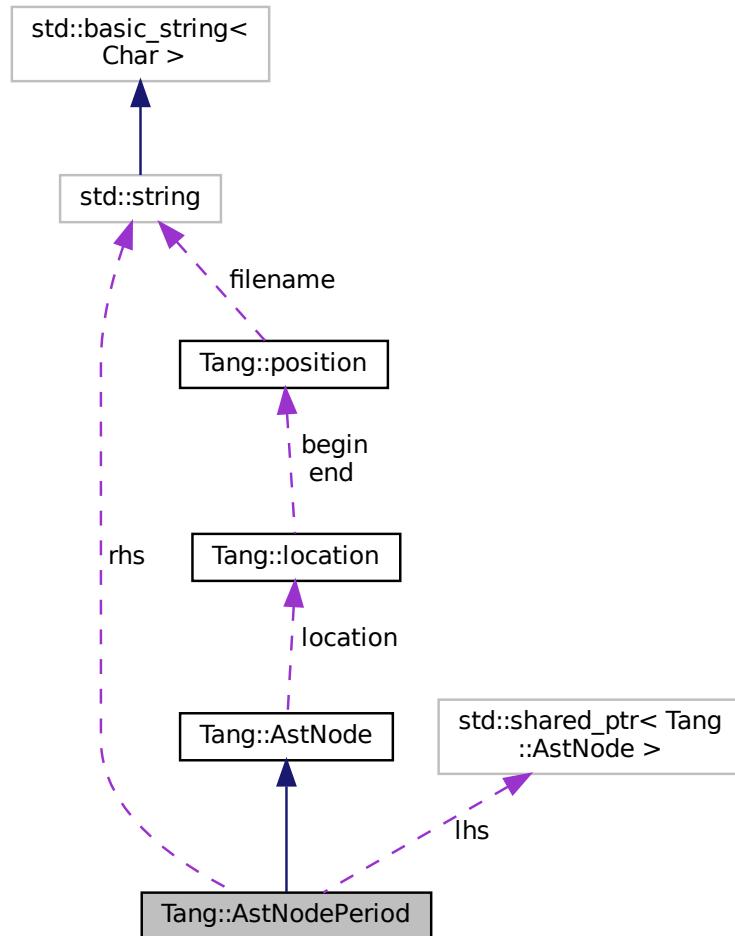
An [AstNode](#) that represents a member access (period) into an object.

```
#include <astNodePeriod.hpp>
```

Inheritance diagram for Tang::AstNodePeriod:



Collaboration diagram for Tang::AstNodePeriod:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodePeriod (std::shared_ptr< AstNode > lhs, std::string rhs, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`  
*Compile the ast of the provided `Tang::Program`.*
- `virtual void compilePreprocess (Program &program, PreprocessState state) const override`  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- [Tang::location location](#)  
*The location associated with this node.*

## Private Attributes

- [std::shared\\_ptr< AstNode > lhs](#)  
*The lhs into which we will rhs.*
- [std::string rhs](#)  
*The rhs expression.*

### 5.21.1 Detailed Description

An [AstNode](#) that represents a member access (period) into an object.

### 5.21.2 Member Enumeration Documentation

#### 5.21.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |  |
|--------------|--|
| Default      | The default state.   |
| IsAssignment | <a href="#">AstNode</a> is part of an assignment expression. |

### 5.21.3 Constructor & Destructor Documentation

#### 5.21.3.1 AstNodePeriod()

```
AstNodePeriod::AstNodePeriod (
    std::shared_ptr< AstNode > lhs,
    std::string rhs,
    Tang::location location )
```

The constructor.

**Parameters**

|                 |  |
|-----------------|--|
| <i>lhs</i>      | The lhs on which the member access will be performed |
| <i>rhs</i>      | The rhs identifier.                                  |
| <i>location</i> | The location associated with the expression.         |

**5.21.4 Member Function Documentation****5.21.4.1 compile()**

```
void AstNodePeriod::compile (
    Tang::Program & program ) const [override], [virtual]
```

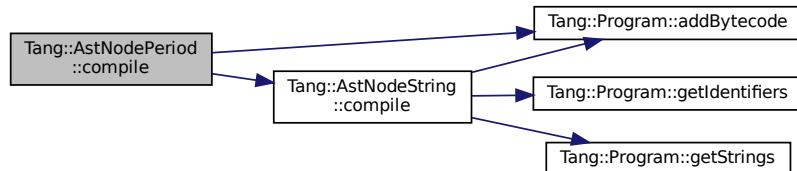
Compile the ast of the provided [Tang::Program](#).

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:

**5.21.4.2 compilePreprocess()**

```
void AstNodePeriod::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

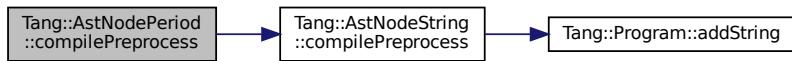
Run any preprocess analysis needed before compilation.

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:

**5.21.4.3 dump()**

```
string AstNodePeriod::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

**Parameters**

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

**Returns**

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

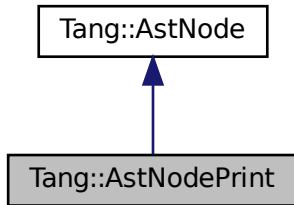
- include/astNodePeriod.hpp
- src/astNodePeriod.cpp

**5.22 Tang::AstNodePrint Class Reference**

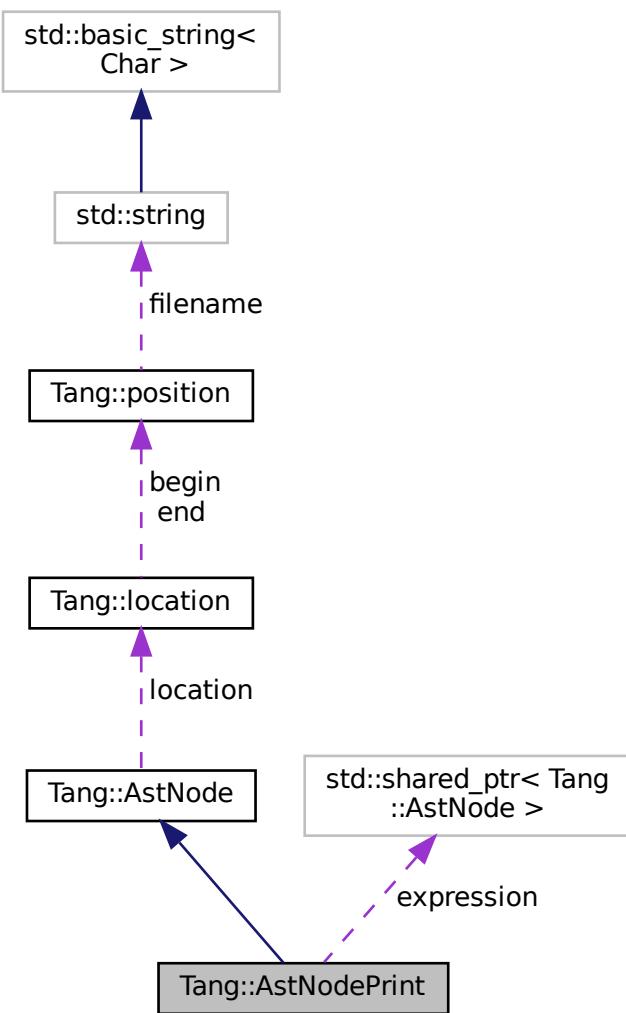
An [AstNode](#) that represents a print typeeration.

```
#include <astNodePrint.hpp>
```

Inheritance diagram for Tang::AstNodePrint:



Collaboration diagram for Tang::AstNodePrint:



## Public Types

- enum `Type` { `Default` }  
*The type of print() requested.*
- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }  
*Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodePrint (Type type, std::shared_ptr< AstNode > expression, Tang::location location)`  
*The constructor.*
- virtual std::string `dump` (std::string indent="") const override  
*Return a string that describes the contents of the node.*
- virtual void `compile` (Tang::Program &program) const override  
*Compile the ast of the provided Tang::Program.*
- virtual void `compilePreprocess` (Program &program, PreprocessState state) const override  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- `Type type`  
*The type of print() being requested.*
- `std::shared_ptr< AstNode > expression`  
*The expression to be printed.*

### 5.22.1 Detailed Description

An `AstNode` that represents a print typeeration.

### 5.22.2 Member Enumeration Documentation

#### 5.22.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

**Enumerator**

|              |  |
|--------------|--|
| Default      | The default state.   |
| IsAssignment | <a href="#">AstNode</a> is part of an assignment expression. |

**5.22.2.2 Type**

```
enum Tang::AstNodePrint::Type
```

The type of print() requested.

**Enumerator**

|         |                        |
|---------|------------------------|
| Default | Use the default print. |
|---------|------------------------|

**5.22.3 Constructor & Destructor Documentation****5.22.3.1 AstNodePrint()**

```
AstNodePrint::AstNodePrint (
    Type type,
    std::shared_ptr< AstNode > expression,
    Tang::location location )
```

The constructor.

**Parameters**

|                   |   |
|-------------------|---|
| <i>type</i>       | The <a href="#">Tang::AstNodePrint::Type</a> being requested. |
| <i>expression</i> | The expression to be printed.                                 |
| <i>location</i>   | The location associated with the expression.                  |

**5.22.4 Member Function Documentation****5.22.4.1 compile()**

```
void AstNodePrint::compile (
    Tang::Program & program ) const [override], [virtual]
```

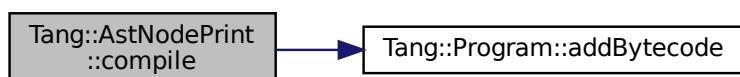
Compile the ast of the provided [Tang::Program](#).

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:

**5.22.4.2 compilePreprocess()**

```
void AstNodePrint::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

**5.22.4.3 dump()**

```
string AstNodePrint::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

**Parameters**

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

**Returns**

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

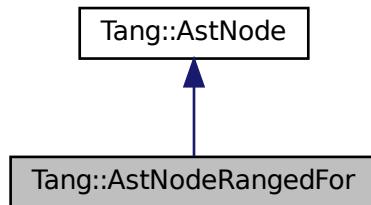
- [include/astNodePrint.hpp](#)
- [src/astNodePrint.cpp](#)

## 5.23 Tang::AstNodeRangedFor Class Reference

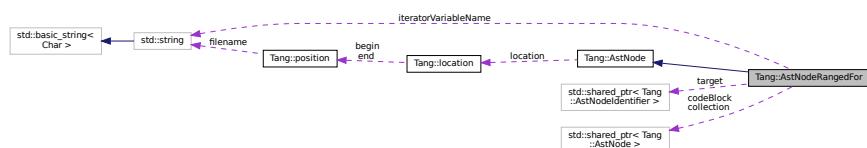
An [AstNode](#) that represents a ranged for() statement.

```
#include <astNodeRangedFor.hpp>
```

Inheritance diagram for Tang::AstNodeRangedFor:



Collaboration diagram for Tang::AstNodeRangedFor:



### Public Types

- enum [PreprocessState](#) : int { [Default](#) = 0 , [IsAssignment](#) = 1 }

*Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeRangedFor (std::shared_ptr< AstNodelIdentifier > target, std::shared_ptr< AstNode > collection, std::shared_ptr< AstNode > codeBlock, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`  
*Compile the ast of the provided Tang::Program.*
- `virtual void compilePreprocess (Program &program, PreprocessState state) const override`  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- `std::shared_ptr< AstNodelIdentifier > target`  
*The target variable to hold the value for the current loop iteration.*
- `std::shared_ptr< AstNode > collection`  
*The collection through which to iterate.*
- `std::shared_ptr< AstNode > codeBlock`  
*The code block executed when the condition is true.*
- `std::string iteratorVariableName`  
*The unique variable name that this iterator will use to persist its state on the stack.*

### 5.23.1 Detailed Description

An `AstNode` that represents a ranged for() statement.

### 5.23.2 Member Enumeration Documentation

#### 5.23.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |   |
|--------------|---|
| Default      | The default state.  |
| IsAssignment | <code>AstNode</code> is part of an assignment expression. |

### 5.23.3 Constructor & Destructor Documentation

#### 5.23.3.1 AstNodeRangedFor()

```
AstNodeRangedFor::AstNodeRangedFor (
    std::shared_ptr< AstNodeIdentifier > target,
    std::shared_ptr< AstNode > collection,
    std::shared_ptr< AstNode > codeBlock,
    Tang::location location )
```

The constructor.

##### Parameters

|                   |   |
|-------------------|---|
| <i>target</i>     | The target variable to hold the value for the current loop iteration. |
| <i>collection</i> | The collection through which to iterate.                              |
| <i>codeBlock</i>  | The statement executed when the condition is true.                    |
| <i>location</i>   | The location associated with the expression.                          |

### 5.23.4 Member Function Documentation

#### 5.23.4.1 compile()

```
void AstNodeRangedFor::compile (
    Tang::Program & program ) const [override], [virtual]
```

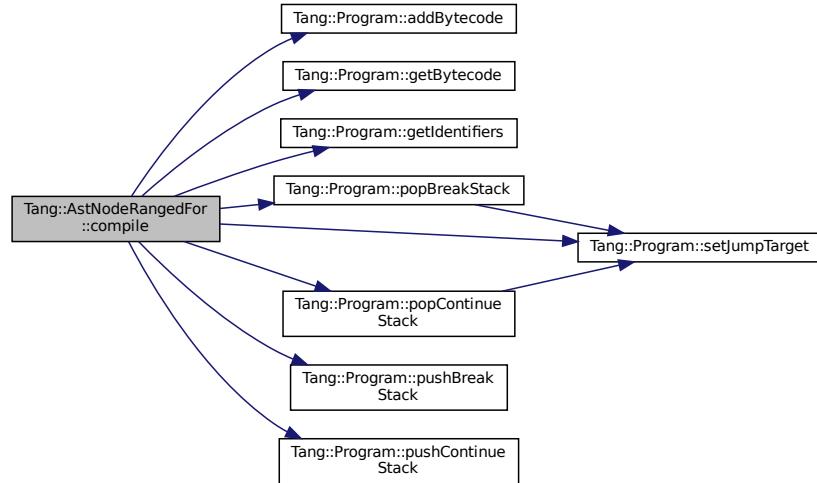
Compile the ast of the provided [Tang::Program](#).

##### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



#### 5.23.4.2 compilePreprocess()

```
void AstNodeRangedFor::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

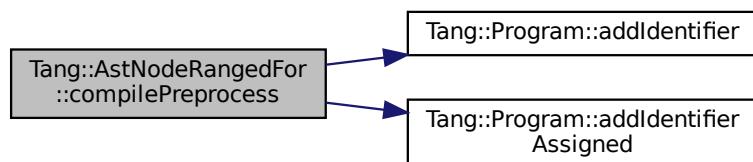
Run any preprocess analysis needed before compilation.

##### Parameters

|                      |  |
|----------------------|--|
| <code>program</code> | The <code>Tang::Program</code> that is being compiled. |
| <code>state</code>   | Any preprocess flags that need to be considered.       |

Reimplemented from `Tang::AstNode`.

Here is the call graph for this function:



### 5.23.4.3 `dump()`

```
string AstNodeRangedFor::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

#### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

#### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

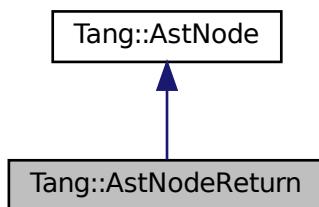
- [include/astNodeRangedFor.hpp](#)
- [src/astNodeRangedFor.cpp](#)

## 5.24 Tang::AstNodeReturn Class Reference

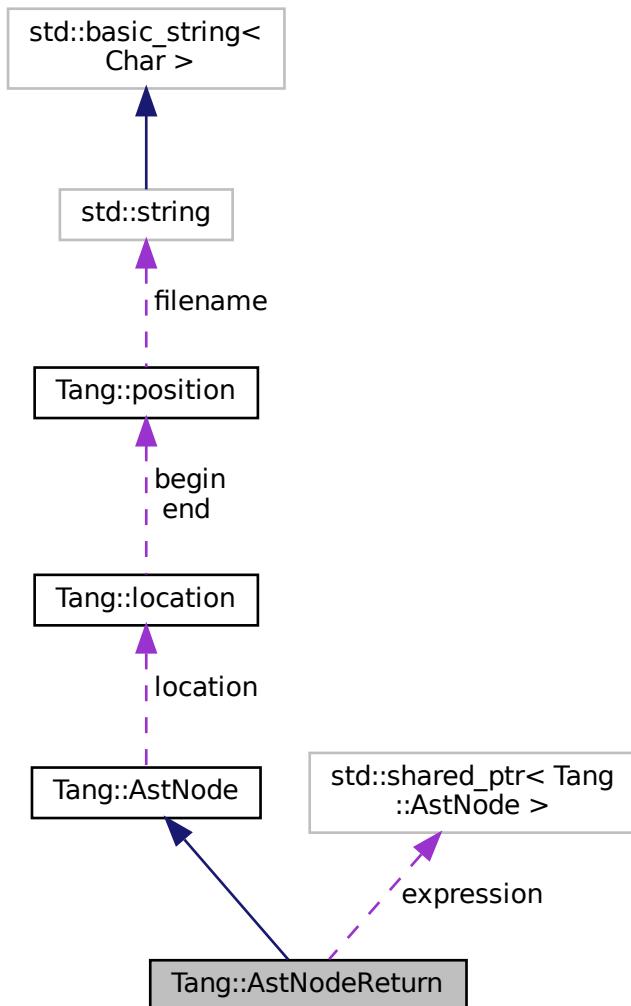
An [AstNode](#) that represents a `return` statement.

```
#include <astNodeReturn.hpp>
```

Inheritance diagram for Tang::AstNodeReturn:



Collaboration diagram for Tang::AstNodeReturn:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeReturn (std::shared_ptr< AstNode > expression, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`  
*Compile the ast of the provided Tang::Program.*
- `virtual void compilePreprocess (Program &program, PreprocessState state) const override`  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- `std::shared_ptr< AstNode > expression`  
*The expression to which the operation will be applied.*

### 5.24.1 Detailed Description

An `AstNode` that represents a `return` statement.

### 5.24.2 Member Enumeration Documentation

#### 5.24.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

#### Enumerator

|              |   |
|--------------|---|
| Default      | The default state.  |
| IsAssignment | <code>AstNode</code> is part of an assignment expression. |

### 5.24.3 Constructor & Destructor Documentation

#### 5.24.3.1 AstNodeReturn()

```
AstNodeReturn::AstNodeReturn (
    std::shared_ptr< AstNode > expression,
    Tang::location location )
```

The constructor.

#### Parameters

|                         |  |
|-------------------------|--|
| <code>expression</code> | The expression to be returned.                     |
| <code>location</code>   | The location associated with the return statement. |

## 5.24.4 Member Function Documentation

### 5.24.4.1 compile()

```
void AstNodeReturn::compile (
    Tang::Program & program ) const [override], [virtual]
```

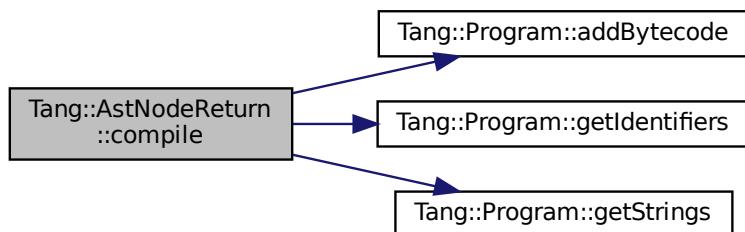
Compile the ast of the provided [Tang::Program](#).

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



### 5.24.4.2 compilePreprocess()

```
void AstNodeReturn::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

### 5.24.4.3 `dump()`

```
string AstNodeReturn::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

#### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

#### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

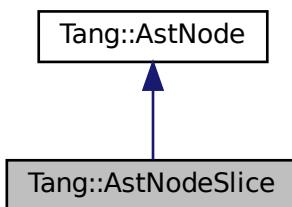
- [include/astNodeReturn.hpp](#)
- [src/astNodeReturn.cpp](#)

## 5.25 Tang::AstNodeSlice Class Reference

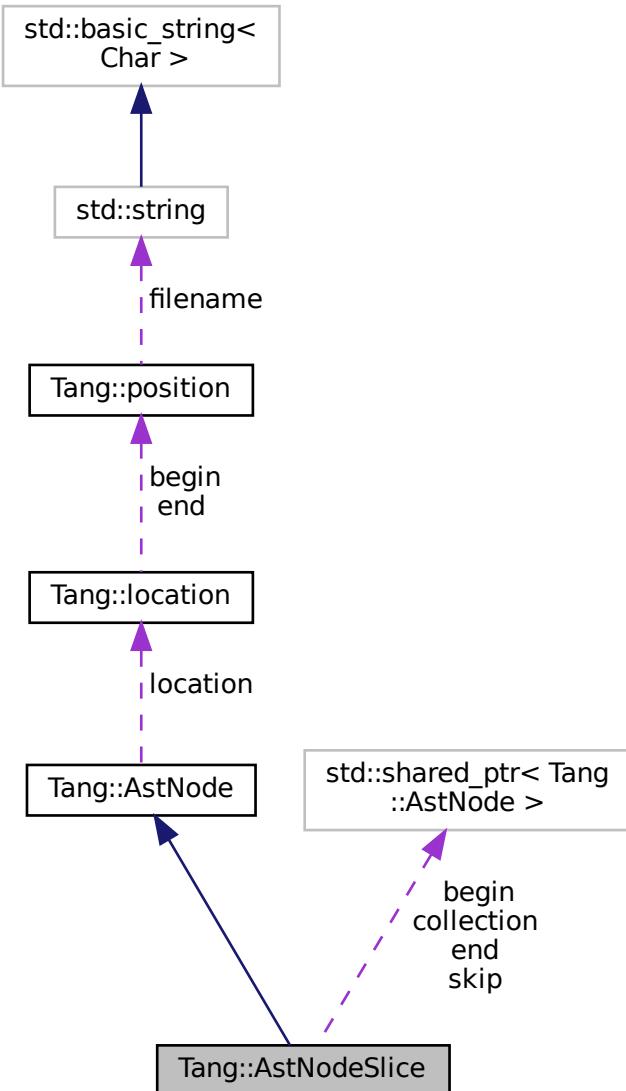
An [AstNode](#) that represents a ternary expression.

```
#include <astNodeSlice.hpp>
```

Inheritance diagram for Tang::AstNodeSlice:



Collaboration diagram for Tang::AstNodeSlice:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeSlice (std::shared_ptr< AstNode > collection, std::shared_ptr< AstNode > begin, std::shared_ptr< AstNode > end, std::shared_ptr< AstNode > slice, Tang::location location)`
- The constructor.*

- virtual std::string **dump** (std::string indent="") const override  
*Return a string that describes the contents of the node.*
- virtual void **compile** ([Tang::Program](#) &program) const override  
*Compile the ast of the provided [Tang::Program](#).*
- virtual void **compilePreprocess** ([Program](#) &program, [PreprocessState](#) state) const override  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- [Tang::location](#) **location**  
*The location associated with this node.*

## Private Attributes

- std::shared\_ptr<[AstNode](#)> **collection**  
*The collection which will be sliced.*
- std::shared\_ptr<[AstNode](#)> **begin**  
*The begin index position of the slice.*
- std::shared\_ptr<[AstNode](#)> **end**  
*The end index position of the slice.*
- std::shared\_ptr<[AstNode](#)> **skip**  
*The skip index position of the slice.*

### 5.25.1 Detailed Description

An [AstNode](#) that represents a ternary expression.

### 5.25.2 Member Enumeration Documentation

#### 5.25.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

##### Enumerator

|              |  |
|--------------|--|
| Default      | The default state.   |
| IsAssignment | <a href="#">AstNode</a> is part of an assignment expression. |

### 5.25.3 Constructor & Destructor Documentation

#### 5.25.3.1 AstNodeSlice()

```
AstNodeSlice::AstNodeSlice (
    std::shared_ptr< AstNode > collection,
    std::shared_ptr< AstNode > begin,
    std::shared_ptr< AstNode > end,
    std::shared_ptr< AstNode > slice,
    Tang::location location )
```

The constructor.

##### Parameters

|                   |  |
|-------------------|--|
| <i>collection</i> | The collection which will be sliced.         |
| <i>begin</i>      | The begin index position of the slice.       |
| <i>end</i>        | The end index position of the slice.         |
| <i>skip</i>       | The skip index position of the slice.        |
| <i>location</i>   | The location associated with the expression. |

### 5.25.4 Member Function Documentation

#### 5.25.4.1 compile()

```
void AstNodeSlice::compile (
    Tang::Program & program ) const [override], [virtual]
```

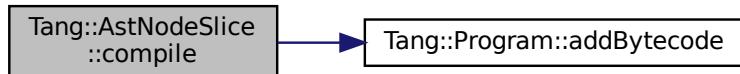
Compile the ast of the provided [Tang::Program](#).

##### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



#### 5.25.4.2 compilePreprocess()

```
void AstNodeSlice::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

##### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

#### 5.25.4.3 dump()

```
string AstNodeSlice::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

##### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

##### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

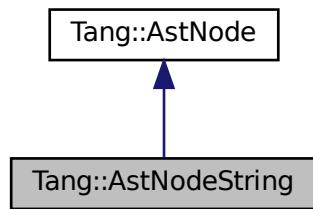
- [include/astNodeSlice.hpp](#)
- [src/astNodeSlice.cpp](#)

## 5.26 Tang::AstNodeString Class Reference

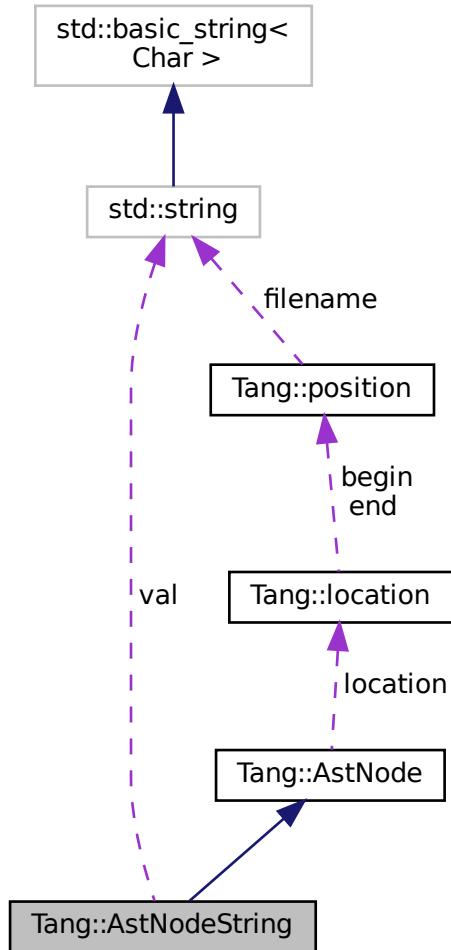
An [AstNode](#) that represents a string literal.

```
#include <astNodeString.hpp>
```

Inheritance diagram for Tang::AstNodeString:



Collaboration diagram for Tang::AstNodeString:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeString (const std::string &text, Tang::location location)`  
*Construct a Trusted string.*
- `AstNodeString (const std::string &text, UnicodeString::Type type, Tang::location location)`  
*Construct a string that is either Trusted or Untrusted.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`

*Compile the ast of the provided Tang::Program.*

- virtual void `compilePreprocess (Program &program, PreprocessState state) const override`  
*Run any preprocess analysis needed before compilation.*
- void `compileLiteral (Tang::Program &program) const`  
*Compile the string and push it onto the stack.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- `std::string val`  
*The string value being stored.*
- `UnicodeString::Type type`  
*The UnicodeString::Type that the string should be considered.*

### 5.26.1 Detailed Description

An `AstNode` that represents a string literal.

### 5.26.2 Member Enumeration Documentation

#### 5.26.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

##### Enumerator

|              |   |
|--------------|---|
| Default      | The default state.  |
| IsAssignment | <code>AstNode</code> is part of an assignment expression. |

### 5.26.3 Constructor & Destructor Documentation

### 5.26.3.1 AstNodeString() [1/2]

```
AstNodeString::AstNodeString (
    const std::string & text,
    Tang::location location )
```

Construct a Trusted string.

#### Parameters

|                 |  |
|-----------------|--|
| <i>text</i>     | The string to represent.                     |
| <i>location</i> | The location associated with the expression. |

### 5.26.3.2 AstNodeString() [2/2]

```
AstNodeString::AstNodeString (
    const std::string & text,
    UnicodeString::Type type,
    Tang::location location )
```

Construct a string that is either Trusted or Untrusted.

#### Parameters

|                 |   |
|-----------------|---|
| <i>text</i>     | The string to represent.  |
| <i>type</i>     | The <a href="#">UnicodeString::Type</a> that the string should be considered. |
| <i>location</i> | The location associated with the expression.                                  |

## 5.26.4 Member Function Documentation

### 5.26.4.1 compile()

```
void AstNodeString::compile (
    Tang::Program & program ) const [override], [virtual]
```

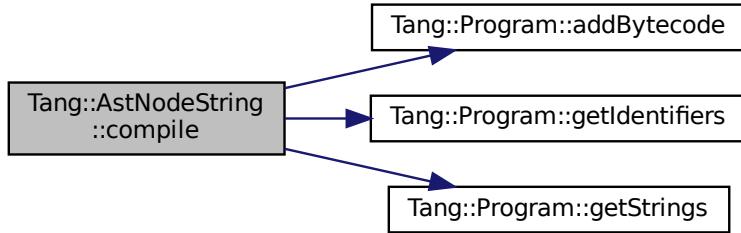
Compile the ast of the provided [Tang::Program](#).

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



#### 5.26.4.2 compileLiteral()

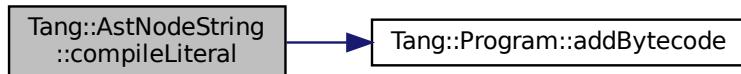
```
void AstNodeString::compileLiteral (
    Tang::Program & program ) const
```

Compile the string and push it onto the stack.

##### Parameters

|                      |   |
|----------------------|---|
| <code>program</code> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------------|---|

Here is the call graph for this function:



#### 5.26.4.3 compilePreprocess()

```
void AstNodeString::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

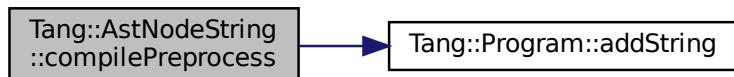
Run any preprocess analysis needed before compilation.

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:

**5.26.4.4 dump()**

```
string AstNodeString::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

**Parameters**

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

**Returns**

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

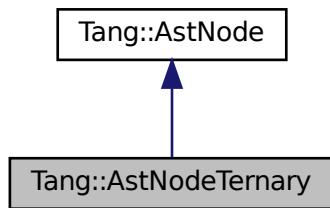
- [include/astNodeString.hpp](#)
- [src/astNodeString.cpp](#)

**5.27 Tang::AstNodeTernary Class Reference**

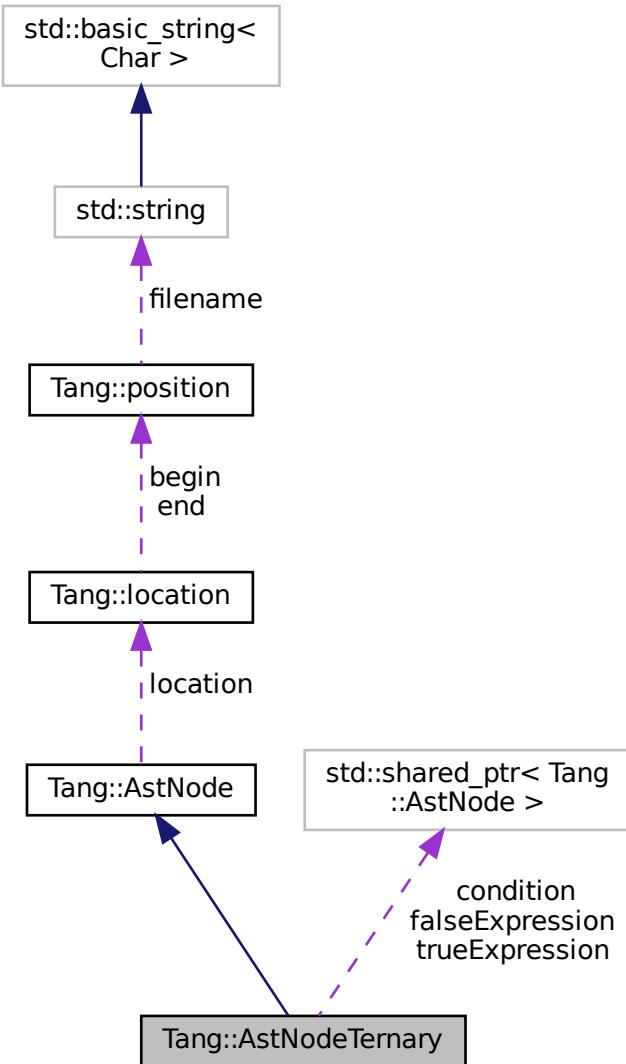
An [AstNode](#) that represents a ternary expression.

```
#include <astNodeTernary.hpp>
```

Inheritance diagram for Tang::AstNodeTernary:



Collaboration diagram for Tang::AstNodeTernary:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeTernary (std::shared_ptr< AstNode > condition, std::shared_ptr< AstNode > trueExpression, std::shared_ptr< AstNode > falseExpression, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`

*Return a string that describes the contents of the node.*

- virtual void `compile (Tang::Program &program)` const override  
*Compile the ast of the provided Tang::Program.*
- virtual void `compilePreprocess (Program &program, PreprocessState state)` const override  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- `std::shared_ptr< AstNode > condition`  
*The expression which determines whether the trueExpression or falseExpression is executed.*
- `std::shared_ptr< AstNode > trueExpression`  
*The expression executed when the condition is true.*
- `std::shared_ptr< AstNode > falseExpression`  
*The expression executed when the condition is false.*

### 5.27.1 Detailed Description

An `AstNode` that represents a ternary expression.

### 5.27.2 Member Enumeration Documentation

#### 5.27.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |   |
|--------------|---|
| Default      | The default state.  |
| IsAssignment | <code>AstNode</code> is part of an assignment expression. |

### 5.27.3 Constructor & Destructor Documentation

### 5.27.3.1 AstNodeTernary()

```
AstNodeTernary::AstNodeTernary (
    std::shared_ptr< AstNode > condition,
    std::shared_ptr< AstNode > trueExpression,
    std::shared_ptr< AstNode > falseExpression,
    Tang::location location )
```

The constructor.

#### Parameters

|                        |  |
|------------------------|--|
| <i>condition</i>       | The expression which determines whether the trueExpression or falseExpression is executed. |
| <i>trueExpression</i>  | The expression executed when the condition is true.  |
| <i>falseExpression</i> | The expression executed when the condition is false.                                       |
| <i>location</i>        | The location associated with the expression.   |

## 5.27.4 Member Function Documentation

### 5.27.4.1 compile()

```
void AstNodeTernary::compile (
    Tang::Program & program ) const [override], [virtual]
```

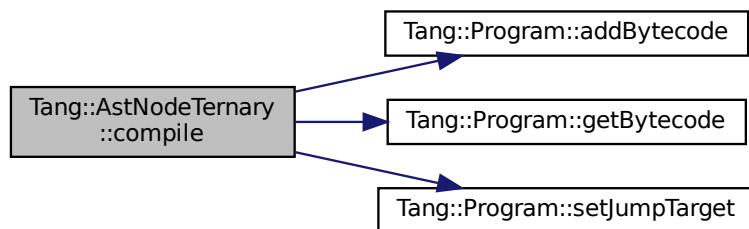
Compile the ast of the provided [Tang::Program](#).

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



### 5.27.4.2 compilePreprocess()

```
void AstNodeTernary::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

### 5.27.4.3 dump()

```
string AstNodeTernary::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

#### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

#### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

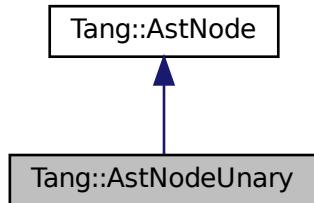
- [include/astNodeTernary.hpp](#)
- [src/astNodeTernary.cpp](#)

## 5.28 Tang::AstNodeUnary Class Reference

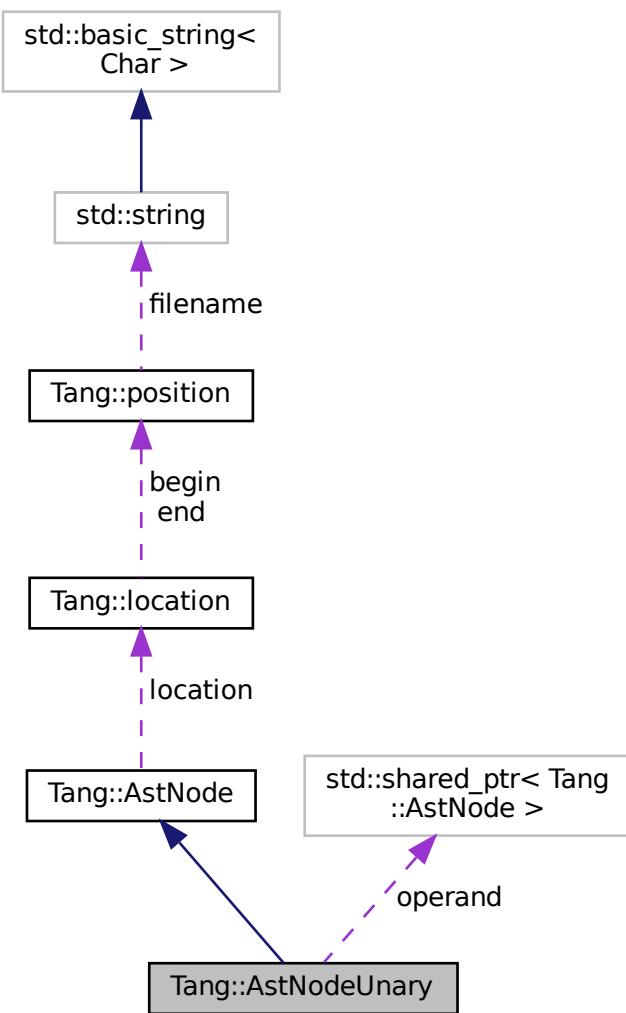
An [AstNode](#) that represents a unary negation.

```
#include <astNodeUnary.hpp>
```

Inheritance diagram for Tang::AstNodeUnary:



Collaboration diagram for Tang::AstNodeUnary:



## Public Types

- enum `Operator` { `Negative` , `Not` }  
*The type of operation.*
- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }  
*Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeUnary (Operator op, std::shared_ptr< AstNode > operand, Tang::location location)`  
*The constructor.*
- virtual std::string `dump` (std::string indent="") const override  
*Return a string that describes the contents of the node.*
- virtual void `compile` (Tang::Program &program) const override  
*Compile the ast of the provided Tang::Program.*
- virtual void `compilePreprocess` (Program &program, PreprocessState state) const override  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- `Operator op`  
*The operation which will be applied to the operand.*
- `std::shared_ptr< AstNode > operand`  
*The operand to which the operation will be applied.*

### 5.28.1 Detailed Description

An `AstNode` that represents a unary negation.

### 5.28.2 Member Enumeration Documentation

#### 5.28.2.1 Operator

```
enum Tang::AstNodeUnary::Operator
```

The type of operation.

## Enumerator

|          |                              |
|----------|------------------------------|
| Negative | Compute the negative (-).    |
| Not      | Compute the logical not (!). |

**5.28.2.2 PreprocessState**

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

## Enumerator

|              |  |
|--------------|--|
| Default      | The default state.   |
| IsAssignment | <a href="#">AstNode</a> is part of an assignment expression. |

**5.28.3 Constructor & Destructor Documentation****5.28.3.1 AstNodeUnary()**

```
AstNodeUnary::AstNodeUnary (
    Operator op,
    std::shared_ptr< AstNode > operand,
    Tang::location location )
```

The constructor.

## Parameters

|                 |   |
|-----------------|---|
| <i>op</i>       | The <a href="#">Tang::AstNodeUnary::Operator</a> to apply to the operand. |
| <i>operand</i>  | The expression to be operated on.   |
| <i>location</i> | The location associated with the expression.                              |

**5.28.4 Member Function Documentation****5.28.4.1 compile()**

```
void AstNodeUnary::compile (
    Tang::Program & program ) const [override], [virtual]
```

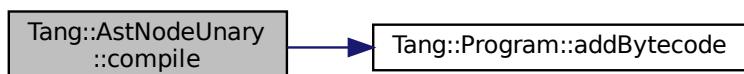
Compile the ast of the provided [Tang::Program](#).

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:

**5.28.4.2 compilePreprocess()**

```
void AstNodeUnary::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

**Parameters**

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

**5.28.4.3 dump()**

```
string AstNodeUnary::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

**Parameters**

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

**Returns**

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

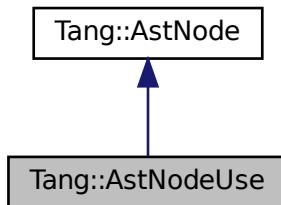
- [include/astNodeUnary.hpp](#)
- [src/astNodeUnary.cpp](#)

## 5.29 Tang::AstNodeUse Class Reference

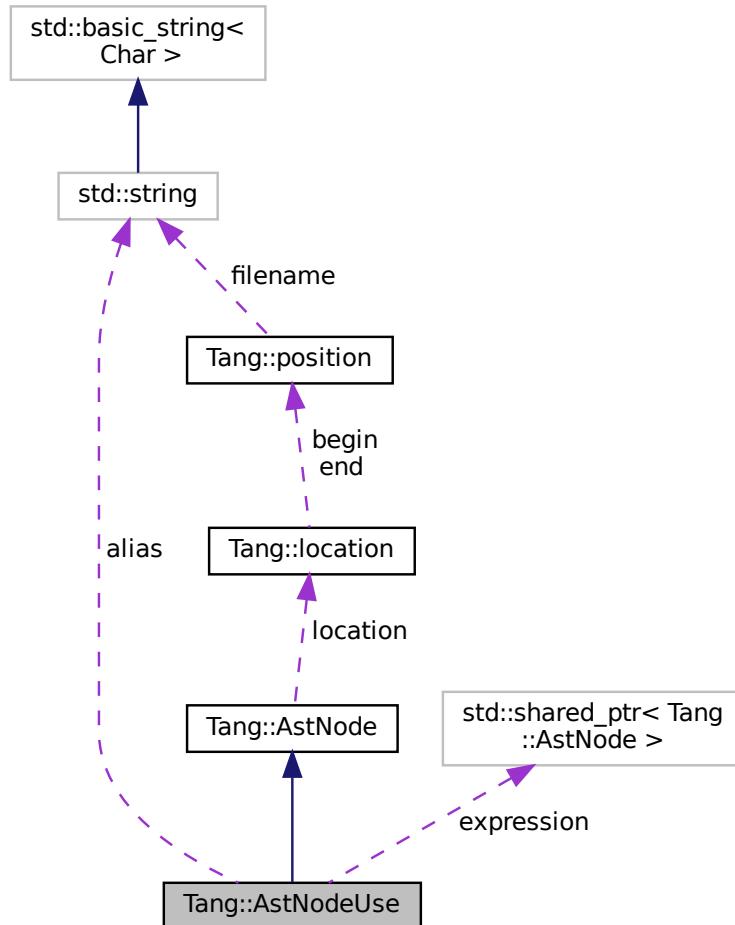
An [AstNode](#) that represents the inclusion of a library into the script.

```
#include <astNodeUse.hpp>
```

Inheritance diagram for Tang::AstNodeUse:



Collaboration diagram for Tang::AstNodeUse:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeUse (std::shared_ptr< AstNode > expression, const std::string &alias, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*
- `virtual void compile (Tang::Program &program) const override`  
*Compile the ast of the provided `Tang::Program`.*
- `virtual void compilePreprocess (Program &program, PreprocessState state) const override`  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- std::string **alias**  
*The alias to use for the library expression.*
- std::shared\_ptr< AstNode > **expression**  
*The library expression.*
- Tang::location **location**  
*The location associated with this node.*

### 5.29.1 Detailed Description

An [AstNode](#) that represents the inclusion of a library into the script.

A library or the library attributes will be represented by the `alias` within the script.

### 5.29.2 Member Enumeration Documentation

#### 5.29.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |  |
|--------------|--|
| Default      | The default state.   |
| IsAssignment | <a href="#">AstNode</a> is part of an assignment expression. |

### 5.29.3 Constructor & Destructor Documentation

#### 5.29.3.1 AstNodeUse()

```
AstNodeUse::AstNodeUse (
    std::shared_ptr< AstNode > expression,
    const std::string & alias,
    Tang::location location )
```

The constructor.

Parameters

|                         |   |
|-------------------------|---|
| <code>expression</code> | The library expression.   |
| <code>alias</code>      | An alias used to access the library expression within the script. |
| <code>location</code>   | The location associated with the expression.                      |

## 5.29.4 Member Function Documentation

### 5.29.4.1 compile()

```
void AstNodeUse::compile (
    Tang::Program & program ) const [override], [virtual]
```

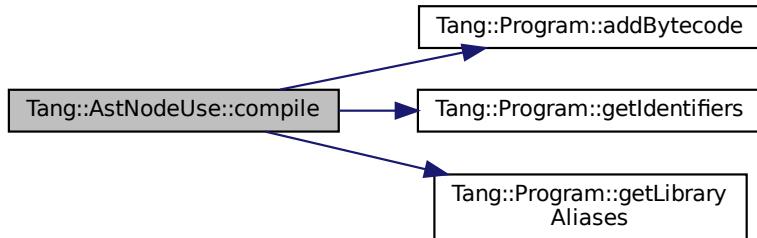
Compile the ast of the provided [Tang::Program](#).

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



### 5.29.4.2 compilePreprocess()

```
void AstNodeUse::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

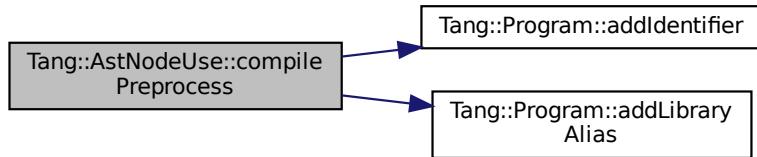
Run any preprocess analysis needed before compilation.

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



#### 5.29.4.3 dump()

```
string AstNodeUse::dump (\n    std::string indent = "") const [override], [virtual]
```

Return a string that describes the contents of the node.

##### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

##### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

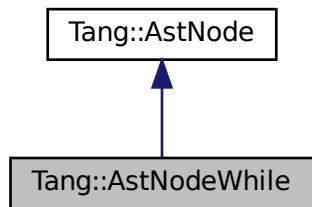
- [include/astNodeUse.hpp](#)
- [src/astNodeUse.cpp](#)

## 5.30 Tang::AstNodeWhile Class Reference

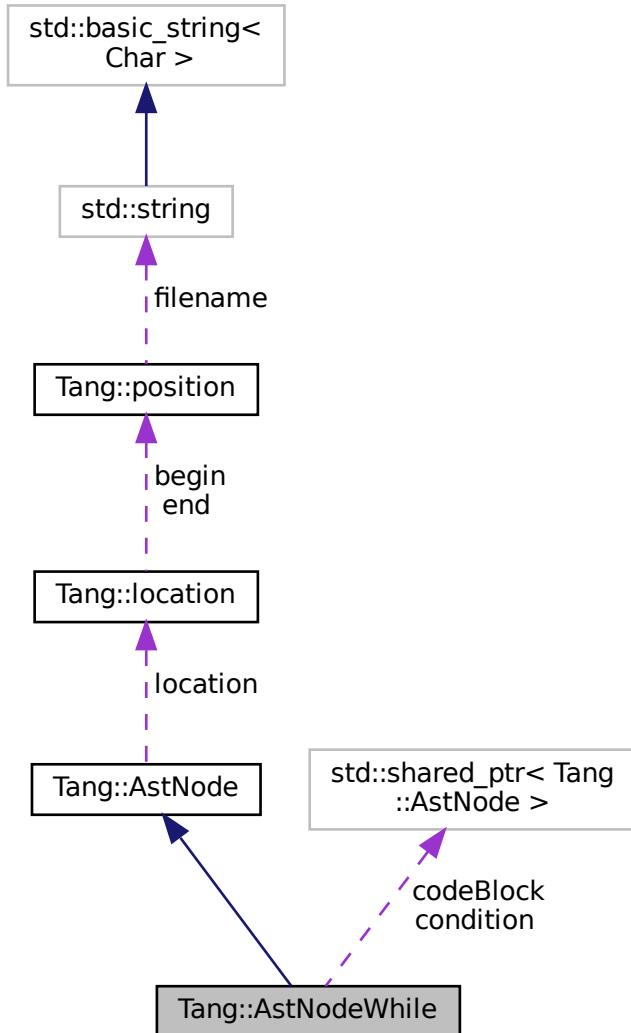
An [AstNode](#) that represents a while statement.

```
#include <astNodeWhile.hpp>
```

Inheritance diagram for Tang::AstNodeWhile:



Collaboration diagram for Tang::AstNodeWhile:



## Public Types

- enum `PreprocessState` : int { `Default` = 0 , `IsAssignment` = 1 }
- Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.*

## Public Member Functions

- `AstNodeWhile (std::shared_ptr< AstNode > condition, std::shared_ptr< AstNode > codeBlock, Tang::location location)`  
*The constructor.*
- `virtual std::string dump (std::string indent="") const override`  
*Return a string that describes the contents of the node.*

- virtual void `compile (Tang::Program &program)` const override  
*Compile the ast of the provided Tang::Program.*
- virtual void `compilePreprocess (Program &program, PreprocessState state)` const override  
*Run any preprocess analysis needed before compilation.*

## Public Attributes

- `Tang::location location`  
*The location associated with this node.*

## Private Attributes

- `std::shared_ptr< AstNode > condition`  
*The expression which determines whether or not the code block will continue to be executed.*
- `std::shared_ptr< AstNode > codeBlock`  
*The code block executed when the condition is true.*

### 5.30.1 Detailed Description

An `AstNode` that represents a while statement.

### 5.30.2 Member Enumeration Documentation

#### 5.30.2.1 PreprocessState

```
enum Tang::AstNode::PreprocessState : int [inherited]
```

Bit flags to indicate the state of the preprocess scan as it recursively evaluates the AST.

Enumerator

|              |   |
|--------------|---|
| Default      | The default state.  |
| IsAssignment | <code>AstNode</code> is part of an assignment expression. |

### 5.30.3 Constructor & Destructor Documentation

#### 5.30.3.1 AstNodeWhile()

```
AstNodeWhile::AstNodeWhile (
    std::shared_ptr< AstNode > condition,
```

```
std::shared_ptr< AstNode > codeBlock,
Tang::location location )
```

The constructor.

#### Parameters

|                  |   |
|------------------|---|
| <i>condition</i> | The expression which determines whether the thenBlock or elseBlock is executed. |
| <i>codeBlock</i> | The statement executed when the condition is true.                              |
| <i>location</i>  | The location associated with the expression.                                    |

### 5.30.4 Member Function Documentation

#### 5.30.4.1 compile()

```
void AstNodeWhile::compile (
    Tang::Program & program ) const [override], [virtual]
```

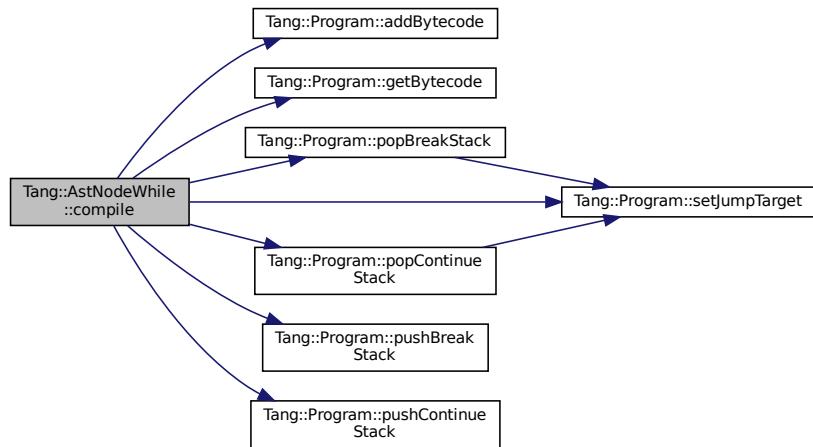
Compile the ast of the provided [Tang::Program](#).

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Program</a> which will hold the generated Bytecode. |
|----------------|---|

Reimplemented from [Tang::AstNode](#).

Here is the call graph for this function:



### 5.30.4.2 compilePreprocess()

```
void AstNodeWhile::compilePreprocess (
    Program & program,
    PreprocessState state ) const [override], [virtual]
```

Run any preprocess analysis needed before compilation.

#### Parameters

|                |   |
|----------------|---|
| <i>program</i> | The <a href="#">Tang::Program</a> that is being compiled. |
| <i>state</i>   | Any preprocess flags that need to be considered.          |

Reimplemented from [Tang::AstNode](#).

### 5.30.4.3 dump()

```
string AstNodeWhile::dump (
    std::string indent = "" ) const [override], [virtual]
```

Return a string that describes the contents of the node.

#### Parameters

|               |                                   |
|---------------|-----------------------------------|
| <i>indent</i> | A string used to indent the dump. |
|---------------|-----------------------------------|

#### Returns

The value as a string.

Reimplemented from [Tang::AstNode](#).

The documentation for this class was generated from the following files:

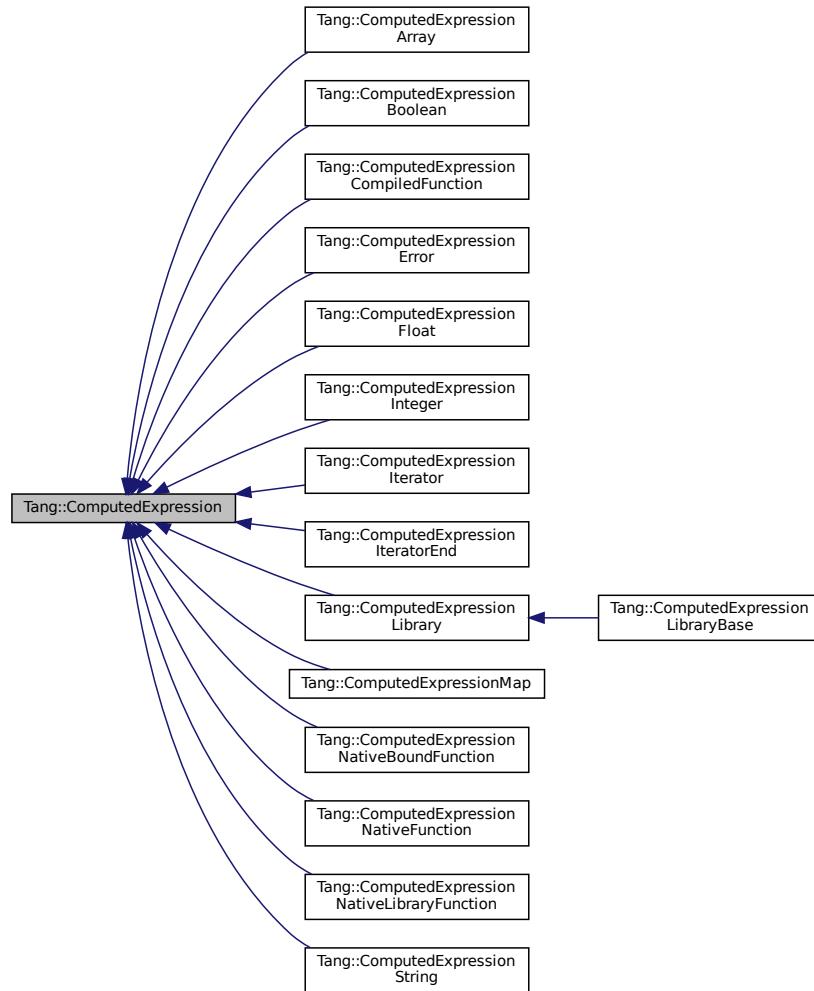
- [include/astNodeWhile.hpp](#)
- [src/astNodeWhile.cpp](#)

## 5.31 Tang::ComputedExpression Class Reference

Represents the result of a computation that has been executed.

```
#include <computedExpression.hpp>
```

Inheritance diagram for Tang::ComputedExpression:



## Public Member Functions

- `virtual ~ComputedExpression ()`  
*The object destructor.*
- `virtual std::string dump () const`  
*Output the contents of the `ComputedExpression` as a string.*
- `virtual std::string __asCode () const`  
*Output the contents of the `ComputedExpression` as a string similar to how it would be represented as code.*
- `virtual bool isCopyNeeded () const`  
*Determine whether or not a copy is needed.*
- `virtual GarbageCollected makeCopy () const`  
*Make a copy of the `ComputedExpression` (recursively, if appropriate).*
- `virtual bool is_equal (const Tang::integer_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- `virtual bool is_equal (const Tang::float_t &val) const`  
*Check whether or not the computed expression is equal to another value.*

- virtual bool `is_equal` (const bool &val) const  
*Check whether or not the computed expression is equal to another value.*
- virtual bool `is_equal` (const std::string &val) const  
*Check whether or not the computed expression is equal to another value.*
- virtual bool `is_equal` (const Error &val) const  
*Check whether or not the computed expression is equal to another value.*
- virtual bool `is_equal` (const std::nullptr\_t &val) const  
*Check whether or not the computed expression is equal to another value.*
- virtual `GarbageCollected __assign_index` (const `GarbageCollected` &index, const `GarbageCollected` &value)  
*Perform an index assignment to the supplied value.*
- virtual `GarbageCollected __add` (const `GarbageCollected` &rhs) const  
*Compute the result of adding this value and the supplied value.*
- virtual `GarbageCollected __subtract` (const `GarbageCollected` &rhs) const  
*Compute the result of subtracting this value and the supplied value.*
- virtual `GarbageCollected __multiply` (const `GarbageCollected` &rhs) const  
*Compute the result of multiplying this value and the supplied value.*
- virtual `GarbageCollected __divide` (const `GarbageCollected` &rhs) const  
*Compute the result of dividing this value and the supplied value.*
- virtual `GarbageCollected __modulo` (const `GarbageCollected` &rhs) const  
*Compute the result of moduloing this value and the supplied value.*
- virtual `GarbageCollected __negative` () const  
*Compute the result of negating this value.*
- virtual `GarbageCollected __not` () const  
*Compute the logical not of this value.*
- virtual `GarbageCollected __lessThan` (const `GarbageCollected` &rhs) const  
*Compute the "less than" comparison.*
- virtual `GarbageCollected __equal` (const `GarbageCollected` &rhs) const  
*Perform an equality test.*
- virtual `GarbageCollected __period` (const `GarbageCollected` &member, std::shared\_ptr<`TangBase`> &tang) const  
*Perform a member access (period) operation.*
- virtual `GarbageCollected __index` (const `GarbageCollected` &index) const  
*Perform an index operation.*
- virtual `GarbageCollected __slice` (const `GarbageCollected` &begin, const `GarbageCollected` &end, const `GarbageCollected` &skip) const  
*Perform a slice operation.*
- virtual `GarbageCollected __getIterator` (const `GarbageCollected` &collection) const  
*Get an iterator for the expression.*
- virtual `GarbageCollected __iteratorNext` (size\_t index=0) const  
*Get the next iterative value.*
- virtual `GarbageCollected __integer` () const  
*Perform a type cast to integer.*
- virtual `GarbageCollected __float` () const  
*Perform a type cast to float.*
- virtual `GarbageCollected __boolean` () const  
*Perform a type cast to boolean.*
- virtual `GarbageCollected __string` () const  
*Perform a type cast to string.*

### 5.31.1 Detailed Description

Represents the result of a computation that has been executed.

By default, it will represent a NULL value.

### 5.31.2 Member Function Documentation

#### 5.31.2.1 \_\_add()

```
GarbageCollected ComputedExpression::__add (
    const GarbageCollected & rhs ) const [virtual]
```

Compute the result of adding this value and the supplied value.

##### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to add to this. |
|------------|--|

##### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

#### 5.31.2.2 \_\_asCode()

```
string ComputedExpression::__asCode ( ) const [virtual]
```

Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.

##### Returns

A code-string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#).

#### 5.31.2.3 \_\_assign\_index()

```
GarbageCollected ComputedExpression::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [virtual]
```

Perform an index assignment to the supplied value.

**Parameters**

|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

**5.31.2.4 \_\_boolean()**

```
GarbageCollected ComputedExpression::__boolean ( ) const [virtual]
```

Perform a type cast to boolean.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

**5.31.2.5 \_\_divide()**

```
GarbageCollected ComputedExpression::__divide (
    const GarbageCollected & rhs ) const [virtual]
```

Compute the result of dividing this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.31.2.6 \_\_equal()

```
GarbageCollected ComputedExpression::__equal (
    const GarbageCollected & rhs ) const [virtual]
```

Perform an equality test.

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionNativeLibraryFunction](#), [Tang::ComputedExpressionTang::ComputedExpressionNativeBoundFunction](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), [Tang::ComputedExpressionCompiledFunction](#), and [Tang::ComputedExpressionBoolean](#).

### 5.31.2.7 \_\_float()

```
GarbageCollected ComputedExpression::__float () const [virtual]
```

Perform a type cast to float.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.31.2.8 \_\_getIterator()

```
GarbageCollected ComputedExpression::__getIterator (
    const GarbageCollected & collection ) const [virtual]
```

Get an iterator for the expression.

#### Parameters

|                   |  |
|-------------------|--|
| <i>collection</i> | The <a href="#">GarbageCollected</a> value that will serve as the collection through which to iterate. |
|-------------------|--|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.31.2.9 \_\_index()

```
GarbageCollected ComputedExpression::__index (
    const GarbageCollected & index ) const [virtual]
```

Perform an index operation.

#### Parameters

|              |  |
|--------------|--|
| <i>index</i> | The index expression provided by the script. |
|--------------|--|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.31.2.10 \_\_integer()

```
GarbageCollected ComputedExpression::__integer () const [virtual]
```

Perform a type cast to integer.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.31.2.11 \_\_iteratorNext()

```
GarbageCollected ComputedExpression::__iteratorNext (
    size_t index = 0 ) const [virtual]
```

Get the next iterative value.

#### Parameters

|              |                          |
|--------------|--------------------------|
| <i>index</i> | The desired index value. |
|--------------|--------------------------|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIterator](#), and [Tang::ComputedExpressionArray](#).

### 5.31.2.12 \_\_lessThan()

```
GarbageCollected ComputedExpression::__lessThan (
    const GarbageCollected & rhs ) const [virtual]
```

Compute the "less than" comparison.

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.31.2.13 \_\_modulo()

```
GarbageCollected ComputedExpression::__modulo (
    const GarbageCollected & rhs ) const [virtual]
```

Compute the result of moduloing this value and the supplied value.

#### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

### 5.31.2.14 \_\_multiply()

```
GarbageCollected ComputedExpression::__multiply (
    const GarbageCollected & rhs ) const [virtual]
```

Compute the result of multiplying this value and the supplied value.

#### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to multiply to this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.31.2.15 `__negative()`

```
GarbageCollected ComputedExpression::__negative () const [virtual]
```

Compute the result of negating this value.

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.31.2.16 `__not()`

```
GarbageCollected ComputedExpression::__not () const [virtual]
```

Compute the logical not of this value.

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.31.2.17 `__period()`

```
GarbageCollected ComputedExpression::__period (
    const GarbageCollected & member,
    std::shared_ptr< TangBase > & tang ) const [virtual]
```

Perform a member access (period) operation.

**Parameters**

|               |   |
|---------------|---|
| <i>member</i> | The member expression provided by the script. |
|---------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionLibrary](#).

**5.31.2.18 \_\_slice()**

```
GarbageCollected ComputedExpression::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [virtual]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

**Parameters**

|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), and [Tang::ComputedExpressionArray](#).

**5.31.2.19 \_\_string()**

```
GarbageCollected ComputedExpression::__string ( ) const [virtual]
```

Perform a type cast to string.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIteratorEnd](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionArray](#).

**5.31.2.20 \_\_subtract()**

```
GarbageCollected ComputedExpression::__subtract (
    const GarbageCollected & rhs ) const [virtual]
```

Compute the result of subtracting this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to subtract from this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.31.2.21 dump()**

```
string ComputedExpression::dump ( ) const [virtual]
```

Output the contents of the [ComputedExpression](#) as a string.

**Returns**

A string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionNativeLibraryFunction](#), [Tang::ComputedExpressionNativeBoundFunction](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionLibrary](#), [Tang::ComputedExpressionIteratorEnd](#), [Tang::ComputedExpressionIterator](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), [Tang::ComputedExpressionCompiledFunction](#), [Tang::ComputedExpressionBoolean](#), and [Tang::ComputedExpressionArray](#).

**5.31.2.22 is\_equal() [1/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const bool & val ) const [virtual]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionBoolean](#).

### 5.31.2.23 `is_equal()` [2/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Error & val ) const [virtual]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

### 5.31.2.24 `is_equal()` [3/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

### 5.31.2.25 `is_equal()` [4/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::string & val ) const [virtual]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#).

**5.31.2.26 is\_equal() [5/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::float_t & val ) const [virtual]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.31.2.27 is\_equal() [6/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::integer_t & val ) const [virtual]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.31.2.28 isCopyNeeded()**

```
bool ComputedExpression::isCopyNeeded ( ) const [virtual]
```

Determine whether or not a copy is needed.

Copying is only required for ComputedExpressions which serve as containers, such as [ComputedExpressionArray](#) and [ComputedExpressionObject](#).

#### Returns

Whether or not a copy is needed.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

#### 5.31.2.29 makeCopy()

`GarbageCollected ComputedExpression::makeCopy () const [virtual]`

Make a copy of the [ComputedExpression](#) (recursively, if appropriate).

#### Returns

A [Tang::GarbageCollected](#) value for the new [ComputedExpression](#).

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionNativeLibraryFunction](#), [Tang::ComputedExpression](#), [Tang::ComputedExpressionNativeBoundFunction](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionLibraryBase](#), [Tang::ComputedExpressionLibrary](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), [Tang::ComputedExpressionCompiledFunction](#), [Tang::ComputedExpressionBoolean](#), and [Tang::ComputedExpressionArray](#).

The documentation for this class was generated from the following files:

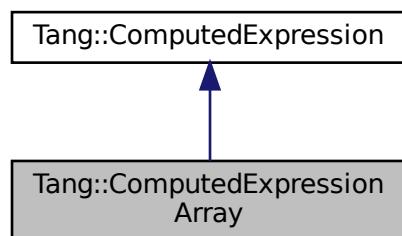
- [include/computedExpression.hpp](#)
- [src/computedExpression.cpp](#)

## 5.32 Tang::ComputedExpressionArray Class Reference

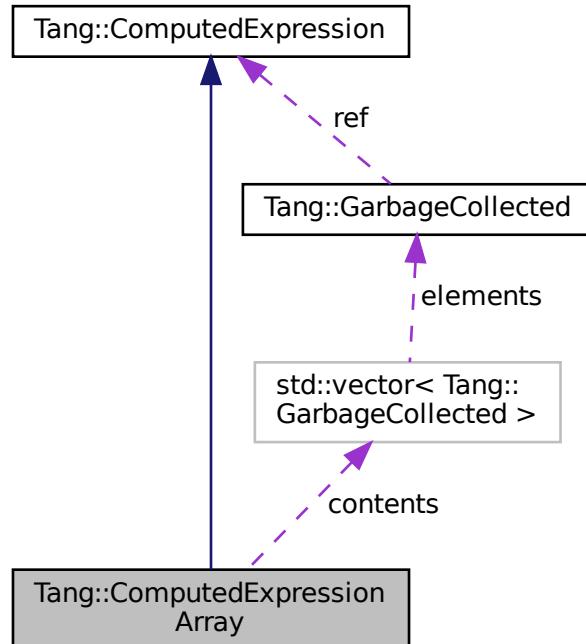
Represents an Array that is the result of a computation.

```
#include <computedExpressionArray.hpp>
```

Inheritance diagram for Tang::ComputedExpressionArray:



Collaboration diagram for Tang::ComputedExpressionArray:



## Public Member Functions

- **ComputedExpressionArray (std::vector< Tang::GarbageCollected > contents)**  
*Construct an Array result.*
- virtual std::string **dump () const override**  
*Output the contents of the [ComputedExpression](#) as a string.*
- virtual bool **isCopyNeeded () const override**  
*Determine whether or not a copy is needed.*
- **GarbageCollected makeCopy () const override**  
*Make a copy of the [ComputedExpression](#) (recursively, if appropriate).*
- virtual **GarbageCollected \_\_index (const GarbageCollected &index) const override**  
*Perform an index operation.*
- virtual **GarbageCollected \_\_slice (const GarbageCollected &begin, const GarbageCollected &end, const GarbageCollected &skip) const override**  
*Perform a slice operation.*
- virtual **GarbageCollected \_\_getIterator (const GarbageCollected &collection) const override**  
*Get an iterator for the expression.*
- virtual **GarbageCollected \_\_iteratorNext (size\_t index) const override**  
*Get the next iterative value.*
- virtual **GarbageCollected \_\_assign\_index (const GarbageCollected &index, const GarbageCollected &value) override**  
*Perform an index assignment to the supplied value.*
- virtual **GarbageCollected \_\_string () const override**

- `const std::vector< Tang::GarbageCollected > & getContents () const`  
*Return the contents of this object.*
- `void append (const Tang::GarbageCollected &item)`  
*Append an item to the contents of this array object.*
- `virtual std::string __asCode () const`  
*Output the contents of the `ComputedExpression` as a string similar to how it would be represented as code.*
- `virtual bool is_equal (const Tang::integer_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- `virtual bool is_equal (const Tang::float_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- `virtual bool is_equal (const bool &val) const`  
*Check whether or not the computed expression is equal to another value.*
- `virtual bool is_equal (const std::string &val) const`  
*Check whether or not the computed expression is equal to another value.*
- `virtual bool is_equal (const Error &val) const`  
*Check whether or not the computed expression is equal to another value.*
- `virtual bool is_equal (const std::nullptr_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- `virtual GarbageCollected __add (const GarbageCollected &rhs) const`  
*Compute the result of adding this value and the supplied value.*
- `virtual GarbageCollected __subtract (const GarbageCollected &rhs) const`  
*Compute the result of subtracting this value and the supplied value.*
- `virtual GarbageCollected __multiply (const GarbageCollected &rhs) const`  
*Compute the result of multiplying this value and the supplied value.*
- `virtual GarbageCollected __divide (const GarbageCollected &rhs) const`  
*Compute the result of dividing this value and the supplied value.*
- `virtual GarbageCollected __modulo (const GarbageCollected &rhs) const`  
*Compute the result of moduloing this value and the supplied value.*
- `virtual GarbageCollected __negative () const`  
*Compute the result of negating this value.*
- `virtual GarbageCollected __not () const`  
*Compute the logical not of this value.*
- `virtual GarbageCollected __lessThan (const GarbageCollected &rhs) const`  
*Compute the "less than" comparison.*
- `virtual GarbageCollected __equal (const GarbageCollected &rhs) const`  
*Perform an equality test.*
- `virtual GarbageCollected __period (const GarbageCollected &member, std::shared_ptr< TangBase > &tang) const`  
*Perform a member access (period) operation.*
- `virtual GarbageCollected __integer () const`  
*Perform a type cast to integer.*
- `virtual GarbageCollected __float () const`  
*Perform a type cast to float.*
- `virtual GarbageCollected __boolean () const`  
*Perform a type cast to boolean.*

## Static Public Member Functions

- `static NativeBoundFunctionMap getMethods ()`  
*Return the member functions implemented for this particular expression type.*

## Private Attributes

- std::vector< [Tang::GarbageCollected](#) > contents  
*The array contents.*

### 5.32.1 Detailed Description

Represents an Array that is the result of a computation.

### 5.32.2 Constructor & Destructor Documentation

#### 5.32.2.1 ComputedExpressionArray()

```
ComputedExpressionArray::ComputedExpressionArray (
    std::vector< Tang::GarbageCollected > contents )
```

Construct an Array result.

#### Parameters

|                  |                    |
|------------------|--------------------|
| <code>val</code> | The integer value. |
|------------------|--------------------|

### 5.32.3 Member Function Documentation

#### 5.32.3.1 \_\_add()

```
GarbageCollected ComputedExpression::__add (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of adding this value and the supplied value.

#### Parameters

|                  |  |
|------------------|--|
| <code>rhs</code> | The <a href="#">GarbageCollected</a> value to add to this. |
|------------------|--|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.32.3.2 \_\_asCode()

```
string ComputedExpression::__asCode ( ) const [virtual], [inherited]
```

Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.

#### Returns

A code-string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.32.3.3 \_\_assign\_index()

```
GarbageCollected ComputedExpressionArray::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [override], [virtual]
```

Perform an index assignment to the supplied value.

#### Parameters

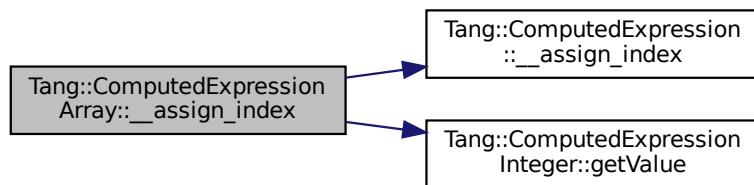
|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

#### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.32.3.4 \_\_boolean()

```
GarbageCollected ComputedExpression::__boolean ( ) const [virtual], [inherited]
```

Perform a type cast to boolean.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.32.3.5 \_\_divide()

```
GarbageCollected ComputedExpression::__divide (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of dividing this value and the supplied value.

#### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.32.3.6 \_\_equal()

```
GarbageCollected ComputedExpression::__equal (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Perform an equality test.

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionNativeLibraryFunction](#), [Tang::ComputedExpressionNativeBoundFunction](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), [Tang::ComputedExpressionCompiledFunction](#), and [Tang::ComputedExpressionBoolean](#).

### 5.32.3.7 \_\_float()

`GarbageCollected ComputedExpression::__float () const [virtual], [inherited]`

Perform a type cast to float.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.32.3.8 \_\_getIterator()

`GarbageCollected ComputedExpressionArray::__getIterator (`  
`const GarbageCollected & collection ) const [override], [virtual]`

Get an iterator for the expression.

#### Parameters

|                         |  |
|-------------------------|--|
| <code>collection</code> | The <a href="#">GarbageCollected</a> value that will serve as the collection through which to iterate. |
|-------------------------|--|

Reimplemented from [Tang::ComputedExpression](#).

### 5.32.3.9 \_\_index()

`GarbageCollected ComputedExpressionArray::__index (`  
`const GarbageCollected & index ) const [override], [virtual]`

Perform an index operation.

#### Parameters

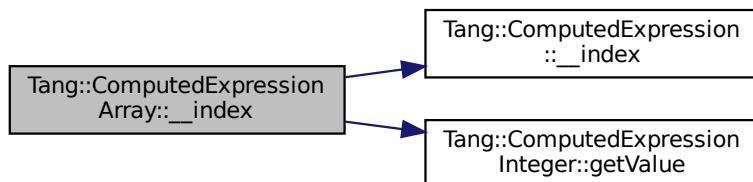
|                    |  |
|--------------------|--|
| <code>index</code> | The index expression provided by the script. |
|--------------------|--|

**Returns**

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:

**5.32.3.10 \_\_integer()**

[GarbageCollected](#) `ComputedExpression::__integer () const [virtual], [inherited]`

Perform a type cast to integer.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

**5.32.3.11 \_\_iteratorNext()**

[GarbageCollected](#) `ComputedExpressionArray::__iteratorNext ( size_t index ) const [override], [virtual]`

Get the next iterative value.

**Parameters**

|              |                          |
|--------------|--------------------------|
| <i>index</i> | The desired index value. |
|--------------|--------------------------|

Reimplemented from [Tang::ComputedExpression](#).

### 5.32.3.12 \_\_lessThan()

```
GarbageCollected ComputedExpression::__lessThan (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the "less than" comparison.

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.32.3.13 \_\_modulo()

```
GarbageCollected ComputedExpression::__modulo (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of moduloing this value and the supplied value.

#### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

### 5.32.3.14 \_\_multiply()

```
GarbageCollected ComputedExpression::__multiply (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of multiplying this value and the supplied value.

#### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to multiply to this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.32.3.15 `__negative()`

```
GarbageCollected ComputedExpression::__negative () const [virtual], [inherited]
```

Compute the result of negating this value.

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.32.3.16 `__not()`

```
GarbageCollected ComputedExpression::__not () const [virtual], [inherited]
```

Compute the logical not of this value.

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.32.3.17 `__period()`

```
GarbageCollected ComputedExpression::__period (
    const GarbageCollected & member,
    std::shared_ptr< TangBase > & tang ) const [virtual], [inherited]
```

Perform a member access (period) operation.

**Parameters**

|               |   |
|---------------|---|
| <i>member</i> | The member expression provided by the script. |
|---------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionLibrary](#).

**5.32.3.18 \_\_slice()**

```
GarbageCollected ComputedExpressionArray::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [override], [virtual]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

**Parameters**

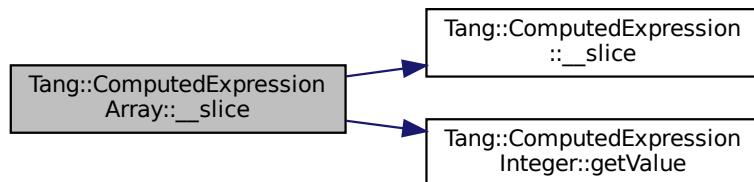
|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

**Returns**

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.32.3.19 `__string()`

```
GarbageCollected ComputedExpressionArray::__string ( ) const [override], [virtual]
```

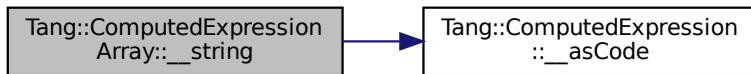
Perform a type cast to string.

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.32.3.20 `__subtract()`

```
GarbageCollected ComputedExpression::__subtract (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of subtracting this value and the supplied value.

#### Parameters

|                  |   |
|------------------|---|
| <code>rhs</code> | The <a href="#">GarbageCollected</a> value to subtract from this. |
|------------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.32.3.21 `append()`

```
void ComputedExpressionArray::append (
    const Tang::GarbageCollected & item )
```

Append an item to the contents of this array object.

**Parameters**

|             |  |
|-------------|--|
| <i>item</i> | The value to append to the this array. |
|-------------|--|

**5.32.3.22 dump()**

```
string ComputedExpressionArray::dump ( ) const [override], [virtual]
```

Output the contents of the [ComputedExpression](#) as a string.

**Returns**

A string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

**5.32.3.23 getContents()**

```
const std::vector< Tang::GarbageCollected > & ComputedExpressionArray::getContents ( ) const
```

Return the contents of this object.

**Returns**

The contents of this object.

**5.32.3.24 getMethods()**

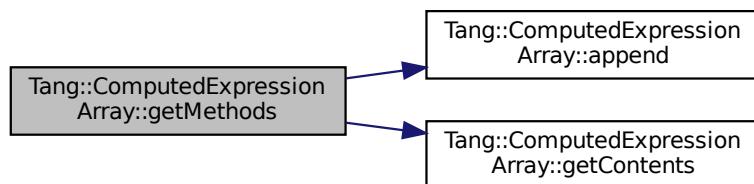
```
NativeBoundFunctionMap ComputedExpressionArray::getMethods ( ) [static]
```

Return the member functions implemented for this particular expression type.

**Returns**

The member functions implemented.

Here is the call graph for this function:



### 5.32.3.25 `is_equal()` [1/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const bool & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionBoolean](#).

### 5.32.3.26 `is_equal()` [2/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Error & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

### 5.32.3.27 `is_equal()` [3/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

**5.32.3.28 is\_equal() [4/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::string & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#).

**5.32.3.29 is\_equal() [5/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::float_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.32.3.30 is\_equal() [6/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::integer_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.32.3.31 isCopyNeeded()**

```
bool ComputedExpressionArray::isCopyNeeded ( ) const [override], [virtual]
```

Determine whether or not a copy is needed.

Copying is only required for ComputedExpressions which serve as containers, such as [ComputedExpressionArray](#) and [ComputedExpressionObject](#).

**Returns**

Whether or not a copy is needed.

Reimplemented from [Tang::ComputedExpression](#).

**5.32.3.32 makeCopy()**

```
GarbageCollected ComputedExpressionArray::makeCopy ( ) const [override], [virtual]
```

Make a copy of the [ComputedExpression](#) (recursively, if appropriate).

**Returns**

A [Tang::GarbageCollected](#) value for the new [ComputedExpression](#).

Reimplemented from [Tang::ComputedExpression](#).

The documentation for this class was generated from the following files:

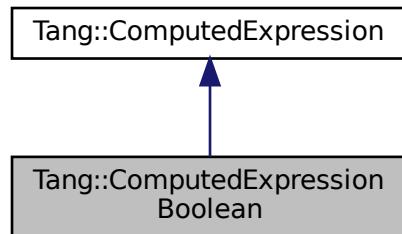
- [include/computedExpressionArray.hpp](#)
- [src/computedExpressionArray.cpp](#)

## 5.33 Tang::ComputedExpressionBoolean Class Reference

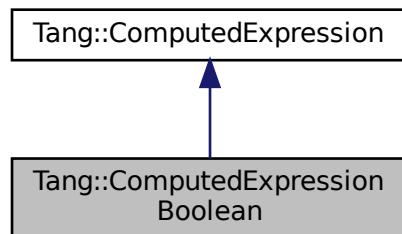
Represents an Boolean that is the result of a computation.

```
#include <computedExpressionBoolean.hpp>
```

Inheritance diagram for Tang::ComputedExpressionBoolean:



Collaboration diagram for Tang::ComputedExpressionBoolean:



### Public Member Functions

- [ComputedExpressionBoolean \(bool val\)](#)  
*Construct an Boolean result.*
- virtual std::string [dump \(\) const override](#)  
*Output the contents of the [ComputedExpression](#) as a string.*
- [GarbageCollected makeCopy \(\) const override](#)  
*Make a copy of the [ComputedExpression](#) (recursively, if appropriate).*
- virtual bool [is\\_equal \(const bool &val\) const override](#)  
*Check whether or not the computed expression is equal to another value.*
- virtual [GarbageCollected \\_\\_not \(\) const override](#)  
*Compute the logical not of this value.*

- virtual `GarbageCollected __equal` (const `GarbageCollected &rhs`) const override  
*Perform an equality test.*
- virtual `GarbageCollected __integer` () const override  
*Perform a type cast to integer.*
- virtual `GarbageCollected __float` () const override  
*Perform a type cast to float.*
- virtual `GarbageCollected __boolean` () const override  
*Perform a type cast to boolean.*
- virtual `std::string __asCode` () const  
*Output the contents of the `ComputedExpression` as a string similar to how it would be represented as code.*
- virtual `bool isCopyNeeded` () const  
*Determine whether or not a copy is needed.*
- virtual `bool is_equal` (const `Tang::integer_t &val`) const  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal` (const `Tang::float_t &val`) const  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal` (const `std::string &val`) const  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal` (const `Error &val`) const  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal` (const `std::nullptr_t &val`) const  
*Check whether or not the computed expression is equal to another value.*
- virtual `GarbageCollected __assign_index` (const `GarbageCollected &index`, const `GarbageCollected &value`)  
*Perform an index assignment to the supplied value.*
- virtual `GarbageCollected __add` (const `GarbageCollected &rhs`) const  
*Compute the result of adding this value and the supplied value.*
- virtual `GarbageCollected __subtract` (const `GarbageCollected &rhs`) const  
*Compute the result of subtracting this value and the supplied value.*
- virtual `GarbageCollected __multiply` (const `GarbageCollected &rhs`) const  
*Compute the result of multiplying this value and the supplied value.*
- virtual `GarbageCollected __divide` (const `GarbageCollected &rhs`) const  
*Compute the result of dividing this value and the supplied value.*
- virtual `GarbageCollected __modulo` (const `GarbageCollected &rhs`) const  
*Compute the result of moduloing this value and the supplied value.*
- virtual `GarbageCollected __negative` () const  
*Compute the result of negating this value.*
- virtual `GarbageCollected __lessThan` (const `GarbageCollected &rhs`) const  
*Compute the "less than" comparison.*
- virtual `GarbageCollected __period` (const `GarbageCollected &member`, `std::shared_ptr<TangBase> &tang`) const  
*Perform a member access (period) operation.*
- virtual `GarbageCollected __index` (const `GarbageCollected &index`) const  
*Perform an index operation.*
- virtual `GarbageCollected __slice` (const `GarbageCollected &begin`, const `GarbageCollected &end`, const `GarbageCollected &skip`) const  
*Perform a slice operation.*
- virtual `GarbageCollected __getIterator` (const `GarbageCollected &collection`) const  
*Get an iterator for the expression.*
- virtual `GarbageCollected __iteratorNext` (`size_t index=0`) const  
*Get the next iterative value.*
- virtual `GarbageCollected __string` () const  
*Perform a type cast to string.*

## Private Attributes

- bool `val`  
*The boolean value.*

### 5.33.1 Detailed Description

Represents an Boolean that is the result of a computation.

### 5.33.2 Constructor & Destructor Documentation

#### 5.33.2.1 ComputedExpressionBoolean()

```
ComputedExpressionBoolean::ComputedExpressionBoolean (   
    bool val )
```

Construct an Boolean result.

##### Parameters

|                  |                    |
|------------------|--------------------|
| <code>val</code> | The boolean value. |
|------------------|--------------------|

### 5.33.3 Member Function Documentation

#### 5.33.3.1 \_\_add()

```
GarbageCollected ComputedExpression::__add (   
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of adding this value and the supplied value.

##### Parameters

|                  |   |
|------------------|---|
| <code>rhs</code> | The <code>GarbageCollected</code> value to add to this. |
|------------------|---|

##### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.33.3.2 \_\_asCode()

```
string ComputedExpression::__asCode ( ) const [virtual], [inherited]
```

Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.

#### Returns

A code-string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.33.3.3 \_\_assign\_index()

```
GarbageCollected ComputedExpression::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [virtual], [inherited]
```

Perform an index assignment to the supplied value.

#### Parameters

|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.33.3.4 \_\_boolean()

```
GarbageCollected ComputedExpressionBoolean::__boolean ( ) const [override], [virtual]
```

Perform a type cast to boolean.

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.33.3.5 \_\_divide()

```
GarbageCollected ComputedExpression::__divide (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of dividing this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.33.3.6 \_\_equal()**

```
GarbageCollected ComputedExpressionBoolean::__equal (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Perform an equality test.

**Parameters**

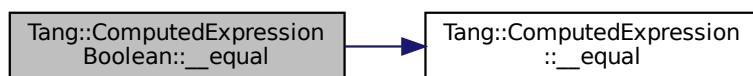
|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:

**5.33.3.7 \_\_float()**

```
GarbageCollected ComputedExpressionBoolean::__float () const [override], [virtual]
```

Perform a type cast to float.

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.33.3.8 \_\_getIterator()

```
GarbageCollected ComputedExpression::__getIterator (
    const GarbageCollected & collection ) const [virtual], [inherited]
```

Get an iterator for the expression.

#### Parameters

|                   |  |
|-------------------|--|
| <i>collection</i> | The <a href="#">GarbageCollected</a> value that will serve as the collection through which to iterate. |
|-------------------|--|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.33.3.9 \_\_index()

```
GarbageCollected ComputedExpression::__index (
    const GarbageCollected & index ) const [virtual], [inherited]
```

Perform an index operation.

#### Parameters

|              |  |
|--------------|--|
| <i>index</i> | The index expression provided by the script. |
|--------------|--|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.33.3.10 \_\_integer()

```
GarbageCollected ComputedExpressionBoolean::__integer () const [override], [virtual]
```

Perform a type cast to integer.

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.33.3.11 \_\_iteratorNext()

```
GarbageCollected ComputedExpression::__iteratorNext (
    size_t index = 0 ) const [virtual], [inherited]
```

Get the next iterative value.

**Parameters**

|              |                          |
|--------------|--------------------------|
| <i>index</i> | The desired index value. |
|--------------|--------------------------|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIterator](#), and [Tang::ComputedExpressionArray](#).

### 5.33.3.12 \_\_lessThan()

```
GarbageCollected ComputedExpression::__lessThan (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the "less than" comparison.

**Parameters**

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.33.3.13 \_\_modulo()

```
GarbageCollected ComputedExpression::__modulo (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of moduloing this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

### 5.33.3.14 `__multiply()`

```
GarbageCollected ComputedExpression::__multiply (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of multiplying this value and the supplied value.

#### Returns

|                  |  |
|------------------|--|
| <code>rhs</code> | The <code>GarbageCollected</code> value to multiply to this. |
|------------------|--|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.33.3.15 `__negative()`

```
GarbageCollected ComputedExpression::__negative () const [virtual], [inherited]
```

Compute the result of negating this value.

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.33.3.16 `__not()`

```
GarbageCollected ComputedExpressionBoolean::__not () const [override], [virtual]
```

Compute the logical not of this value.

#### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.33.3.17 `__period()`

```
GarbageCollected ComputedExpression::__period (
    const GarbageCollected & member,
    std::shared_ptr< TangBase > & tang ) const [virtual], [inherited]
```

Perform a member access (period) operation.

**Parameters**

|               |   |
|---------------|---|
| <i>member</i> | The member expression provided by the script. |
|---------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionLibrary](#).

**5.33.3.18 \_\_slice()**

```
GarbageCollected ComputedExpression::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [virtual], [inherited]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

**Parameters**

|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), and [Tang::ComputedExpressionArray](#).

**5.33.3.19 \_\_string()**

```
GarbageCollected ComputedExpression::__string ( ) const [virtual], [inherited]
```

Perform a type cast to string.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIteratorEnd](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionArray](#).

### 5.33.3.20 `__subtract()`

```
GarbageCollected ComputedExpression::__subtract (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of subtracting this value and the supplied value.

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <code>GarbageCollected</code> value to subtract from this. |
|------------|--|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.33.3.21 `dump()`

```
string ComputedExpressionBoolean::dump ( ) const [override], [virtual]
```

Output the contents of the `ComputedExpression` as a string.

#### Returns

A string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

### 5.33.3.22 `is_equal()` [1/6]

```
bool ComputedExpressionBoolean::is_equal (
    const bool & val ) const [override], [virtual]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented from [Tang::ComputedExpression](#).

### 5.33.3.23 `is_equal()` [2/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Error & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

### 5.33.3.24 `is_equal()` [3/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

### 5.33.3.25 `is_equal()` [4/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::string & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#).

**5.33.3.26 is\_equal() [5/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::float_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.33.3.27 is\_equal() [6/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::integer_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.33.3.28 isCopyNeeded()**

```
bool ComputedExpression::isCopyNeeded ( ) const [virtual], [inherited]
```

Determine whether or not a copy is needed.

Copying is only required for ComputedExpressions which serve as containers, such as [ComputedExpressionArray](#) and [ComputedExpressionObject](#).

#### Returns

Whether or not a copy is needed.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

#### 5.33.3.29 makeCopy()

[GarbageCollected](#) ComputedExpressionBoolean::makeCopy ( ) const [override], [virtual]

Make a copy of the [ComputedExpression](#) (recursively, if appropriate).

#### Returns

A [Tang::GarbageCollected](#) value for the new [ComputedExpression](#).

Reimplemented from [Tang::ComputedExpression](#).

The documentation for this class was generated from the following files:

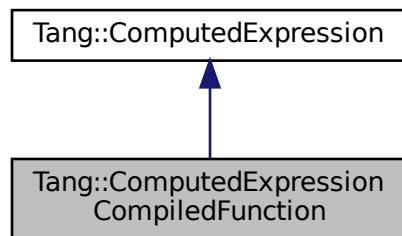
- include/computedExpressionBoolean.hpp
- src/computedExpressionBoolean.cpp

## 5.34 Tang::ComputedExpressionCompiledFunction Class Reference

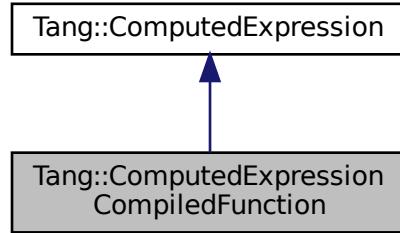
Represents a Compiled Function declared in the script.

```
#include <computedExpressionCompiledFunction.hpp>
```

Inheritance diagram for Tang::ComputedExpressionCompiledFunction:



Collaboration diagram for Tang::ComputedExpressionCompiledFunction:



## Public Member Functions

- **ComputedExpressionCompiledFunction** (uint32\_t argc, Tang::integer\_t pc)  
*Construct an CompiledFunction.*
- virtual std::string **dump** () const override  
*Output the contents of the [ComputedExpression](#) as a string.*
- **GarbageCollected makeCopy** () const override  
*Make a copy of the [ComputedExpression](#) (recursively, if appropriate).*
- virtual **GarbageCollected \_\_equal** (const [GarbageCollected](#) &rhs) const override  
*Perform an equality test.*
- uint32\_t **getArgc** () const  
*Get the argc value.*
- Tang::integer\_t **getPc** () const  
*Get the bytecode target.*
- virtual std::string **\_\_asCode** () const  
*Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.*
- virtual bool **isCopyNeeded** () const  
*Determine whether or not a copy is needed.*
- virtual bool **is\_equal** (const Tang::integer\_t &val) const  
*Check whether or not the computed expression is equal to another value.*
- virtual bool **is\_equal** (const Tang::float\_t &val) const  
*Check whether or not the computed expression is equal to another value.*
- virtual bool **is\_equal** (const bool &val) const  
*Check whether or not the computed expression is equal to another value.*
- virtual bool **is\_equal** (const std::string &val) const  
*Check whether or not the computed expression is equal to another value.*
- virtual bool **is\_equal** (const Error &val) const  
*Check whether or not the computed expression is equal to another value.*
- virtual bool **is\_equal** (const std::nullptr\_t &val) const  
*Check whether or not the computed expression is equal to another value.*
- virtual **GarbageCollected \_\_assign\_index** (const [GarbageCollected](#) &index, const [GarbageCollected](#) &value)  
*Perform an index assignment to the supplied value.*
- virtual **GarbageCollected \_\_add** (const [GarbageCollected](#) &rhs) const  
*Compute the result of adding this value and the supplied value.*

- virtual `GarbageCollected __subtract` (const `GarbageCollected &rhs`) const  
*Compute the result of subtracting this value and the supplied value.*
- virtual `GarbageCollected __multiply` (const `GarbageCollected &rhs`) const  
*Compute the result of multiplying this value and the supplied value.*
- virtual `GarbageCollected __divide` (const `GarbageCollected &rhs`) const  
*Compute the result of dividing this value and the supplied value.*
- virtual `GarbageCollected __modulo` (const `GarbageCollected &rhs`) const  
*Compute the result of moduloing this value and the supplied value.*
- virtual `GarbageCollected __negative` () const  
*Compute the result of negating this value.*
- virtual `GarbageCollected __not` () const  
*Compute the logical not of this value.*
- virtual `GarbageCollected __lessThan` (const `GarbageCollected &rhs`) const  
*Compute the "less than" comparison.*
- virtual `GarbageCollected __period` (const `GarbageCollected &member`, std::shared\_ptr<`TangBase`> &tang) const  
*Perform a member access (period) operation.*
- virtual `GarbageCollected __index` (const `GarbageCollected &index`) const  
*Perform an index operation.*
- virtual `GarbageCollected __slice` (const `GarbageCollected &begin`, const `GarbageCollected &end`, const `GarbageCollected &skip`) const  
*Perform a slice operation.*
- virtual `GarbageCollected __getIterator` (const `GarbageCollected &collection`) const  
*Get an iterator for the expression.*
- virtual `GarbageCollected __iteratorNext` (size\_t index=0) const  
*Get the next iterative value.*
- virtual `GarbageCollected __integer` () const  
*Perform a type cast to integer.*
- virtual `GarbageCollected __float` () const  
*Perform a type cast to float.*
- virtual `GarbageCollected __boolean` () const  
*Perform a type cast to boolean.*
- virtual `GarbageCollected __string` () const  
*Perform a type cast to string.*

## Private Attributes

- `uint32_t argc`  
*The count of arguments that this function expects.*
- `Tang::integer_t pc`  
*The bytecode address of the start of the function.*

### 5.34.1 Detailed Description

Represents a Compiled Function declared in the script.

### 5.34.2 Constructor & Destructor Documentation

### 5.34.2.1 ComputedExpressionCompiledFunction()

```
ComputedExpressionCompiledFunction::ComputedExpressionCompiledFunction (
    uint32_t argc,
    Tang::integer_t pc )
```

Construct an CompiledFunction.

#### Parameters

|             |  |
|-------------|--|
| <i>argc</i> | The count of arguments that this function expects. |
| <i>pc</i>   | The bytecode address of the start of the function. |

## 5.34.3 Member Function Documentation

### 5.34.3.1 \_\_add()

```
GarbageCollected ComputedExpression::__add (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of adding this value and the supplied value.

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to add to this. |
|------------|--|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.34.3.2 \_\_asCode()

```
string ComputedExpression::__asCode ( ) const [virtual], [inherited]
```

Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.

#### Returns

A code-string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.34.3.3 \_\_assign\_index()

```
GarbageCollected ComputedExpression::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [virtual], [inherited]
```

Perform an index assignment to the supplied value.

#### Parameters

|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.34.3.4 \_\_boolean()

```
GarbageCollected ComputedExpression::__boolean () const [virtual], [inherited]
```

Perform a type cast to boolean.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.34.3.5 \_\_divide()

```
GarbageCollected ComputedExpression::__divide (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of dividing this value and the supplied value.

#### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.34.3.6 \_\_equal()**

```
GarbageCollected ComputedExpressionCompiledFunction::__equal (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Perform an equality test.

**Parameters**

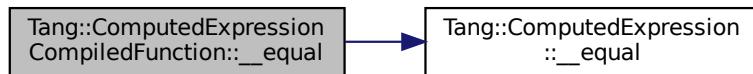
|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:

**5.34.3.7 \_\_float()**

```
GarbageCollected ComputedExpression::__float () const [virtual], [inherited]
```

Perform a type cast to float.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.34.3.8 \_\_getIterator()

```
GarbageCollected ComputedExpression::__getIterator (
    const GarbageCollected & collection ) const [virtual], [inherited]
```

Get an iterator for the expression.

#### Parameters

|                   |  |
|-------------------|--|
| <i>collection</i> | The <a href="#">GarbageCollected</a> value that will serve as the collection through which to iterate. |
|-------------------|--|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.34.3.9 \_\_index()

```
GarbageCollected ComputedExpression::__index (
    const GarbageCollected & index ) const [virtual], [inherited]
```

Perform an index operation.

#### Parameters

|              |  |
|--------------|--|
| <i>index</i> | The index expression provided by the script. |
|--------------|--|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.34.3.10 \_\_integer()

```
GarbageCollected ComputedExpression::__integer () const [virtual], [inherited]
```

Perform a type cast to integer.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.34.3.11 \_\_iteratorNext()

```
GarbageCollected ComputedExpression::__iteratorNext (
    size_t index = 0 ) const [virtual], [inherited]
```

Get the next iterative value.

**Parameters**

|              |                          |
|--------------|--------------------------|
| <i>index</i> | The desired index value. |
|--------------|--------------------------|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIterator](#), and [Tang::ComputedExpressionArray](#).

**5.34.3.12 \_\_lessThan()**

```
GarbageCollected ComputedExpression::__lessThan (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the "less than" comparison.

**Parameters**

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.34.3.13 \_\_modulo()**

```
GarbageCollected ComputedExpression::__modulo (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of moduloing this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

### 5.34.3.14 `__multiply()`

```
GarbageCollected ComputedExpression::__multiply (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of multiplying this value and the supplied value.

#### Parameters

|                  |  |
|------------------|--|
| <code>rhs</code> | The <code>GarbageCollected</code> value to multiply to this. |
|------------------|--|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.34.3.15 `__negative()`

```
GarbageCollected ComputedExpression::__negative () const [virtual], [inherited]
```

Compute the result of negating this value.

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.34.3.16 `__not()`

```
GarbageCollected ComputedExpression::__not () const [virtual], [inherited]
```

Compute the logical not of this value.

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.34.3.17 `__period()`

```
GarbageCollected ComputedExpression::__period (
    const GarbageCollected & member,
    std::shared_ptr< TangBase > & tang ) const [virtual], [inherited]
```

Perform a member access (period) operation.

**Parameters**

|               |   |
|---------------|---|
| <i>member</i> | The member expression provided by the script. |
|---------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionLibrary](#).

**5.34.3.18 \_\_slice()**

```
GarbageCollected ComputedExpression::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [virtual], [inherited]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

**Parameters**

|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), and [Tang::ComputedExpressionArray](#).

**5.34.3.19 \_\_string()**

```
GarbageCollected ComputedExpression::__string ( ) const [virtual], [inherited]
```

Perform a type cast to string.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIteratorEnd](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionArray](#).

### 5.34.3.20 `__subtract()`

```
GarbageCollected ComputedExpression::__subtract (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of subtracting this value and the supplied value.

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <code>GarbageCollected</code> value to subtract from this. |
|------------|--|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.34.3.21 `dump()`

```
string ComputedExpressionCompiledFunction::dump () const [override], [virtual]
```

Output the contents of the `ComputedExpression` as a string.

#### Returns

A string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

### 5.34.3.22 `is_equal()` [1/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const bool & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionBoolean](#).

### 5.34.3.23 `is_equal()` [2/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Error & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

### 5.34.3.24 `is_equal()` [3/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

### 5.34.3.25 `is_equal()` [4/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::string & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#).

**5.34.3.26 is\_equal() [5/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::float_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.34.3.27 is\_equal() [6/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::integer_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.34.3.28 isCopyNeeded()**

```
bool ComputedExpression::isCopyNeeded ( ) const [virtual], [inherited]
```

Determine whether or not a copy is needed.

Copying is only required for `ComputedExpressions` which serve as containers, such as `ComputedExpressionArray` and `ComputedExpressionObject`.

#### Returns

Whether or not a copy is needed.

Reimplemented in `Tang::ComputedExpressionMap`, and `Tang::ComputedExpressionArray`.

#### 5.34.3.29 `makeCopy()`

`GarbageCollected` `ComputedExpressionCompiledFunction::makeCopy ( ) const [override], [virtual]`

Make a copy of the `ComputedExpression` (recursively, if appropriate).

#### Returns

A `Tang::GarbageCollected` value for the new `ComputedExpression`.

Reimplemented from `Tang::ComputedExpression`.

The documentation for this class was generated from the following files:

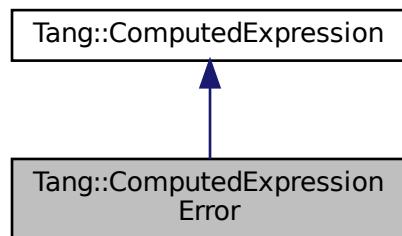
- include/computedExpressionCompiledFunction.hpp
- src/computedExpressionCompiledFunction.cpp

## 5.35 Tang::ComputedExpressionError Class Reference

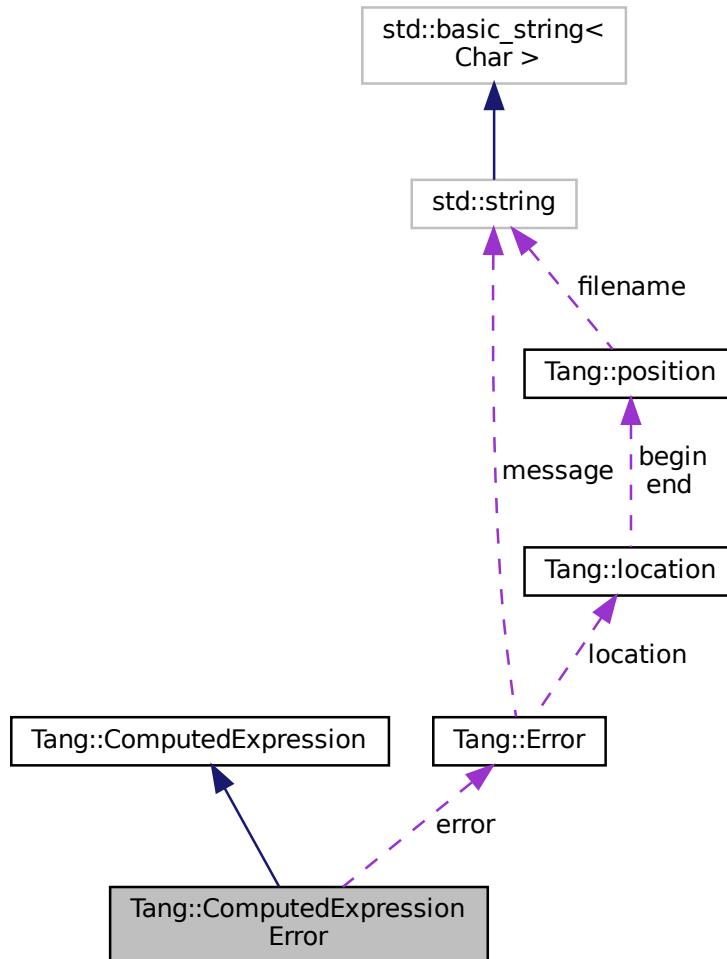
Represents a Runtime `Error`.

```
#include <computedExpressionError.hpp>
```

Inheritance diagram for `Tang::ComputedExpressionError`:



Collaboration diagram for Tang::ComputedExpressionError:



## Public Member Functions

- [ComputedExpressionError \(Tang::Error error\)](#)  
*Construct a Runtime Error.*
- virtual std::string [dump \(\) const override](#)  
*Output the contents of the `ComputedExpression` as a string.*
- [GarbageCollected makeCopy \(\) const override](#)  
*Make a copy of the `ComputedExpression` (recursively, if appropriate).*
- virtual bool [is\\_equal \(const Error &val\) const override](#)  
*Check whether or not the computed expression is equal to another value.*
- virtual [GarbageCollected \\_\\_add \(const GarbageCollected &rhs\) const override](#)  
*Compute the result of adding this value and the supplied value.*
- virtual [GarbageCollected \\_\\_subtract \(const GarbageCollected &rhs\) const override](#)  
*Compute the result of subtracting this value and the supplied value.*
- virtual [GarbageCollected \\_\\_multiply \(const GarbageCollected &rhs\) const override](#)

- virtual `GarbageCollected __divide` (const `GarbageCollected &rhs`) const override
 

*Compute the result of dividing this value and the supplied value.*
- virtual `GarbageCollected __modulo` (const `GarbageCollected &rhs`) const override
 

*Compute the result of moduloing this value and the supplied value.*
- virtual `GarbageCollected __negative` () const override
 

*Compute the result of negating this value.*
- virtual `GarbageCollected __not` () const override
 

*Compute the logical not of this value.*
- virtual `GarbageCollected __lessThan` (const `GarbageCollected &rhs`) const override
 

*Compute the "less than" comparison.*
- virtual `GarbageCollected __equal` (const `GarbageCollected &rhs`) const override
 

*Perform an equality test.*
- virtual `GarbageCollected __integer` () const override
 

*Perform a type cast to integer.*
- virtual `GarbageCollected __float` () const override
 

*Perform a type cast to float.*
- virtual `GarbageCollected __boolean` () const override
 

*Perform a type cast to boolean.*
- virtual `GarbageCollected __string` () const override
 

*Perform a type cast to string.*
- virtual `std::string __asCode` () const
 

*Output the contents of the `ComputedExpression` as a string similar to how it would be represented as code.*
- virtual `bool isCopyNeeded` () const
 

*Determine whether or not a copy is needed.*
- virtual `bool is_equal` (const `Tang::integer_t &val`) const
 

*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal` (const `Tang::float_t &val`) const
 

*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal` (const `bool &val`) const
 

*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal` (const `std::string &val`) const
 

*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal` (const `std::nullptr_t &val`) const
 

*Check whether or not the computed expression is equal to another value.*
- virtual `GarbageCollected __assign_index` (const `GarbageCollected &index`, const `GarbageCollected &value`)
 

*Perform an index assignment to the supplied value.*
- virtual `GarbageCollected __period` (const `GarbageCollected &member`, `std::shared_ptr<TangBase> &tang`) const
 

*Perform a member access (period) operation.*
- virtual `GarbageCollected __index` (const `GarbageCollected &index`) const
 

*Perform an index operation.*
- virtual `GarbageCollected __slice` (const `GarbageCollected &begin`, const `GarbageCollected &end`, const `GarbageCollected &skip`) const
 

*Perform a slice operation.*
- virtual `GarbageCollected __getIterator` (const `GarbageCollected &collection`) const
 

*Get an iterator for the expression.*
- virtual `GarbageCollected __iteratorNext` (`size_t index=0`) const
 

*Get the next iterative value.*

## Private Attributes

- `Tang::Error error`

*The `Error` object.*

### 5.35.1 Detailed Description

Represents a Runtime [Error](#).

### 5.35.2 Constructor & Destructor Documentation

#### 5.35.2.1 ComputedExpressionError()

```
ComputedExpressionError::ComputedExpressionError (
    Tang::Error error )
```

Construct a Runtime [Error](#).

##### Parameters

|                    |                                      |
|--------------------|--------------------------------------|
| <code>error</code> | The <code>Tang::Error</code> object. |
|--------------------|--------------------------------------|

### 5.35.3 Member Function Documentation

#### 5.35.3.1 \_\_add()

```
GarbageCollected ComputedExpressionError::__add (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of adding this value and the supplied value.

##### Parameters

|                  |   |
|------------------|---|
| <code>rhs</code> | The <code>GarbageCollected</code> value to add to this. |
|------------------|---|

##### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.35.3.2 \_\_asCode()

```
string ComputedExpression::__asCode ( ) const [virtual], [inherited]
```

Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.

#### Returns

A code-string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.35.3.3 \_\_assign\_index()

```
GarbageCollected ComputedExpression::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [virtual], [inherited]
```

Perform an index assignment to the supplied value.

#### Parameters

|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.35.3.4 \_\_boolean()

```
GarbageCollected ComputedExpressionError::__boolean ( ) const [override], [virtual]
```

Perform a type cast to boolean.

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.35.3.5 \_\_divide()

```
GarbageCollected ComputedExpressionError::__divide (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of dividing this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

**5.35.3.6 \_\_equal()**

```
GarbageCollected ComputedExpressionError::__equal (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Perform an equality test.

**Parameters**

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

**5.35.3.7 \_\_float()**

```
GarbageCollected ComputedExpressionError::__float ( ) const [override], [virtual]
```

Perform a type cast to float.

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

**5.35.3.8 \_\_getIterator()**

```
GarbageCollected ComputedExpression::__getIterator (
    const GarbageCollected & collection ) const [virtual], [inherited]
```

Get an iterator for the expression.

**Parameters**

|                   |  |
|-------------------|--|
| <i>collection</i> | The <a href="#">GarbageCollected</a> value that will serve as the collection through which to iterate. |
|-------------------|--|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

**5.35.3.9 \_\_index()**

```
GarbageCollected ComputedExpression::__index (
    const GarbageCollected & index ) const [virtual], [inherited]
```

Perform an index operation.

**Parameters**

|              |  |
|--------------|--|
| <i>index</i> | The index expression provided by the script. |
|--------------|--|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

**5.35.3.10 \_\_integer()**

```
GarbageCollected ComputedExpressionError::__integer ( ) const [override], [virtual]
```

Perform a type cast to integer.

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

**5.35.3.11 \_\_iteratorNext()**

```
GarbageCollected ComputedExpression::__iteratorNext (
    size_t index = 0 ) const [virtual], [inherited]
```

Get the next iterative value.

**Parameters**

|              |                          |
|--------------|--------------------------|
| <i>index</i> | The desired index value. |
|--------------|--------------------------|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIterator](#), and [Tang::ComputedExpressionArray](#).

### 5.35.3.12 \_\_lessThan()

```
GarbageCollected ComputedExpressionError::__lessThan (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the "less than" comparison.

**Parameters**

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.35.3.13 \_\_modulo()

```
GarbageCollected ComputedExpressionError::__modulo (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of moduloing this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.35.3.14 `__multiply()`

```
GarbageCollected ComputedExpressionError::__multiply (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of multiplying this value and the supplied value.

#### Returns

|                  |  |
|------------------|--|
| <code>rhs</code> | The <code>GarbageCollected</code> value to multiply to this. |
|------------------|--|

#### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.35.3.15 `__negative()`

```
GarbageCollected ComputedExpressionError::__negative () const [override], [virtual]
```

Compute the result of negating this value.

#### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.35.3.16 `__not()`

```
GarbageCollected ComputedExpressionError::__not () const [override], [virtual]
```

Compute the logical not of this value.

#### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.35.3.17 `__period()`

```
GarbageCollected ComputedExpression::__period (
    const GarbageCollected & member,
    std::shared_ptr< TangBase > & tang ) const [virtual], [inherited]
```

Perform a member access (period) operation.

**Parameters**

|               |   |
|---------------|---|
| <i>member</i> | The member expression provided by the script. |
|---------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionLibrary](#).

**5.35.3.18 \_\_slice()**

```
GarbageCollected ComputedExpression::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [virtual], [inherited]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

**Parameters**

|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), and [Tang::ComputedExpressionArray](#).

**5.35.3.19 \_\_string()**

```
GarbageCollected ComputedExpressionError::__string () const [override], [virtual]
```

Perform a type cast to string.

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.35.3.20 `__subtract()`

```
GarbageCollected ComputedExpressionError::__subtract (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of subtracting this value and the supplied value.

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <code>GarbageCollected</code> value to subtract from this. |
|------------|--|

#### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.35.3.21 `dump()`

```
std::string ComputedExpressionError::dump () const [override], [virtual]
```

Output the contents of the `ComputedExpression` as a string.

#### Returns

A string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

### 5.35.3.22 `is_equal()` [1/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const bool & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionBoolean](#).

### 5.35.3.23 is\_equal() [2/6]

```
bool ComputedExpressionError::is_equal (
    const Error & val ) const [override], [virtual]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented from [Tang::ComputedExpression](#).

### 5.35.3.24 is\_equal() [3/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

### 5.35.3.25 is\_equal() [4/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::string & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#).

**5.35.3.26 is\_equal() [5/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::float_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.35.3.27 is\_equal() [6/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::integer_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.35.3.28 isCopyNeeded()**

```
bool ComputedExpression::isCopyNeeded ( ) const [virtual], [inherited]
```

Determine whether or not a copy is needed.

Copying is only required for ComputedExpressions which serve as containers, such as [ComputedExpressionArray](#) and [ComputedExpressionObject](#).

#### Returns

Whether or not a copy is needed.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

#### 5.35.3.29 makeCopy()

`GarbageCollected` [ComputedExpressionError](#)::makeCopy ( ) const [override], [virtual]

Make a copy of the [ComputedExpression](#) (recursively, if appropriate).

#### Returns

A [Tang::GarbageCollected](#) value for the new [ComputedExpression](#).

Reimplemented from [Tang::ComputedExpression](#).

The documentation for this class was generated from the following files:

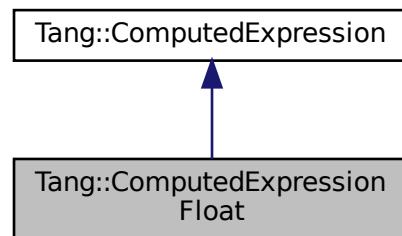
- [include/computedExpressionError.hpp](#)
- [src/computedExpressionError.cpp](#)

## 5.36 Tang::ComputedExpressionFloat Class Reference

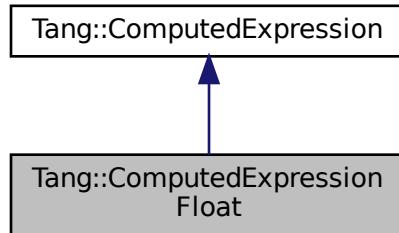
Represents a Float that is the result of a computation.

```
#include <computedExpressionFloat.hpp>
```

Inheritance diagram for Tang::ComputedExpressionFloat:



Collaboration diagram for Tang::ComputedExpressionFloat:



## Public Member Functions

- **ComputedExpressionFloat (Tang::float\_t val)**  
*Construct a Float result.*
- virtual std::string **dump () const override**  
*Output the contents of the [ComputedExpression](#) as a string.*
- **GarbageCollected makeCopy () const override**  
*Make a copy of the [ComputedExpression](#) (recursively, if appropriate).*
- virtual bool **is\_equal (const Tang::integer\_t &val) const override**  
*Check whether or not the computed expression is equal to another value.*
- virtual bool **is\_equal (const Tang::float\_t &val) const override**  
*Check whether or not the computed expression is equal to another value.*
- virtual bool **is\_equal (const bool &val) const override**  
*Check whether or not the computed expression is equal to another value.*
- virtual **GarbageCollected \_\_add (const GarbageCollected &rhs) const override**  
*Compute the result of adding this value and the supplied value.*
- virtual **GarbageCollected \_\_subtract (const GarbageCollected &rhs) const override**  
*Compute the result of subtracting this value and the supplied value.*
- virtual **GarbageCollected \_\_multiply (const GarbageCollected &rhs) const override**  
*Compute the result of multiplying this value and the supplied value.*
- virtual **GarbageCollected \_\_divide (const GarbageCollected &rhs) const override**  
*Compute the result of dividing this value and the supplied value.*
- virtual **GarbageCollected \_\_negative () const override**  
*Compute the result of negating this value.*
- virtual **GarbageCollected \_\_not () const override**  
*Compute the logical not of this value.*
- virtual **GarbageCollected \_\_lessThan (const GarbageCollected &rhs) const override**  
*Compute the "less than" comparison.*
- virtual **GarbageCollected \_\_equal (const GarbageCollected &rhs) const override**  
*Perform an equality test.*
- virtual **GarbageCollected \_\_integer () const override**  
*Perform a type cast to integer.*
- virtual **GarbageCollected \_\_float () const override**  
*Perform a type cast to float.*

- virtual `GarbageCollected __boolean () const override`  
*Perform a type cast to boolean.*
- virtual `GarbageCollected __string () const override`  
*Perform a type cast to string.*
- `Tang::float_t getValue () const`  
*Helper function to get the value associated with this expression.*
- virtual `std::string __asCode () const`  
*Output the contents of the `ComputedExpression` as a string similar to how it would be represented as code.*
- virtual `bool isCopyNeeded () const`  
*Determine whether or not a copy is needed.*
- virtual `bool is_equal (const std::string &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal (const Error &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal (const std::nullptr_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `GarbageCollected __assign_index (const GarbageCollected &index, const GarbageCollected &value)`  
*Perform an index assignment to the supplied value.*
- virtual `GarbageCollected __modulo (const GarbageCollected &rhs) const`  
*Compute the result of moduloing this value and the supplied value.*
- virtual `GarbageCollected __period (const GarbageCollected &member, std::shared_ptr< TangBase > &tang) const`  
*Perform a member access (period) operation.*
- virtual `GarbageCollected __index (const GarbageCollected &index) const`  
*Perform an index operation.*
- virtual `GarbageCollected __slice (const GarbageCollected &begin, const GarbageCollected &end, const GarbageCollected &skip) const`  
*Perform a slice operation.*
- virtual `GarbageCollected __getIterator (const GarbageCollected &collection) const`  
*Get an iterator for the expression.*
- virtual `GarbageCollected __iteratorNext (size_t index=0) const`  
*Get the next iterative value.*

## Private Attributes

- `Tang::float_t val`  
*The float value.*

### 5.36.1 Detailed Description

Represents a Float that is the result of a computation.

### 5.36.2 Constructor & Destructor Documentation

#### 5.36.2.1 ComputedExpressionFloat()

```
ComputedExpressionFloat::ComputedExpressionFloat (
    Tang::float_t val )
```

Construct a Float result.

**Parameters**

|            |                  |
|------------|------------------|
| <i>val</i> | The float value. |
|------------|------------------|

**5.36.3 Member Function Documentation****5.36.3.1 \_\_add()**

```
GarbageCollected ComputedExpressionFloat::__add (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of adding this value and the supplied value.

**Parameters**

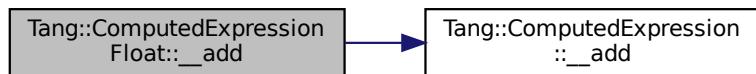
|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to add to this. |
|------------|--|

**Returns**

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:

**5.36.3.2 \_\_asCode()**

```
string ComputedExpression::__asCode ( ) const [virtual], [inherited]
```

Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.

**Returns**

A code-string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.36.3.3 \_\_assign\_index()

```
GarbageCollected ComputedExpression::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [virtual], [inherited]
```

Perform an index assignment to the supplied value.

#### Parameters

|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.36.3.4 \_\_boolean()

```
GarbageCollected ComputedExpressionFloat::__boolean () const [override], [virtual]
```

Perform a type cast to boolean.

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.36.3.5 \_\_divide()

```
GarbageCollected ComputedExpressionFloat::__divide (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of dividing this value and the supplied value.

#### Parameters

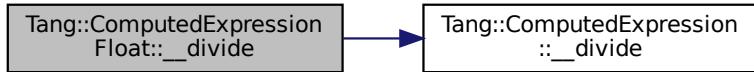
|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------|---|

#### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.36.3.6 \_\_equal()

```
GarbageCollected ComputedExpressionFloat::__equal (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Perform an equality test.

#### Parameters

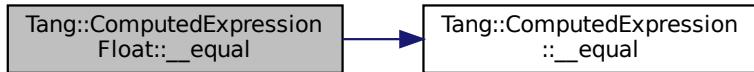
|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.36.3.7 \_\_float()

```
GarbageCollected ComputedExpressionFloat::__float ( ) const [override], [virtual]
```

Perform a type cast to float.

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.36.3.8 \_\_getIterator()

```
GarbageCollected ComputedExpression::__getIterator (
    const GarbageCollected & collection ) const [virtual], [inherited]
```

Get an iterator for the expression.

**Parameters**

|                   |  |
|-------------------|--|
| <i>collection</i> | The <a href="#">GarbageCollected</a> value that will serve as the collection through which to iterate. |
|-------------------|--|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.36.3.9 \_\_index()

```
GarbageCollected ComputedExpression::__index (
    const GarbageCollected & index ) const [virtual], [inherited]
```

Perform an index operation.

**Parameters**

|              |  |
|--------------|--|
| <i>index</i> | The index expression provided by the script. |
|--------------|--|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.36.3.10 \_\_integer()

```
GarbageCollected ComputedExpressionFloat::__integer () const [override], [virtual]
```

Perform a type cast to integer.

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.36.3.11 `__iteratorNext()`

```
GarbageCollected ComputedExpression::__iteratorNext (
    size_t index = 0 ) const [virtual], [inherited]
```

Get the next iterative value.

#### Parameters

|                    |                          |
|--------------------|--------------------------|
| <code>index</code> | The desired index value. |
|--------------------|--------------------------|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIterator](#), and [Tang::ComputedExpressionArray](#).

### 5.36.3.12 `__lessThan()`

```
GarbageCollected ComputedExpressionFloat::__lessThan (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the "less than" comparison.

#### Parameters

|                  |  |
|------------------|--|
| <code>rhs</code> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------------|--|

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.36.3.13 `__modulo()`

```
GarbageCollected ComputedExpression::__modulo (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of moduloing this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

### 5.36.3.14 `__multiply()`

```
GarbageCollected ComputedExpressionFloat::__multiply (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of multiplying this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to multiply to this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.36.3.15 `__negative()`

```
GarbageCollected ComputedExpressionFloat::__negative () const [override], [virtual]
```

Compute the result of negating this value.

**Returns**

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.36.3.16 \_\_not()

```
GarbageCollected ComputedExpressionFloat::__not ( ) const [override], [virtual]
```

Compute the logical not of this value.

#### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.36.3.17 \_\_period()

```
GarbageCollected ComputedExpression::__period (
    const GarbageCollected & member,
    std::shared_ptr< TangBase > & tang ) const [virtual], [inherited]
```

Perform a member access (period) operation.

#### Parameters

|               |   |
|---------------|---|
| <i>member</i> | The member expression provided by the script. |
|---------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionLibrary](#).

### 5.36.3.18 \_\_slice()

```
GarbageCollected ComputedExpression::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [virtual], [inherited]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

#### Parameters

|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), and [Tang::ComputedExpressionArray](#).

### 5.36.3.19 `__string()`

```
GarbageCollected ComputedExpressionFloat::__string ( ) const [override], [virtual]
```

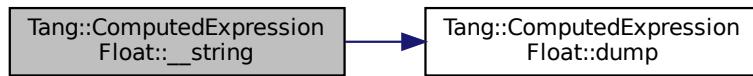
Perform a type cast to string.

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.36.3.20 `__subtract()`

```
GarbageCollected ComputedExpressionFloat::__subtract ( \n    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of subtracting this value and the supplied value.

**Parameters**

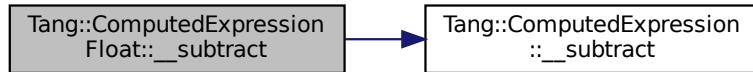
|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to subtract from this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.36.3.21 dump()

```
string ComputedExpressionFloat::dump ( ) const [override], [virtual]
```

Output the contents of the [ComputedExpression](#) as a string.

#### Returns

A string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

### 5.36.3.22 getValue()

```
Tang::float_t ComputedExpressionFloat::getValue ( ) const
```

Helper function to get the value associated with this expression.

#### Returns

The value associated with this expression.

### 5.36.3.23 is\_equal() [1/6]

```
bool ComputedExpressionFloat::is_equal (
    const bool & val ) const [override], [virtual]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented from [Tang::ComputedExpression](#).

**5.36.3.24 is\_equal() [2/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Error & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

**5.36.3.25 is\_equal() [3/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

**5.36.3.26 is\_equal() [4/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::string & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#).

**5.36.3.27 is\_equal() [5/6]**

```
bool ComputedExpressionFloat::is_equal (
    const Tang::float_t & val ) const [override], [virtual]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented from [Tang::ComputedExpression](#).

**5.36.3.28 is\_equal() [6/6]**

```
bool ComputedExpressionFloat::is_equal (
    const Tang::integer_t & val ) const [override], [virtual]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented from [Tang::ComputedExpression](#).

### 5.36.3.29 isCopyNeeded()

```
bool ComputedExpression::isCopyNeeded ( ) const [virtual], [inherited]
```

Determine whether or not a copy is needed.

Copying is only required for ComputedExpressions which serve as containers, such as [ComputedExpressionArray](#) and [ComputedExpressionObject](#).

#### Returns

Whether or not a copy is needed.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.36.3.30 makeCopy()

```
GarbageCollected ComputedExpressionFloat::makeCopy ( ) const [override], [virtual]
```

Make a copy of the [ComputedExpression](#) (recursively, if appropriate).

#### Returns

A [Tang::GarbageCollected](#) value for the new [ComputedExpression](#).

Reimplemented from [Tang::ComputedExpression](#).

The documentation for this class was generated from the following files:

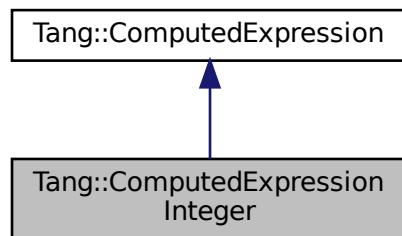
- [include/computedExpressionFloat.hpp](#)
- [src/computedExpressionFloat.cpp](#)

## 5.37 Tang::ComputedExpressionInteger Class Reference

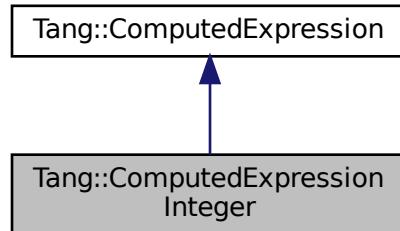
Represents an Integer that is the result of a computation.

```
#include <computedExpressionInteger.hpp>
```

Inheritance diagram for Tang::ComputedExpressionInteger:



Collaboration diagram for Tang::ComputedExpressionInteger:



## Public Member Functions

- **ComputedExpressionInteger (Tang::integer\_t val)**  
*Construct an Integer result.*
- virtual std::string **dump () const override**  
*Output the contents of the [ComputedExpression](#) as a string.*
- **GarbageCollected makeCopy () const override**  
*Make a copy of the [ComputedExpression](#) (recursively, if appropriate).*
- virtual bool **is\_equal (const Tang::integer\_t &val) const override**  
*Check whether or not the computed expression is equal to another value.*
- virtual bool **is\_equal (const Tang::float\_t &val) const override**  
*Check whether or not the computed expression is equal to another value.*
- virtual bool **is\_equal (const bool &val) const override**  
*Check whether or not the computed expression is equal to another value.*
- virtual **GarbageCollected \_\_add (const GarbageCollected &rhs) const override**  
*Compute the result of adding this value and the supplied value.*
- virtual **GarbageCollected \_\_subtract (const GarbageCollected &rhs) const override**  
*Compute the result of subtracting this value and the supplied value.*
- virtual **GarbageCollected \_\_multiply (const GarbageCollected &rhs) const override**  
*Compute the result of multiplying this value and the supplied value.*
- virtual **GarbageCollected \_\_divide (const GarbageCollected &rhs) const override**  
*Compute the result of dividing this value and the supplied value.*
- virtual **GarbageCollected \_\_modulo (const GarbageCollected &rhs) const override**  
*Compute the result of moduloing this value and the supplied value.*
- virtual **GarbageCollected \_\_negative () const override**  
*Compute the result of negating this value.*
- virtual **GarbageCollected \_\_not () const override**  
*Compute the logical not of this value.*
- virtual **GarbageCollected \_\_lessThan (const GarbageCollected &rhs) const override**  
*Compute the "less than" comparison.*
- virtual **GarbageCollected \_\_equal (const GarbageCollected &rhs) const override**  
*Perform an equality test.*
- virtual **GarbageCollected \_\_integer () const override**  
*Perform a type cast to integer.*

- virtual `GarbageCollected __float () const override`  
*Perform a type cast to float.*
- virtual `GarbageCollected __boolean () const override`  
*Perform a type cast to boolean.*
- virtual `GarbageCollected __string () const override`  
*Perform a type cast to string.*
- `Tang::integer_t getValue () const`  
*Helper function to get the value associated with this expression.*
- virtual `std::string __asCode () const`  
*Output the contents of the `ComputedExpression` as a string similar to how it would be represented as code.*
- virtual `bool isCopyNeeded () const`  
*Determine whether or not a copy is needed.*
- virtual `bool is_equal (const std::string &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal (const Error &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal (const std::nullptr_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `GarbageCollected __assign_index (const GarbageCollected &index, const GarbageCollected &value)`  
*Perform an index assignment to the supplied value.*
- virtual `GarbageCollected __period (const GarbageCollected &member, std::shared_ptr< TangBase > &tang)`  
*const*  
*Perform a member access (period) operation.*
- virtual `GarbageCollected __index (const GarbageCollected &index) const`  
*Perform an index operation.*
- virtual `GarbageCollected __slice (const GarbageCollected &begin, const GarbageCollected &end, const GarbageCollected &skip)`  
*const*  
*Perform a slice operation.*
- virtual `GarbageCollected __getIterator (const GarbageCollected &collection) const`  
*Get an iterator for the expression.*
- virtual `GarbageCollected __iteratorNext (size_t index=0) const`  
*Get the next iterative value.*

## Private Attributes

- `Tang::integer_t val`  
*The integer value.*

### 5.37.1 Detailed Description

Represents an Integer that is the result of a computation.

### 5.37.2 Constructor & Destructor Documentation

#### 5.37.2.1 ComputedExpressionInteger()

```
ComputedExpressionInteger::ComputedExpressionInteger (
    Tang::integer_t val )
```

Construct an Integer result.

**Parameters**

|            |                    |
|------------|--------------------|
| <i>val</i> | The integer value. |
|------------|--------------------|

**5.37.3 Member Function Documentation****5.37.3.1 \_\_add()**

```
GarbageCollected ComputedExpressionInteger::__add (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of adding this value and the supplied value.

**Parameters**

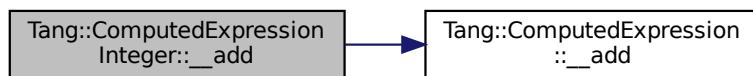
|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to add to this. |
|------------|--|

**Returns**

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:

**5.37.3.2 \_\_asCode()**

```
string ComputedExpression::__asCode ( ) const [virtual], [inherited]
```

Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.

**Returns**

A code-string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.37.3.3 \_\_assign\_index()

```
GarbageCollected ComputedExpression::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [virtual], [inherited]
```

Perform an index assignment to the supplied value.

#### Parameters

|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.37.3.4 \_\_boolean()

```
GarbageCollected ComputedExpressionInteger::__boolean () const [override], [virtual]
```

Perform a type cast to boolean.

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.37.3.5 \_\_divide()

```
GarbageCollected ComputedExpressionInteger::__divide (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of dividing this value and the supplied value.

#### Parameters

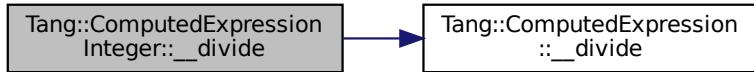
|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------|---|

#### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.37.3.6 \_\_equal()

```
GarbageCollected ComputedExpressionInteger::__equal (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Perform an equality test.

#### Parameters

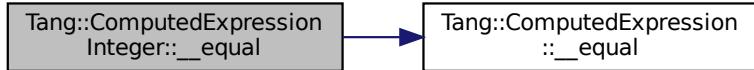
|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.37.3.7 \_\_float()

```
GarbageCollected ComputedExpressionInteger::__float () const [override], [virtual]
```

Perform a type cast to float.

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.37.3.8 `__getIterator()`

```
GarbageCollected ComputedExpression::__getIterator (
    const GarbageCollected & collection ) const [virtual], [inherited]
```

Get an iterator for the expression.

**Parameters**

|                   |  |
|-------------------|--|
| <i>collection</i> | The <a href="#">GarbageCollected</a> value that will serve as the collection through which to iterate. |
|-------------------|--|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.37.3.9 `__index()`

```
GarbageCollected ComputedExpression::__index (
    const GarbageCollected & index ) const [virtual], [inherited]
```

Perform an index operation.

**Parameters**

|              |  |
|--------------|--|
| <i>index</i> | The index expression provided by the script. |
|--------------|--|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.37.3.10 `__integer()`

```
GarbageCollected ComputedExpressionInteger::__integer ( ) const [override], [virtual]
```

Perform a type cast to integer.

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.37.3.11 `__iteratorNext()`

```
GarbageCollected ComputedExpression::__iteratorNext (
    size_t index = 0 ) const [virtual], [inherited]
```

Get the next iterative value.

#### Parameters

|                    |                          |
|--------------------|--------------------------|
| <code>index</code> | The desired index value. |
|--------------------|--------------------------|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIterator](#), and [Tang::ComputedExpressionArray](#).

### 5.37.3.12 `__lessThan()`

```
GarbageCollected ComputedExpressionInteger::__lessThan (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the "less than" comparison.

#### Parameters

|                  |  |
|------------------|--|
| <code>rhs</code> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------------|--|

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.37.3.13 `__modulo()`

```
GarbageCollected ComputedExpressionInteger::__modulo (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of moduloing this value and the supplied value.

**Parameters**

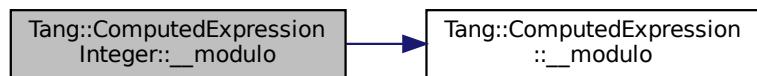
|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.37.3.14 \_\_multiply()

```
GarbageCollected ComputedExpressionInteger::__multiply (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of multiplying this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to multiply to this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.37.3.15 `__negative()`

```
GarbageCollected ComputedExpressionInteger::__negative ( ) const [override], [virtual]
```

Compute the result of negating this value.

#### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.37.3.16 `__not()`

```
GarbageCollected ComputedExpressionInteger::__not ( ) const [override], [virtual]
```

Compute the logical not of this value.

#### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.37.3.17 `__period()`

```
GarbageCollected ComputedExpression::__period (
    const GarbageCollected & member,
    std::shared_ptr< TangBase > & tang ) const [virtual], [inherited]
```

Perform a member access (period) operation.

#### Parameters

|                     |   |
|---------------------|---|
| <code>member</code> | The member expression provided by the script. |
|---------------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionLibrary](#).

### 5.37.3.18 \_\_slice()

```
GarbageCollected ComputedExpression::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [virtual], [inherited]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

#### Parameters

|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), and [Tang::ComputedExpressionArray](#).

### 5.37.3.19 \_\_string()

```
GarbageCollected ComputedExpressionInteger::__string () const [override], [virtual]
```

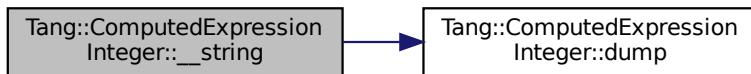
Perform a type cast to string.

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.37.3.20 \_\_subtract()

```
GarbageCollected ComputedExpressionInteger::__subtract (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of subtracting this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to subtract from this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:

**5.37.3.21 dump()**

```
string ComputedExpressionInteger::dump ( ) const [override], [virtual]
```

Output the contents of the [ComputedExpression](#) as a string.

**Returns**

A string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

**5.37.3.22 getValue()**

```
Tang::integer_t ComputedExpressionInteger::getValue ( ) const
```

Helper function to get the value associated with this expression.

**Returns**

The value associated with this expression.

**5.37.3.23 is\_equal() [1/6]**

```
bool ComputedExpressionInteger::is_equal (
    const bool & val ) const [override], [virtual]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented from [Tang::ComputedExpression](#).

**5.37.3.24 is\_equal() [2/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Error & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

**5.37.3.25 is\_equal() [3/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

### 5.37.3.26 `is_equal()` [4/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::string & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.37.3.27 `is_equal()` [5/6]

```
bool ComputedExpressionInteger::is_equal (
    const Tang::float_t & val ) const [override], [virtual]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented from [Tang::ComputedExpression](#).

### 5.37.3.28 `is_equal()` [6/6]

```
bool ComputedExpressionInteger::is_equal (
    const Tang::integer_t & val ) const [override], [virtual]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented from [Tang::ComputedExpression](#).

### 5.37.3.29 isCopyNeeded()

```
bool ComputedExpression::isCopyNeeded ( ) const [virtual], [inherited]
```

Determine whether or not a copy is needed.

Copying is only required for ComputedExpressions which serve as containers, such as [ComputedExpressionArray](#) and [ComputedExpressionObject](#).

**Returns**

Whether or not a copy is needed.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.37.3.30 makeCopy()

```
GarbageCollected ComputedExpressionInteger::makeCopy ( ) const [override], [virtual]
```

Make a copy of the [ComputedExpression](#) (recursively, if appropriate).

**Returns**

A [Tang::GarbageCollected](#) value for the new [ComputedExpression](#).

Reimplemented from [Tang::ComputedExpression](#).

The documentation for this class was generated from the following files:

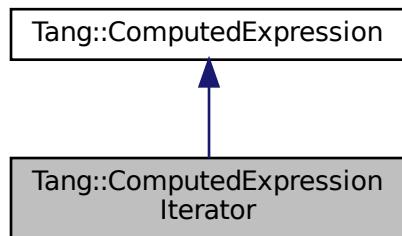
- include/computedExpressionInteger.hpp
- src/computedExpressionInteger.cpp

## 5.38 Tang::ComputedExpressionIterator Class Reference

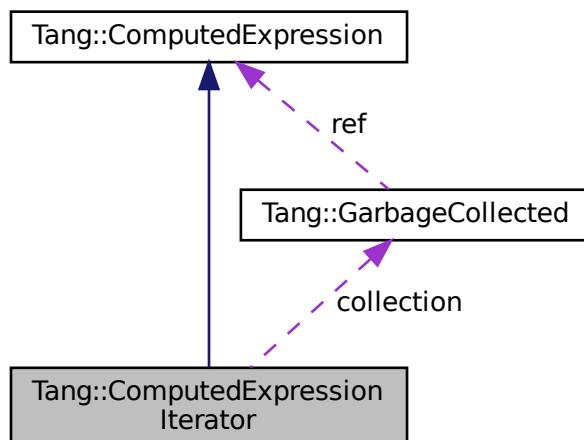
Represents an iterator that is the result of a computation.

```
#include <computedExpressionIterator.hpp>
```

Inheritance diagram for Tang::ComputedExpressionIterator:



Collaboration diagram for Tang::ComputedExpressionIterator:



### Public Member Functions

- [ComputedExpressionIterator \(Tang::GarbageCollected collection\)](#)  
*Construct an Iterator result.*
- virtual std::string [dump \(\) const override](#)  
*Output the contents of the [ComputedExpression](#) as a string.*

- virtual `GarbageCollected __iteratorNext (size_t index) const override`  
*Get the next iterative value.*
- virtual `std::string __asCode () const`  
*Output the contents of the `ComputedExpression` as a string similar to how it would be represented as code.*
- virtual `bool isCopyNeeded () const`  
*Determine whether or not a copy is needed.*
- virtual `GarbageCollected makeCopy () const`  
*Make a copy of the `ComputedExpression` (recursively, if appropriate).*
- virtual `bool is_equal (const Tang::integer_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal (const Tang::float_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal (const bool &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal (const std::string &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal (const Error &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal (const std::nullptr_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `GarbageCollected __assign_index (const GarbageCollected &index, const GarbageCollected &value)`  
*Perform an index assignment to the supplied value.*
- virtual `GarbageCollected __add (const GarbageCollected &rhs) const`  
*Compute the result of adding this value and the supplied value.*
- virtual `GarbageCollected __subtract (const GarbageCollected &rhs) const`  
*Compute the result of subtracting this value and the supplied value.*
- virtual `GarbageCollected __multiply (const GarbageCollected &rhs) const`  
*Compute the result of multiplying this value and the supplied value.*
- virtual `GarbageCollected __divide (const GarbageCollected &rhs) const`  
*Compute the result of dividing this value and the supplied value.*
- virtual `GarbageCollected __modulo (const GarbageCollected &rhs) const`  
*Compute the result of moduloing this value and the supplied value.*
- virtual `GarbageCollected __negative () const`  
*Compute the result of negating this value.*
- virtual `GarbageCollected __not () const`  
*Compute the logical not of this value.*
- virtual `GarbageCollected __lessThan (const GarbageCollected &rhs) const`  
*Compute the "less than" comparison.*
- virtual `GarbageCollected __equal (const GarbageCollected &rhs) const`  
*Perform an equality test.*
- virtual `GarbageCollected __period (const GarbageCollected &member, std::shared_ptr<TangBase> &tang) const`  
*Perform a member access (period) operation.*
- virtual `GarbageCollected __index (const GarbageCollected &index) const`  
*Perform an index operation.*
- virtual `GarbageCollected __slice (const GarbageCollected &begin, const GarbageCollected &end, const GarbageCollected &skip) const`  
*Perform a slice operation.*
- virtual `GarbageCollected __getIterator (const GarbageCollected &collection) const`  
*Get an iterator for the expression.*
- virtual `GarbageCollected __integer () const`

- virtual `GarbageCollected __float () const`  
*Perform a type cast to float.*
- virtual `GarbageCollected __boolean () const`  
*Perform a type cast to boolean.*
- virtual `GarbageCollected __string () const`  
*Perform a type cast to string.*

## Private Attributes

- `Tang::GarbageCollected collection`  
*The target collection.*
- `size_t index`  
*The next index.*

### 5.38.1 Detailed Description

Represents an Iterator that is the result of a computation.

### 5.38.2 Constructor & Destructor Documentation

#### 5.38.2.1 ComputedExpressionIterator()

```
ComputedExpressionIterator::ComputedExpressionIterator (
    Tang::GarbageCollected collection )
```

Construct an Iterator result.

#### Parameters

|                         |   |
|-------------------------|---|
| <code>collection</code> | The collection through which the iterator processes |
|-------------------------|---|

### 5.38.3 Member Function Documentation

#### 5.38.3.1 \_\_add()

```
GarbageCollected ComputedExpression::__add (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of adding this value and the supplied value.

**Parameters**

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to add to this. |
|------------|--|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.38.3.2 [\\_\\_asCode\(\)](#)

```
string ComputedExpression::__asCode ( ) const [virtual], [inherited]
```

Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.

**Returns**

A code-string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.38.3.3 [\\_\\_assign\\_index\(\)](#)

```
GarbageCollected ComputedExpression::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [virtual], [inherited]
```

Perform an index assignment to the supplied value.

**Parameters**

|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.38.3.4 \_\_boolean()

```
GarbageCollected ComputedExpression::__boolean ( ) const [virtual], [inherited]
```

Perform a type cast to boolean.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.38.3.5 \_\_divide()

```
GarbageCollected ComputedExpression::__divide (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of dividing this value and the supplied value.

#### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.38.3.6 \_\_equal()

```
GarbageCollected ComputedExpression::__equal (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Perform an equality test.

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionNativeLibraryFunction](#), [Tang::ComputedExpressionNativeBoundFunction](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), [Tang::ComputedExpressionCompiledFunction](#), and [Tang::ComputedExpressionBoolean](#).

### 5.38.3.7 \_\_float()

```
GarbageCollected ComputedExpression::__float () const [virtual], [inherited]
```

Perform a type cast to float.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.38.3.8 \_\_getIterator()

```
GarbageCollected ComputedExpression::__getIterator (
    const GarbageCollected & collection ) const [virtual], [inherited]
```

Get an iterator for the expression.

#### Parameters

|                   |  |
|-------------------|--|
| <i>collection</i> | The <a href="#">GarbageCollected</a> value that will serve as the collection through which to iterate. |
|-------------------|--|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.38.3.9 \_\_index()

```
GarbageCollected ComputedExpression::__index (
    const GarbageCollected & index ) const [virtual], [inherited]
```

Perform an index operation.

#### Parameters

|              |  |
|--------------|--|
| <i>index</i> | The index expression provided by the script. |
|--------------|--|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.38.3.10 `__integer()`

`GarbageCollected ComputedExpression::__integer () const [virtual], [inherited]`

Perform a type cast to integer.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.38.3.11 `__iteratorNext()`

`GarbageCollected ComputedExpressionIterator::__iteratorNext ( size_t index ) const [override], [virtual]`

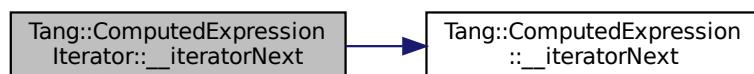
Get the next iterative value.

**Parameters**

|                    |                          |
|--------------------|--------------------------|
| <code>index</code> | The desired index value. |
|--------------------|--------------------------|

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.38.3.12 \_\_lessThan()

```
GarbageCollected ComputedExpression::__lessThan (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the "less than" comparison.

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.38.3.13 \_\_modulo()

```
GarbageCollected ComputedExpression::__modulo (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of moduloing this value and the supplied value.

#### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

### 5.38.3.14 \_\_multiply()

```
GarbageCollected ComputedExpression::__multiply (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of multiplying this value and the supplied value.

#### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to multiply to this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.38.3.15 \_\_negative()**

```
GarbageCollected ComputedExpression::__negative () const [virtual], [inherited]
```

Compute the result of negating this value.

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.38.3.16 \_\_not()**

```
GarbageCollected ComputedExpression::__not () const [virtual], [inherited]
```

Compute the logical not of this value.

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

**5.38.3.17 \_\_period()**

```
GarbageCollected ComputedExpression::__period (
    const GarbageCollected & member,
    std::shared_ptr< TangBase > & tang ) const [virtual], [inherited]
```

Perform a member access (period) operation.

**Parameters**

|               |   |
|---------------|---|
| <i>member</i> | The member expression provided by the script. |
|---------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionLibrary](#).

**5.38.3.18 \_\_slice()**

```
GarbageCollected ComputedExpression::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [virtual], [inherited]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

**Parameters**

|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), and [Tang::ComputedExpressionArray](#).

**5.38.3.19 \_\_string()**

```
GarbageCollected ComputedExpression::__string () const [virtual], [inherited]
```

Perform a type cast to string.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIteratorEnd](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionArray](#).

**5.38.3.20 \_\_subtract()**

```
GarbageCollected ComputedExpression::__subtract (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of subtracting this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to subtract from this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.38.3.21 dump()**

```
string ComputedExpressionIterator::dump ( ) const [override], [virtual]
```

Output the contents of the [ComputedExpression](#) as a string.

**Returns**

A string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

**5.38.3.22 is\_equal() [1/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const bool & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionBoolean](#).

### 5.38.3.23 `is_equal()` [2/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Error & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

**5.38.3.24 is\_equal() [3/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

**5.38.3.25 is\_equal() [4/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::string & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.38.3.26 is\_equal() [5/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::float_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|     |                               |
|-----|-------------------------------|
| val | The value to compare against. |
|-----|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

### 5.38.3.27 is\_equal() [6/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::integer_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|     |                               |
|-----|-------------------------------|
| val | The value to compare against. |
|-----|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

### 5.38.3.28 isCopyNeeded()

```
bool ComputedExpression::isCopyNeeded ( ) const [virtual], [inherited]
```

Determine whether or not a copy is needed.

Copying is only required for ComputedExpressions which serve as containers, such as [ComputedExpressionArray](#) and [ComputedExpressionObject](#).

#### Returns

Whether or not a copy is needed.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.38.3.29 makeCopy()

```
GarbageCollected ComputedExpression::makeCopy () const [virtual], [inherited]
```

Make a copy of the [ComputedExpression](#) (recursively, if appropriate).

#### Returns

A [Tang::GarbageCollected](#) value for the new [ComputedExpression](#).

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionNativeLibraryFunction](#), [Tang::ComputedExpressionNativeBoundFunction](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionLibraryBase](#), [Tang::ComputedExpressionLibrary](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), [Tang::ComputedExpressionCompiledFunction](#), [Tang::ComputedExpressionBoolean](#), and [Tang::ComputedExpressionArray](#).

The documentation for this class was generated from the following files:

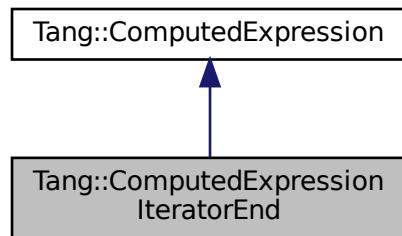
- [include/computedExpressionIterator.hpp](#)
- [src/computedExpressionIterator.cpp](#)

## 5.39 Tang::ComputedExpressionIteratorEnd Class Reference

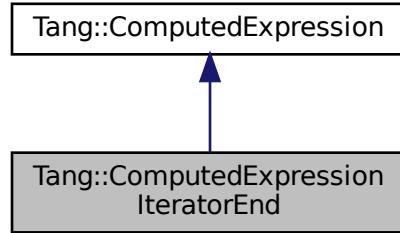
Represents that a collection has no more values through which to iterate.

```
#include <computedExpressionIteratorEnd.hpp>
```

Inheritance diagram for Tang::ComputedExpressionIteratorEnd:



Collaboration diagram for Tang::ComputedExpressionIteratorEnd:



## Public Member Functions

- `ComputedExpressionIteratorEnd ()`  
*Construct an IteratorEnd result.*
- virtual std::string `dump () const override`  
*Output the contents of the `ComputedExpression` as a string.*
- virtual `GarbageCollected __string () const override`  
*Perform a type cast to string.*
- virtual std::string `__asCode () const`  
*Output the contents of the `ComputedExpression` as a string similar to how it would be represented as code.*
- virtual bool `isCopyNeeded () const`  
*Determine whether or not a copy is needed.*
- virtual `GarbageCollected makeCopy () const`  
*Make a copy of the `ComputedExpression` (recursively, if appropriate).*
- virtual bool `is_equal (const Tang::integer_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual bool `is_equal (const Tang::float_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual bool `is_equal (const bool &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual bool `is_equal (const std::string &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual bool `is_equal (const Error &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual bool `is_equal (const std::nullptr_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `GarbageCollected __assign_index (const GarbageCollected &index, const GarbageCollected &value)`  
*Perform an index assignment to the supplied value.*
- virtual `GarbageCollected __add (const GarbageCollected &rhs) const`  
*Compute the result of adding this value and the supplied value.*
- virtual `GarbageCollected __subtract (const GarbageCollected &rhs) const`  
*Compute the result of subtracting this value and the supplied value.*
- virtual `GarbageCollected __multiply (const GarbageCollected &rhs) const`  
*Compute the result of multiplying this value and the supplied value.*

- virtual `GarbageCollected __divide (const GarbageCollected &rhs) const`  
*Compute the result of dividing this value and the supplied value.*
- virtual `GarbageCollected __modulo (const GarbageCollected &rhs) const`  
*Compute the result of moduloing this value and the supplied value.*
- virtual `GarbageCollected __negative () const`  
*Compute the result of negating this value.*
- virtual `GarbageCollected __not () const`  
*Compute the logical not of this value.*
- virtual `GarbageCollected __lessThan (const GarbageCollected &rhs) const`  
*Compute the "less than" comparison.*
- virtual `GarbageCollected __equal (const GarbageCollected &rhs) const`  
*Perform an equality test.*
- virtual `GarbageCollected __period (const GarbageCollected &member, std::shared_ptr< TangBase > &tang) const`  
*Perform a member access (period) operation.*
- virtual `GarbageCollected __index (const GarbageCollected &index) const`  
*Perform an index operation.*
- virtual `GarbageCollected __slice (const GarbageCollected &begin, const GarbageCollected &end, const GarbageCollected &skip) const`  
*Perform a slice operation.*
- virtual `GarbageCollected __getIterator (const GarbageCollected &collection) const`  
*Get an iterator for the expression.*
- virtual `GarbageCollected __iteratorNext (size_t index=0) const`  
*Get the next iterative value.*
- virtual `GarbageCollected __integer () const`  
*Perform a type cast to integer.*
- virtual `GarbageCollected __float () const`  
*Perform a type cast to float.*
- virtual `GarbageCollected __boolean () const`  
*Perform a type cast to boolean.*

### 5.39.1 Detailed Description

Represents that a collection has no more values through which to iterate.

### 5.39.2 Member Function Documentation

#### 5.39.2.1 `__add()`

```
GarbageCollected ComputedExpression::__add (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of adding this value and the supplied value.

**Parameters**

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to add to this. |
|------------|--|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.39.2.2 [\\_\\_asCode\(\)](#)

```
string ComputedExpression::__asCode ( ) const [virtual], [inherited]
```

Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.

**Returns**

A code-string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.39.2.3 [\\_\\_assign\\_index\(\)](#)

```
GarbageCollected ComputedExpression::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [virtual], [inherited]
```

Perform an index assignment to the supplied value.

**Parameters**

|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.39.2.4 \_\_boolean()

```
GarbageCollected ComputedExpression::__boolean ( ) const [virtual], [inherited]
```

Perform a type cast to boolean.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.39.2.5 \_\_divide()

```
GarbageCollected ComputedExpression::__divide (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of dividing this value and the supplied value.

#### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.39.2.6 \_\_equal()

```
GarbageCollected ComputedExpression::__equal (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Perform an equality test.

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionNativeLibraryFunction](#), [Tang::ComputedExpressionNativeBoundFunction](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), [Tang::ComputedExpressionCompiledFunction](#), and [Tang::ComputedExpressionBoolean](#).

### 5.39.2.7 \_\_float()

```
GarbageCollected ComputedExpression::__float () const [virtual], [inherited]
```

Perform a type cast to float.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.39.2.8 \_\_getIterator()

```
GarbageCollected ComputedExpression::__getIterator (
    const GarbageCollected & collection ) const [virtual], [inherited]
```

Get an iterator for the expression.

#### Parameters

|                   |  |
|-------------------|--|
| <i>collection</i> | The <a href="#">GarbageCollected</a> value that will serve as the collection through which to iterate. |
|-------------------|--|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.39.2.9 \_\_index()

```
GarbageCollected ComputedExpression::__index (
    const GarbageCollected & index ) const [virtual], [inherited]
```

Perform an index operation.

#### Parameters

|              |  |
|--------------|--|
| <i>index</i> | The index expression provided by the script. |
|--------------|--|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

**5.39.2.10 \_\_integer()**

```
GarbageCollected ComputedExpression::__integer ( ) const [virtual], [inherited]
```

Perform a type cast to integer.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

**5.39.2.11 \_\_iteratorNext()**

```
GarbageCollected ComputedExpression::__iteratorNext (
    size_t index = 0 ) const [virtual], [inherited]
```

Get the next iterative value.

**Parameters**

|              |                          |
|--------------|--------------------------|
| <i>index</i> | The desired index value. |
|--------------|--------------------------|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIterator](#), and [Tang::ComputedExpressionArray](#).

**5.39.2.12 \_\_lessThan()**

```
GarbageCollected ComputedExpression::__lessThan (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the "less than" comparison.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <b>GarbageCollected</b> value to compare against. |
|------------|---|

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.39.2.13 `__modulo()`

```
GarbageCollected ComputedExpression::__modulo (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of moduloing this value and the supplied value.

**Parameters**

|                  |   |
|------------------|---|
| <code>rhs</code> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

### 5.39.2.14 `__multiply()`

```
GarbageCollected ComputedExpression::__multiply (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of multiplying this value and the supplied value.

**Parameters**

|                  |   |
|------------------|---|
| <code>rhs</code> | The <a href="#">GarbageCollected</a> value to multiply to this. |
|------------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.39.2.15 `__negative()`

```
GarbageCollected ComputedExpression::__negative ( ) const [virtual], [inherited]
```

Compute the result of negating this value.

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.39.2.16 `__not()`

```
GarbageCollected ComputedExpression::__not ( ) const [virtual], [inherited]
```

Compute the logical not of this value.

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.39.2.17 `__period()`

```
GarbageCollected ComputedExpression::__period (
    const GarbageCollected & member,
    std::shared_ptr< TangBase > & tang ) const [virtual], [inherited]
```

Perform a member access (period) operation.

#### Parameters

|                     |   |
|---------------------|---|
| <code>member</code> | The member expression provided by the script. |
|---------------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionLibrary](#).

### 5.39.2.18 \_\_slice()

```
GarbageCollected ComputedExpression::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [virtual], [inherited]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

#### Parameters

|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), and [Tang::ComputedExpressionArray](#).

### 5.39.2.19 \_\_string()

```
GarbageCollected ComputedExpressionIteratorEnd::__string () const [override], [virtual]
```

Perform a type cast to string.

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.39.2.20 \_\_subtract()

```
GarbageCollected ComputedExpression::__subtract (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of subtracting this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to subtract from this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.39.2.21 dump()**

```
string ComputedExpressionIteratorEnd::dump ( ) const [override], [virtual]
```

Output the contents of the [ComputedExpression](#) as a string.

**Returns**

A string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

**5.39.2.22 is\_equal() [1/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const bool & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionBoolean](#).

### 5.39.2.23 `is_equal()` [2/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Error & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

**5.39.2.24 is\_equal() [3/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

**5.39.2.25 is\_equal() [4/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::string & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.39.2.26 is\_equal() [5/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::float_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|     |                               |
|-----|-------------------------------|
| val | The value to compare against. |
|-----|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

### 5.39.2.27 is\_equal() [6/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::integer_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|     |                               |
|-----|-------------------------------|
| val | The value to compare against. |
|-----|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

### 5.39.2.28 isCopyNeeded()

```
bool ComputedExpression::isCopyNeeded ( ) const [virtual], [inherited]
```

Determine whether or not a copy is needed.

Copying is only required for ComputedExpressions which serve as containers, such as [ComputedExpressionArray](#) and [ComputedExpressionObject](#).

#### Returns

Whether or not a copy is needed.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.39.2.29 makeCopy()

```
GarbageCollected ComputedExpression::makeCopy () const [virtual], [inherited]
```

Make a copy of the [ComputedExpression](#) (recursively, if appropriate).

#### Returns

A [Tang::GarbageCollected](#) value for the new [ComputedExpression](#).

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionNativeLibraryFunction](#), [Tang::ComputedExpressionNativeBoundFunction](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionLibraryBase](#), [Tang::ComputedExpressionLibrary](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), [Tang::ComputedExpressionCompiledFunction](#), [Tang::ComputedExpressionBoolean](#), and [Tang::ComputedExpressionArray](#).

The documentation for this class was generated from the following files:

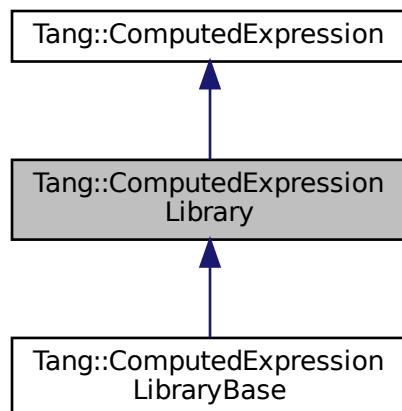
- [include/computedExpressionIteratorEnd.hpp](#)
- [src/computedExpressionIteratorEnd.cpp](#)

## 5.40 Tang::ComputedExpressionLibrary Class Reference

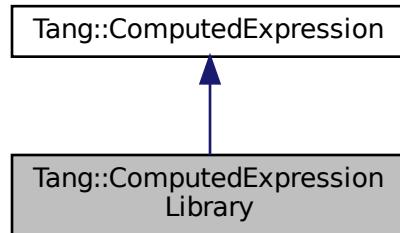
Represents a Runtime Library.

```
#include <computedExpressionLibrary.hpp>
```

Inheritance diagram for Tang::ComputedExpressionLibrary:



Collaboration diagram for Tang::ComputedExpressionLibrary:



## Public Member Functions

- [`ComputedExpressionLibrary \(\)`](#)  
*Construct a Runtime Library.*
- [`virtual std::string dump \(\) const override`](#)  
*Output the contents of the `ComputedExpression` as a string.*
- [`GarbageCollected makeCopy \(\) const override`](#)  
*Make a copy of the `ComputedExpression` (recursively, if appropriate).*
- [`GarbageCollected \_\_period \(const GarbageCollected &member, std::shared\_ptr< TangBase > &tang\) const override`](#)  
*Perform a member access (period) operation.*
- [`virtual std::string \_\_asCode \(\) const`](#)  
*Output the contents of the `ComputedExpression` as a string similar to how it would be represented as code.*
- [`virtual bool isCopyNeeded \(\) const`](#)  
*Determine whether or not a copy is needed.*
- [`virtual bool is\_equal \(const Tang::integer\_t &val\) const`](#)  
*Check whether or not the computed expression is equal to another value.*
- [`virtual bool is\_equal \(const Tang::float\_t &val\) const`](#)  
*Check whether or not the computed expression is equal to another value.*
- [`virtual bool is\_equal \(const bool &val\) const`](#)  
*Check whether or not the computed expression is equal to another value.*
- [`virtual bool is\_equal \(const std::string &val\) const`](#)  
*Check whether or not the computed expression is equal to another value.*
- [`virtual bool is\_equal \(const Error &val\) const`](#)  
*Check whether or not the computed expression is equal to another value.*
- [`virtual bool is\_equal \(const std::nullptr\_t &val\) const`](#)  
*Check whether or not the computed expression is equal to another value.*
- [`virtual GarbageCollected \_\_assign\_index \(const GarbageCollected &index, const GarbageCollected &value\)`](#)  
*Perform an index assignment to the supplied value.*
- [`virtual GarbageCollected \_\_add \(const GarbageCollected &rhs\) const`](#)  
*Compute the result of adding this value and the supplied value.*
- [`virtual GarbageCollected \_\_subtract \(const GarbageCollected &rhs\) const`](#)  
*Compute the result of subtracting this value and the supplied value.*
- [`virtual GarbageCollected \_\_multiply \(const GarbageCollected &rhs\) const`](#)

- virtual `GarbageCollected __divide` (const `GarbageCollected &rhs`) const
 

*Compute the result of dividing this value and the supplied value.*
- virtual `GarbageCollected __modulo` (const `GarbageCollected &rhs`) const
 

*Compute the result of moduloing this value and the supplied value.*
- virtual `GarbageCollected __negative` () const
 

*Compute the result of negating this value.*
- virtual `GarbageCollected __not` () const
 

*Compute the logical not of this value.*
- virtual `GarbageCollected __lessThan` (const `GarbageCollected &rhs`) const
 

*Compute the "less than" comparison.*
- virtual `GarbageCollected __equal` (const `GarbageCollected &rhs`) const
 

*Perform an equality test.*
- virtual `GarbageCollected __index` (const `GarbageCollected &index`) const
 

*Perform an index operation.*
- virtual `GarbageCollected __slice` (const `GarbageCollected &begin`, const `GarbageCollected &end`, const `GarbageCollected &skip`) const
 

*Perform a slice operation.*
- virtual `GarbageCollected __getIterator` (const `GarbageCollected &collection`) const
 

*Get an iterator for the expression.*
- virtual `GarbageCollected __iteratorNext` (size\_t index=0) const
 

*Get the next iterative value.*
- virtual `GarbageCollected __integer` () const
 

*Perform a type cast to integer.*
- virtual `GarbageCollected __float` () const
 

*Perform a type cast to float.*
- virtual `GarbageCollected __boolean` () const
 

*Perform a type cast to boolean.*
- virtual `GarbageCollected __string` () const
 

*Perform a type cast to string.*

### 5.40.1 Detailed Description

Represents a Runtime Library.

### 5.40.2 Member Function Documentation

#### 5.40.2.1 `__add()`

```
GarbageCollected ComputedExpression::__add (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of adding this value and the supplied value.

**Parameters**

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to add to this. |
|------------|--|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.40.2.2 [\\_\\_asCode\(\)](#)

```
string ComputedExpression::__asCode ( ) const [virtual], [inherited]
```

Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.

**Returns**

A code-string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.40.2.3 [\\_\\_assign\\_index\(\)](#)

```
GarbageCollected ComputedExpression::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [virtual], [inherited]
```

Perform an index assignment to the supplied value.

**Parameters**

|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

#### 5.40.2.4 \_\_boolean()

```
GarbageCollected ComputedExpression::__boolean ( ) const [virtual], [inherited]
```

Perform a type cast to boolean.

##### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

#### 5.40.2.5 \_\_divide()

```
GarbageCollected ComputedExpression::__divide (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of dividing this value and the supplied value.

##### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------|---|

##### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

#### 5.40.2.6 \_\_equal()

```
GarbageCollected ComputedExpression::__equal (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Perform an equality test.

##### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

##### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionNativeLibraryFunction](#), [Tang::ComputedExpressionNativeBoundFunction](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), [Tang::ComputedExpressionCompiledFunction](#), and [Tang::ComputedExpressionBoolean](#).

### 5.40.2.7 \_\_float()

```
GarbageCollected ComputedExpression::__float () const [virtual], [inherited]
```

Perform a type cast to float.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.40.2.8 \_\_getIterator()

```
GarbageCollected ComputedExpression::__getIterator (
    const GarbageCollected & collection ) const [virtual], [inherited]
```

Get an iterator for the expression.

#### Parameters

|                   |  |
|-------------------|--|
| <i>collection</i> | The <a href="#">GarbageCollected</a> value that will serve as the collection through which to iterate. |
|-------------------|--|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.40.2.9 \_\_index()

```
GarbageCollected ComputedExpression::__index (
    const GarbageCollected & index ) const [virtual], [inherited]
```

Perform an index operation.

#### Parameters

|              |  |
|--------------|--|
| <i>index</i> | The index expression provided by the script. |
|--------------|--|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

**5.40.2.10 \_\_integer()**

```
GarbageCollected ComputedExpression::__integer ( ) const [virtual], [inherited]
```

Perform a type cast to integer.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

**5.40.2.11 \_\_iteratorNext()**

```
GarbageCollected ComputedExpression::__iteratorNext (
    size_t index = 0 ) const [virtual], [inherited]
```

Get the next iterative value.

**Parameters**

|              |                          |
|--------------|--------------------------|
| <i>index</i> | The desired index value. |
|--------------|--------------------------|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIterator](#), and [Tang::ComputedExpressionArray](#).

**5.40.2.12 \_\_lessThan()**

```
GarbageCollected ComputedExpression::__lessThan (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the "less than" comparison.

**Parameters**

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.40.2.13 `__modulo()`

```
GarbageCollected ComputedExpression::__modulo (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of moduloing this value and the supplied value.

**Parameters**

|                  |   |
|------------------|---|
| <code>rhs</code> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

### 5.40.2.14 `__multiply()`

```
GarbageCollected ComputedExpression::__multiply (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of multiplying this value and the supplied value.

**Parameters**

|                  |   |
|------------------|---|
| <code>rhs</code> | The <a href="#">GarbageCollected</a> value to multiply to this. |
|------------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.40.2.15 `__negative()`

`GarbageCollected` `ComputedExpression::__negative ( ) const [virtual], [inherited]`

Compute the result of negating this value.

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.40.2.16 `__not()`

`GarbageCollected` `ComputedExpression::__not ( ) const [virtual], [inherited]`

Compute the logical not of this value.

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.40.2.17 `__period()`

```
GarbageCollected ComputedExpressionLibrary::__period (
    const GarbageCollected & member,
    std::shared_ptr< TangBase > & tang ) const [override], [virtual]
```

Perform a member access (period) operation.

#### Parameters

|                     |   |
|---------------------|---|
| <code>member</code> | The member expression provided by the script. |
|---------------------|---|

#### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.40.2.18 \_\_slice()

```
GarbageCollected ComputedExpression::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [virtual], [inherited]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

#### Parameters

|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), and [Tang::ComputedExpressionArray](#).

### 5.40.2.19 \_\_string()

```
GarbageCollected ComputedExpression::__string () const [virtual], [inherited]
```

Perform a type cast to string.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIteratorEnd](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionArray](#).

### 5.40.2.20 \_\_subtract()

```
GarbageCollected ComputedExpression::__subtract (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of subtracting this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to subtract from this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.40.2.21 dump()**

```
std::string ComputedExpressionLibrary::dump ( ) const [override], [virtual]
```

Output the contents of the [ComputedExpression](#) as a string.

**Returns**

A string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

**5.40.2.22 is\_equal() [1/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const bool & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionBoolean](#).

### 5.40.2.23 `is_equal()` [2/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Error & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

**5.40.2.24 is\_equal() [3/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

**5.40.2.25 is\_equal() [4/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::string & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.40.2.26 is\_equal() [5/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::float_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|     |                               |
|-----|-------------------------------|
| val | The value to compare against. |
|-----|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

### 5.40.2.27 is\_equal() [6/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::integer_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|     |                               |
|-----|-------------------------------|
| val | The value to compare against. |
|-----|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

### 5.40.2.28 isCopyNeeded()

```
bool ComputedExpression::isCopyNeeded ( ) const [virtual], [inherited]
```

Determine whether or not a copy is needed.

Copying is only required for ComputedExpressions which serve as containers, such as [ComputedExpressionArray](#) and [ComputedExpressionObject](#).

#### Returns

Whether or not a copy is needed.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.40.2.29 makeCopy()

`GarbageCollected` `ComputedExpressionLibrary::makeCopy ( ) const [override], [virtual]`

Make a copy of the `ComputedExpression` (recursively, if appropriate).

#### Returns

A `Tang::GarbageCollected` value for the new `ComputedExpression`.

Reimplemented from `Tang::ComputedExpression`.

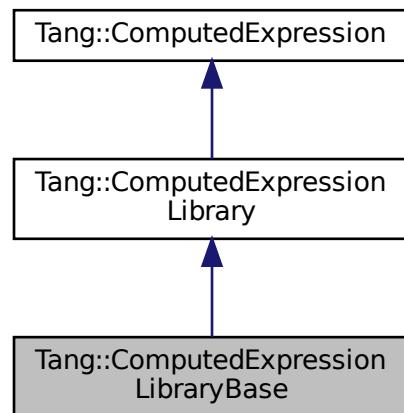
Reimplemented in `Tang::ComputedExpressionLibraryBase`.

The documentation for this class was generated from the following files:

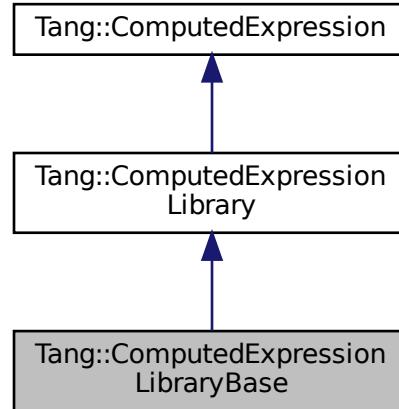
- `include/computedExpressionLibrary.hpp`
- `src/computedExpressionLibrary.cpp`

## 5.41 Tang::ComputedExpressionLibraryBase Class Reference

Inheritance diagram for `Tang::ComputedExpressionLibraryBase`:



Collaboration diagram for Tang::ComputedExpressionLibraryBase:



## Public Member Functions

- `GarbageCollected makeCopy () const override`  
*Make a copy of the [ComputedExpression](#) (recursively, if appropriate).*
- `virtual std::string dump () const override`  
*Output the contents of the [ComputedExpression](#) as a string.*
- `GarbageCollected __period (const GarbageCollected &member, std::shared_ptr< TangBase > &tang) const override`  
*Perform a member access (period) operation.*
- `virtual std::string __asCode () const`  
*Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.*
- `virtual bool isCopyNeeded () const`  
*Determine whether or not a copy is needed.*
- `virtual bool isEqual (const Tang::integer_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- `virtual bool isEqual (const Tang::float_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- `virtual bool isEqual (const bool &val) const`  
*Check whether or not the computed expression is equal to another value.*
- `virtual bool isEqual (const std::string &val) const`  
*Check whether or not the computed expression is equal to another value.*
- `virtual bool isEqual (const Error &val) const`  
*Check whether or not the computed expression is equal to another value.*
- `virtual bool isEqual (const std::nullptr_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- `virtual GarbageCollected __assign_index (const GarbageCollected &index, const GarbageCollected &value)`  
*Perform an index assignment to the supplied value.*
- `virtual GarbageCollected __add (const GarbageCollected &rhs) const`  
*Compute the result of adding this value and the supplied value.*

- virtual `GarbageCollected __subtract` (const `GarbageCollected &rhs`) const  
*Compute the result of subtracting this value and the supplied value.*
- virtual `GarbageCollected __multiply` (const `GarbageCollected &rhs`) const  
*Compute the result of multiplying this value and the supplied value.*
- virtual `GarbageCollected __divide` (const `GarbageCollected &rhs`) const  
*Compute the result of dividing this value and the supplied value.*
- virtual `GarbageCollected __modulo` (const `GarbageCollected &rhs`) const  
*Compute the result of moduloing this value and the supplied value.*
- virtual `GarbageCollected __negative` () const  
*Compute the result of negating this value.*
- virtual `GarbageCollected __not` () const  
*Compute the logical not of this value.*
- virtual `GarbageCollected __lessThan` (const `GarbageCollected &rhs`) const  
*Compute the "less than" comparison.*
- virtual `GarbageCollected __equal` (const `GarbageCollected &rhs`) const  
*Perform an equality test.*
- virtual `GarbageCollected __index` (const `GarbageCollected &index`) const  
*Perform an index operation.*
- virtual `GarbageCollected __slice` (const `GarbageCollected &begin`, const `GarbageCollected &end`, const `GarbageCollected &skip`) const  
*Perform a slice operation.*
- virtual `GarbageCollected __getIterator` (const `GarbageCollected &collection`) const  
*Get an iterator for the expression.*
- virtual `GarbageCollected __iteratorNext` (size\_t index=0) const  
*Get the next iterative value.*
- virtual `GarbageCollected __integer` () const  
*Perform a type cast to integer.*
- virtual `GarbageCollected __float` () const  
*Perform a type cast to float.*
- virtual `GarbageCollected __boolean` () const  
*Perform a type cast to boolean.*
- virtual `GarbageCollected __string` () const  
*Perform a type cast to string.*

## Static Public Member Functions

- static `LibraryFunctionMap getLibraryAttributes` ()

### 5.41.1 Member Function Documentation

#### 5.41.1.1 `__add()`

```
GarbageCollected ComputedExpression::__add (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of adding this value and the supplied value.

**Parameters**

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to add to this. |
|------------|--|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.41.1.2 [\\_\\_asCode\(\)](#)

```
string ComputedExpression::__asCode ( ) const [virtual], [inherited]
```

Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.

**Returns**

A code-string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.41.1.3 [\\_\\_assign\\_index\(\)](#)

```
GarbageCollected ComputedExpression::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [virtual], [inherited]
```

Perform an index assignment to the supplied value.

**Parameters**

|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

#### 5.41.1.4 \_\_boolean()

```
GarbageCollected ComputedExpression::__boolean ( ) const [virtual], [inherited]
```

Perform a type cast to boolean.

##### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

#### 5.41.1.5 \_\_divide()

```
GarbageCollected ComputedExpression::__divide (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of dividing this value and the supplied value.

##### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------|---|

##### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

#### 5.41.1.6 \_\_equal()

```
GarbageCollected ComputedExpression::__equal (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Perform an equality test.

##### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

##### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionNativeLibraryFunction](#), [Tang::ComputedExpressionNativeBoundFunction](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), [Tang::ComputedExpressionCompiledFunction](#), and [Tang::ComputedExpressionBoolean](#).

#### 5.41.1.7 `__float()`

`GarbageCollected ComputedExpression::__float () const [virtual], [inherited]`

Perform a type cast to float.

##### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

#### 5.41.1.8 `__getIterator()`

`GarbageCollected ComputedExpression::__getIterator (`  
`const GarbageCollected & collection ) const [virtual], [inherited]`

Get an iterator for the expression.

##### Parameters

|                         |  |
|-------------------------|--|
| <code>collection</code> | The <a href="#">GarbageCollected</a> value that will serve as the collection through which to iterate. |
|-------------------------|--|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

#### 5.41.1.9 `__index()`

`GarbageCollected ComputedExpression::__index (`  
`const GarbageCollected & index ) const [virtual], [inherited]`

Perform an index operation.

##### Parameters

|                    |  |
|--------------------|--|
| <code>index</code> | The index expression provided by the script. |
|--------------------|--|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

**5.41.1.10 \_\_integer()**

```
GarbageCollected ComputedExpression::__integer ( ) const [virtual], [inherited]
```

Perform a type cast to integer.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

**5.41.1.11 \_\_iteratorNext()**

```
GarbageCollected ComputedExpression::__iteratorNext (
    size_t index = 0 ) const [virtual], [inherited]
```

Get the next iterative value.

**Parameters**

|              |                          |
|--------------|--------------------------|
| <i>index</i> | The desired index value. |
|--------------|--------------------------|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIterator](#), and [Tang::ComputedExpressionArray](#).

**5.41.1.12 \_\_lessThan()**

```
GarbageCollected ComputedExpression::__lessThan (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the "less than" comparison.

**Parameters**

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.41.1.13 `__modulo()`

```
GarbageCollected ComputedExpression::__modulo (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of moduloing this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

### 5.41.1.14 `__multiply()`

```
GarbageCollected ComputedExpression::__multiply (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of multiplying this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to multiply to this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.41.1.15 `__negative()`

```
GarbageCollected ComputedExpression::__negative ( ) const [virtual], [inherited]
```

Compute the result of negating this value.

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.41.1.16 `__not()`

```
GarbageCollected ComputedExpression::__not ( ) const [virtual], [inherited]
```

Compute the logical not of this value.

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.41.1.17 `__period()`

```
GarbageCollected ComputedExpressionLibrary::__period (
    const GarbageCollected & member,
    std::shared_ptr< TangBase > & tang ) const [override], [virtual], [inherited]
```

Perform a member access (period) operation.

#### Parameters

|                     |   |
|---------------------|---|
| <code>member</code> | The member expression provided by the script. |
|---------------------|---|

#### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

**5.41.1.18 \_\_slice()**

```
GarbageCollected ComputedExpression::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [virtual], [inherited]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

**Parameters**

|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), and [Tang::ComputedExpressionArray](#).

**5.41.1.19 \_\_string()**

```
GarbageCollected ComputedExpression::__string () const [virtual], [inherited]
```

Perform a type cast to string.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIteratorEnd](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionArray](#).

**5.41.1.20 \_\_subtract()**

```
GarbageCollected ComputedExpression::__subtract (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of subtracting this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to subtract from this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.41.1.21 dump()**

```
std::string ComputedExpressionLibrary::dump () const [override], [virtual], [inherited]
```

Output the contents of the [ComputedExpression](#) as a string.

**Returns**

A string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

**5.41.1.22 is\_equal() [1/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const bool & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionBoolean](#).

### 5.41.1.23 `is_equal()` [2/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Error & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

**5.41.1.24 is\_equal() [3/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

**5.41.1.25 is\_equal() [4/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::string & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.41.1.26 is\_equal() [5/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::float_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|     |                               |
|-----|-------------------------------|
| val | The value to compare against. |
|-----|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

### 5.41.1.27 is\_equal() [6/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::integer_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|     |                               |
|-----|-------------------------------|
| val | The value to compare against. |
|-----|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

### 5.41.1.28 isCopyNeeded()

```
bool ComputedExpression::isCopyNeeded ( ) const [virtual], [inherited]
```

Determine whether or not a copy is needed.

Copying is only required for ComputedExpressions which serve as containers, such as [ComputedExpressionArray](#) and [ComputedExpressionObject](#).

#### Returns

Whether or not a copy is needed.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.41.1.29 makeCopy()

```
GarbageCollected Tang::ComputedExpressionLibraryBase::makeCopy () const [inline], [override], [virtual]
```

Make a copy of the [ComputedExpression](#) (recursively, if appropriate).

#### Returns

A [Tang::GarbageCollected](#) value for the new [ComputedExpression](#).

Reimplemented from [Tang::ComputedExpressionLibrary](#).

The documentation for this class was generated from the following file:

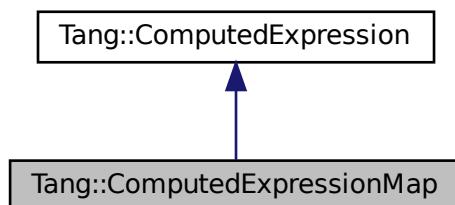
- include/computedExpressionLibraryBase.hpp

## 5.42 Tang::ComputedExpressionMap Class Reference

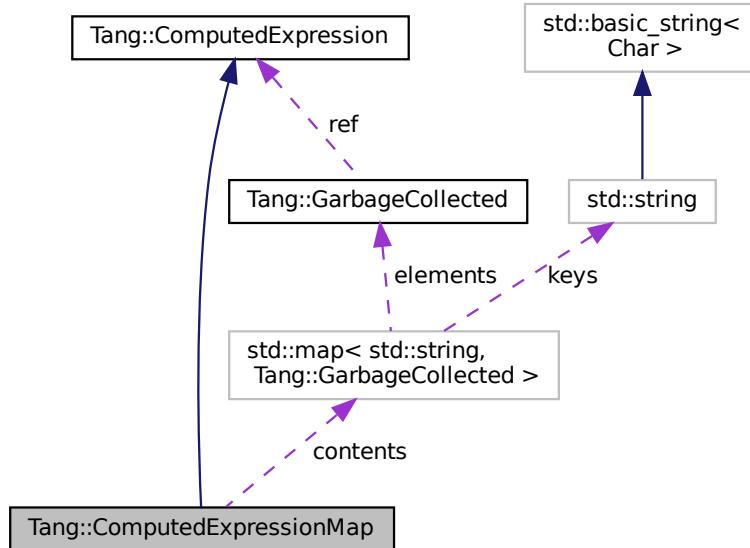
Represents an Map that is the result of a computation.

```
#include <computedExpressionMap.hpp>
```

Inheritance diagram for Tang::ComputedExpressionMap:



Collaboration diagram for Tang::ComputedExpressionMap:



## Public Member Functions

- `ComputedExpressionMap (std::map< std::string, Tang::GarbageCollected > contents)`  
*Construct an Map result.*
- `virtual std::string dump () const override`  
*Output the contents of the `ComputedExpression` as a string.*
- `virtual bool isCopyNeeded () const override`  
*Determine whether or not a copy is needed.*
- `GarbageCollected makeCopy () const override`  
*Make a copy of the `ComputedExpression` (recursively, if appropriate).*
- `virtual GarbageCollected __index (const GarbageCollected &index) const override`  
*Perform an index operation.*
- `virtual GarbageCollected __getIterator (const GarbageCollected &collection) const override`  
*Get an iterator for the expression.*
- `virtual GarbageCollected __iteratorNext (size_t index) const override`  
*Get the next iterative value.*
- `virtual GarbageCollected __assign_index (const GarbageCollected &index, const GarbageCollected &value) const override`  
*Perform an index assignment to the supplied value.*
- `virtual GarbageCollected __string () const override`  
*Perform a type cast to string.*
- `virtual GarbageCollected __boolean () const override`  
*Perform a type cast to boolean.*
- `virtual std::string __asCode () const`  
*Output the contents of the `ComputedExpression` as a string similar to how it would be represented as code.*
- `virtual bool is_equal (const Tang::integer_t &val) const`

- `virtual bool is_equal (const Tang::float_t &val) const`

*Check whether or not the computed expression is equal to another value.*
- `virtual bool is_equal (const bool &val) const`

*Check whether or not the computed expression is equal to another value.*
- `virtual bool is_equal (const std::string &val) const`

*Check whether or not the computed expression is equal to another value.*
- `virtual bool is_equal (const Error &val) const`

*Check whether or not the computed expression is equal to another value.*
- `virtual bool is_equal (const std::nullptr_t &val) const`

*Check whether or not the computed expression is equal to another value.*
- `virtual GarbageCollected __add (const GarbageCollected &rhs) const`

*Compute the result of adding this value and the supplied value.*
- `virtual GarbageCollected __subtract (const GarbageCollected &rhs) const`

*Compute the result of subtracting this value and the supplied value.*
- `virtual GarbageCollected __multiply (const GarbageCollected &rhs) const`

*Compute the result of multiplying this value and the supplied value.*
- `virtual GarbageCollected __divide (const GarbageCollected &rhs) const`

*Compute the result of dividing this value and the supplied value.*
- `virtual GarbageCollected __modulo (const GarbageCollected &rhs) const`

*Compute the result of moduloing this value and the supplied value.*
- `virtual GarbageCollected __negative () const`

*Compute the result of negating this value.*
- `virtual GarbageCollected __not () const`

*Compute the logical not of this value.*
- `virtual GarbageCollected __lessThan (const GarbageCollected &rhs) const`

*Compute the "less than" comparison.*
- `virtual GarbageCollected __equal (const GarbageCollected &rhs) const`

*Perform an equality test.*
- `virtual GarbageCollected __period (const GarbageCollected &member, std::shared_ptr< TangBase > &tang) const`

*Perform a member access (period) operation.*
- `virtual GarbageCollected __slice (const GarbageCollected &begin, const GarbageCollected &end, const GarbageCollected &skip) const`

*Perform a slice operation.*
- `virtual GarbageCollected __integer () const`

*Perform a type cast to integer.*
- `virtual GarbageCollected __float () const`

*Perform a type cast to float.*

## Private Attributes

- `std::map< std::string, Tang::GarbageCollected > contents`

*The map contents.*

### 5.42.1 Detailed Description

Represents an Map that is the result of a computation.

## 5.42.2 Constructor & Destructor Documentation

### 5.42.2.1 ComputedExpressionMap()

```
ComputedExpressionMap::ComputedExpressionMap (
    std::map< std::string, Tang::GarbageCollected > contents )
```

Construct an Map result.

#### Parameters

|                 |                             |
|-----------------|-----------------------------|
| <i>contents</i> | The map of key value pairs. |
|-----------------|-----------------------------|

## 5.42.3 Member Function Documentation

### 5.42.3.1 \_\_add()

```
GarbageCollected ComputedExpression::__add (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of adding this value and the supplied value.

#### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <b>GarbageCollected</b> value to add to this. |
|------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.42.3.2 \_\_asCode()

```
string ComputedExpression::__asCode ( ) const [virtual], [inherited]
```

Output the contents of the **ComputedExpression** as a string similar to how it would be represented as code.

#### Returns

A code-string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.42.3.3 \_\_assign\_index()

```
GarbageCollected ComputedExpressionMap::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [override], [virtual]
```

Perform an index assignment to the supplied value.

#### Parameters

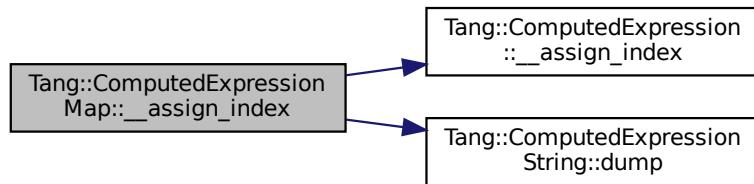
|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

#### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.42.3.4 \_\_boolean()

```
GarbageCollected ComputedExpressionMap::__boolean ( ) const [override], [virtual]
```

Perform a type cast to boolean.

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.42.3.5 \_\_divide()

```
GarbageCollected ComputedExpression::__divide (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of dividing this value and the supplied value.

**Parameters**

|                  |   |
|------------------|---|
| <code>rhs</code> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.42.3.6 `__equal()`

```
GarbageCollected ComputedExpression::__equal (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Perform an equality test.

**Parameters**

|                  |  |
|------------------|--|
| <code>rhs</code> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------------|--|

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionNativeLibraryFunction](#), [Tang::ComputedExpressionNativeBoundFunction](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), [Tang::ComputedExpressionCompiledFunction](#), and [Tang::ComputedExpressionBoolean](#).

### 5.42.3.7 `__float()`

```
GarbageCollected ComputedExpression::__float () const [virtual], [inherited]
```

Perform a type cast to float.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.42.3.8 `__getIterator()`

```
GarbageCollected ComputedExpressionMap::__getIterator (
    const GarbageCollected & collection ) const [override], [virtual]
```

Get an iterator for the expression.

**Parameters**

|                   |  |
|-------------------|--|
| <i>collection</i> | The <a href="#">GarbageCollected</a> value that will serve as the collection through which to iterate. |
|-------------------|--|

Reimplemented from [Tang::ComputedExpression](#).

**5.42.3.9 \_\_index()**

```
GarbageCollected ComputedExpressionMap::__index (
    const GarbageCollected & index ) const [override], [virtual]
```

Perform an index operation.

**Parameters**

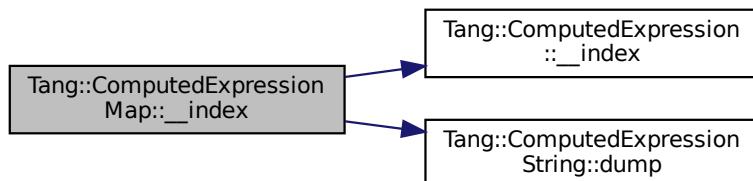
|              |  |
|--------------|--|
| <i>index</i> | The index expression provided by the script. |
|--------------|--|

**Returns**

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:

**5.42.3.10 \_\_integer()**

```
GarbageCollected ComputedExpression::__integer () const [virtual], [inherited]
```

Perform a type cast to integer.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.42.3.11 \_\_iteratorNext()

```
GarbageCollected ComputedExpressionMap::__iteratorNext (
    size_t index ) const [override], [virtual]
```

Get the next iterative value.

#### Parameters

|              |                          |
|--------------|--------------------------|
| <i>index</i> | The desired index value. |
|--------------|--------------------------|

Reimplemented from [Tang::ComputedExpression](#).

### 5.42.3.12 \_\_lessThan()

```
GarbageCollected ComputedExpression::__lessThan (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the "less than" comparison.

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.42.3.13 \_\_modulo()

```
GarbageCollected ComputedExpression::__modulo (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of moduloing this value and the supplied value.

#### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

#### 5.42.3.14 `__multiply()`

```
GarbageCollected ComputedExpression::__multiply (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of multiplying this value and the supplied value.

##### Parameters

|                  |   |
|------------------|---|
| <code>rhs</code> | The <a href="#">GarbageCollected</a> value to multiply to this. |
|------------------|---|

##### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

#### 5.42.3.15 `__negative()`

```
GarbageCollected ComputedExpression::__negative () const [virtual], [inherited]
```

Compute the result of negating this value.

##### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

#### 5.42.3.16 `__not()`

```
GarbageCollected ComputedExpression::__not () const [virtual], [inherited]
```

Compute the logical not of this value.

##### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

#### 5.42.3.17 `__period()`

```
GarbageCollected ComputedExpression::__period (
    const GarbageCollected & member,
    std::shared_ptr< TangBase > & tang ) const [virtual], [inherited]
```

Perform a member access (period) operation.

**Parameters**

|               |   |
|---------------|---|
| <i>member</i> | The member expression provided by the script. |
|---------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionLibrary](#).

**5.42.3.18 \_\_slice()**

```
GarbageCollected ComputedExpression::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [virtual], [inherited]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

**Parameters**

|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), and [Tang::ComputedExpressionArray](#).

**5.42.3.19 \_\_string()**

```
GarbageCollected ComputedExpressionMap::__string ( ) const [override], [virtual]
```

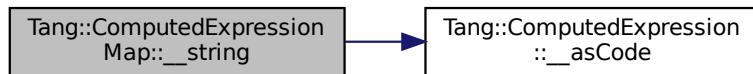
Perform a type cast to string.

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:

**5.42.3.20 \_\_subtract()**

```
GarbageCollected ComputedExpression::__subtract (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of subtracting this value and the supplied value.

**Parameters**

|            |  |
|------------|--|
| <i>rhs</i> | The <b>GarbageCollected</b> value to subtract from this. |
|------------|--|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.42.3.21 dump()**

```
string ComputedExpressionMap::dump ( ) const [override], [virtual]
```

Output the contents of the [ComputedExpression](#) as a string.

**Returns**

A string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

### 5.42.3.22 is\_equal() [1/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const bool & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionBoolean](#).

### 5.42.3.23 is\_equal() [2/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Error & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

### 5.42.3.24 is\_equal() [3/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

**5.42.3.25 is\_equal() [4/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::string & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#).

**5.42.3.26 is\_equal() [5/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::float_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.42.3.27 is\_equal() [6/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::integer_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.42.3.28 isCopyNeeded()**

```
bool ComputedExpressionMap::isCopyNeeded ( ) const [override], [virtual]
```

Determine whether or not a copy is needed.

Copying is only required for ComputedExpressions which serve as containers, such as [ComputedExpressionArray](#) and [ComputedExpressionObject](#).

**Returns**

Whether or not a copy is needed.

Reimplemented from [Tang::ComputedExpression](#).

**5.42.3.29 makeCopy()**

```
GarbageCollected ComputedExpressionMap::makeCopy ( ) const [override], [virtual]
```

Make a copy of the [ComputedExpression](#) (recursively, if appropriate).

**Returns**

A [Tang::GarbageCollected](#) value for the new [ComputedExpression](#).

Reimplemented from [Tang::ComputedExpression](#).

The documentation for this class was generated from the following files:

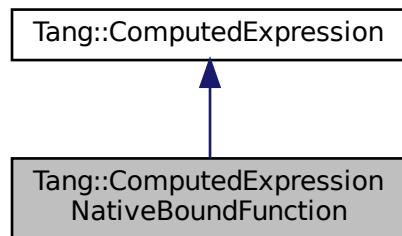
- [include/computedExpressionMap.hpp](#)
- [src/computedExpressionMap.cpp](#)

## 5.43 Tang::ComputedExpressionNativeBoundFunction Class Reference

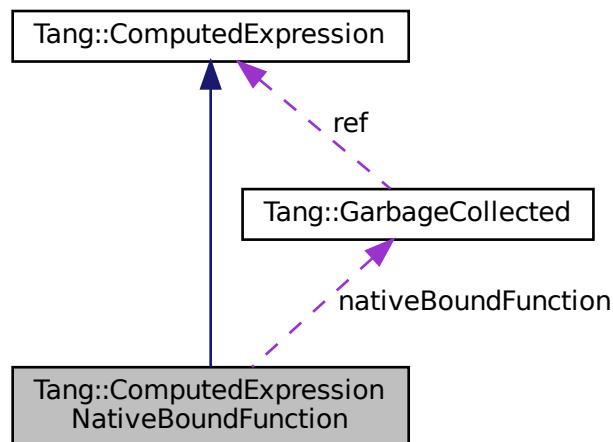
Represents a NativeBound Function declared in the script.

```
#include <computedExpressionNativeBoundFunction.hpp>
```

Inheritance diagram for Tang::ComputedExpressionNativeBoundFunction:



Collaboration diagram for Tang::ComputedExpressionNativeBoundFunction:



### Public Member Functions

- [ComputedExpressionNativeBoundFunction](#) (`NativeBoundFunction nativeBoundFunction, size_t argc, std::type_index targetTypeIndex`)  
*Construct an NativeBoundFunction.*
- `virtual std::string dump () const override`

- **Output the contents of the `ComputedExpression` as a string.**
- **GarbageCollected makeCopy () const override**  
*Make a copy of the `ComputedExpression` (recursively, if appropriate).*
- **virtual GarbageCollected \_\_equal (const GarbageCollected &rhs) const override**  
*Perform an equality test.*
- **NativeBoundFunction getFunction () const**  
*Get the native bound function to be executed.*
- **size\_t getArgc () const**  
*Get the count of arguments that this function expects.*
- **const std::type\_index & getTargetTypeIndex () const**  
*Get the type of the value to which the function is bound.*
- **virtual std::string \_\_asCode () const**  
*Output the contents of the `ComputedExpression` as a string similar to how it would be represented as code.*
- **virtual bool isCopyNeeded () const**  
*Determine whether or not a copy is needed.*
- **virtual bool is\_equal (const Tang::integer\_t &val) const**  
*Check whether or not the computed expression is equal to another value.*
- **virtual bool is\_equal (const Tang::float\_t &val) const**  
*Check whether or not the computed expression is equal to another value.*
- **virtual bool is\_equal (const bool &val) const**  
*Check whether or not the computed expression is equal to another value.*
- **virtual bool is\_equal (const std::string &val) const**  
*Check whether or not the computed expression is equal to another value.*
- **virtual bool is\_equal (const Error &val) const**  
*Check whether or not the computed expression is equal to another value.*
- **virtual bool is\_equal (const std::nullptr\_t &val) const**  
*Check whether or not the computed expression is equal to another value.*
- **virtual GarbageCollected \_\_assign\_index (const GarbageCollected &index, const GarbageCollected &value) const**  
*Perform an index assignment to the supplied value.*
- **virtual GarbageCollected \_\_add (const GarbageCollected &rhs) const**  
*Compute the result of adding this value and the supplied value.*
- **virtual GarbageCollected \_\_subtract (const GarbageCollected &rhs) const**  
*Compute the result of subtracting this value and the supplied value.*
- **virtual GarbageCollected \_\_multiply (const GarbageCollected &rhs) const**  
*Compute the result of multiplying this value and the supplied value.*
- **virtual GarbageCollected \_\_divide (const GarbageCollected &rhs) const**  
*Compute the result of dividing this value and the supplied value.*
- **virtual GarbageCollected \_\_modulo (const GarbageCollected &rhs) const**  
*Compute the result of moduloing this value and the supplied value.*
- **virtual GarbageCollected \_\_negative () const**  
*Compute the result of negating this value.*
- **virtual GarbageCollected \_\_not () const**  
*Compute the logical not of this value.*
- **virtual GarbageCollected \_\_lessThan (const GarbageCollected &rhs) const**  
*Compute the "less than" comparison.*
- **virtual GarbageCollected \_\_period (const GarbageCollected &member, std::shared\_ptr<TangBase> &tang) const**  
*Perform a member access (period) operation.*
- **virtual GarbageCollected \_\_index (const GarbageCollected &index) const**  
*Perform an index operation.*

- virtual `GarbageCollected __slice` (const `GarbageCollected &begin`, const `GarbageCollected &end`, const `GarbageCollected &skip`) const  
*Perform a slice operation.*
- virtual `GarbageCollected __getIterator` (const `GarbageCollected &collection`) const  
*Get an iterator for the expression.*
- virtual `GarbageCollected __iteratorNext` (size\_t index=0) const  
*Get the next iterative value.*
- virtual `GarbageCollected __integer` () const  
*Perform a type cast to integer.*
- virtual `GarbageCollected __float` () const  
*Perform a type cast to float.*
- virtual `GarbageCollected __boolean` () const  
*Perform a type cast to boolean.*
- virtual `GarbageCollected __string` () const  
*Perform a type cast to string.*

## Public Attributes

- `std::optional< GarbageCollected > target`  
*The target object that the function is bound to.*

## Private Attributes

- `NativeBoundFunction nativeBoundFunction`  
*The native bound function to be executed.*
- `size_t argc`  
*The count of arguments that this function expects.*
- `std::type_index targetTypeIndex`  
*The type of the value to which the function is bound.*

### 5.43.1 Detailed Description

Represents a NativeBound Function declared in the script.

### 5.43.2 Constructor & Destructor Documentation

### 5.43.2.1 ComputedExpressionNativeBoundFunction()

```
ComputedExpressionNativeBoundFunction::ComputedExpressionNativeBoundFunction (
    NativeBoundFunction nativeBoundFunction,
    size_t argc,
    std::type_index targetTypeIndex )
```

Construct an NativeBoundFunction.

The object itself is designed to be safe in that, once it is constructed, the method function pointer, argument count, and target type cannot be changed, but can only be accessible through a getter.

The target value that the function is bound to, however, cannot be set when the object is created, due to the design of the compiler. It is therefore exposed, regardless of being made public or via a setter function.

The current design of the VM will set the correct target, but because the target is exposed, it is possible that some bad actor could modify it. It is therefore necessary to verify that the type of the bound object and the type that was known when this object is created are, in fact, the same. That is why we store the target object type information and protect it behind a getter function.

When the VM executes the bound method, it will perform a type check to verify that the bound object is of the same type as that of the method that is defined in [TangBase::getObjectMethods\(\)](#).

It should be safe, then, to assume that within a NativeBoundFunction, the type is the expected type. No [ComputedExpression](#) type, then, should "steal" a NativeBoundFunction from another [ComputedExpression](#) definition, as it is assumed that the bound target that is provided to any NativeBoundFunction is the same as the type on which it was originally defined.

For example, a NativeBoundFunction declared in [ComputedExpressionString](#) may assume that the bound target is also a [ComputedExpressionString](#). If another class, such as [ComputedExpressionArray](#), were to try to copy the NativeBoundFunction (as a pointer reference), the function will still expect that the bound target is a [ComputedExpressionString](#), and will probably cause a segmentation fault. Just don't do it.

#### Parameters

|                            |   |
|----------------------------|---|
| <i>nativeBoundFunction</i> | The native bound function to be executed.             |
| <i>argc</i>                | The count of arguments that this function expects.    |
| <i>targetTypeIndex</i>     | The type of the value to which the function is bound. |

### 5.43.3 Member Function Documentation

#### 5.43.3.1 \_\_add()

```
GarbageCollected ComputedExpression::__add (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of adding this value and the supplied value.

**Parameters**

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to add to this. |
|------------|--|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.43.3.2 [\\_\\_asCode\(\)](#)**

```
string ComputedExpression::__asCode ( ) const [virtual], [inherited]
```

Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.

**Returns**

A code-string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#).

**5.43.3.3 [\\_\\_assign\\_index\(\)](#)**

```
GarbageCollected ComputedExpression::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [virtual], [inherited]
```

Perform an index assignment to the supplied value.

**Parameters**

|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.43.3.4 \_\_boolean()

```
GarbageCollected ComputedExpression::__boolean () const [virtual], [inherited]
```

Perform a type cast to boolean.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.43.3.5 \_\_divide()

```
GarbageCollected ComputedExpression::__divide (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of dividing this value and the supplied value.

#### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.43.3.6 \_\_equal()

```
GarbageCollected ComputedExpressionNativeBoundFunction::__equal (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Perform an equality test.

#### Parameters

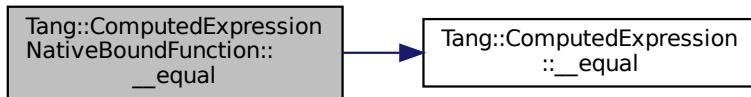
|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.43.3.7 \_\_float()

`GarbageCollected` `ComputedExpression::__float () const [virtual], [inherited]`

Perform a type cast to float.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.43.3.8 \_\_getIterator()

`GarbageCollected` `ComputedExpression::__getIterator (`  
`const GarbageCollected & collection ) const [virtual], [inherited]`

Get an iterator for the expression.

#### Parameters

|                         |   |
|-------------------------|---|
| <code>collection</code> | The <code>GarbageCollected</code> value that will serve as the collection through which to iterate. |
|-------------------------|---|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.43.3.9 \_\_index()

`GarbageCollected` `ComputedExpression::__index (`  
`const GarbageCollected & index ) const [virtual], [inherited]`

Perform an index operation.

**Parameters**

|              |  |
|--------------|--|
| <i>index</i> | The index expression provided by the script. |
|--------------|--|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.43.3.10 \_\_integer()

`GarbageCollected ComputedExpression::__integer () const [virtual], [inherited]`

Perform a type cast to integer.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.43.3.11 \_\_iteratorNext()

`GarbageCollected ComputedExpression::__iteratorNext ( size_t index = 0 ) const [virtual], [inherited]`

Get the next iterative value.

**Parameters**

|              |                          |
|--------------|--------------------------|
| <i>index</i> | The desired index value. |
|--------------|--------------------------|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIterator](#), and [Tang::ComputedExpressionArray](#).

### 5.43.3.12 \_\_lessThan()

`GarbageCollected ComputedExpression::__lessThan ( const GarbageCollected & rhs ) const [virtual], [inherited]`

Compute the "less than" comparison.

**Parameters**

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.43.3.13 [\\_\\_modulo\(\)](#)

```
GarbageCollected ComputedExpression::__modulo (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of moduloing this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

### 5.43.3.14 [\\_\\_multiply\(\)](#)

```
GarbageCollected ComputedExpression::__multiply (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of multiplying this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to multiply to this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.43.3.15 `__negative()`

```
GarbageCollected ComputedExpression::__negative ( ) const [virtual], [inherited]
```

Compute the result of negating this value.

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.43.3.16 `__not()`

```
GarbageCollected ComputedExpression::__not ( ) const [virtual], [inherited]
```

Compute the logical not of this value.

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.43.3.17 `__period()`

```
GarbageCollected ComputedExpression::__period (
    const GarbageCollected & member,
    std::shared_ptr< TangBase > & tang ) const [virtual], [inherited]
```

Perform a member access (period) operation.

#### Parameters

|                     |   |
|---------------------|---|
| <code>member</code> | The member expression provided by the script. |
|---------------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionLibrary](#).

**5.43.3.18 \_\_slice()**

```
GarbageCollected ComputedExpression::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [virtual], [inherited]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

**Parameters**

|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), and [Tang::ComputedExpressionArray](#).

**5.43.3.19 \_\_string()**

```
GarbageCollected ComputedExpression::__string () const [virtual], [inherited]
```

Perform a type cast to string.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIteratorEnd](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionArray](#).

**5.43.3.20 \_\_subtract()**

```
GarbageCollected ComputedExpression::__subtract (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of subtracting this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to subtract from this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.43.3.21 dump()**

```
string ComputedExpressionNativeBoundFunction::dump ( ) const [override], [virtual]
```

Output the contents of the [ComputedExpression](#) as a string.

**Returns**

A string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

**5.43.3.22 getArgc()**

```
size_t ComputedExpressionNativeBoundFunction::getArgc ( ) const
```

Get the count of arguments that this function expects.

**Returns**

The count of arguments that this function expects.

**5.43.3.23 getFunction()**

```
NativeBoundFunction ComputedExpressionNativeBoundFunction::getFunction ( ) const
```

Get the native bound function to be executed.

**Returns**

The native bound function to be executed.

### 5.43.3.24 getTargetTypeIndex()

```
const type_index & ComputedExpressionNativeBoundFunction::getTargetTypeIndex ( ) const
```

Get the type of the value to which the function is bound.

#### Returns

The type of the value to which the function is bound.

### 5.43.3.25 is\_equal() [1/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const bool & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionBoolean](#).

### 5.43.3.26 is\_equal() [2/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Error & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

### 5.43.3.27 `is_equal()` [3/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

### 5.43.3.28 `is_equal()` [4/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::string & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.43.3.29 `is_equal()` [5/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::float_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.43.3.30 is\_equal() [6/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::integer_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.43.3.31 isCopyNeeded()**

```
bool ComputedExpression::isCopyNeeded ( ) const [virtual], [inherited]
```

Determine whether or not a copy is needed.

Copying is only required for ComputedExpressions which serve as containers, such as [ComputedExpressionArray](#) and [ComputedExpressionObject](#).

**Returns**

Whether or not a copy is needed.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

**5.43.3.32 makeCopy()**

```
GarbageCollected ComputedExpressionNativeBoundFunction::makeCopy ( ) const [override], [virtual]
```

Make a copy of the [ComputedExpression](#) (recursively, if appropriate).

**Returns**

A [Tang::GarbageCollected](#) value for the new [ComputedExpression](#).

Reimplemented from [Tang::ComputedExpression](#).

The documentation for this class was generated from the following files:

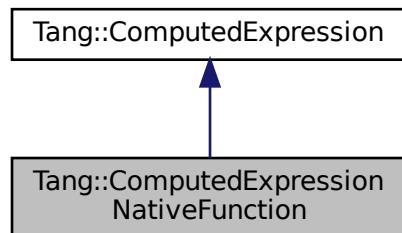
- include/computedExpressionNativeBoundFunction.hpp
- src/computedExpressionNativeBoundFunction.cpp

## 5.44 Tang::ComputedExpressionNativeFunction Class Reference

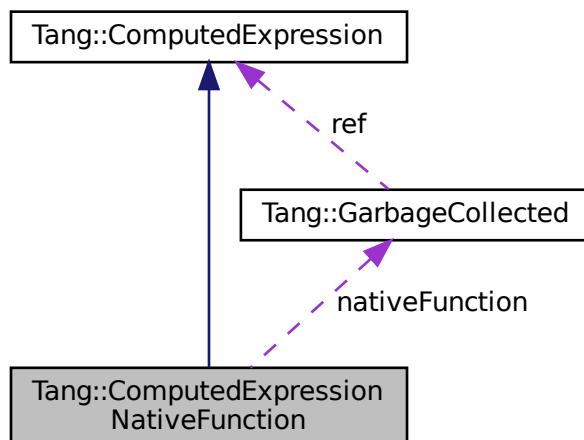
Represents a Native Function provided by compiled C++ code.

```
#include <computedExpressionNativeFunction.hpp>
```

Inheritance diagram for Tang::ComputedExpressionNativeFunction:



Collaboration diagram for Tang::ComputedExpressionNativeFunction:



### Public Member Functions

- [ComputedExpressionNativeFunction \(NativeFunction nativeFunction, size\\_t argc\)](#)  
*Construct an NativeFunction.*
- virtual std::string [dump \(\) const override](#)  
*Output the contents of the [ComputedExpression](#) as a string.*

- `GarbageCollected makeCopy () const override`  
*Make a copy of the `ComputedExpression` (recursively, if appropriate).*
- virtual `GarbageCollected __equal (const GarbageCollected &rhs) const override`  
*Perform an equality test.*
- `NativeFunction getFunction () const`  
*Get the native bound function to be executed.*
- `size_t getArgc () const`  
*Get the count of arguments that this function expects.*
- virtual `std::string __asCode () const`  
*Output the contents of the `ComputedExpression` as a string similar to how it would be represented as code.*
- virtual `bool isCopyNeeded () const`  
*Determine whether or not a copy is needed.*
- virtual `bool is_equal (const Tang::integer_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal (const Tang::float_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal (const bool &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal (const std::string &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal (const Error &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `bool is_equal (const std::nullptr_t &val) const`  
*Check whether or not the computed expression is equal to another value.*
- virtual `GarbageCollected __assign_index (const GarbageCollected &index, const GarbageCollected &value) const`  
*Perform an index assignment to the supplied value.*
- virtual `GarbageCollected __add (const GarbageCollected &rhs) const`  
*Compute the result of adding this value and the supplied value.*
- virtual `GarbageCollected __subtract (const GarbageCollected &rhs) const`  
*Compute the result of subtracting this value and the supplied value.*
- virtual `GarbageCollected __multiply (const GarbageCollected &rhs) const`  
*Compute the result of multiplying this value and the supplied value.*
- virtual `GarbageCollected __divide (const GarbageCollected &rhs) const`  
*Compute the result of dividing this value and the supplied value.*
- virtual `GarbageCollected __modulo (const GarbageCollected &rhs) const`  
*Compute the result of moduloing this value and the supplied value.*
- virtual `GarbageCollected __negative () const`  
*Compute the result of negating this value.*
- virtual `GarbageCollected __not () const`  
*Compute the logical not of this value.*
- virtual `GarbageCollected __lessThan (const GarbageCollected &rhs) const`  
*Compute the "less than" comparison.*
- virtual `GarbageCollected __period (const GarbageCollected &member, std::shared_ptr<TangBase> &tang) const`  
*Perform a member access (period) operation.*
- virtual `GarbageCollected __index (const GarbageCollected &index) const`  
*Perform an index operation.*
- virtual `GarbageCollected __slice (const GarbageCollected &begin, const GarbageCollected &end, const GarbageCollected &skip) const`  
*Perform a slice operation.*
- virtual `GarbageCollected __getIterator (const GarbageCollected &collection) const`

- virtual `GarbageCollected __iteratorNext (size_t index=0) const`  
*Get an iterator for the expression.*
- virtual `GarbageCollected __integer () const`  
*Get the next iterative value.*
- virtual `GarbageCollected __float () const`  
*Perform a type cast to float.*
- virtual `GarbageCollected __boolean () const`  
*Perform a type cast to boolean.*
- virtual `GarbageCollected __string () const`  
*Perform a type cast to string.*

## Private Attributes

- `NativeFunction nativeFunction`  
*The native bound function to be executed.*
- `size_t argc`  
*The count of arguments that this function expects.*

### 5.44.1 Detailed Description

Represents a Native Function provided by compiled C++ code.

### 5.44.2 Constructor & Destructor Documentation

#### 5.44.2.1 ComputedExpressionNativeFunction()

```
ComputedExpressionNativeFunction::ComputedExpressionNativeFunction (
    NativeFunction nativeFunction,
    size_t argc )
```

Construct an NativeFunction.

The object itself is designed to be safe in that, once it is constructed, the method function pointer, and argument count cannot be changed, but can only be accessible through a getter.

#### Parameters

|                             |  |
|-----------------------------|--|
| <code>nativeFunction</code> | The native function to be executed.                |
| <code>argc</code>           | The count of arguments that this function expects. |

### 5.44.3 Member Function Documentation

### 5.44.3.1 \_\_add()

```
GarbageCollected ComputedExpression::__add (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of adding this value and the supplied value.

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to add to this. |
|------------|--|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.44.3.2 \_\_asCode()

```
string ComputedExpression::__asCode ( ) const [virtual], [inherited]
```

Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.

#### Returns

A code-string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.44.3.3 \_\_assign\_index()

```
GarbageCollected ComputedExpression::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [virtual], [inherited]
```

Perform an index assignment to the supplied value.

#### Parameters

|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

#### 5.44.3.4 `__boolean()`

```
GarbageCollected ComputedExpression::__boolean () const [virtual], [inherited]
```

Perform a type cast to boolean.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

#### 5.44.3.5 `__divide()`

```
GarbageCollected ComputedExpression::__divide (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of dividing this value and the supplied value.

**Parameters**

|                  |   |
|------------------|---|
| <code>rhs</code> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

#### 5.44.3.6 `__equal()`

```
GarbageCollected ComputedExpressionNativeFunction::__equal (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Perform an equality test.

**Parameters**

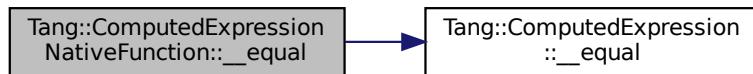
|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:

**5.44.3.7 \_\_float()**

[GarbageCollected](#) `ComputedExpression::__float () const [virtual], [inherited]`

Perform a type cast to float.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

**5.44.3.8 \_\_getIterator()**

[GarbageCollected](#) `ComputedExpression::__getIterator (`  
`const GarbageCollected & collection ) const [virtual], [inherited]`

Get an iterator for the expression.

**Parameters**

|                   |  |
|-------------------|--|
| <i>collection</i> | The <a href="#">GarbageCollected</a> value that will serve as the collection through which to iterate. |
|-------------------|--|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

#### 5.44.3.9 \_\_index()

```
GarbageCollected ComputedExpression::__index (
    const GarbageCollected & index ) const [virtual], [inherited]
```

Perform an index operation.

##### Parameters

|              |  |
|--------------|--|
| <i>index</i> | The index expression provided by the script. |
|--------------|--|

##### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

#### 5.44.3.10 \_\_integer()

```
GarbageCollected ComputedExpression::__integer () const [virtual], [inherited]
```

Perform a type cast to integer.

##### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

#### 5.44.3.11 \_\_iteratorNext()

```
GarbageCollected ComputedExpression::__iteratorNext (
    size_t index = 0 ) const [virtual], [inherited]
```

Get the next iterative value.

##### Parameters

|              |                          |
|--------------|--------------------------|
| <i>index</i> | The desired index value. |
|--------------|--------------------------|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIterator](#), and [Tang::ComputedExpressionArray](#).

#### 5.44.3.12 \_\_lessThan()

```
GarbageCollected ComputedExpression::__lessThan (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the "less than" comparison.

##### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

##### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

#### 5.44.3.13 \_\_modulo()

```
GarbageCollected ComputedExpression::__modulo (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of moduloing this value and the supplied value.

##### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------|---|

##### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

#### 5.44.3.14 \_\_multiply()

```
GarbageCollected ComputedExpression::__multiply (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of multiplying this value and the supplied value.

**Parameters**

|                  |   |
|------------------|---|
| <code>rhs</code> | The <a href="#">GarbageCollected</a> value to multiply to this. |
|------------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.44.3.15 `__negative()`**

[GarbageCollected](#) `ComputedExpression::__negative () const [virtual], [inherited]`

Compute the result of negating this value.

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.44.3.16 `__not()`**

[GarbageCollected](#) `ComputedExpression::__not () const [virtual], [inherited]`

Compute the logical not of this value.

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

**5.44.3.17 `__period()`**

[GarbageCollected](#) `ComputedExpression::__period (`  
`const GarbageCollected & member,`  
`std::shared_ptr< TangBase > & tang ) const [virtual], [inherited]`

Perform a member access (period) operation.

**Parameters**

|               |   |
|---------------|---|
| <i>member</i> | The member expression provided by the script. |
|---------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionLibrary](#).

**5.44.3.18 \_\_slice()**

```
GarbageCollected ComputedExpression::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [virtual], [inherited]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

**Parameters**

|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), and [Tang::ComputedExpressionArray](#).

**5.44.3.19 \_\_string()**

```
GarbageCollected ComputedExpression::__string ( ) const [virtual], [inherited]
```

Perform a type cast to string.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIteratorEnd](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionArray](#).

### 5.44.3.20 `__subtract()`

```
GarbageCollected ComputedExpression::__subtract (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of subtracting this value and the supplied value.

#### Parameters

|                  |  |
|------------------|--|
| <code>rhs</code> | The <code>GarbageCollected</code> value to subtract from this. |
|------------------|--|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.44.3.21 `dump()`

```
string ComputedExpressionNativeFunction::dump () const [override], [virtual]
```

Output the contents of the `ComputedExpression` as a string.

#### Returns

A string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

### 5.44.3.22 `getArgc()`

```
size_t ComputedExpressionNativeFunction::getArgc () const
```

Get the count of arguments that this function expects.

#### Returns

The count of arguments that this function expects.

### 5.44.3.23 `getFunction()`

```
NativeFunction ComputedExpressionNativeFunction::getFunction ( ) const
```

Get the native bound function to be executed.

#### Returns

The native bound function to be executed.

### 5.44.3.24 `is_equal()` [1/6]

```
virtual bool Tang::ComputedExpression::is_equal (  
    const bool & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionBoolean](#).

**5.44.3.25 is\_equal() [2/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Error & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

**5.44.3.26 is\_equal() [3/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

### 5.44.3.27 is\_equal() [4/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::string & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.44.3.28 is\_equal() [5/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::float_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

#### Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

### 5.44.3.29 is\_equal() [6/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::integer_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

#### Parameters

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.44.3.30 isCopyNeeded()**

```
bool ComputedExpression::isCopyNeeded ( ) const [virtual], [inherited]
```

Determine whether or not a copy is needed.

Copying is only required for ComputedExpressions which serve as containers, such as [ComputedExpressionArray](#) and [ComputedExpressionObject](#).

**Returns**

Whether or not a copy is needed.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

**5.44.3.31 makeCopy()**

```
GarbageCollected ComputedExpressionNativeFunction::makeCopy ( ) const [override], [virtual]
```

Make a copy of the [ComputedExpression](#) (recursively, if appropriate).

**Returns**

A [Tang::GarbageCollected](#) value for the new [ComputedExpression](#).

Reimplemented from [Tang::ComputedExpression](#).

The documentation for this class was generated from the following files:

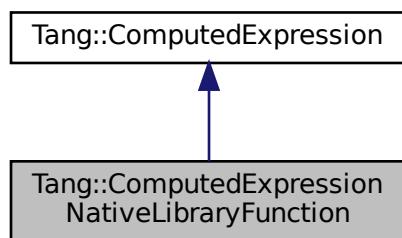
- include/computedExpressionNativeFunction.hpp
- src/computedExpressionNativeFunction.cpp

## 5.45 Tang::ComputedExpressionNativeLibraryFunction Class Reference

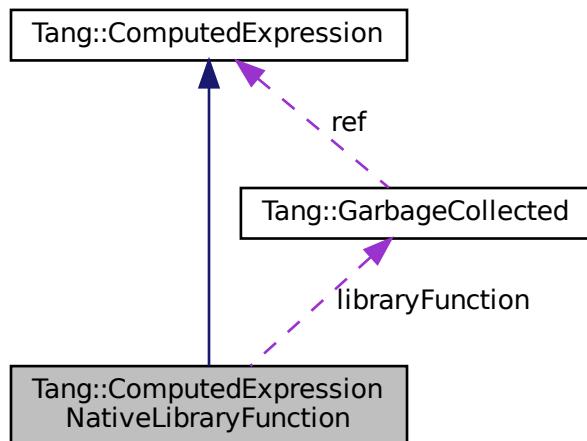
Represents a Native Function provided by compiled C++ code that is executed to create a library or one of its attributes.

```
#include <computedExpressionNativeLibraryFunction.hpp>
```

Inheritance diagram for Tang::ComputedExpressionNativeLibraryFunction:



Collaboration diagram for Tang::ComputedExpressionNativeLibraryFunction:



### Public Member Functions

- [ComputedExpressionNativeLibraryFunction \(LibraryFunction nativeFunction\)](#)  
*Construct a NativeLibraryFunction.*
- virtual std::string [dump \(\) const](#) override

- **`Output the contents of the ComputedExpression as a string.`**
- **`GarbageCollected makeCopy () const override`**

*Make a copy of the *ComputedExpression* (recursively, if appropriate).*
- **`virtual GarbageCollected __equal (const GarbageCollected &rhs) const override`**

*Perform an equality test.*
- **`LibraryFunction getFunction () const`**

*Get the native bound function to be executed.*
- **`virtual std::string __asCode () const`**

*Output the contents of the *ComputedExpression* as a string similar to how it would be represented as code.*
- **`virtual bool isCopyNeeded () const`**

*Determine whether or not a copy is needed.*
- **`virtual bool is_equal (const Tang::integer_t &val) const`**

*Check whether or not the computed expression is equal to another value.*
- **`virtual bool is_equal (const Tang::float_t &val) const`**

*Check whether or not the computed expression is equal to another value.*
- **`virtual bool is_equal (const bool &val) const`**

*Check whether or not the computed expression is equal to another value.*
- **`virtual bool is_equal (const std::string &val) const`**

*Check whether or not the computed expression is equal to another value.*
- **`virtual bool is_equal (const Error &val) const`**

*Check whether or not the computed expression is equal to another value.*
- **`virtual bool is_equal (const std::nullptr_t &val) const`**

*Check whether or not the computed expression is equal to another value.*
- **`virtual GarbageCollected __assign_index (const GarbageCollected &index, const GarbageCollected &value)`**

*Perform an index assignment to the supplied value.*
- **`virtual GarbageCollected __add (const GarbageCollected &rhs) const`**

*Compute the result of adding this value and the supplied value.*
- **`virtual GarbageCollected __subtract (const GarbageCollected &rhs) const`**

*Compute the result of subtracting this value and the supplied value.*
- **`virtual GarbageCollected __multiply (const GarbageCollected &rhs) const`**

*Compute the result of multiplying this value and the supplied value.*
- **`virtual GarbageCollected __divide (const GarbageCollected &rhs) const`**

*Compute the result of dividing this value and the supplied value.*
- **`virtual GarbageCollected __modulo (const GarbageCollected &rhs) const`**

*Compute the result of moduloloing this value and the supplied value.*
- **`virtual GarbageCollected __negative () const`**

*Compute the result of negating this value.*
- **`virtual GarbageCollected __not () const`**

*Compute the logical not of this value.*
- **`virtual GarbageCollected __lessThan (const GarbageCollected &rhs) const`**

*Compute the "less than" comparison.*
- **`virtual GarbageCollected __period (const GarbageCollected &member, std::shared_ptr< TangBase > &tang) const`**

*Perform a member access (period) operation.*
- **`virtual GarbageCollected __index (const GarbageCollected &index) const`**

*Perform an index operation.*
- **`virtual GarbageCollected __slice (const GarbageCollected &begin, const GarbageCollected &end, const GarbageCollected &skip) const`**

*Perform a slice operation.*
- **`virtual GarbageCollected __getIterator (const GarbageCollected &collection) const`**

*Get an iterator for the expression.*

- virtual `GarbageCollected __iteratorNext (size_t index=0) const`  
*Get the next iterative value.*
- virtual `GarbageCollected __integer () const`  
*Perform a type cast to integer.*
- virtual `GarbageCollected __float () const`  
*Perform a type cast to float.*
- virtual `GarbageCollected __boolean () const`  
*Perform a type cast to boolean.*
- virtual `GarbageCollected __string () const`  
*Perform a type cast to string.*

## Private Attributes

- `LibraryFunction libraryFunction`  
*The library function to be executed.*

### 5.45.1 Detailed Description

Represents a Native Function provided by compiled C++ code that is executed to create a library or one of its attributes.

The purpose of this function is to be able to construct a library or the library attributes as needed at runtime.

### 5.45.2 Constructor & Destructor Documentation

#### 5.45.2.1 ComputedExpressionNativeLibraryFunction()

```
ComputedExpressionNativeLibraryFunction::ComputedExpressionNativeLibraryFunction (
    LibraryFunction nativeFunction )
```

Construct a NativeLibraryFunction.

#### Parameters

|                              |                                      |
|------------------------------|--------------------------------------|
| <code>libraryFunction</code> | The library function to be executed. |
|------------------------------|--------------------------------------|

### 5.45.3 Member Function Documentation

#### 5.45.3.1 \_\_add()

```
GarbageCollected ComputedExpression::__add (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of adding this value and the supplied value.

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to add to this. |
|------------|--|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.45.3.2 `__asCode()`

```
string ComputedExpression::__asCode ( ) const [virtual], [inherited]
```

Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.

#### Returns

A code-string representation of the computed expression.

Reimplemented in [Tang::ComputedExpressionString](#).

### 5.45.3.3 `__assign_index()`

```
GarbageCollected ComputedExpression::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [virtual], [inherited]
```

Perform an index assignment to the supplied value.

#### Parameters

|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.45.3.4 \_\_boolean()

```
GarbageCollected ComputedExpression::__boolean ( ) const [virtual], [inherited]
```

Perform a type cast to boolean.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.45.3.5 \_\_divide()

```
GarbageCollected ComputedExpression::__divide (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of dividing this value and the supplied value.

#### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.45.3.6 \_\_equal()

```
GarbageCollected ComputedExpressionNativeLibraryFunction::__equal (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Perform an equality test.

#### Parameters

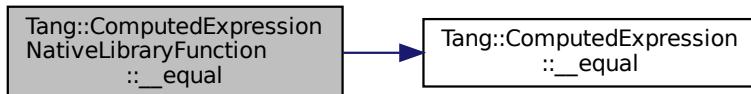
|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



#### 5.45.3.7 \_\_float()

`GarbageCollected` `ComputedExpression::__float () const [virtual], [inherited]`

Perform a type cast to float.

##### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

#### 5.45.3.8 \_\_getIterator()

`GarbageCollected` `ComputedExpression::__getIterator (`  
`const GarbageCollected & collection ) const [virtual], [inherited]`

Get an iterator for the expression.

##### Parameters

|                         |   |
|-------------------------|---|
| <code>collection</code> | The <code>GarbageCollected</code> value that will serve as the collection through which to iterate. |
|-------------------------|---|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

#### 5.45.3.9 \_\_index()

`GarbageCollected` `ComputedExpression::__index (`  
`const GarbageCollected & index ) const [virtual], [inherited]`

Perform an index operation.

**Parameters**

|              |  |
|--------------|--|
| <i>index</i> | The index expression provided by the script. |
|--------------|--|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.45.3.10 \_\_integer()

`GarbageCollected ComputedExpression::__integer () const [virtual], [inherited]`

Perform a type cast to integer.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.45.3.11 \_\_iteratorNext()

`GarbageCollected ComputedExpression::__iteratorNext ( size_t index = 0 ) const [virtual], [inherited]`

Get the next iterative value.

**Parameters**

|              |                          |
|--------------|--------------------------|
| <i>index</i> | The desired index value. |
|--------------|--------------------------|

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIterator](#), and [Tang::ComputedExpressionArray](#).

### 5.45.3.12 \_\_lessThan()

`GarbageCollected ComputedExpression::__lessThan ( const GarbageCollected & rhs ) const [virtual], [inherited]`

Compute the "less than" comparison.

**Parameters**

|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.45.3.13 \_\_modulo()**

```
GarbageCollected ComputedExpression::__modulo (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of moduloing this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

**5.45.3.14 \_\_multiply()**

```
GarbageCollected ComputedExpression::__multiply (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of multiplying this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to multiply to this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.45.3.15 `__negative()`

```
GarbageCollected ComputedExpression::__negative ( ) const [virtual], [inherited]
```

Compute the result of negating this value.

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.45.3.16 `__not()`

```
GarbageCollected ComputedExpression::__not ( ) const [virtual], [inherited]
```

Compute the logical not of this value.

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.45.3.17 `__period()`

```
GarbageCollected ComputedExpression::__period (
    const GarbageCollected & member,
    std::shared_ptr< TangBase > & tang ) const [virtual], [inherited]
```

Perform a member access (period) operation.

#### Parameters

|                     |   |
|---------------------|---|
| <code>member</code> | The member expression provided by the script. |
|---------------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionLibrary](#).

**5.45.3.18 \_\_slice()**

```
GarbageCollected ComputedExpression::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [virtual], [inherited]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

**Parameters**

|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), and [Tang::ComputedExpressionArray](#).

**5.45.3.19 \_\_string()**

```
GarbageCollected ComputedExpression::__string () const [virtual], [inherited]
```

Perform a type cast to string.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionMap](#), [Tang::ComputedExpressionIteratorEnd](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionArray](#).

**5.45.3.20 \_\_subtract()**

```
GarbageCollected ComputedExpression::__subtract (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of subtracting this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to subtract from this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.45.3.21 dump()**

```
string ComputedExpressionNativeLibraryFunction::dump ( ) const [override], [virtual]
```

Output the contents of the [ComputedExpression](#) as a string.

**Returns**

A string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

**5.45.3.22 getFunction()**

```
LibraryFunction ComputedExpressionNativeLibraryFunction::getFunction ( ) const
```

Get the native bound function to be executed.

**Returns**

The native bound function to be executed.

**5.45.3.23 is\_equal() [1/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const bool & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionBoolean](#).

**5.45.3.24 is\_equal() [2/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Error & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

**5.45.3.25 is\_equal() [3/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

**5.45.3.26 is\_equal() [4/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::string & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionString](#).

**5.45.3.27 is\_equal() [5/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::float_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.45.3.28 is\_equal() [6/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::integer_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

### 5.45.3.29 isCopyNeeded()

```
bool ComputedExpression::isCopyNeeded ( ) const [virtual], [inherited]
```

Determine whether or not a copy is needed.

Copying is only required for ComputedExpressions which serve as containers, such as [ComputedExpressionArray](#) and [ComputedExpressionObject](#).

#### Returns

Whether or not a copy is needed.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.45.3.30 makeCopy()

```
GarbageCollected ComputedExpressionNativeLibraryFunction::makeCopy ( ) const [override], [virtual]
```

Make a copy of the [ComputedExpression](#) (recursively, if appropriate).

#### Returns

A [Tang::GarbageCollected](#) value for the new [ComputedExpression](#).

Reimplemented from [Tang::ComputedExpression](#).

The documentation for this class was generated from the following files:

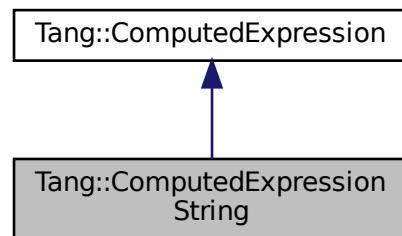
- [include/computedExpressionNativeLibraryFunction.hpp](#)
- [src/computedExpressionNativeLibraryFunction.cpp](#)

## 5.46 Tang::ComputedExpressionString Class Reference

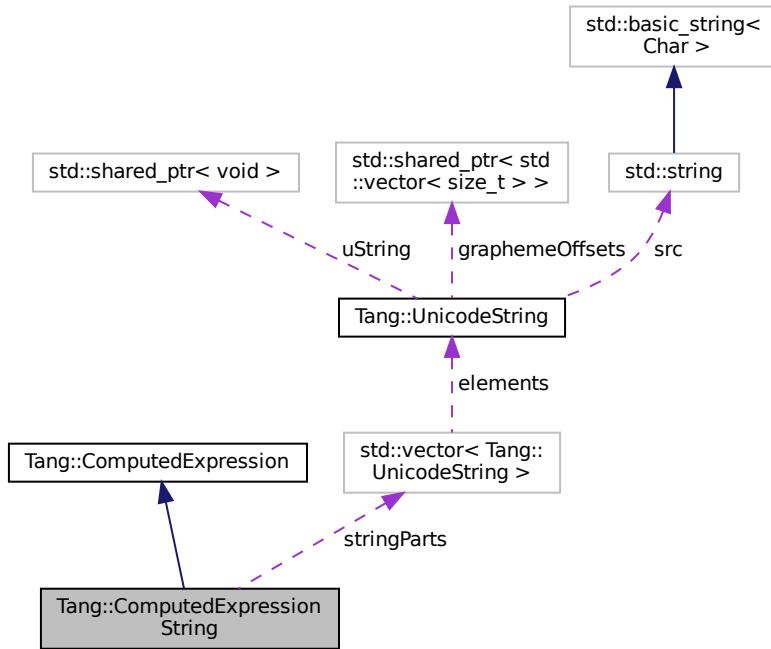
Represents a String that is the result of a computation.

```
#include <computedExpressionString.hpp>
```

Inheritance diagram for Tang::ComputedExpressionString:



Collaboration diagram for Tang::ComputedExpressionString:



## Public Member Functions

- **ComputedExpressionString (const std::string &val)**  
*Construct a String result.*
- **ComputedExpressionString (const std::vector<UnicodeString> &stringParts)**  
*Construct a String result from a vector of [UnicodeString](#) objects.*
- virtual std::string **dump () const override**  
*Output the contents of the [ComputedExpression](#) as a string.*
- virtual std::string **\_asCode () const override**  
*Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.*
- **GarbageCollected makeCopy () const override**  
*Make a copy of the [ComputedExpression](#) (recursively, if appropriate).*
- virtual bool **is\_equal (const bool &val) const override**  
*Check whether or not the computed expression is equal to another value.*
- virtual bool **is\_equal (const std::string &val) const override**  
*Check whether or not the computed expression is equal to another value.*
- virtual **GarbageCollected \_\_index (const GarbageCollected &index) const override**  
*Perform an index operation.*
- virtual **GarbageCollected \_\_slice (const GarbageCollected &begin, const GarbageCollected &end, const GarbageCollected &skip) const override**  
*Perform a slice operation.*
- virtual **GarbageCollected \_\_getIterator (const GarbageCollected &collection) const override**  
*Get an iterator for the expression.*
- virtual **GarbageCollected \_\_iteratorNext (size\_t index) const override**

- Get the next iterative value.*
- virtual `GarbageCollected __add` (const `GarbageCollected` &rhs) const override

*Compute the result of adding this value and the supplied value.*
  - virtual `GarbageCollected __not` () const override

*Compute the logical not of this value.*
  - virtual `GarbageCollected __lessThan` (const `GarbageCollected` &rhs) const override

*Compute the "less than" comparison.*
  - virtual `GarbageCollected __equal` (const `GarbageCollected` &rhs) const override

*Perform an equality test.*
  - virtual `GarbageCollected __boolean` () const override

*Perform a type cast to boolean.*
  - virtual `GarbageCollected __string` () const override

*Perform a type cast to string.*
  - const std::vector< `UnicodeString` > & `getValue` () const

*Return the collection of string values that are stored in this object.*
  - size\_t `length` () const

*Return the number of graphemes contained in the string.*
  - size\_t `bytesLength` () const

*Return the number of bytes required by the string, stored as UTF-8.*
  - `ComputedExpressionString` & `operator+=` (const `ComputedExpressionString` &rhs)

*Helper function to copy the contents of the rhs string into the current string.*
  - void `setUntrusted` ()

*Set all of the string parts to `UnicodeString::Type::Untrusted`.*
  - void `setPercent` ()

*Set all of the string parts to `UnicodeString::Type::Percent`.*
  - virtual bool `isCopyNeeded` () const

*Determine whether or not a copy is needed.*
  - virtual bool `is_equal` (const `Tang::integer_t` &val) const

*Check whether or not the computed expression is equal to another value.*
  - virtual bool `is_equal` (const `Tang::float_t` &val) const

*Check whether or not the computed expression is equal to another value.*
  - virtual bool `is_equal` (const `Error` &val) const

*Check whether or not the computed expression is equal to another value.*
  - virtual bool `is_equal` (const std::nullptr\_t &val) const

*Check whether or not the computed expression is equal to another value.*
  - virtual `GarbageCollected __assign_index` (const `GarbageCollected` &index, const `GarbageCollected` &value)

*Perform an index assignment to the supplied value.*
  - virtual `GarbageCollected __subtract` (const `GarbageCollected` &rhs) const

*Compute the result of subtracting this value and the supplied value.*
  - virtual `GarbageCollected __multiply` (const `GarbageCollected` &rhs) const

*Compute the result of multiplying this value and the supplied value.*
  - virtual `GarbageCollected __divide` (const `GarbageCollected` &rhs) const

*Compute the result of dividing this value and the supplied value.*
  - virtual `GarbageCollected __modulo` (const `GarbageCollected` &rhs) const

*Compute the result of moduloing this value and the supplied value.*
  - virtual `GarbageCollected __negative` () const

*Compute the result of negating this value.*
  - virtual `GarbageCollected __period` (const `GarbageCollected` &member, std::shared\_ptr< `TangBase` > &tang) const

*Perform a member access (period) operation.*
  - virtual `GarbageCollected __integer` () const

*Perform a type cast to integer.*
  - virtual `GarbageCollected __float` () const

*Perform a type cast to float.*

## Static Public Member Functions

- static `NativeBoundFunctionMap getMethods ()`  
*Return the member functions implemented for this particular expression type.*

## Private Attributes

- `std::vector< UnicodeString > stringParts`  
*The string value.*
- `std::optional< size_t > cachedLength`  
*Cache of the string length in graphemes.*
- `std::optional< size_t > cachedBytesLength`  
*Cache of the string length in bytes.*

### 5.46.1 Detailed Description

Represents a String that is the result of a computation.

### 5.46.2 Constructor & Destructor Documentation

#### 5.46.2.1 ComputedExpressionString() [1/2]

```
ComputedExpressionString::ComputedExpressionString (const std::string & val )
```

Construct a String result.

##### Parameters

|                  |                   |
|------------------|-------------------|
| <code>val</code> | The string value. |
|------------------|-------------------|

#### 5.46.2.2 ComputedExpressionString() [2/2]

```
ComputedExpressionString::ComputedExpressionString (const std::vector< UnicodeString > & stringParts )
```

Construct a String result from a vector of `UnicodeString` objects.

##### Parameters

|                          |   |
|--------------------------|---|
| <code>stringParts</code> | The vector of <code>UnicodeString</code> objects. |
|--------------------------|---|

### 5.46.3 Member Function Documentation

#### 5.46.3.1 \_\_add()

```
GarbageCollected ComputedExpressionString::__add (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of adding this value and the supplied value.

##### Parameters

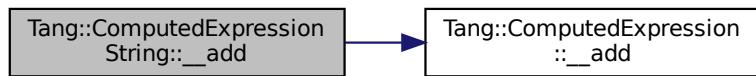
|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to add to this. |
|------------|--|

##### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



#### 5.46.3.2 \_\_asCode()

```
string ComputedExpressionString::__asCode ( ) const [override], [virtual]
```

Output the contents of the [ComputedExpression](#) as a string similar to how it would be represented as code.

**Returns**

A code-string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:

**5.46.3.3 \_\_assign\_index()**

```
GarbageCollected ComputedExpression::__assign_index (
    const GarbageCollected & index,
    const GarbageCollected & value ) [virtual], [inherited]
```

Perform an index assignment to the supplied value.

**Parameters**

|              |   |
|--------------|---|
| <i>index</i> | The index to which the value should be applied. |
| <i>value</i> | The value to store.                             |

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

**5.46.3.4 \_\_boolean()**

```
GarbageCollected ComputedExpressionString::__boolean () const [override], [virtual]
```

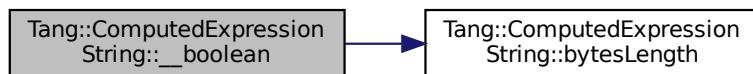
Perform a type cast to boolean.

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.46.3.5 \_\_divide()

```
GarbageCollected ComputedExpression::__divide (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of dividing this value and the supplied value.

**Parameters**

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to divide this by. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.46.3.6 \_\_equal()

```
GarbageCollected ComputedExpressionString::__equal (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Perform an equality test.

**Parameters**

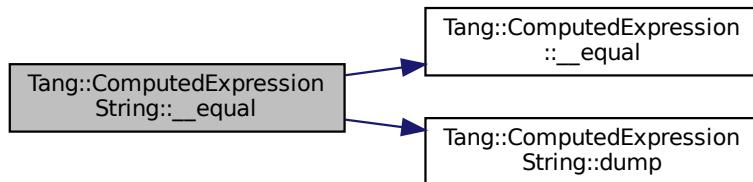
|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

**Returns**

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:

**5.46.3.7 \_\_float()**

[GarbageCollected](#) `ComputedExpression::__float () const [virtual], [inherited]`

Perform a type cast to float.

**Returns**

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

**5.46.3.8 \_\_getIterator()**

```

GarbageCollected ComputedExpressionString::__getIterator (
    const GarbageCollected & collection ) const [override], [virtual]

```

Get an iterator for the expression.

**Parameters**

|                         |  |
|-------------------------|--|
| <code>collection</code> | The <a href="#">GarbageCollected</a> value that will serve as the collection through which to iterate. |
|-------------------------|--|

Reimplemented from [Tang::ComputedExpression](#).

### 5.46.3.9 \_\_index()

```
GarbageCollected ComputedExpressionString::__index (
    const GarbageCollected & index ) const [override], [virtual]
```

Perform an index operation.

#### Parameters

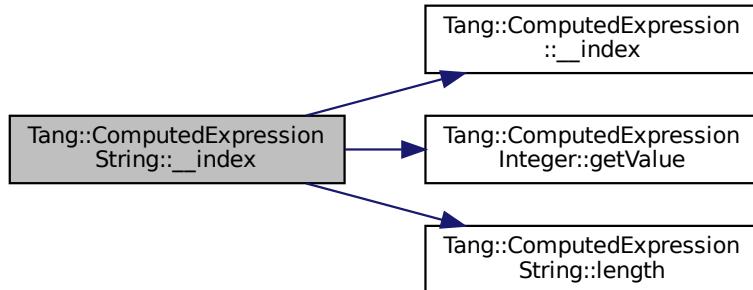
|              |  |
|--------------|--|
| <i>index</i> | The index expression provided by the script. |
|--------------|--|

#### Returns

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.46.3.10 \_\_integer()

```
GarbageCollected ComputedExpression::__integer ( ) const [virtual], [inherited]
```

Perform a type cast to integer.

#### Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

### 5.46.3.11 \_\_iteratorNext()

```
GarbageCollected ComputedExpressionString::__iteratorNext (
    size_t index ) const [override], [virtual]
```

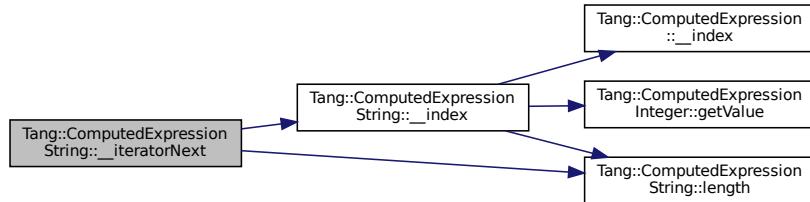
Get the next iterative value.

#### Parameters

|              |                          |
|--------------|--------------------------|
| <i>index</i> | The desired index value. |
|--------------|--------------------------|

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.46.3.12 \_\_lessThan()

```
GarbageCollected ComputedExpressionString::__lessThan (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the "less than" comparison.

#### Parameters

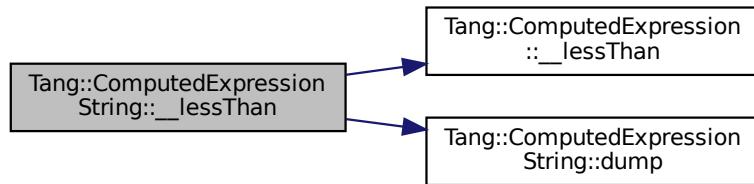
|            |  |
|------------|--|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to compare against. |
|------------|--|

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



#### 5.46.3.13 \_\_modulo()

```
GarbageCollected ComputedExpression::__modulo (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of moduloing this value and the supplied value.

##### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to modulo this by. |
|------------|---|

##### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

#### 5.46.3.14 \_\_multiply()

```
GarbageCollected ComputedExpression::__multiply (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of multiplying this value and the supplied value.

##### Parameters

|            |   |
|------------|---|
| <i>rhs</i> | The <a href="#">GarbageCollected</a> value to multiply to this. |
|------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.46.3.15 \_\_negative()**

```
GarbageCollected ComputedExpression::__negative () const [virtual], [inherited]
```

Compute the result of negating this value.

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

**5.46.3.16 \_\_not()**

```
GarbageCollected ComputedExpressionString::__not () const [override], [virtual]
```

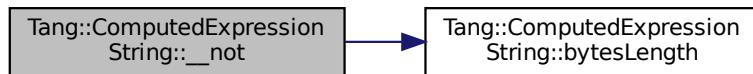
Compute the logical not of this value.

**Returns**

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:

**5.46.3.17 \_\_period()**

```
GarbageCollected ComputedExpression::__period (
    const GarbageCollected & member,
    std::shared_ptr< TangBase > & tang ) const [virtual], [inherited]
```

Perform a member access (period) operation.

**Parameters**

|               |   |
|---------------|---|
| <i>member</i> | The member expression provided by the script. |
|---------------|---|

**Returns**

The result of the operation.

Reimplemented in [Tang::ComputedExpressionLibrary](#).

**5.46.3.18 \_\_slice()**

```
GarbageCollected ComputedExpressionString::__slice (
    const GarbageCollected & begin,
    const GarbageCollected & end,
    const GarbageCollected & skip ) const [override], [virtual]
```

Perform a slice operation.

Convention will follow Python semantics, in which a slice will start at the provided index position, and go up to but not including the end index. The slice will default to an index increment of 1, but can be defined as another integer value.

**Parameters**

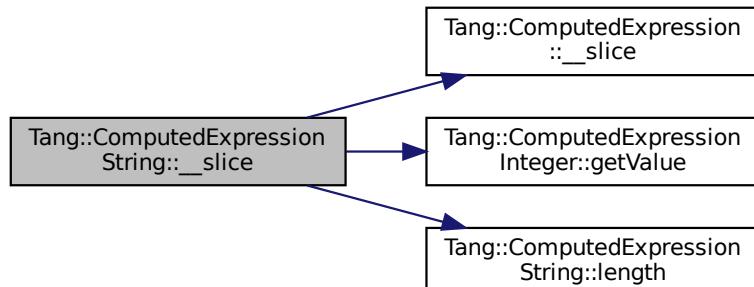
|              |  |
|--------------|--|
| <i>begin</i> | The begin index expression provided by the script. |
| <i>end</i>   | The end index expression provided by the script.   |
| <i>skip</i>  | The skip index expression provided by the script.  |

**Returns**

The result of the operation.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:



### 5.46.3.19 `__string()`

```
GarbageCollected ComputedExpressionString::__string () const [override], [virtual]
```

Perform a type cast to string.

#### Returns

The result of the the operation.

Reimplemented from [Tang::ComputedExpression](#).

### 5.46.3.20 `__subtract()`

```
GarbageCollected ComputedExpression::__subtract (
    const GarbageCollected & rhs ) const [virtual], [inherited]
```

Compute the result of subtracting this value and the supplied value.

#### Parameters

|                  |   |
|------------------|---|
| <code>rhs</code> | The <a href="#">GarbageCollected</a> value to subtract from this. |
|------------------|---|

#### Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

### 5.46.3.21 `bytesLength()`

```
size_t ComputedExpressionString::bytesLength () const
```

Return the number of bytes required by the string, stored as UTF-8.

#### Returns

The number of bytes required by the string, stored as UTF-8.

### 5.46.3.22 dump()

```
string ComputedExpressionString::dump ( ) const [override], [virtual]
```

Output the contents of the [ComputedExpression](#) as a string.

#### Returns

A string representation of the computed expression.

Reimplemented from [Tang::ComputedExpression](#).

### 5.46.3.23 getMethods()

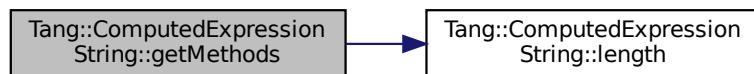
```
NativeBoundFunctionMap ComputedExpressionString::getMethods ( ) [static]
```

Return the member functions implemented for this particular expression type.

#### Returns

The member functions implemented.

Here is the call graph for this function:



### 5.46.3.24 getValue()

```
const vector< UnicodeString > & ComputedExpressionString::getValue ( ) const
```

Return the collection of string values that are stored in this object.

#### Returns

The collection of string values.

### 5.46.3.25 is\_equal() [1/6]

```
bool ComputedExpressionString::is_equal (
    const bool & val ) const [override], [virtual]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:

**5.46.3.26 is\_equal() [2/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Error & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

**5.46.3.27 is\_equal() [3/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const std::nullptr_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

**5.46.3.28 `is_equal()` [4/6]**

```
bool ComputedExpressionString::is_equal (
    const std::string & val ) const [override], [virtual]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|                  |                               |
|------------------|-------------------------------|
| <code>val</code> | The value to compare against. |
|------------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented from [Tang::ComputedExpression](#).

Here is the call graph for this function:

**5.46.3.29 `is_equal()` [5/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::float_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.46.3.30 is\_equal() [6/6]**

```
virtual bool Tang::ComputedExpression::is_equal (
    const Tang::integer_t & val ) const [virtual], [inherited]
```

Check whether or not the computed expression is equal to another value.

**Parameters**

|            |                               |
|------------|-------------------------------|
| <i>val</i> | The value to compare against. |
|------------|-------------------------------|

**Returns**

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

**5.46.3.31 isCopyNeeded()**

```
bool ComputedExpression::isCopyNeeded ( ) const [virtual], [inherited]
```

Determine whether or not a copy is needed.

Copying is only required for ComputedExpressions which serve as containers, such as [ComputedExpressionArray](#) and [ComputedExpressionObject](#).

**Returns**

Whether or not a copy is needed.

Reimplemented in [Tang::ComputedExpressionMap](#), and [Tang::ComputedExpressionArray](#).

### 5.46.3.32 length()

```
size_t ComputedExpressionString::length ( ) const
```

Return the number of graphemes contained in the string.

#### Returns

The number of graphemes contained in the string.

### 5.46.3.33 makeCopy()

```
GarbageCollected ComputedExpressionString::makeCopy ( ) const [override], [virtual]
```

Make a copy of the [ComputedExpression](#) (recursively, if appropriate).

#### Returns

A [Tang::GarbageCollected](#) value for the new [ComputedExpression](#).

Reimplemented from [Tang::ComputedExpression](#).

### 5.46.3.34 operator+=( )

```
ComputedExpressionString & ComputedExpressionString::operator+= ( const ComputedExpressionString & rhs )
```

Helper function to copy the contents of the rhs string into the current string.

#### Parameters

|            |                                       |
|------------|---------------------------------------|
| <i>rhs</i> | The right hand side of the operation. |
|------------|---------------------------------------|

#### Returns

The result of the operation.

The documentation for this class was generated from the following files:

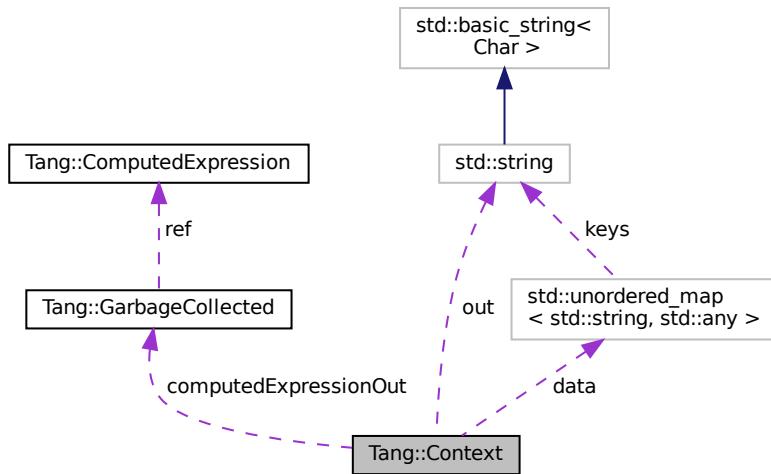
- include/computedExpressionString.hpp
- src/computedExpressionString.cpp

## 5.47 Tang::Context Class Reference

Holds all environment variables specific to the execution of a program.

```
#include <context.hpp>
```

Collaboration diagram for Tang::Context:



### Public Member Functions

- [Context \(ContextData &&data\)](#)

*Default constructor.*

### Public Attributes

- [ContextData data](#)  
*Holds arbitrary data for use in the program execution.*
- [std::string out](#)  
*The output result from the program execution.*
- [GarbageCollected computedExpressionOut](#)  
*The output result from the program execution, as a ComputedExpressionString.*
- [std::optional< GarbageCollected > result](#)  
*The result of the Program execution.*

#### 5.47.1 Detailed Description

Holds all environment variables specific to the execution of a program.

The documentation for this class was generated from the following files:

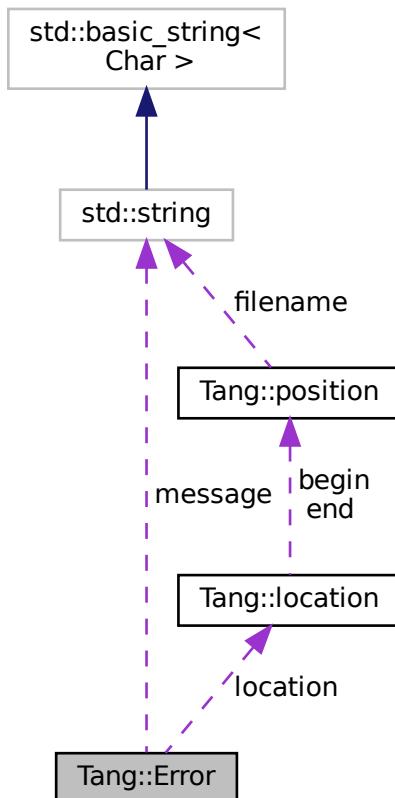
- include/context.hpp
- src/context.cpp

## 5.48 Tang::Error Class Reference

The [Error](#) class is used to report any error of the system, whether a syntax (parsing) error or a runtime (execution) error.

```
#include <error.hpp>
```

Collaboration diagram for Tang::Error:



### Public Member Functions

- [Error \(\)](#)  
*Creates an empty error message.*
- [Error \(std::string message\)](#)  
*Creates an error message using the supplied error string and location.*
- [Error \(std::string message, Tang::location location\)](#)  
*Creates an error message using the supplied error string and location.*

### Public Attributes

- `std::string message`  
*The error message as a string.*
- `Tang::location location`  
*The location of the error.*

## Friends

- std::ostream & `operator<<` (std::ostream &out, const Error &error)  
*Add friendly output.*

### 5.48.1 Detailed Description

The `Error` class is used to report any error of the system, whether a syntax (parsing) error or a runtime (execution) error.

### 5.48.2 Constructor & Destructor Documentation

#### 5.48.2.1 Error() [1/2]

```
Tang::Error::Error (
    std::string message ) [inline]
```

Creates an error message using the supplied error string and location.

##### Parameters

|                      |                                |
|----------------------|--------------------------------|
| <code>message</code> | The error message as a string. |
|----------------------|--------------------------------|

#### 5.48.2.2 Error() [2/2]

```
Tang::Error::Error (
    std::string message,
    Tang::location location ) [inline]
```

Creates an error message using the supplied error string and location.

##### Parameters

|                       |                                |
|-----------------------|--------------------------------|
| <code>message</code>  | The error message as a string. |
| <code>location</code> | The location of the error.     |

### 5.48.3 Friends And Related Function Documentation

### 5.48.3.1 operator<<

```
std::ostream& operator<< (
    std::ostream & out,
    const Error & error ) [friend]
```

Add friendly output.

#### Parameters

|              |                                   |
|--------------|-----------------------------------|
| <i>out</i>   | The output stream.                |
| <i>error</i> | The <a href="#">Error</a> object. |

#### Returns

The output stream.

The documentation for this class was generated from the following files:

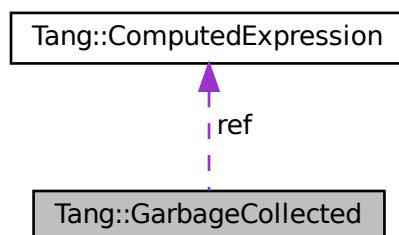
- [include/error.hpp](#)
- [src/error.cpp](#)

## 5.49 Tang::GarbageCollected Class Reference

A container that acts as a resource-counting garbage collector for the specified type.

```
#include <garbageCollected.hpp>
```

Collaboration diagram for Tang::GarbageCollected:



## Public Member Functions

- `GarbageCollected (const GarbageCollected &other)`  
`Copy Constructor.`
- `GarbageCollected (GarbageCollected &&other)`  
`Move Constructor.`
- `GarbageCollected & operator= (const GarbageCollected &other)`  
`Copy Assignment.`
- `GarbageCollected & operator= (GarbageCollected &&other)`  
`Move Assignment.`
- `~GarbageCollected ()`  
`Destructor.`
- `bool isCopyNeeded () const`  
`Determine whether or not a copy is needed as determined by the referenced ComputedExpression.`
- `GarbageCollected makeCopy () const`  
`Create a separate copy of the original GarbageCollected value.`
- `ComputedExpression * operator-> () const`  
`Access the tracked object as a pointer.`
- `ComputedExpression & operator* () const`  
`Access the tracked object.`
- `bool operator== (const Tang::integer_t &val) const`  
`Compare the GarbageCollected tracked object with a supplied value.`
- `bool operator== (const Tang::float_t &val) const`  
`Compare the GarbageCollected tracked object with a supplied value.`
- `bool operator== (const bool &val) const`  
`Compare the GarbageCollected tracked object with a supplied value.`
- `bool operator== (const std::string &val) const`  
`Compare the GarbageCollected tracked object with a supplied value.`
- `bool operator== (const char *const &val) const`  
`Compare the GarbageCollected tracked object with a supplied value.`
- `bool operator== (const Error &val) const`  
`Compare the GarbageCollected tracked object with a supplied value.`
- `bool operator== (const std::nullptr_t &null) const`  
`Compare the GarbageCollected tracked object with a supplied value.`
- `GarbageCollected operator+ (const GarbageCollected &rhs) const`  
`Perform an addition between two GarbageCollected values.`
- `GarbageCollected operator- (const GarbageCollected &rhs) const`  
`Perform a subtraction between two GarbageCollected values.`
- `GarbageCollected operator* (const GarbageCollected &rhs) const`  
`Perform a multiplication between two GarbageCollected values.`
- `GarbageCollected operator/ (const GarbageCollected &rhs) const`  
`Perform a division between two GarbageCollected values.`
- `GarbageCollected operator% (const GarbageCollected &rhs) const`  
`Perform a modulo between two GarbageCollected values.`
- `GarbageCollected operator- () const`  
`Perform a negation on the GarbageCollected value.`
- `GarbageCollected operator! () const`  
`Perform a logical not on the GarbageCollected value.`
- `GarbageCollected operator< (const GarbageCollected &rhs) const`  
`Perform a < between two GarbageCollected values.`
- `GarbageCollected operator<= (const GarbageCollected &rhs) const`

- `operator<=` (const `GarbageCollected` &rhs) const  
*Perform a <= between two `GarbageCollected` values.*
- `operator>` (const `GarbageCollected` &rhs) const  
*Perform a > between two `GarbageCollected` values.*
- `operator>=` (const `GarbageCollected` &rhs) const  
*Perform a >= between two `GarbageCollected` values.*
- `operator==` (const `GarbageCollected` &rhs) const  
*Perform a == between two `GarbageCollected` values.*
- `operator!=` (const `GarbageCollected` &rhs) const  
*Perform a != between two `GarbageCollected` values.*

## Static Public Member Functions

- `template<class T , typename... Args> static GarbageCollected make (Args... args)`  
*Creates a garbage-collected object of the specified type.*

## Protected Member Functions

- `operator()`  
*Constructs a garbage-collected object of the specified type.*

## Protected Attributes

- `size_t * count`  
*The count of references to the tracked object.*
- `ComputedExpression * ref`  
*A reference to the tracked object.*
- `std::function< void(void)> recycle`  
*A cleanup function to recycle the object.*

## Friends

- `std::ostream & operator<< (std::ostream &out, const GarbageCollected &gc)`  
*Add friendly output.*

## 5.49.1 Detailed Description

A container that acts as a resource-counting garbage collector for the specified type.

Uses the `SingletonObjectPool` to created and recycle object memory. The container is not thread-safe.

## 5.49.2 Constructor & Destructor Documentation

### 5.49.2.1 GarbageCollected() [1/3]

```
GarbageCollected::GarbageCollected (
    const GarbageCollected & other )
```

Copy Constructor.

**Parameters**

|            |  |
|------------|--|
| <i>The</i> | other <a href="#">GarbageCollected</a> object to copy. |
|------------|--|

**5.49.2.2 GarbageCollected() [2/3]**

```
GarbageCollected::GarbageCollected (
    GarbageCollected && other )
```

Move Constructor.

**Parameters**

|            |  |
|------------|--|
| <i>The</i> | other <a href="#">GarbageCollected</a> object to move. |
|------------|--|

**5.49.2.3 ~GarbageCollected()**

```
GarbageCollected::~GarbageCollected ( )
```

Destructor.

Clean up the tracked object, if appropriate.

**5.49.2.4 GarbageCollected() [3/3]**

```
Tang::GarbageCollected::GarbageCollected ( ) [inline], [protected]
```

Constructs a garbage-collected object of the specified type.

It is private so that a [GarbageCollected](#) object can only be created using the [GarbageCollected::make\(\)](#) function.

**Parameters**

|                 |   |
|-----------------|---|
| <i>variable</i> | The arguments to pass to the constructor of the specified type. |
|-----------------|---|

**5.49.3 Member Function Documentation****5.49.3.1 isCopyNeeded()**

```
bool GarbageCollected::isCopyNeeded ( ) const
```

Determine whether or not a copy is needed as determined by the referenced [ComputedExpression](#).

#### Returns

Whether or not a copy is needed.

#### 5.49.3.2 make()

```
template<class T , typename... Args>
static GarbageCollected Tang::GarbageCollected::make (
    Args... args ) [inline], [static]
```

Creates a garbage-collected object of the specified type.

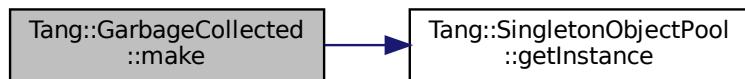
#### Parameters

|                 |   |
|-----------------|---|
| <i>variable</i> | The arguments to pass to the constructor of the specified type. |
|-----------------|---|

#### Returns

A [GarbageCollected](#) object.

Here is the call graph for this function:



#### 5.49.3.3 makeCopy()

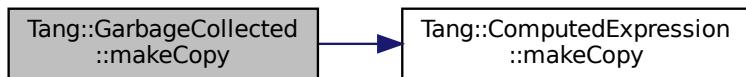
```
GarbageCollected GarbageCollected::makeCopy () const
```

Create a separate copy of the original [GarbageCollected](#) value.

**Returns**

A [GarbageCollected](#) copy of the original value.

Here is the call graph for this function:

**5.49.3.4 operator"!"()**

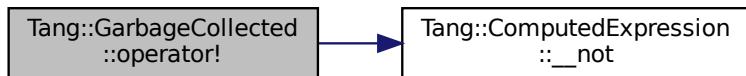
```
GarbageCollected GarbageCollected::operator! ( ) const
```

Perform a logical not on the [GarbageCollected](#) value.

**Returns**

The result of the operation.

Here is the call graph for this function:

**5.49.3.5 operator"!=()**

```
GarbageCollected GarbageCollected::operator!= (
    const GarbageCollected & rhs ) const
```

Perform a != between two [GarbageCollected](#) values.

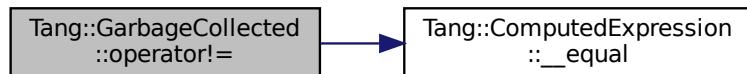
**Parameters**

|            |                              |
|------------|------------------------------|
| <i>rhs</i> | The right hand side operand. |
|------------|------------------------------|

**Returns**

The result of the operation.

Here is the call graph for this function:



### 5.49.3.6 operator%()

```
GarbageCollected GarbageCollected::operator% (
    const GarbageCollected & rhs ) const
```

Perform a modulo between two `GarbageCollected` values.

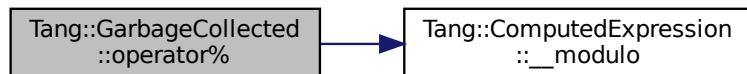
**Parameters**

|            |                              |
|------------|------------------------------|
| <i>rhs</i> | The right hand side operand. |
|------------|------------------------------|

**Returns**

The result of the operation.

Here is the call graph for this function:



### 5.49.3.7 operator\*() [1/2]

```
ComputedExpression & GarbageCollected::operator* ( ) const
```

Access the tracked object.

#### Returns

A reference to the tracked object.

### 5.49.3.8 operator\*() [2/2]

```
GarbageCollected GarbageCollected::operator* (
    const GarbageCollected & rhs ) const
```

Perform a multiplication between two **GarbageCollected** values.

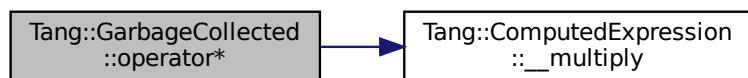
#### Parameters

|            |                              |
|------------|------------------------------|
| <i>rhs</i> | The right hand side operand. |
|------------|------------------------------|

#### Returns

The result of the operation.

Here is the call graph for this function:



### 5.49.3.9 operator+()

```
GarbageCollected GarbageCollected::operator+ (
    const GarbageCollected & rhs ) const
```

Perform an addition between two **GarbageCollected** values.

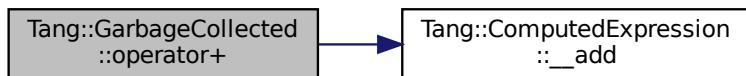
**Parameters**

|            |                              |
|------------|------------------------------|
| <i>rhs</i> | The right hand side operand. |
|------------|------------------------------|

**Returns**

The result of the operation.

Here is the call graph for this function:

**5.49.3.10 operator-() [1/2]**

`GarbageCollected GarbageCollected::operator- () const`

Perform a negation on the `GarbageCollected` value.

**Returns**

The result of the operation.

Here is the call graph for this function:

**5.49.3.11 operator-() [2/2]**

`GarbageCollected GarbageCollected::operator- ( const GarbageCollected & rhs ) const`

Perform a subtraction between two `GarbageCollected` values.

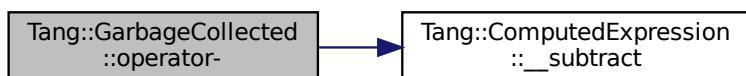
**Parameters**

|            |                              |
|------------|------------------------------|
| <i>rhs</i> | The right hand side operand. |
|------------|------------------------------|

**Returns**

The result of the operation.

Here is the call graph for this function:



### 5.49.3.12 operator->()

```
ComputedExpression * GarbageCollected::operator-> ( ) const
```

Access the tracked object as a pointer.

**Returns**

A pointer to the tracked object.

### 5.49.3.13 operator/()

```
GarbageCollected GarbageCollected::operator/ (
    const GarbageCollected & rhs ) const
```

Perform a division between two `GarbageCollected` values.

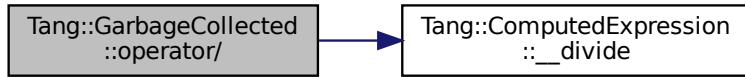
**Parameters**

|            |                              |
|------------|------------------------------|
| <i>rhs</i> | The right hand side operand. |
|------------|------------------------------|

**Returns**

The result of the operation.

Here is the call graph for this function:



#### 5.49.3.14 operator<()

```
GarbageCollected GarbageCollected::operator< (
    const GarbageCollected & rhs ) const
```

Perform a  $<$  between two [GarbageCollected](#) values.

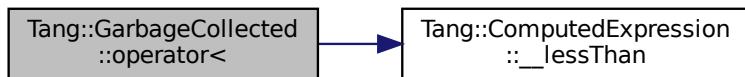
##### Parameters

|            |                              |
|------------|------------------------------|
| <i>rhs</i> | The right hand side operand. |
|------------|------------------------------|

##### Returns

The result of the operation.

Here is the call graph for this function:



#### 5.49.3.15 operator<=()

```
GarbageCollected GarbageCollected::operator<= (
    const GarbageCollected & rhs ) const
```

Perform a  $\leq$  between two [GarbageCollected](#) values.

**Parameters**

|            |                              |
|------------|------------------------------|
| <i>rhs</i> | The right hand side operand. |
|------------|------------------------------|

**Returns**

The result of the operation.

**5.49.3.16 operator=() [1/2]**

```
GarbageCollected & GarbageCollected::operator= (
    const GarbageCollected & other )
```

Copy Assignment.

**Parameters**

|            |                                |
|------------|--------------------------------|
| <i>The</i> | other GarbageCollected object. |
|------------|--------------------------------|

**5.49.3.17 operator=() [2/2]**

```
GarbageCollected & GarbageCollected::operator= (
    GarbageCollected && other )
```

Move Assignment.

**Parameters**

|            |                                |
|------------|--------------------------------|
| <i>The</i> | other GarbageCollected object. |
|------------|--------------------------------|

**5.49.3.18 operator==( ) [1/8]**

```
bool GarbageCollected::operator== (
    const bool & val ) const
```

Compare the [GarbageCollected](#) tracked object with a supplied value.

**Parameters**

|            |  |
|------------|--|
| <i>val</i> | The value to compare the tracked object against. |
|------------|--|

**Returns**

True if they are equal, false otherwise.

**5.49.3.19 operator==( ) [2/8]**

```
bool GarbageCollected::operator== (
    const char *const & val ) const
```

Compare the [GarbageCollected](#) tracked object with a supplied value.

**Parameters**

|                  |  |
|------------------|--|
| <code>val</code> | The value to compare the tracked object against. |
|------------------|--|

**Returns**

True if they are equal, false otherwise.

**5.49.3.20 operator==( ) [3/8]**

```
bool GarbageCollected::operator== (
    const Error & val ) const
```

Compare the [GarbageCollected](#) tracked object with a supplied value.

**Parameters**

|                  |  |
|------------------|--|
| <code>val</code> | The value to compare the tracked object against. |
|------------------|--|

**Returns**

True if they are equal, false otherwise.

**5.49.3.21 operator==( ) [4/8]**

```
GarbageCollected GarbageCollected::operator== (
    const GarbageCollected & rhs ) const
```

Perform a == between two [GarbageCollected](#) values.

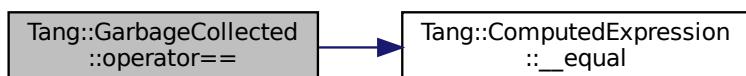
**Parameters**

|            |                              |
|------------|------------------------------|
| <i>rhs</i> | The right hand side operand. |
|------------|------------------------------|

**Returns**

The result of the operation.

Here is the call graph for this function:

**5.49.3.22 operator==( ) [5/8]**

```
bool GarbageCollected::operator== (
    const std::nullptr_t & null) const
```

Compare the [GarbageCollected](#) tracked object with a supplied value.

**Parameters**

|            |  |
|------------|--|
| <i>val</i> | The value to compare the tracked object against. |
|------------|--|

**Returns**

True if they are equal, false otherwise.

**5.49.3.23 operator==( ) [6/8]**

```
bool GarbageCollected::operator== (
    const std::string & val) const
```

Compare the [GarbageCollected](#) tracked object with a supplied value.

**Parameters**

|            |  |
|------------|--|
| <i>val</i> | The value to compare the tracked object against. |
|------------|--|

**Returns**

True if they are equal, false otherwise.

**5.49.3.24 operator==( ) [7/8]**

```
bool GarbageCollected::operator== (
    const Tang::float_t & val ) const
```

Compare the [GarbageCollected](#) tracked object with a supplied value.

**Parameters**

|                  |  |
|------------------|--|
| <code>val</code> | The value to compare the tracked object against. |
|------------------|--|

**Returns**

True if they are equal, false otherwise.

**5.49.3.25 operator==( ) [8/8]**

```
bool GarbageCollected::operator== (
    const Tang::integer_t & val ) const
```

Compare the [GarbageCollected](#) tracked object with a supplied value.

**Parameters**

|                  |  |
|------------------|--|
| <code>val</code> | The value to compare the tracked object against. |
|------------------|--|

**Returns**

True if they are equal, false otherwise.

Here is the call graph for this function:



### 5.49.3.26 operator>()

```
GarbageCollected GarbageCollected::operator> (
    const GarbageCollected & rhs ) const
```

Perform a `>` between two `GarbageCollected` values.

#### Parameters

|                  |                              |
|------------------|------------------------------|
| <code>rhs</code> | The right hand side operand. |
|------------------|------------------------------|

#### Returns

The result of the operation.

### 5.49.3.27 operator>=()

```
GarbageCollected GarbageCollected::operator>= (
    const GarbageCollected & rhs ) const
```

Perform a `>=` between two `GarbageCollected` values.

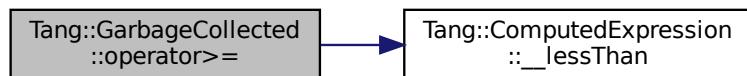
#### Parameters

|                  |                              |
|------------------|------------------------------|
| <code>rhs</code> | The right hand side operand. |
|------------------|------------------------------|

#### Returns

The result of the operation.

Here is the call graph for this function:



## 5.49.4 Friends And Related Function Documentation

#### 5.49.4.1 operator<<

```
std::ostream& operator<< (  
    std::ostream & out,  
    const GarbageCollected & gc ) [friend]
```

Add friendly output.

##### Parameters

|            |   |
|------------|---|
| <i>out</i> | The output stream.                          |
| <i>gc</i>  | The <a href="#">GarbageCollected</a> value. |

##### Returns

The output stream.

The documentation for this class was generated from the following files:

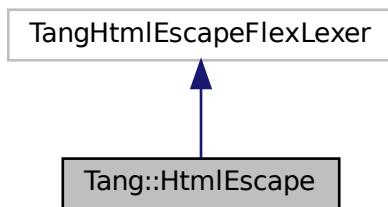
- [include/garbageCollected.hpp](#)
- [src/garbageCollected.cpp](#)

## 5.50 Tang::HtmlEscape Class Reference

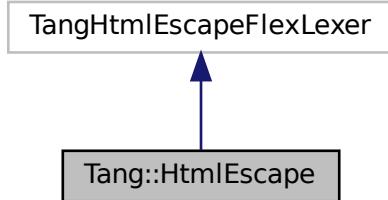
The Flex lexer class for the main Tang language.

```
#include <htmlEscape.hpp>
```

Inheritance diagram for Tang::HtmlEscape:



Collaboration diagram for Tang::HtmlEscape:



## Public Member Functions

- [HtmlEscape](#) (std::istream &arg\_yyin, std::ostream &arg\_yyout)  
*The constructor for the Scanner.*
- virtual std::string [get\\_next\\_token](#) ()  
*Extract the next token from the input string.*

### 5.50.1 Detailed Description

The Flex lexer class for the main Tang language.

Flex requires that our lexer class inherit from yyFlexLexer, an "intermediate" class whose real name is "TangTangFlexLexer". We are subclassing it so that we can override the return type of [get\\_next\\_token\(\)](#), for compatibility with Bison 3 tokens.

### 5.50.2 Constructor & Destructor Documentation

#### 5.50.2.1 HtmlEscape()

```
Tang::HtmlEscape::HtmlEscape (
    std::istream & arg_yyin,
    std::ostream & arg_yyout ) [inline]
```

The constructor for the Scanner.

The design of the Flex lexer is to tokenize the contents of an input stream, and to write any error messages to an output stream. In our implementation, however, errors are returned differently, so the output stream is never used. Its presence is retained, however, in case it is needed in the future.

For now, the general approach should be to supply the input as a string stream, and to use std::cout as the output.

**Parameters**

|                  |  |
|------------------|--|
| <i>arg_yyin</i>  | The input stream to be tokenized       |
| <i>arg_yyout</i> | The output stream (not currently used) |

### 5.50.3 Member Function Documentation

#### 5.50.3.1 get\_next\_token()

```
virtual std::string Tang::HtmlEscape::get_next_token ( ) [virtual]
```

Extract the next token from the input string.

**Returns**

The next unescaped character.

The documentation for this class was generated from the following file:

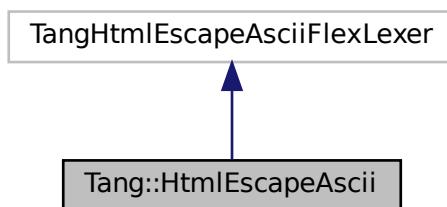
- [include/htmlEscape.hpp](#)

## 5.51 Tang::HtmlEscapeAscii Class Reference

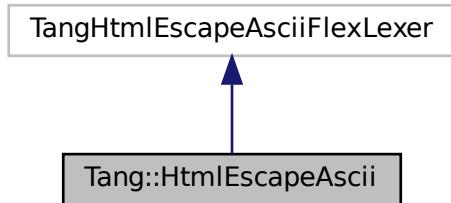
The Flex lexer class for the main Tang language.

```
#include <htmlEscapeAscii.hpp>
```

Inheritance diagram for Tang::HtmlEscapeAscii:



Collaboration diagram for Tang::HtmlEscapeAscii:



## Public Member Functions

- [HtmlEscapeAscii \(std::istream &arg\\_yyin, std::ostream &arg\\_yyout, UnicodeString::Type type\)](#)  
*The constructor for the Scanner.*
- virtual std::string [get\\_next\\_token \(\)](#)  
*Extract the next token from the input string.*

## Private Attributes

- [UnicodeString::Type type](#)  
*The type of string that is being escaped.*

### 5.51.1 Detailed Description

The Flex lexer class for the main Tang language.

Flex requires that our lexer class inherit from yyFlexLexer, an "intermediate" class whose real name is "TangTangFlexLexer". We are subclassing it so that we can override the return type of [get\\_next\\_token\(\)](#), for compatibility with Bison 3 tokens.

### 5.51.2 Constructor & Destructor Documentation

#### 5.51.2.1 HtmlEscapeAscii()

```
Tang::HtmlEscapeAscii::HtmlEscapeAscii (
    std::istream & arg_yyin,
    std::ostream & arg_yyout,
    UnicodeString::Type type ) [inline]
```

The constructor for the Scanner.

The design of the Flex lexer is to tokenize the contents of an input stream, and to write any error messages to an output stream. In our implementation, however, errors are returned differently, so the output stream is never used. Its presence is retained, however, in case it is needed in the future.

For now, the general approach should be to supply the input as a string stream, and to use std::cout as the output.

## Parameters

|                  |  |
|------------------|--|
| <i>arg_yyin</i>  | The input stream to be tokenized       |
| <i>arg_yyout</i> | The output stream (not currently used) |

**5.51.3 Member Function Documentation****5.51.3.1 get\_next\_token()**

```
virtual std::string Tang::HtmlEscapeAscii::get_next_token ( ) [virtual]
```

Extract the next token from the input string.

**Returns**

The next unescaped character.

The documentation for this class was generated from the following file:

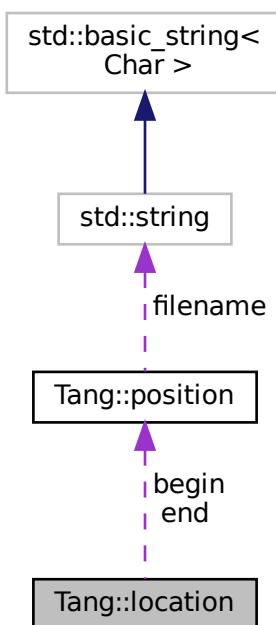
- [include/htmlEscapeAscii.hpp](#)

**5.52 Tang::location Class Reference**

Two points in a source file.

```
#include <location.hh>
```

Collaboration diagram for Tang::location:



## Public Types

- `typedef position::filename_type filename_type`  
*Type for file name.*
- `typedef position::counter_type counter_type`  
*Type for line and column numbers.*

## Public Member Functions

- `location (const position &b, const position &e)`  
*Construct a location from b to e.*
- `location (const position &p=position())`  
*Construct a 0-width location in p.*
- `location (filename_type *f, counter_type l=1, counter_type c=1)`  
*Construct a 0-width location in f, l, c.*
- `void initialize (filename_type *f=((void *) 0), counter_type l=1, counter_type c=1)`  
*Initialization.*

### Line and Column related manipulators

- `void step ()`  
*Reset initial location to final location.*
- `void columns (counter_type count=1)`  
*Extend the current location to the COUNT next columns.*
- `void lines (counter_type count=1)`  
*Extend the current location to the COUNT next lines.*

## Public Attributes

- `position begin`  
*Beginning of the located region.*
- `position end`  
*End of the located region.*

### 5.52.1 Detailed Description

Two points in a source file.

The documentation for this class was generated from the following file:

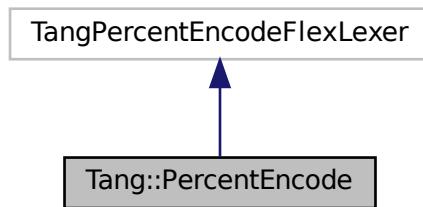
- build/generated/location.hh

## 5.53 Tang::PercentEncode Class Reference

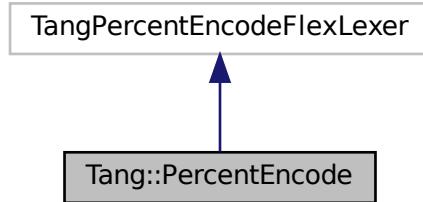
The Flex lexer class for the Percent Encode scanner.

```
#include <percentEncode.hpp>
```

Inheritance diagram for Tang::PercentEncode:



Collaboration diagram for Tang::PercentEncode:



### Public Member Functions

- [PercentEncode](#) (std::istream &arg\_yyin, std::ostream &arg\_yyout)  
*The constructor for the Scanner.*
- virtual std::string [get\\_next\\_token](#) ()  
*Extract the next token from the input string.*

#### 5.53.1 Detailed Description

The Flex lexer class for the Percent Encode scanner.

Flex requires that our lexer class inherit from yyFlexLexer, an "intermediate" class whose real name is "TangPercentEncodeFlexLexer". We are subclassing it so that we can override the return type of [get\\_next\\_token\(\)](#), for compatibility with Bison 3 tokens.

## 5.53.2 Constructor & Destructor Documentation

### 5.53.2.1 PercentEncode()

```
Tang::PercentEncode::PercentEncode (
    std::istream & arg_yyin,
    std::ostream & arg_yyout ) [inline]
```

The constructor for the Scanner.

The design of the Flex lexer is to tokenize the contents of an input stream, and to write any error messages to an output stream. In our implementation, however, errors are returned differently, so the output stream is never used. Its presence is retained, however, in case it is needed in the future.

For now, the general approach should be to supply the input as a string stream, and to use `std::cout` as the output.

#### Parameters

|                        |  |
|------------------------|--|
| <code>arg_yyin</code>  | The input stream to be tokenized       |
| <code>arg_yyout</code> | The output stream (not currently used) |

## 5.53.3 Member Function Documentation

### 5.53.3.1 get\_next\_token()

```
virtual std::string Tang::PercentEncode::get_next_token ( ) [virtual]
```

Extract the next token from the input string.

#### Returns

The next unescaped character.

The documentation for this class was generated from the following file:

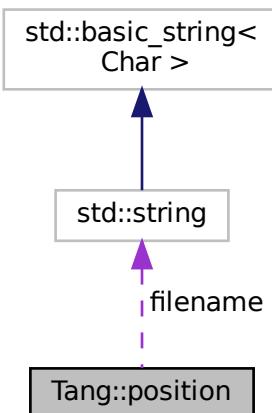
- [include/percentEncode.hpp](#)

## 5.54 Tang::position Class Reference

A point in a source file.

```
#include <location.hh>
```

Collaboration diagram for Tang::position:



### Public Types

- `typedef const std::string filename_type`  
*Type for file name.*
- `typedef int counter_type`  
*Type for line and column numbers.*

### Public Member Functions

- `position (filename_type *f=((void *) 0), counter_type l=1, counter_type c=1)`  
*Construct a position.*
- `void initialize (filename_type *fn=((void *) 0), counter_type l=1, counter_type c=1)`  
*Initialization.*

### Line and Column related manipulators

- `void lines (counter_type count=1)`  
*(line related) Advance to the COUNT next lines.*
- `void columns (counter_type count=1)`  
*(column related) Advance to the COUNT next columns.*

## Public Attributes

- `filename_type * filename`  
`File name to which this position refers.`
- `counter_type line`  
`Current line number.`
- `counter_type column`  
`Current column number.`

## Static Private Member Functions

- static `counter_type add_ (counter_type lhs, counter_type rhs, counter_type min)`  
`Compute max (min, lhs+rhs).`

### 5.54.1 Detailed Description

A point in a source file.

The documentation for this class was generated from the following file:

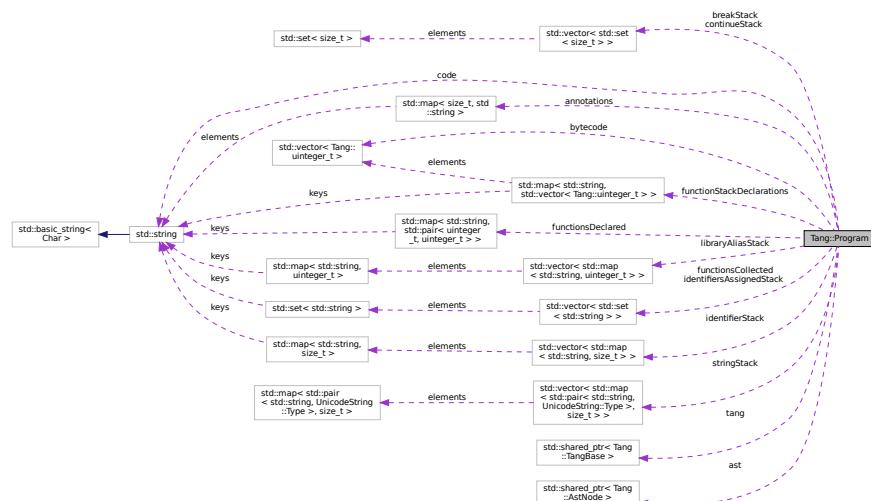
- build/generated/location.hh

## 5.55 Tang::Program Class Reference

Represents a compiled script or template that may be executed.

```
#include <program.hpp>
```

Collaboration diagram for Tang::Program:



## Public Types

- enum `CodeType` { `Script` , `Template` }
- Indicate the type of code that was supplied to the `Program`.*

## Public Member Functions

- `Program` (const std::string &`code`, `CodeType codeType`, std::shared\_ptr< `Tang::TangBase` > `tang`)  
*Create a compiled program using the provided code.*
- `Program` (std::istream &`code`, `CodeType codeType`, std::shared\_ptr< `Tang::TangBase` > `tang`)  
*Create a compiled program using the provided code.*
- `std::string getCode () const`  
*Get the code that was provided when the `Program` was created.*
- `std::optional< const std::shared_ptr< AstNode > > getAst () const`  
*Get the AST that was generated by the parser.*
- `std::string dumpBytecode () const`  
*Get the OpCodes of the compiled program, formatted like Assembly.*
- `std::optional< const GarbageCollected > getResult () const`  
*Get the result of the `Program` execution, if it exists.*
- `size_t addBytecode (Tang::uinteger_t)`  
*Add a `Tang::uinteger_t` to the Bytecode.*
- `const Bytecode & getBytecode ()`  
*Get the Bytecode vector.*
- `Context execute ()`  
*Execute the program's Bytecode, and return the execution `Context`.*
- `Context execute (ContextData &&data)`  
*Execute the program's Bytecode, and return the execution `Context`.*
- `bool setJumpTarget (size_t opcodeAddress, Tang::uinteger_t jumpTarget)`  
*Set the target address of a Jump opcode.*
- `bool setFunctionStackDeclaration (size_t opcodeAddress, uinteger_t argc, uinteger_t targetPC)`  
*Set the stack details of a function declaration.*
- `void pushEnvironment (const std::shared_ptr< AstNode > &ast)`  
*Create a new compile/execute environment stack entry.*
- `void popEnvironment ()`  
*Remove a compile/execute environment stack entry.*
- `void addIdentifier (const std::string &name, std::optional< size_t > position={})`  
*Add an identifier to the environment.*
- `const std::map< std::string, size_t > & getIdentifiers () const`  
*Get the identifier map of the current environment.*
- `void addLibraryAlias (const std::string &name)`  
*Add a library alias to the environment.*
- `const std::map< std::string, uinteger_t > & getLibraryAliases () const`  
*Get the library alias map of the current environment.*
- `void addIdentifierAssigned (const std::string &name)`  
*Indicate that an identifier will be altered within the associated scope.*
- `const std::set< std::string > & getIdentifiersAssigned () const`  
*Get the set of identifiers that will be assigned in the current scope.*
- `void addString (const std::string &name, UnicodeString::Type)`  
*Add a string to the environment.*
- `const std::map< std::pair< std::string, UnicodeString::Type >, size_t > & getStrings () const`

- **Get the string map of the current environment.**
- void **pushBreakStack ()**  
*Increase the break environment stack, so that we can handle nested break-supporting structures.*
- void **addBreak (size\_t location)**  
*Add the Bytecode location of a break statement, to be set when the final target is known at a later time.*
- void **popBreakStack (size\_t target)**  
*For all continue bytecode locations collected by Tang::addContinue, set the target pc to target.*
- void **pushContinueStack ()**  
*Increase the continue environment stack, so that we can handle nested continue-supporting structures.*
- void **addContinue (size\_t location)**  
*Add the Bytecode location of a continue statement, to be set when the final target is known at a later time.*
- void **popContinueStack (size\_t target)**  
*For all continue bytecode locations collected by Tang::addContinue, set the target pc to target.*
- void **setAnnotation (size\_t offset, const std::string &annotation)**  
*Set a bytecode annotation.*
- const **OpcodeAnnotations & getAnnotations () const**  
*Get the bytecode annotations.*

## Public Attributes

- std::vector< std::set< std::string > > **functionsCollected**  
*Names of the functions that are declared in a previous or the current scope.*
- std::map< std::string, std::pair< uinteger\_t, uinteger\_t > > **functionsDeclared**  
*Key/value pair of the function declaration information.*
- std::map< std::string, std::vector< Tang::uinteger\_t > > **functionStackDeclarations**  
*For each function name, a list of Bytecode addresses that need to be replaced by a function definition.*

## Private Member Functions

- void **parse ()**  
*Parse the code into an AST.*
- void **compile ()**  
*Compile the AST into Bytecode.*
- std::pair< **OpcodeOffsets**, **OpcodePositions** > **analyze () const**  
*Analyze the current Bytecode.*
- void **optimize ()**  
*Optimize the Bytecode.*

## Private Attributes

- std::shared\_ptr< Tang::TangBase > **tang**  
*A pointer to the base Tang class.*
- std::vector< std::map< std::string, size\_t > > **identifierStack**  
*Stack of mappings of identifiers to their stack locations.*
- std::vector< std::map< std::string, uinteger\_t > > **libraryAliasStack**  
*Stack of library aliases that are used in the program.*
- std::vector< std::set< std::string > > **identifiersAssignedStack**  
*Stack of sets of identifiers that are the target of an assignment statement within the associated scope.*
- std::vector< std::map< std::pair< std::string, UnicodeString::Type >, size\_t > > **stringStack**

- *Stack of mappings of strings to their stack locations.*
  - std::vector< std::set< size\_t > > **breakStack**  
*Stack of a collection of break statement locations.*
  - std::vector< std::set< size\_t > > **continueStack**  
*Stack of a collection of continue statement locations.*
  - std::string **code**  
*The code supplied when the [Program](#) was instantiated.*
  - std::optional< std::istream \* > **istreamCode**  
*An optional istream which supplied the code.*
  - **CodeType codeType**  
*The type of code that was supplied when the [Program](#) was instantiated.*
  - std::shared\_ptr< [AstNode](#) > **ast**  
*A pointer to the AST, if parsing was successful.*
  - **Bytecode bytecode**  
*The Bytecode of the compiled program.*
  - std::optional< [GarbageCollected](#) > **result**  
*The result of the [Program](#) compilation.*
  - **OpcodeAnnotations annotations**  
*Bytecode annotations.*

### 5.55.1 Detailed Description

Represents a compiled script or template that may be executed.

### 5.55.2 Member Enumeration Documentation

#### 5.55.2.1 CodeType

```
enum Tang::Program::CodeType
```

Indicate the type of code that was supplied to the [Program](#).

Enumerator

|          |   |
|----------|---|
| Script   | The code is pure Tang script, without any templating. |
| Template | The code is a template.                               |

### 5.55.3 Constructor & Destructor Documentation

### 5.55.3.1 Program() [1/2]

```
Program::Program (
    const std::string & code,
    Program::CodeType codeType,
    std::shared_ptr< Tang::TangBase > tang )
```

Create a compiled program using the provided code.

#### Parameters

|                 |   |
|-----------------|---|
| <i>code</i>     | The code to be compiled.                  |
| <i>codeType</i> | Whether the code is a Script or Template. |
| <i>tang</i>     | A pointer to the base Tang class.         |

### 5.55.3.2 Program() [2/2]

```
Program::Program (
    std::istream & code,
    Program::CodeType codeType,
    std::shared_ptr< Tang::TangBase > tang )
```

Create a compiled program using the provided code.

#### Parameters

|                 |   |
|-----------------|---|
| <i>code</i>     | An istream to the code to be compiled.    |
| <i>codeType</i> | Whether the code is a Script or Template. |
| <i>tang</i>     | A pointer to the base Tang class.         |

## 5.55.4 Member Function Documentation

### 5.55.4.1 addBreak()

```
void Program::addBreak (
    size_t location )
```

Add the Bytecode location of a `break` statement, to be set when the final target is known at a later time.

#### Parameters

|                 |   |
|-----------------|---|
| <i>location</i> | The offset location of the <code>break</code> bytecode. |
|-----------------|---|

#### 5.55.4.2 addBytecode()

```
size_t Program::addBytecode (
    Tang::uinteger_t op )
```

Add a Tang::uinteger\_t to the Bytecode.

##### Parameters

|           |                                   |
|-----------|-----------------------------------|
| <i>op</i> | The value to add to the Bytecode. |
|-----------|-----------------------------------|

##### Returns

The size of the bytecode structure.

#### 5.55.4.3 addContinue()

```
void Program::addContinue (
    size_t location )
```

Add the Bytecode location of a `continue` statement, to be set when the final target is known at a later time.

##### Parameters

|                 |  |
|-----------------|--|
| <i>location</i> | The offset location of the <code>continue</code> bytecode. |
|-----------------|--|

#### 5.55.4.4 addIdentifier()

```
void Program::addIdentifier (
    const std::string & name,
    std::optional< size_t > position = {} )
```

Add an identifier to the environment.

##### Parameters

|                 |  |
|-----------------|--|
| <i>name</i>     | The variable to add to the environment.                    |
| <i>position</i> | If provided, the desired position to place the identifier. |

#### 5.55.4.5 addIdentifierAssigned()

```
void Program::addIdentifierAssigned (
    const std::string & name )
```

Indicate that an identifier will be altered within the associated scope.

##### Parameters

|             |                      |
|-------------|----------------------|
| <i>name</i> | The identifier name. |
|-------------|----------------------|

#### 5.55.4.6 addLibraryAlias()

```
void Program::addLibraryAlias (
    const std::string & name )
```

Add a library alias to the environment.

##### Parameters

|             |  |
|-------------|--|
| <i>name</i> | The library alias to add to the environment. |
|-------------|--|

#### 5.55.4.7 addString()

```
void Program::addString (
    const std::string & name,
    UnicodeString::Type type )
```

Add a string to the environment.

##### Parameters

|             |  |
|-------------|--|
| <i>name</i> | The variable to add to the environment.                |
| <i>type</i> | The <a href="#">UnicodeString::Type</a> of the string. |

#### 5.55.4.8 dumpBytecode()

```
string Program::dumpBytecode ( ) const
```

Get the OpCodes of the compiled program, formatted like Assembly.

**Returns**

A string containing the Opcode representation.

**5.55.4.9 execute() [1/2]**

```
Context Program::execute ( )
```

Execute the program's Bytecode, and return the execution [Context](#).

A default ContextData will be generated for the execution.

**Returns**

The execution [Context](#).

**5.55.4.10 execute() [2/2]**

```
Context Program::execute ( ContextData && data )
```

Execute the program's Bytecode, and return the execution [Context](#).

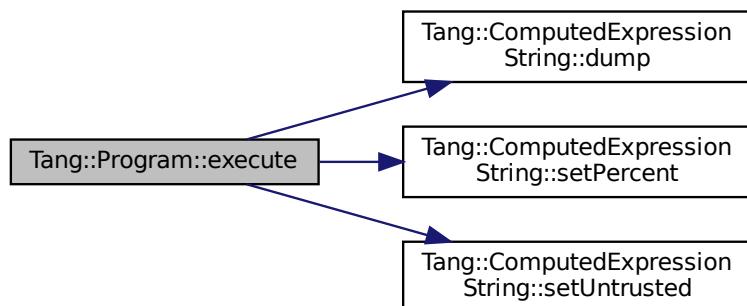
**Parameters**

|                   |  |
|-------------------|--|
| <code>data</code> | The default data to be made available to the execution <a href="#">Context</a> . |
|-------------------|--|

**Returns**

The execution [Context](#).

Here is the call graph for this function:



#### 5.55.4.11 `getAnnotations()`

```
const map< size_t, string > & Program::getAnnotations ( ) const
```

Get the bytecode annotations.

##### Returns

A map of bytecode offsets to their associated annotation.

#### 5.55.4.12 `getAst()`

```
optional< const shared_ptr< AstNode > > Program::getAst ( ) const
```

Get the AST that was generated by the parser.

The parser may have failed, so the return is an `optional<>` type. If the compilation failed, check `Program::error`.

##### Returns

A pointer to the AST, if it exists.

#### 5.55.4.13 `getBytecode()`

```
const Bytecode & Program::getBytecode ( )
```

Get the Bytecode vector.

##### Returns

The Bytecode vector.

#### 5.55.4.14 `getCode()`

```
string Program::getCode ( ) const
```

Get the code that was provided when the `Program` was created.

##### Returns

The source code from which the `Program` was created.

#### 5.55.4.15 `getIdentifiers()`

```
const map< string, size_t > & Program::getIdentifiers ( ) const
```

Get the identifier map of the current environment.

##### Returns

A map of each identifier name to its stack position within the current environment.

#### 5.55.4.16 `getIdentifiersAssigned()`

```
const set< string > & Program::getIdentifiersAssigned ( ) const
```

Get the set of identifiers that will be assigned in the current scope.

##### Returns

A set of identifier names that have been identified as the target of an assignment operator within the current scope.

#### 5.55.4.17 `getLibraryAliases()`

```
const map< string, uinteger_t > & Program::getLibraryAliases ( ) const
```

Get the library alias map of the current environment.

##### Returns

A map of each library alias to its stack position within the current environment.

#### 5.55.4.18 `getResult()`

```
optional< const GarbageCollected > Program::getResult ( ) const
```

Get the result of the [Program](#) execution, if it exists.

##### Returns

The result of the [Program](#) execution, if it exists.

#### 5.55.4.19 `getStrings()`

```
const map< pair< string, UnicodeString::Type >, size_t > & Program::getStrings ( ) const
```

Get the string map of the current environment.

##### Returns

A map of each identifier name to its stack position within the current environment.

#### 5.55.4.20 `popBreakStack()`

```
void Program::popBreakStack (
    size_t target )
```

For all continue bytecode locations collected by Tang::addContinue, set the target pc to target.

##### Parameters

|               |  |
|---------------|--|
| <i>target</i> | The target bytecode offset that the continue should jump to. |
|---------------|--|

Here is the call graph for this function:



#### 5.55.4.21 `popContinueStack()`

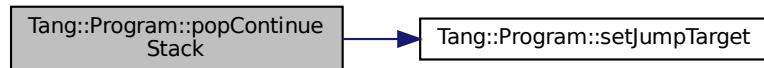
```
void Program::popContinueStack (
    size_t target )
```

For all continue bytecode locations collected by Tang::addContinue, set the target pc to target.

##### Parameters

|               |  |
|---------------|--|
| <i>target</i> | The target bytecode offset that the continue should jump to. |
|---------------|--|

Here is the call graph for this function:



#### 5.55.4.22 pushEnvironment()

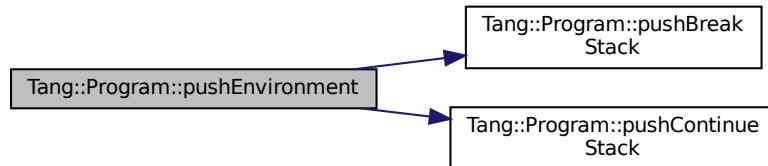
```
void Program::pushEnvironment (
    const std::shared_ptr< AstNode > & ast )
```

Create a new compile/execute environment stack entry.

##### Parameters

|                  |  |
|------------------|--|
| <code>ast</code> | The ast node from which this new environment will be formed. |
|------------------|--|

Here is the call graph for this function:



#### 5.55.4.23 setAnnotation()

```
void Program::setAnnotation (
    size_t offset,
    const std::string & annotation )
```

Set a bytecode annotation.

##### Parameters

|                         |   |
|-------------------------|---|
| <code>offset</code>     | The bytecode offset to associate with the annotation. |
| <code>annotation</code> | The annotation for the bytecode offset.               |

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#### 5.55.4.24 setFunctionStackDeclaration()

```
bool Program::setFunctionStackDeclaration (
    size_t opcodeAddress,
    uinteger_t argc,
    uinteger_t targetPC )
```

Set the stack details of a function declaration.

##### Parameters

|                      |  |
|----------------------|--|
| <i>opcodeAddress</i> | The location of the FUNCTION opcode.               |
| <i>argc</i>          | The argument count to set.                         |
| <i>targetPC</i>      | The bytecode address of the start of the function. |

#### 5.55.4.25 setJumpTarget()

```
bool Program::setJumpTarget (
    size_t opcodeAddress,
    Tang::uinteger_t jumpTarget )
```

Set the target address of a Jump opcode.

##### Parameters

|                      |                                     |
|----------------------|-------------------------------------|
| <i>opcodeAddress</i> | The location of the jump statement. |
| <i>jumpTarget</i>    | The address to jump to.             |

##### Returns

Whether or not the jumpTarget was set.

### 5.55.5 Member Data Documentation

#### 5.55.5.1 functionsDeclared

```
std::map<std::string, std::pair<uinteger_t, uinteger_t> > Tang::Program::functionsDeclared
```

Key/value pair of the function declaration information.

The key is the name of the function. The value is a pair of the `argc` value and the `targetPC` value.

The documentation for this class was generated from the following files:

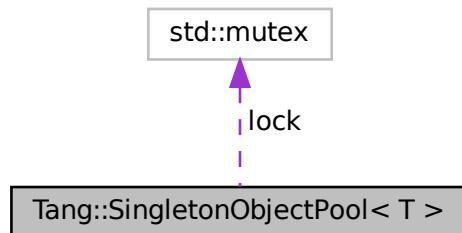
- include/program.hpp
- src/program-analyze.cpp
- src/program-dumpBytecode.cpp
- src/program-execute.cpp
- src/program-optimize.cpp
- src/program.cpp

## 5.56 Tang::SingletonObjectPool< T > Class Template Reference

A thread-safe, singleton object pool of the designated type.

```
#include <singletonObjectPool.hpp>
```

Collaboration diagram for Tang::SingletonObjectPool< T >:



### Public Member Functions

- `T * get ()`  
*Request an uninitialized memory location from the pool for an object T.*
- `void recycle (T *obj)`  
*Recycle a memory location for an object T.*
- `~SingletonObjectPool ()`  
*Destructor.*

### Static Public Member Functions

- `static SingletonObjectPool< T > & getInstance ()`  
*Get the singleton instance of the object pool.*

### Private Member Functions

- `SingletonObjectPool ()`  
*The constructor, hidden from being directly called.*
- `SingletonObjectPool (const SingletonObjectPool &other)`  
*The copy constructor, hidden from being called.*

## Private Attributes

- `T ** allocations`  
*C-array of allocated blocks, each block contains GROW objects.*
- `int currentAllocation`  
*Index into allocations, representing the current block supplying non-recycled memory addresses.*
- `size_t currentIndex`  
*Current location (within the most recently allocated block) of an available T\*.*
- `int currentRecycledAllocation`  
*Index into allocations, representing the current block tracking the recycled memory addresses.*
- `int currentRecycledIndex`  
*Current location (within the currentRecycledAllocation block) of the last available T\*.*

## Static Private Attributes

- `static std::mutex lock`  
*A mutex for thread-safety.*

### 5.56.1 Detailed Description

```
template<class T>
class Tang::SingletonObjectPool< T >
```

A thread-safe, singleton object pool of the designated type.

### 5.56.2 Member Function Documentation

#### 5.56.2.1 get()

```
template<class T >
T* Tang::SingletonObjectPool< T >::get ( ) [inline]
```

Request an uninitialized memory location from the pool for an object T.

#### Returns

An uninitialized memory location for an object T.

### 5.56.2.2 getInstance()

```
template<class T >
static SingletonObjectPool<T>& Tang::SingletonObjectPool< T >::getInstance ( ) [inline],
[static]
```

Get the singleton instance of the object pool.

#### Returns

The singleton instance of the object pool.

### 5.56.2.3 recycle()

```
template<class T >
void Tang::SingletonObjectPool< T >::recycle (
    T * obj ) [inline]
```

Recycle a memory location for an object T.

#### Parameters

|            |                                 |
|------------|---------------------------------|
| <i>obj</i> | The memory location to recycle. |
|------------|---------------------------------|

## 5.56.3 Member Data Documentation

### 5.56.3.1 currentIndex

```
template<class T >
size_t Tang::SingletonObjectPool< T >::currentIndex [private]
```

Current location (within the most recently allocated block) of an available T\*.

If currentIndex == GROW, then a new block needs to be allocated.

### 5.56.3.2 currentRecycledIndex

```
template<class T >
int Tang::SingletonObjectPool< T >::currentRecycledIndex [private]
```

Current location (within the currentRecycledAllocation block) of the last available T\*.

If currentRecycledIndex == GROW, then we must move to the next currentRecycledAllocation.

The documentation for this class was generated from the following file:

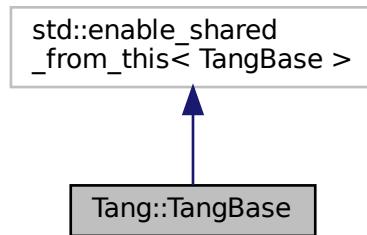
- [include/singletonObjectPool.hpp](#)

## 5.57 Tang::TangBase Class Reference

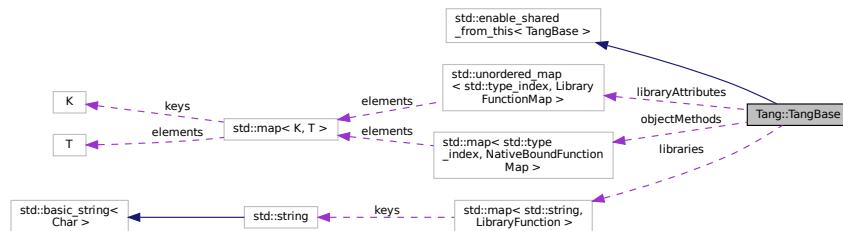
The base class for the Tang programming language.

```
#include <tangBase.hpp>
```

Inheritance diagram for Tang::TangBase:



Collaboration diagram for Tang::TangBase:



### Public Member Functions

- **Program compileScript (const std::string &script)**  
*Compile the provided text as a script and return a Program.*
- **Program compileScript (std::istream &script)**  
*Compile the provided text as a script and return a Program.*
- **Program compileTemplate (const std::string &code)**  
*Compile the provided text as a template and return a Program.*
- **Program compileTemplate (std::istream &code)**  
*Compile the provided text as a template and return a Program.*
- **TangBase ()**  
*The constructor.*
- **std::map< std::type\_index, NativeBoundFunctionMap > & getObjectMethods ()**  
*Get the object methods available to this instance of the base language object.*
- **LibraryFunctionMap & getLibraries ()**  
*Get the libraries available to this instance of the base language object.*
- **std::unordered\_map< std::type\_index, LibraryFunctionMap > & getLibraryAttributes ()**  
*Get the library attributes available to this instance of the base language object.*

## Static Public Member Functions

- static std::shared\_ptr< [TangBase](#) > [make\\_shared\(\)](#)  
*Create an instance of Tang and return a reference to it as a shared pointer.*

## Private Attributes

- std::map< std::type\_index, NativeBoundFunctionMap > [objectMethods](#)  
*Store the available object methods.*
- [LibraryFunctionMap](#) [libraries](#)  
*Store the available libraries.*
- std::unordered\_map< std::type\_index, LibraryFunctionMap > [libraryAttributes](#)  
*Store the available library attributes.*

### 5.57.1 Detailed Description

The base class for the Tang programming language.

This class is the fundamental starting point to compile and execute a Tang program. It may be considered in three parts:

1. It acts as an extendable interface through which additional "library" functions can be added to the language.  
It is intentionally designed that each instance of [TangBase](#) will have its own library functions.
2. It provides methods to compile scripts and templates, resulting in a [Program](#) object.
3. The [Program](#) object may then be executed, providing instance-specific context information (*i.e.*, state).

### 5.57.2 Constructor & Destructor Documentation

#### 5.57.2.1 [TangBase\(\)](#)

```
TangBase::TangBase ( )
```

The constructor.

This function should never be called directly. Rather, always use the [Tang::TangBase::make\\_shared\(\)](#) static method, which supplies the shared pointer necessary for creation of [Program](#) objects.

### 5.57.3 Member Function Documentation

#### 5.57.3.1 [compileScript\(\) \[1/2\]](#)

```
Program TangBase::compileScript (
    const std::string & script )
```

Compile the provided text as a script and return a [Program](#).

**Parameters**

|                     |                                 |
|---------------------|---------------------------------|
| <code>script</code> | The Tang script to be compiled. |
|---------------------|---------------------------------|

**Returns**

The [Program](#) object representing the compiled script.

**5.57.3.2 compileScript() [2/2]**

```
Program TangBase::compileScript (
    std::istream & script )
```

Compile the provided text as a script and return a [Program](#).

**Parameters**

|                     |   |
|---------------------|---|
| <code>script</code> | An istream to the Tang script to be compiled. |
|---------------------|---|

**Returns**

The [Program](#) object representing the compiled script.

**5.57.3.3 compileTemplate() [1/2]**

```
Program TangBase::compileTemplate (
    const std::string & code )
```

Compile the provided text as a template and return a [Program](#).

**Parameters**

|                   |                                   |
|-------------------|-----------------------------------|
| <code>code</code> | The Tang template to be compiled. |
|-------------------|-----------------------------------|

**Returns**

The [Program](#) object representing the compiled template.

**5.57.3.4 compileTemplate() [2/2]**

```
Program TangBase::compileTemplate (
    std::istream & code )
```

Compile the provided text as a template and return a [Program](#).

**Parameters**

|                   |   |
|-------------------|---|
| <code>code</code> | An istream to the Tang template to be compiled. |
|-------------------|---|

**Returns**

The [Program](#) object representing the compiled template.

### 5.57.3.5 `make_shared()`

```
shared_ptr< TangBase > TangBase::make_shared ( ) [static]
```

Create an instance of Tang and return a reference to it as a shared pointer.

**Returns**

A shared pointer to the base Tang object.

The documentation for this class was generated from the following files:

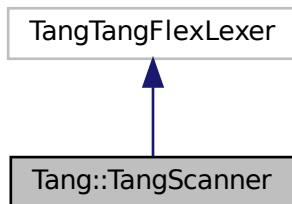
- [include/tangBase.hpp](#)
- [src/tangBase.cpp](#)

## 5.58 Tang::TangScanner Class Reference

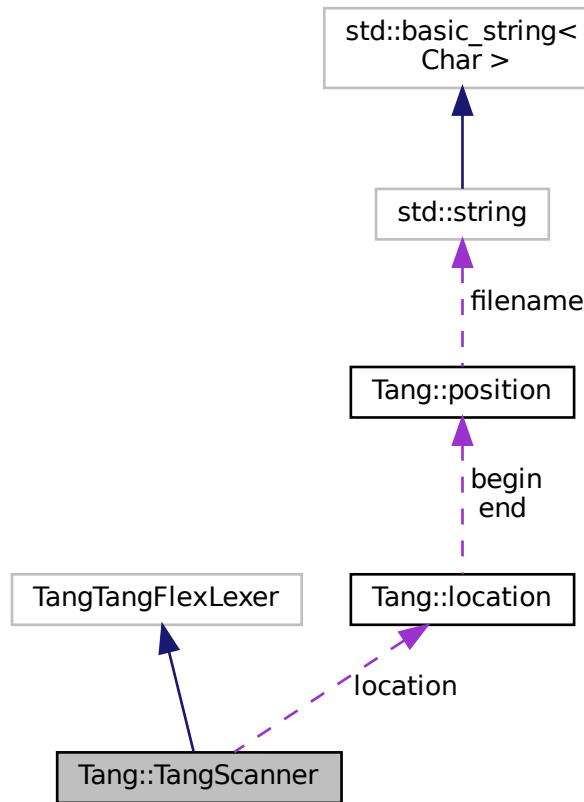
The Flex lexer class for the main Tang language.

```
#include <tangScanner.hpp>
```

Inheritance diagram for Tang::TangScanner:



Collaboration diagram for Tang::TangScanner:



## Public Member Functions

- [TangScanner \(std::istream &arg\\_yyin, std::ostream &arg\\_yyout\)](#)  
*The constructor for the Scanner.*
- [virtual Tang::TangParser::symbol\\_type get\\_next\\_token \(\)](#)  
*A pass-through function that we supply so that we can provide a Bison 3 token return type instead of the int that is returned by the default class configuration.*
- [void setModeTemplate \(\)](#)  
*Helper function to set the scanner to template parsing mode.*

## Private Attributes

- [Tang::location location](#)  
*The location information of the token that is identified.*

### 5.58.1 Detailed Description

The Flex lexer class for the main Tang language.

Flex requires that our lexer class inherit from yyFlexLexer, an "intermediate" class whose real name is "TangTangFlexLexer". We are subclassing it so that we can override the return type of [get\\_next\\_token\(\)](#), for compatibility with Bison 3 tokens.

## 5.58.2 Constructor & Destructor Documentation

### 5.58.2.1 TangScanner()

```
Tang::TangScanner::TangScanner (
    std::istream & arg_yyin,
    std::ostream & arg_yyout ) [inline]
```

The constructor for the Scanner.

The design of the Flex lexer is to tokenize the contents of an input stream, and to write any error messages to an output stream. In our implementation, however, errors are returned differently, so the output stream is never used. Its presence is retained, however, in case it is needed in the future.

For now, the general approach should be to supply the input as a string stream, and to use `std::cout` as the output.

#### Parameters

|                        |  |
|------------------------|--|
| <code>arg_yyin</code>  | The input stream to be tokenized       |
| <code>arg_yyout</code> | The output stream (not currently used) |

## 5.58.3 Member Function Documentation

### 5.58.3.1 get\_next\_token()

```
virtual Tang::TangParser::symbol_type Tang::TangScanner::get_next_token ( ) [virtual]
```

A pass-through function that we supply so that we can provide a Bison 3 token return type instead of the `int` that is returned by the default class configuration.

#### Returns

A Bison 3 token representing the lexeme that was recognized.

The documentation for this class was generated from the following file:

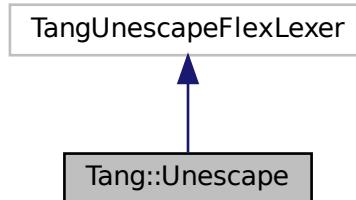
- [include/tangScanner.hpp](#)

## 5.59 Tang::Unescape Class Reference

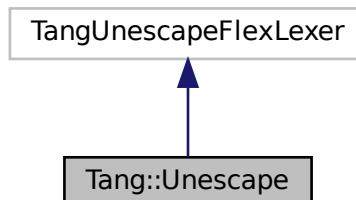
The Flex lexer class for the main Tang language.

```
#include <unescape.hpp>
```

Inheritance diagram for Tang::Unescape:



Collaboration diagram for Tang::Unescape:



### Public Member Functions

- [Unescape](#) (std::istream &arg\_yyin, std::ostream &arg\_yyout)  
*The constructor for the Scanner.*
- virtual std::string [get\\_next\\_token](#) ()  
*Extract the next token from the input string.*

#### 5.59.1 Detailed Description

The Flex lexer class for the main Tang language.

Flex requires that our lexer class inherit from yyFlexLexer, an "intermediate" class whose real name is "TangTang←FlexLexer". We are subclassing it so that we can override the return type of [get\\_next\\_token\(\)](#), for compatibility with Bison 3 tokens.

## 5.59.2 Constructor & Destructor Documentation

### 5.59.2.1 Unescape()

```
Tang::Unescape::Unescape (
    std::istream & arg_yyin,
    std::ostream & arg_yyout ) [inline]
```

The constructor for the Scanner.

The design of the Flex lexer is to tokenize the contents of an input stream, and to write any error messages to an output stream. In our implementation, however, errors are returned differently, so the output stream is never used. Its presence is retained, however, in case it is needed in the future.

For now, the general approach should be to supply the input as a string stream, and to use `std::cout` as the output.

#### Parameters

|                        |  |
|------------------------|--|
| <code>arg_yyin</code>  | The input stream to be tokenized       |
| <code>arg_yyout</code> | The output stream (not currently used) |

## 5.59.3 Member Function Documentation

### 5.59.3.1 get\_next\_token()

```
virtual std::string Tang::Unescape::get_next_token ( ) [virtual]
```

Extract the next token from the input string.

#### Returns

The next unescaped character.

The documentation for this class was generated from the following file:

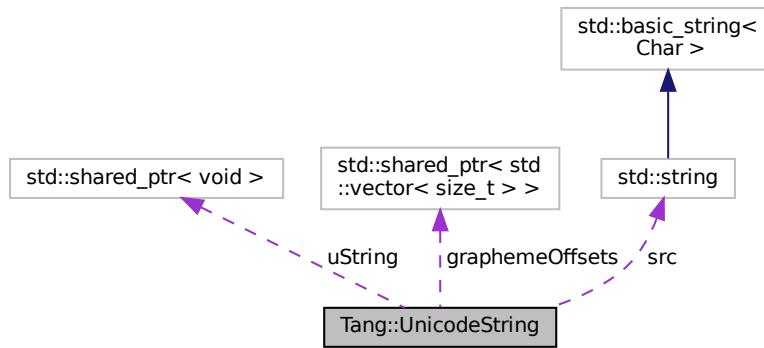
- [include/unescape.hpp](#)

## 5.60 Tang::UnicodeString Class Reference

Represents a UTF-8 encoded string that is Unicode-aware.

```
#include <unicodeString.hpp>
```

Collaboration diagram for Tang::UnicodeString:



### Public Types

- enum `Type` { `Trusted` , `Untrusted` , `Percent` }
- The types of string being created.*

### Public Member Functions

- `UnicodeString ()`  
*Construct an empty `Tang::UnicodeString` object, which acts as the interface to the ICU library.*
- `UnicodeString (const UnicodeString &source)`  
*Construct a `Tang::UnicodeString` object, from an existing `Tang::UnicodeString`.*
- `UnicodeString (const std::string &source)`  
*Construct a `Tang::UnicodeString` object, from an existing `std::string`.*
- `std::string substr (size_t position, size_t length) const`  
*Return a Unicode grapheme-aware substring.*
- `bool operator== (const UnicodeString &rhs) const`  
*Compare two `UnicodeString`s.*
- `bool operator< (const UnicodeString &rhs) const`  
*Compare two `UnicodeString`s.*
- `UnicodeString operator+ (const UnicodeString &rhs) const`  
*Create a new `UnicodeString` that is the concatenation of two `UnicodeString`s.*
- `UnicodeString & operator+= (const UnicodeString &rhs)`  
*Concatenate the `rhs` `UnicodeString` to the current `UnicodeString`.*
- `operator std::string () const`  
*Cast the current `UnicodeString` object to a `std::string`, UTF-8 encoded.*
- `size_t length () const`

- `size_t bytesLength () const`  
*Return the length of the [UnicodeString](#) in graphemes.*
- `std::string render () const`  
*Return the length of the [UnicodeString](#) in bytes.*
- `std::string renderAsHtml () const`  
*Render the string in with dangerous characters HTML encoded, if the string is [UnicodeString::Type::Untrusted](#).*
- `std::string renderAscii () const`  
*Render the string in with all characters converted to an ASCII representation.*
- `void setUntrusted ()`  
*Set the string as [UnicodeString::Type::Untrusted](#).*
- `void setPercent ()`  
*Set the string as [UnicodeString::Type::Percent](#).*

## Private Member Functions

- `void generateCachedValues () const`  
*Calculate cachable values for the object.*

## Private Attributes

- `std::string src`  
*The UTF-8 encoded string.*
- `UnicodeString::Type type`  
*The type of string being stored.*
- `std::shared_ptr< std::vector< size_t > > graphemeOffsets`  
*Cache of the grapheme offsets, if they happen to be calculated.*
- `std::shared_ptr< void > uString`  
*Cache of the ICU Unicode string.*

### 5.60.1 Detailed Description

Represents a UTF-8 encoded string that is Unicode-aware.

This class serves as the interface between the Tang language and the ICU library.

### 5.60.2 Member Enumeration Documentation

#### 5.60.2.1 Type

```
enum Tang::UnicodeString::Type
```

The types of string being created.

**Enumerator**

|           |                                      |
|-----------|--------------------------------------|
| Trusted   | String is from a trusted source.     |
| Untrusted | String is not from a trusted source. |
| Percent   | String is to be percent encoded.     |

**5.60.3 Member Function Documentation****5.60.3.1 bytesLength()**

```
size_t UnicodeString::bytesLength () const
```

Return the length of the [UnicodeString](#) in bytes.

Note: this is *not* the number of codepoints or graphemes, but is the actual number of bytes in memory.

**Returns**

Returns the length of the [UnicodeString](#) in bytes.

**5.60.3.2 length()**

```
size_t UnicodeString::length () const
```

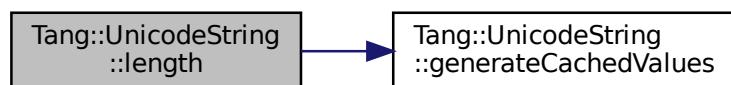
Return the length of the [UnicodeString](#) in graphemes.

Note: this is *not* the number of bytes, chars, or codepoints, but is the length in graphemes, as defined by ICU.

**Returns**

Returns the length of the [UnicodeString](#) in graphemes.

Here is the call graph for this function:



### 5.60.3.3 operator std::string()

```
UnicodeString::operator std::string ( ) const
```

Cast the current [UnicodeString](#) object to a std::string, UTF-8 encoded.

#### Returns

Returns the std::string version of the [UnicodeString](#).

### 5.60.3.4 operator+()

```
UnicodeString UnicodeString::operator+ (
    const UnicodeString & rhs ) const
```

Create a new [UnicodeString](#) that is the concatenation of two UnicodeStrings.

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The string to append to the current object string. |
|------------|--|

#### Returns

Returns the result of the concatenation.

### 5.60.3.5 operator+=()

```
UnicodeString & UnicodeString::operator+= (
    const UnicodeString & rhs )
```

Concatenate the *rhs* [UnicodeString](#) to the current [UnicodeString](#).

#### Parameters

|            |  |
|------------|--|
| <i>rhs</i> | The string to append to the current object string. |
|------------|--|

#### Returns

Returns the result of the concatenation.

### 5.60.3.6 operator<()

```
bool UnicodeString::operator< (
    const UnicodeString & rhs ) const
```

Compare two UnicodeStrings.

#### Parameters

|            |                                |
|------------|--------------------------------|
| <i>rhs</i> | The string to compare against. |
|------------|--------------------------------|

#### Returns

Returns true if the rhs string is greater than or equal to the object string.

### 5.60.3.7 operator==( )

```
bool UnicodeString::operator== (
    const UnicodeString & rhs ) const
```

Compare two UnicodeStrings.

#### Parameters

|            |                                |
|------------|--------------------------------|
| <i>rhs</i> | The string to compare against. |
|------------|--------------------------------|

#### Returns

Returns true if the two strings are equal.

### 5.60.3.8 render()

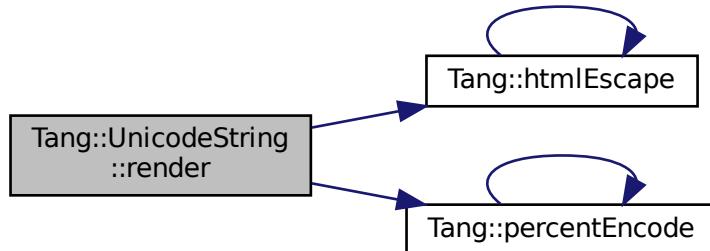
```
string UnicodeString::render ( ) const
```

Render the string in with dangerous characters HTML encoded, if the string is UnicodeString::Type::Untrusted.

**Returns**

The rendered string, according to its type.

Here is the call graph for this function:

**5.60.3.9 renderAscii()**

```
string UnicodeString::renderAscii () const
```

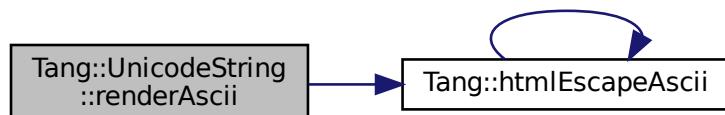
Render the string in with all characters converted to an ASCII representation.

The dangerous characters will not be HTML encoded, if the string is `UnicodeString::Type::Trusted`.

**Returns**

The rendered string, according to its type.

Here is the call graph for this function:

**5.60.3.10 substr()**

```
std::string UnicodeString::substr (
    size_t position,
    size_t length ) const
```

Return a Unicode grapheme-aware substring.

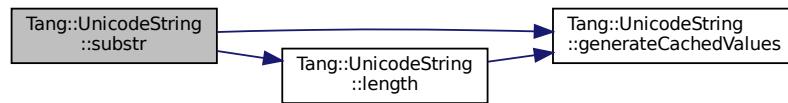
**Parameters**

|                 |   |
|-----------------|---|
| <i>position</i> | The 0-based position of the first grapheme. |
| <i>length</i>   | The maximum number of graphemes to return.  |

**Returns**

The requested substring.

Here is the call graph for this function:



The documentation for this class was generated from the following files:

- include/unicodeString.hpp
- src/unicodeString.cpp



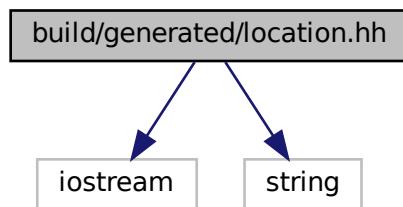
# Chapter 6

## File Documentation

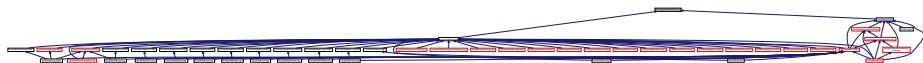
### 6.1 build/generated/location.hh File Reference

Define the Tang ::location class.

```
#include <iostream>
#include <string>
Include dependency graph for location.hh:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::position](#)  
*A point in a source file.*
- class [Tang::location](#)  
*Two points in a source file.*

## Macros

- `#define YY_NULLPTR ((void*)0)`

## Functions

- `position & Tang::operator+= (position &res, position::counter_type width)`  
*Add width columns, in place.*
- `position Tang::operator+ (position res, position::counter_type width)`  
*Add width columns.*
- `position & Tang::operator-= (position &res, position::counter_type width)`  
*Subtract width columns, in place.*
- `position Tang::operator- (position res, position::counter_type width)`  
*Subtract width columns.*
- `template<typename YYChar >`  
`std::basic_ostream< YYChar > & Tang::operator<< (std::basic_ostream< YYChar > &ostr, const position &pos)`  
*Intercept output stream redirection.*
- `location & Tang::operator+= (location &res, const location &end)`  
*Join two locations, in place.*
- `location Tang::operator+ (location res, const location &end)`  
*Join two locations.*
- `location & Tang::operator+= (location &res, location::counter_type width)`  
*Add width columns to the end position, in place.*
- `location Tang::operator+ (location res, location::counter_type width)`  
*Add width columns to the end position.*
- `location & Tang::operator-= (location &res, location::counter_type width)`  
*Subtract width columns to the end position, in place.*
- `location Tang::operator- (location res, location::counter_type width)`  
*Subtract width columns to the end position.*
- `template<typename YYChar >`  
`std::basic_ostream< YYChar > & Tang::operator<< (std::basic_ostream< YYChar > &ostr, const location &loc)`  
*Intercept output stream redirection.*

### 6.1.1 Detailed Description

Define the Tang ::location class.

### 6.1.2 Function Documentation

#### 6.1.2.1 operator<<() [1/2]

```
template<typename YYChar >
std::basic_ostream<YYChar>& Tang::operator<< (
    std::basic_ostream< YYChar > & ostr,
    const location & loc )
```

Intercept output stream redirection.

### Parameters

|             |   |
|-------------|---|
| <i>ostr</i> | the destination output stream           |
| <i>loc</i>  | a reference to the location to redirect |

Avoid duplicate information.

### 6.1.2.2 operator<<() [2/2]

```
template<typename YYChar >
std::basic_ostream<YYChar>& Tang::operator<< (
    std::basic_ostream< YYChar > & ostr,
    const position & pos )
```

Intercept output stream redirection.

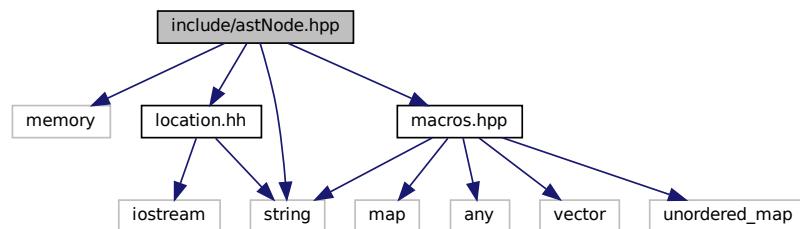
### Parameters

|             |   |
|-------------|---|
| <i>ostr</i> | the destination output stream           |
| <i>pos</i>  | a reference to the position to redirect |

## 6.2 include/astNode.hpp File Reference

Declare the [Tang::AstNode](#) base class.

```
#include <memory>
#include <string>
#include "location.hh"
#include "macros.hpp"
Include dependency graph for astNode.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::AstNode](#)  
*Base class for representing nodes of an Abstract Syntax Tree (AST).*

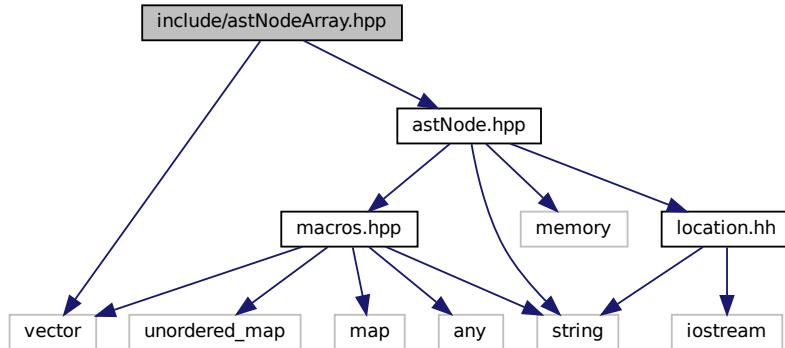
### 6.2.1 Detailed Description

Declare the [Tang::AstNode](#) base class.

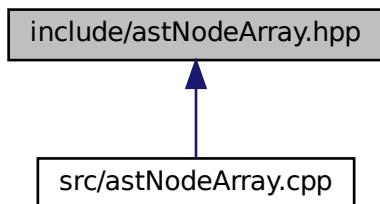
## 6.3 include/astNodeArray.hpp File Reference

Declare the [Tang::AstNodeArray](#) class.

```
#include <vector>
#include "astNode.hpp"
Include dependency graph for astNodeArray.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::AstNodeArray](#)  
*An [AstNode](#) that represents an array literal.*

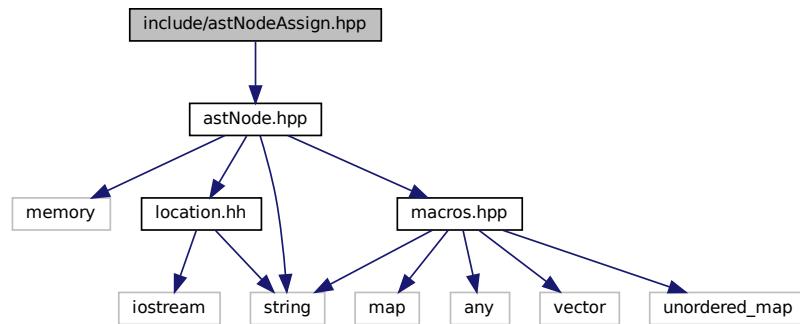
### 6.3.1 Detailed Description

Declare the [Tang::AstNodeArray](#) class.

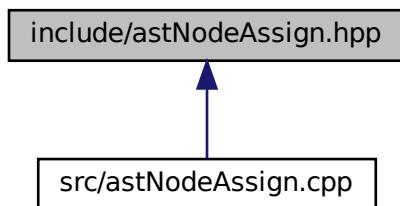
## 6.4 include/astNodeAssign.hpp File Reference

Declare the [Tang::AstNodeAssign](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeAssign.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::AstNodeAssign](#)  
*An [AstNode](#) that represents a binary expression.*

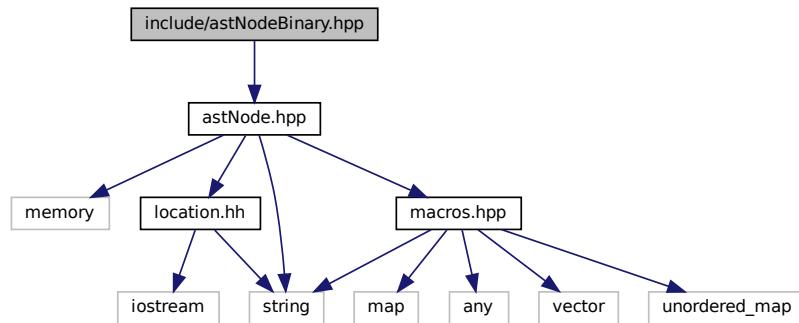
### 6.4.1 Detailed Description

Declare the [Tang::AstNodeAssign](#) class.

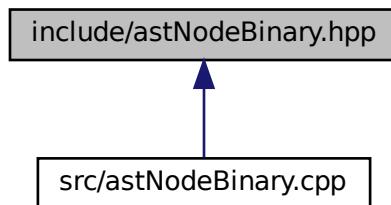
## 6.5 include/astNodeBinary.hpp File Reference

Declare the [Tang::AstNodeBinary](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeBinary.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::AstNodeBinary](#)  
*An `AstNode` that represents a binary expression.*

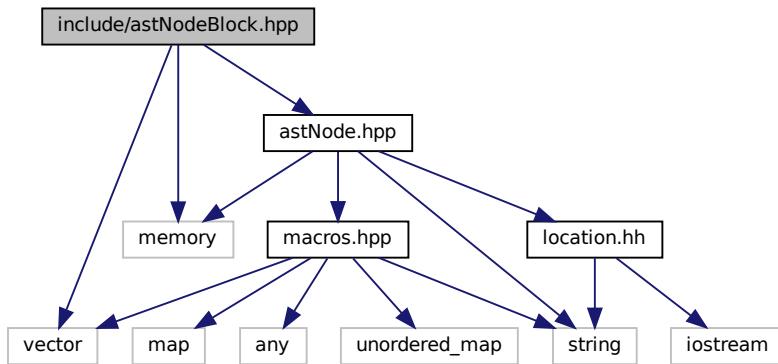
### 6.5.1 Detailed Description

Declare the [Tang::AstNodeBinary](#) class.

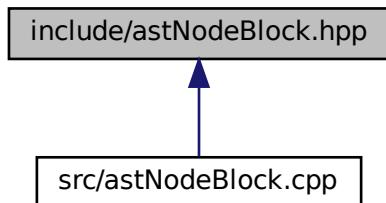
## 6.6 include/astNodeBlock.hpp File Reference

Declare the [Tang::AstNodeBlock](#) class.

```
#include <vector>
#include <memory>
#include "astNode.hpp"
Include dependency graph for astNodeBlock.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodeBlock](#)  
*An `AstNode` that represents a code block.*

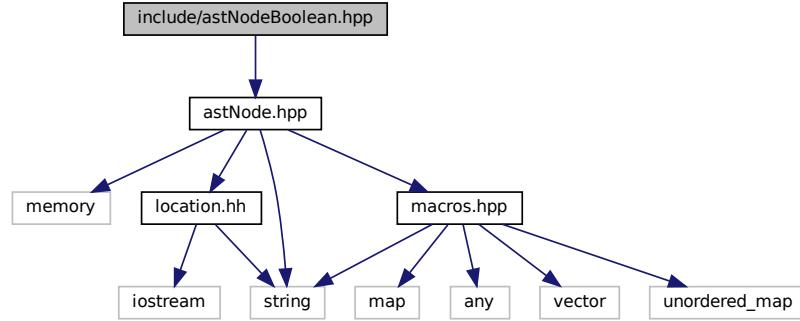
#### 6.6.1 Detailed Description

Declare the [Tang::AstNodeBlock](#) class.

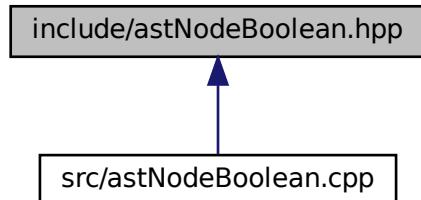
## 6.7 include/astNodeBoolean.hpp File Reference

Declare the [Tang::AstNodeBoolean](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeBoolean.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::AstNodeBoolean](#)  
*An `AstNode` that represents a boolean literal.*

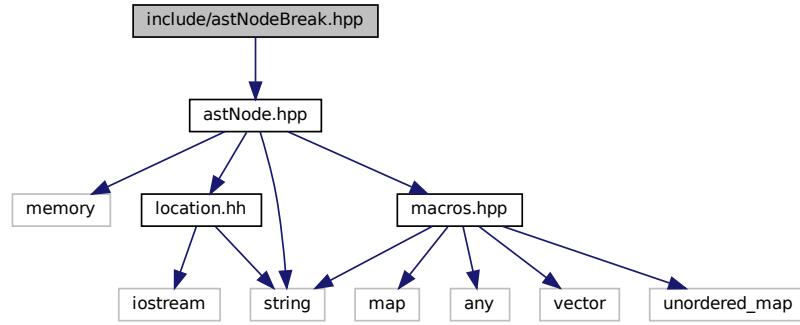
### 6.7.1 Detailed Description

Declare the [Tang::AstNodeBoolean](#) class.

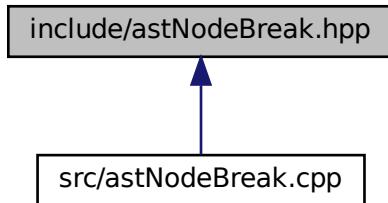
## 6.8 include/astNodeBreak.hpp File Reference

Declare the [Tang::AstNodeBreak](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeBreak.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::AstNodeBreak](#)  
*An `AstNode` that represents a `break` statement.*

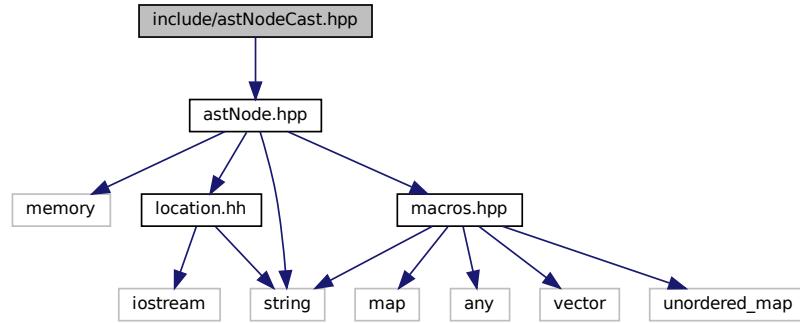
### 6.8.1 Detailed Description

Declare the [Tang::AstNodeBreak](#) class.

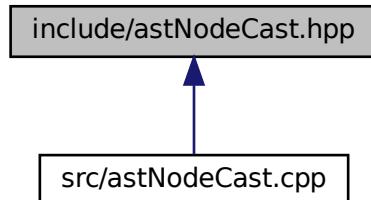
## 6.9 include/astNodeCast.hpp File Reference

Declare the [Tang::AstNodeCast](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeCast.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodeCast](#)  
*An `AstNode` that represents a typecast of an expression.*

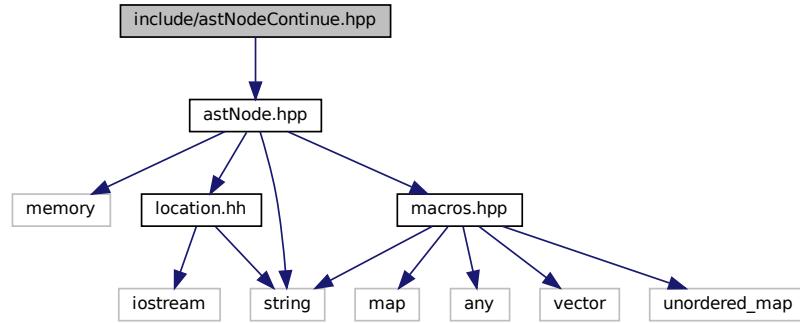
#### 6.9.1 Detailed Description

Declare the [Tang::AstNodeCast](#) class.

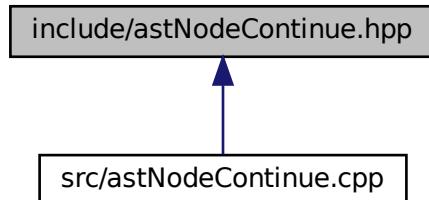
## 6.10 include/astNodeContinue.hpp File Reference

Declare the [Tang::AstNodeContinue](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeContinue.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodeContinue](#)  
*An `AstNode` that represents a `continue` statement.*

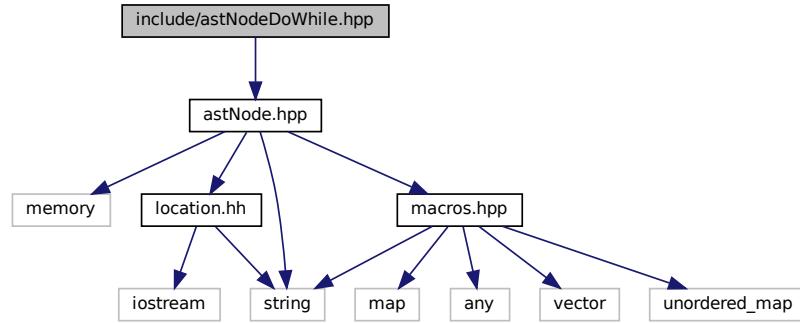
#### 6.10.1 Detailed Description

Declare the [Tang::AstNodeContinue](#) class.

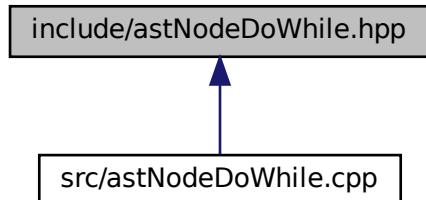
## 6.11 include/astNodeDoWhile.hpp File Reference

Declare the [Tang::AstNodeDoWhile](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeDoWhile.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodeDoWhile](#)  
*An `AstNode` that represents a do..while statement.*

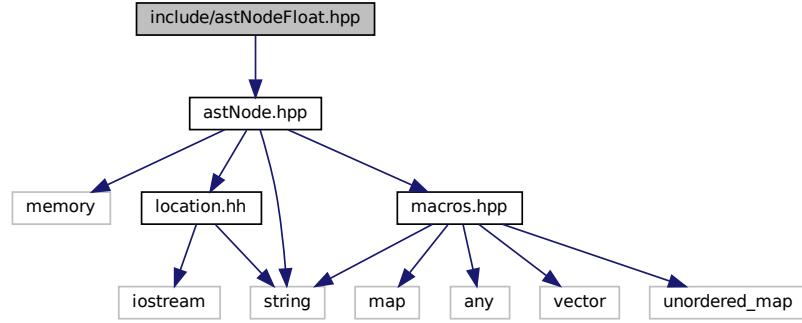
#### 6.11.1 Detailed Description

Declare the [Tang::AstNodeDoWhile](#) class.

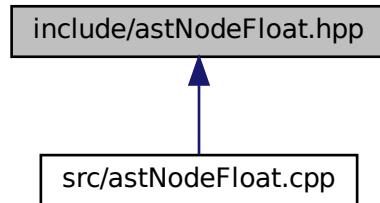
## 6.12 include/astNodeFloat.hpp File Reference

Declare the [Tang::AstNodeFloat](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeFloat.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::AstNodeFloat](#)  
*An `AstNode` that represents an float literal.*

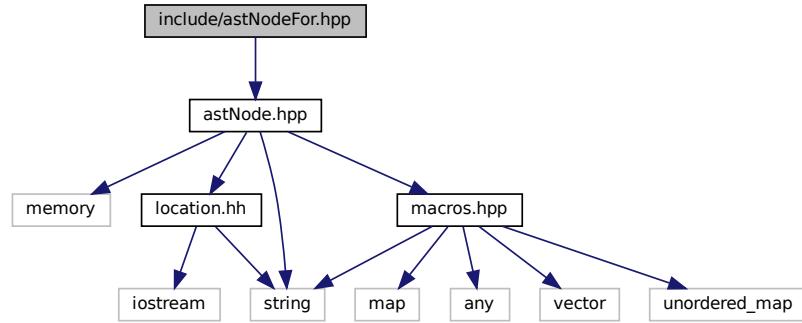
### 6.12.1 Detailed Description

Declare the [Tang::AstNodeFloat](#) class.

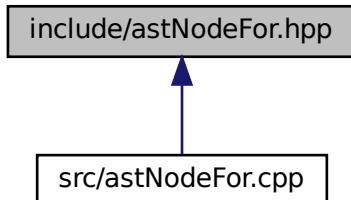
## 6.13 include/astNodeFor.hpp File Reference

Declare the [Tang::AstNodeFor](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeFor.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodeFor](#)  
*An `AstNode` that represents an if() statement.*

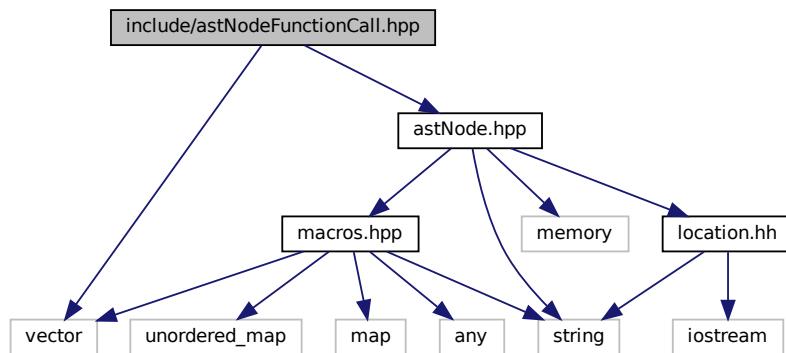
#### 6.13.1 Detailed Description

Declare the [Tang::AstNodeFor](#) class.

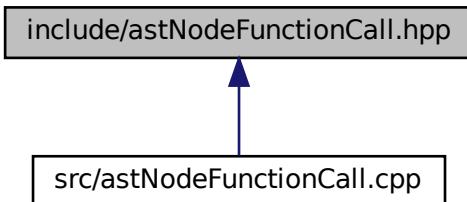
## 6.14 include/astNodeFunctionCall.hpp File Reference

Declare the [Tang::AstNodeFunctionCall](#) class.

```
#include <vector>
#include "astNode.hpp"
Include dependency graph for astNodeFunctionCall.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodeFunctionCall](#)  
*An `AstNode` that represents a function call.*

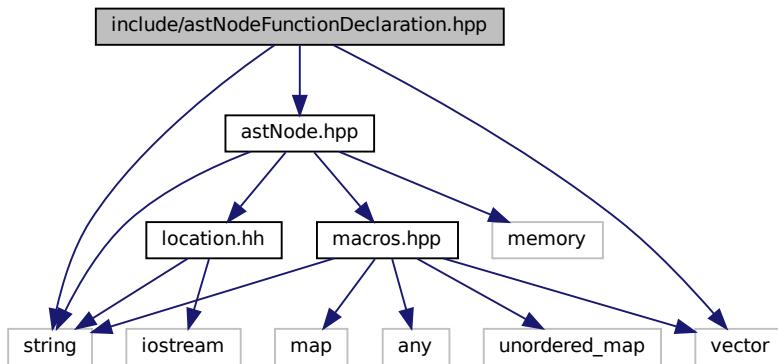
#### 6.14.1 Detailed Description

Declare the [Tang::AstNodeFunctionCall](#) class.

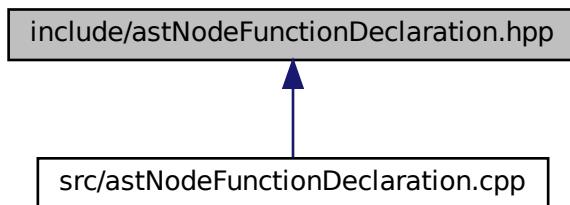
## 6.15 include/astNodeFunctionDeclaration.hpp File Reference

Declare the [Tang::AstNodeFunctionDeclaration](#) class.

```
#include <string>
#include <vector>
#include "astNode.hpp"
Include dependency graph for astNodeFunctionDeclaration.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodeFunctionDeclaration](#)  
*An `AstNode` that represents a function declaration.*

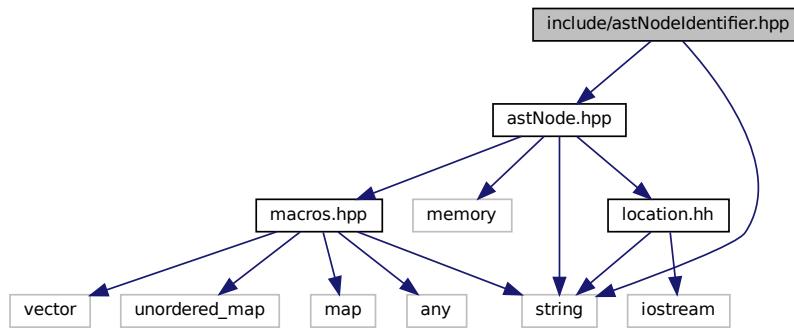
#### 6.15.1 Detailed Description

Declare the [Tang::AstNodeFunctionDeclaration](#) class.

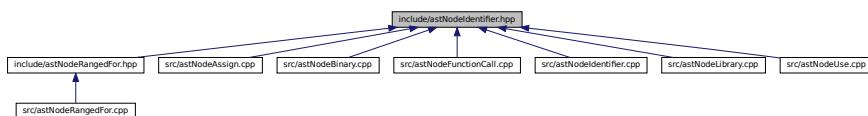
## 6.16 include/astNodentifier.hpp File Reference

Declare the [Tang::AstNodentifier](#) class.

```
#include <string>
#include "astNode.hpp"
Include dependency graph for astNodentifier.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::AstNodentifier](#)  
*An [AstNode](#) that represents an identifier.*

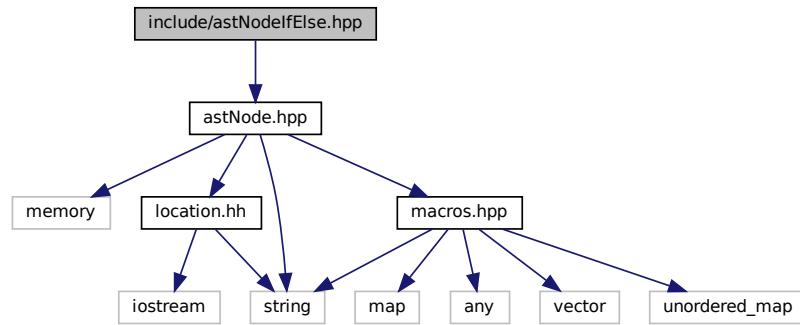
### 6.16.1 Detailed Description

Declare the [Tang::AstNodentifier](#) class.

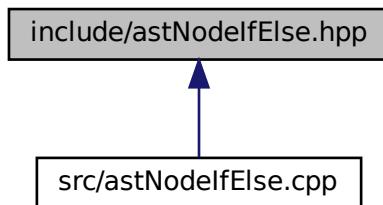
## 6.17 include/astNodelfElse.hpp File Reference

Declare the [Tang::AstNodelfElse](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeIfElse.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::AstNodeIfElse](#)  
*An `AstNode` that represents an if..else statement.*

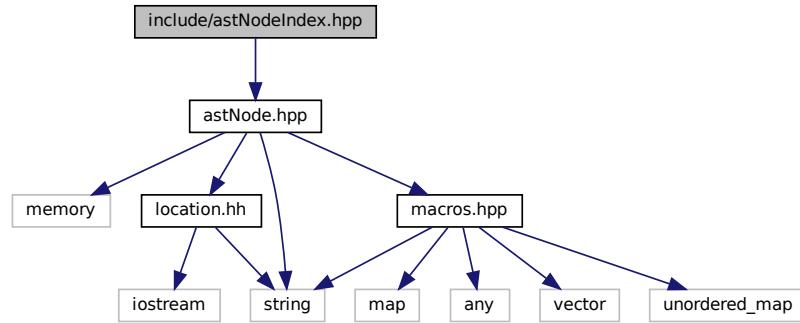
### 6.17.1 Detailed Description

Declare the [Tang::AstNodeIfElse](#) class.

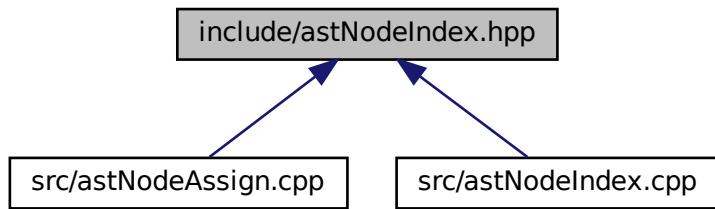
## 6.18 include/astNodeIndex.hpp File Reference

Declare the [Tang::AstNodeIndex](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeIndex.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::AstNodeIndex](#)  
*An `AstNode` that represents an index into a collection.*

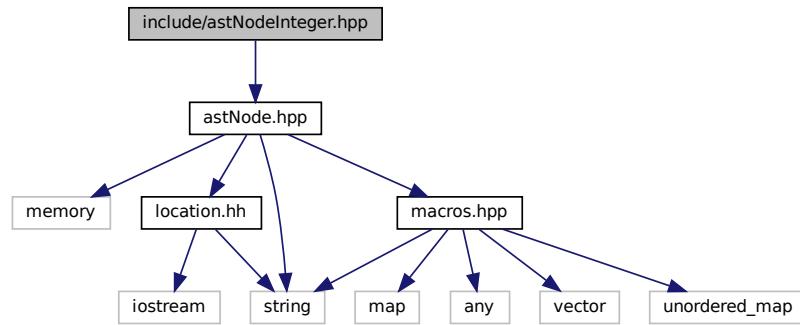
### 6.18.1 Detailed Description

Declare the [Tang::AstNodeIndex](#) class.

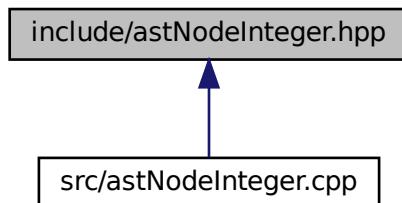
## 6.19 include/astNodeInteger.hpp File Reference

Declare the [Tang::AstNodeInteger](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeInteger.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::AstNodeInteger](#)  
*An `AstNode` that represents an integer literal.*

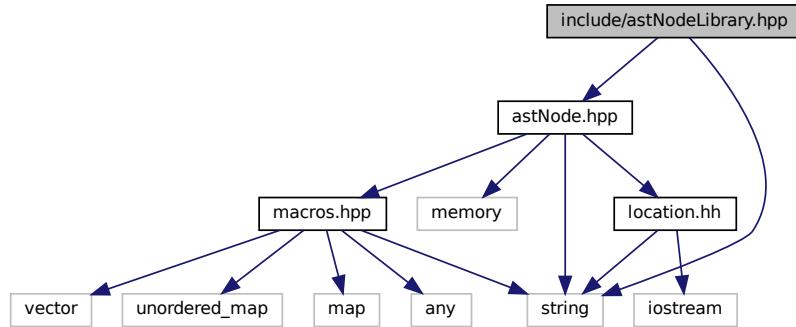
### 6.19.1 Detailed Description

Declare the [Tang::AstNodeInteger](#) class.

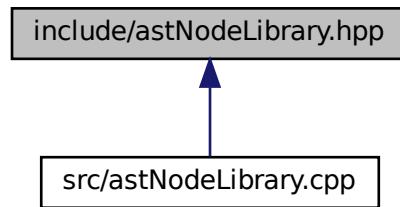
## 6.20 include/astNodeLibrary.hpp File Reference

Declare the [Tang::AstNodeLibrary](#) class.

```
#include <string>
#include "astNode.hpp"
Include dependency graph for astNodeLibrary.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::AstNodeLibrary](#)  
*An `AstNode` that represents an identifier.*

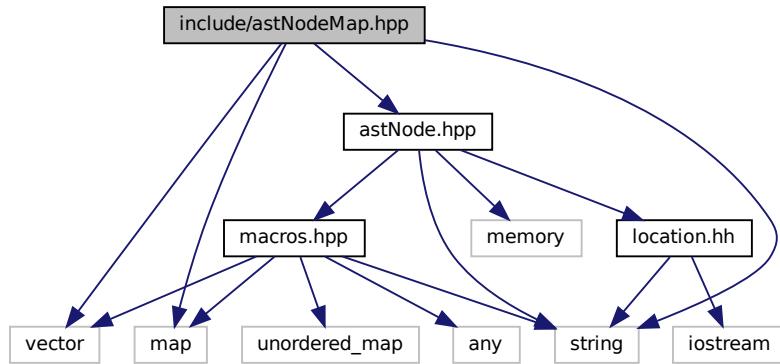
### 6.20.1 Detailed Description

Declare the [Tang::AstNodeLibrary](#) class.

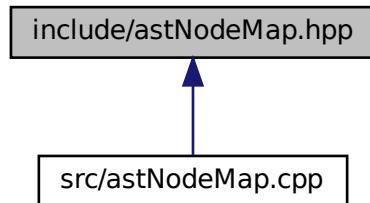
## 6.21 include/astNodeMap.hpp File Reference

Declare the [Tang::AstNodeMap](#) class.

```
#include <vector>
#include <map>
#include <string>
#include "astNode.hpp"
Include dependency graph for astNodeMap.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::AstNodeMap](#)  
*An `AstNode` that represents a map literal.*

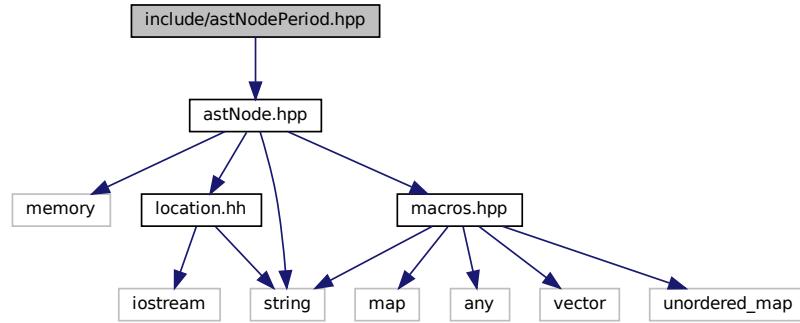
### 6.21.1 Detailed Description

Declare the `Tang::AstNodeMap` class.

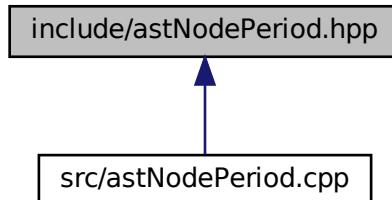
## 6.22 include/astNodePeriod.hpp File Reference

Declare the [Tang::AstNodePeriod](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodePeriod.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodePeriod](#)

An *AstNode* that represents a member access (period) into an object.

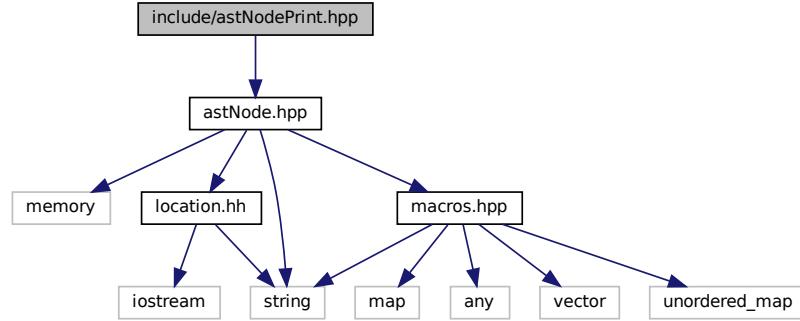
#### 6.22.1 Detailed Description

Declare the [Tang::AstNodePeriod](#) class.

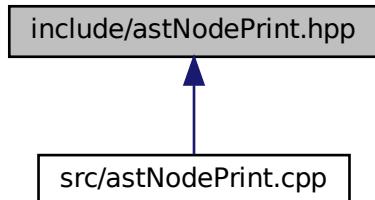
## 6.23 include/astNodePrint.hpp File Reference

Declare the [Tang::AstNodePrint](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodePrint.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodePrint](#)  
*An `AstNode` that represents a print typeeration.*

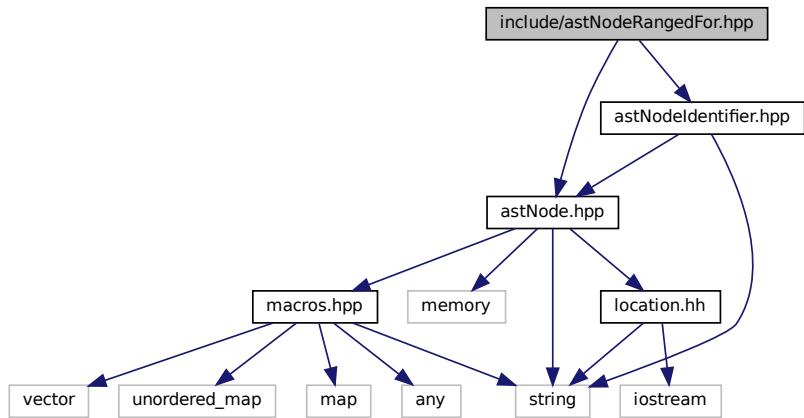
#### 6.23.1 Detailed Description

Declare the [Tang::AstNodePrint](#) class.

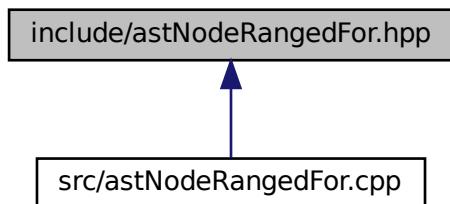
## 6.24 include/astNodeRangedFor.hpp File Reference

Declare the [Tang::AstNodeRangedFor](#) class.

```
#include "astNode.hpp"
#include "astNodeIdentifier.hpp"
Include dependency graph for astNodeRangedFor.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodeRangedFor](#)  
*An `AstNode` that represents a ranged for() statement.*

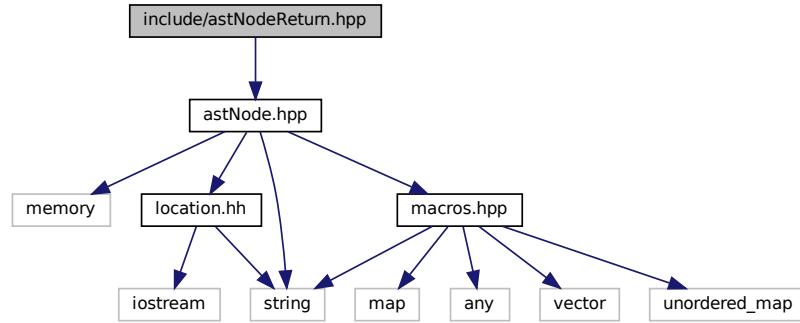
#### 6.24.1 Detailed Description

Declare the [Tang::AstNodeRangedFor](#) class.

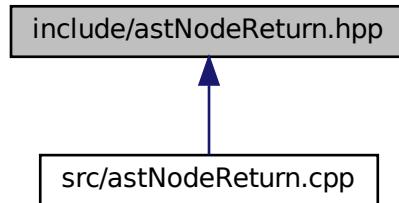
## 6.25 include/astNodeReturn.hpp File Reference

Declare the [Tang::AstNodeReturn](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeReturn.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodeReturn](#)

*An `AstNode` that represents a return statement.*

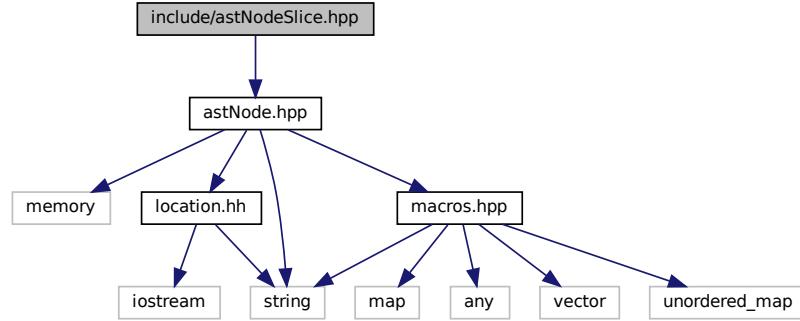
#### 6.25.1 Detailed Description

Declare the [Tang::AstNodeReturn](#) class.

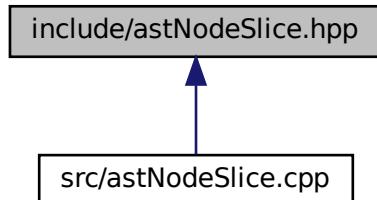
## 6.26 include/astNodeSlice.hpp File Reference

Declare the [Tang::AstNodeSlice](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeSlice.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::AstNodeSlice](#)  
*An `AstNode` that represents a ternary expression.*

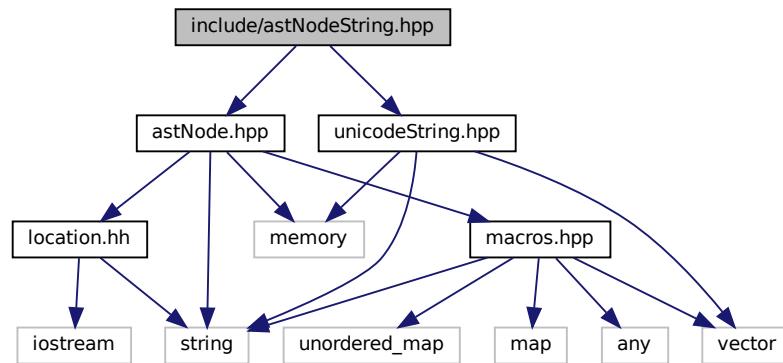
### 6.26.1 Detailed Description

Declare the [Tang::AstNodeSlice](#) class.

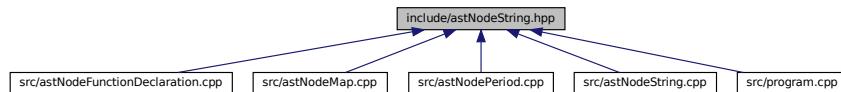
## 6.27 include/astNodeString.hpp File Reference

Declare the [Tang::AstNodeString](#) class.

```
#include "astNode.hpp"
#include "unicodeString.hpp"
Include dependency graph for astNodeString.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodeString](#)  
*An [AstNode](#) that represents a string literal.*

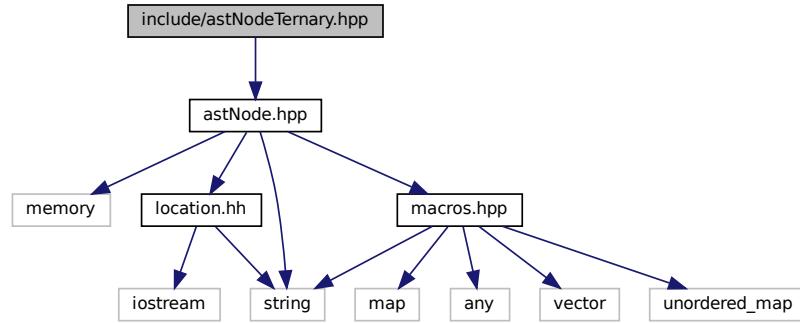
#### 6.27.1 Detailed Description

Declare the [Tang::AstNodeString](#) class.

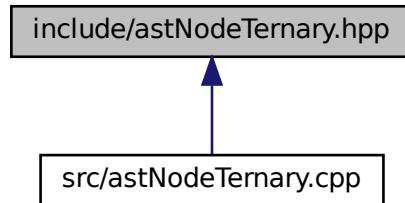
## 6.28 include/astNodeTernary.hpp File Reference

Declare the [Tang::AstNodeTernary](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeTernary.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodeTernary](#)  
*An `AstNode` that represents a ternary expression.*

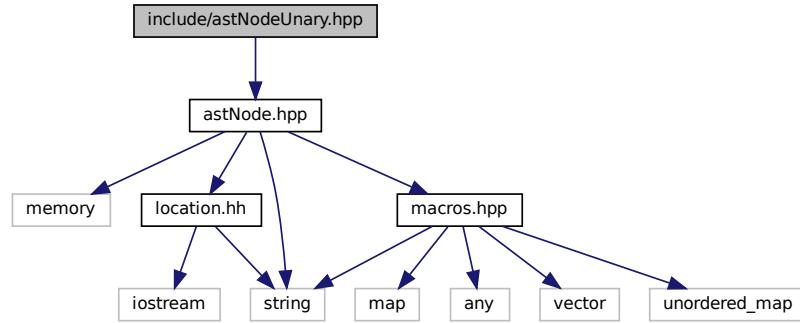
#### 6.28.1 Detailed Description

Declare the [Tang::AstNodeTernary](#) class.

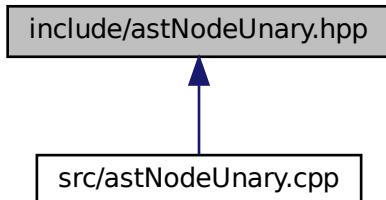
## 6.29 include/astNodeUnary.hpp File Reference

Declare the [Tang::AstNodeUnary](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeUnary.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodeUnary](#)  
*An `AstNode` that represents a unary negation.*

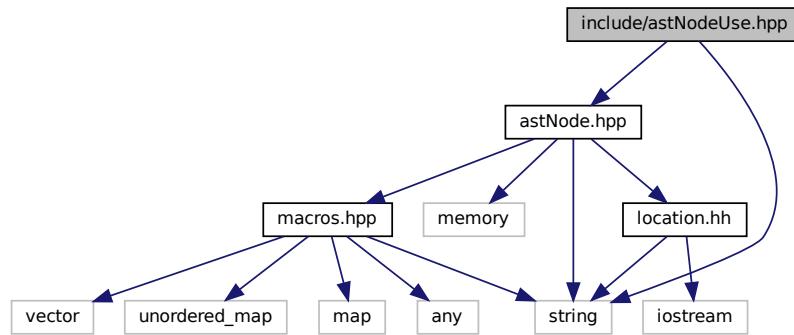
#### 6.29.1 Detailed Description

Declare the [Tang::AstNodeUnary](#) class.

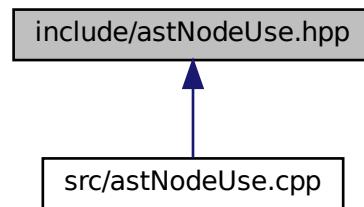
## 6.30 include/astNodeUse.hpp File Reference

Declare the [Tang::AstNodeUse](#) class.

```
#include <string>
#include "astNode.hpp"
Include dependency graph for astNodeUse.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodeUse](#)  
*An `AstNode` that represents the inclusion of a library into the script.*

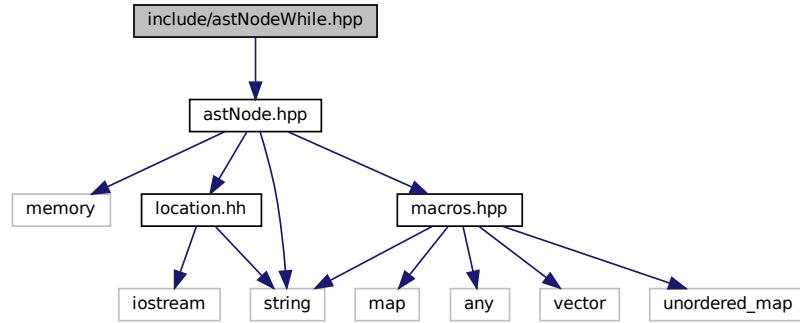
#### 6.30.1 Detailed Description

Declare the [Tang::AstNodeUse](#) class.

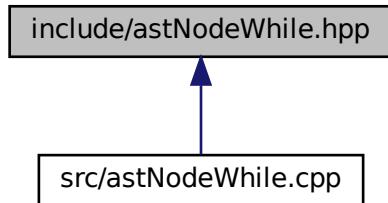
## 6.31 include/astNodeWhile.hpp File Reference

Declare the [Tang::AstNodeWhile](#) class.

```
#include "astNode.hpp"
Include dependency graph for astNodeWhile.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::AstNodeWhile](#)  
*An `AstNode` that represents a while statement.*

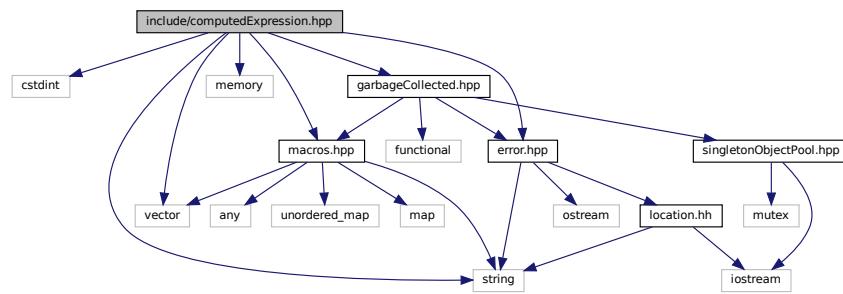
#### 6.31.1 Detailed Description

Declare the [Tang::AstNodeWhile](#) class.

## 6.32 include/computedExpression.hpp File Reference

Declare the [Tang::ComputedExpression](#) base class.

```
#include <cstdint>
#include <string>
#include <vector>
#include <memory>
#include "macros.hpp"
#include "garbageCollected.hpp"
#include "error.hpp"
Include dependency graph for computedExpression.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::ComputedExpression](#)  
*Represents the result of a computation that has been executed.*

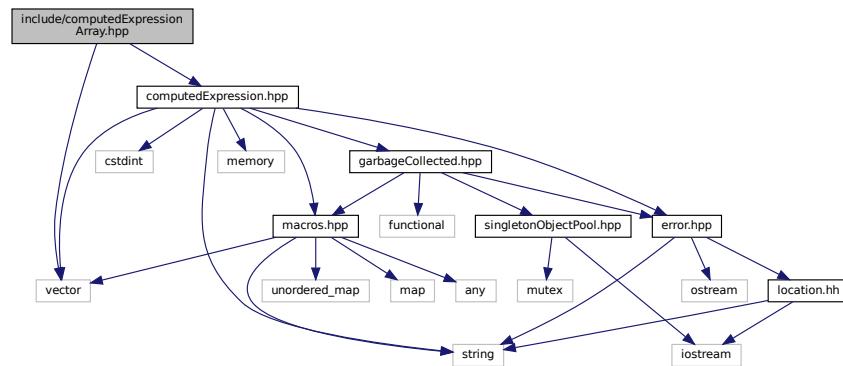
#### 6.32.1 Detailed Description

Declare the [Tang::ComputedExpression](#) base class.

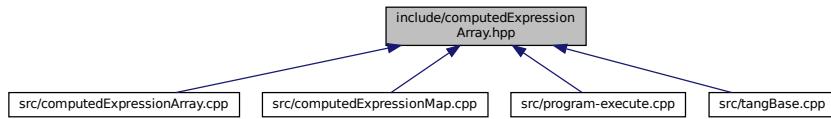
## 6.33 include/computedExpressionArray.hpp File Reference

Declare the [Tang::ComputedExpressionArray](#) class.

```
#include <vector>
#include "computedExpression.hpp"
Include dependency graph for computedExpressionArray.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::ComputedExpressionArray](#)  
*Represents an Array that is the result of a computation.*

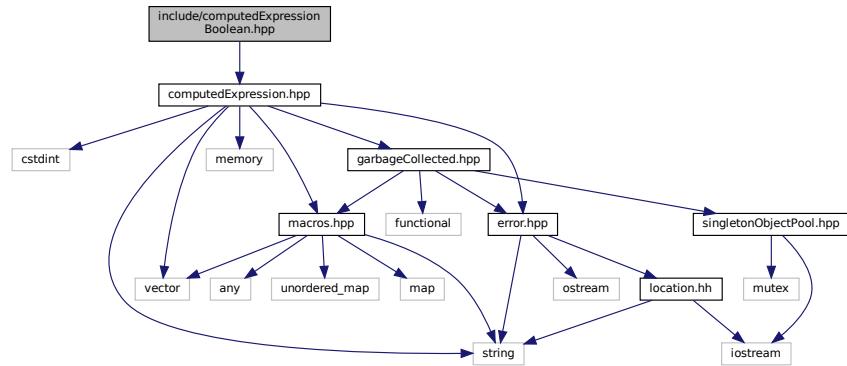
### 6.33.1 Detailed Description

Declare the [Tang::ComputedExpressionArray](#) class.

## 6.34 include/computedExpressionBoolean.hpp File Reference

Declare the [Tang::ComputedExpressionBoolean](#) class.

```
#include "computedExpression.hpp"
Include dependency graph for computedExpressionBoolean.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::ComputedExpressionBoolean](#)  
*Represents an Boolean that is the result of a computation.*

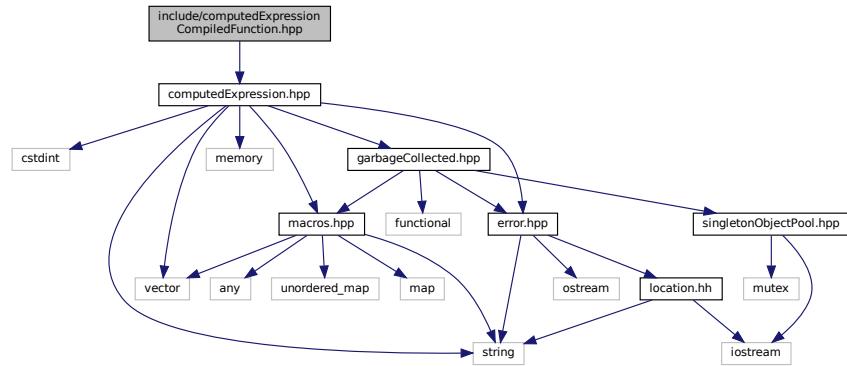
### 6.34.1 Detailed Description

Declare the [Tang::ComputedExpressionBoolean](#) class.

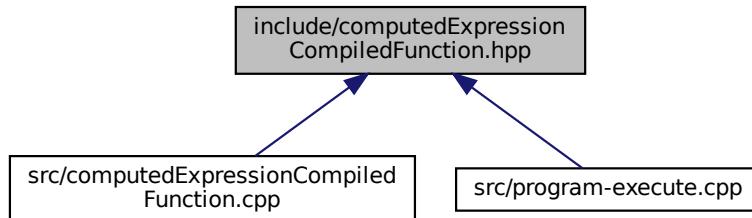
## 6.35 include/computedExpressionCompiledFunction.hpp File Reference

Declare the [Tang::ComputedExpressionCompiledFunction](#) class.

```
#include "computedExpression.hpp"
Include dependency graph for computedExpressionCompiledFunction.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::ComputedExpressionCompiledFunction](#)  
*Represents a Compiled Function declared in the script.*

### 6.35.1 Detailed Description

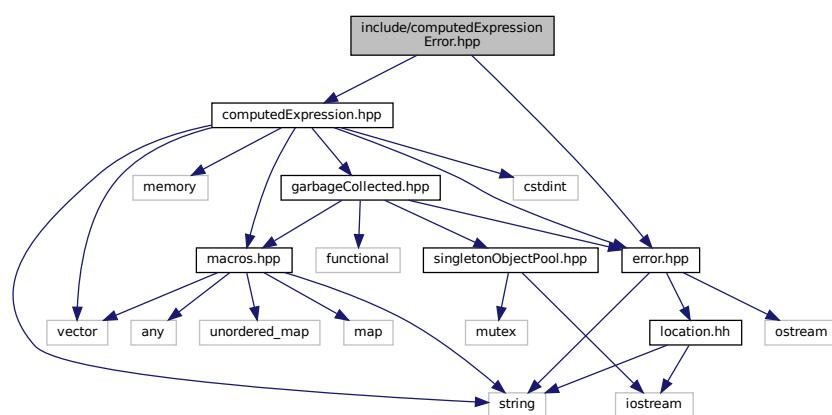
Declare the [Tang::ComputedExpressionCompiledFunction](#) class.

## 6.36 include/computedExpressionError.hpp File Reference

Declare the [Tang::ComputedExpressionError](#) class.

```
#include "computedExpression.hpp"
#include "error.hpp"
```

Include dependency graph for computedExpressionError.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::ComputedExpressionError](#)

*Represents a Runtime Error.*

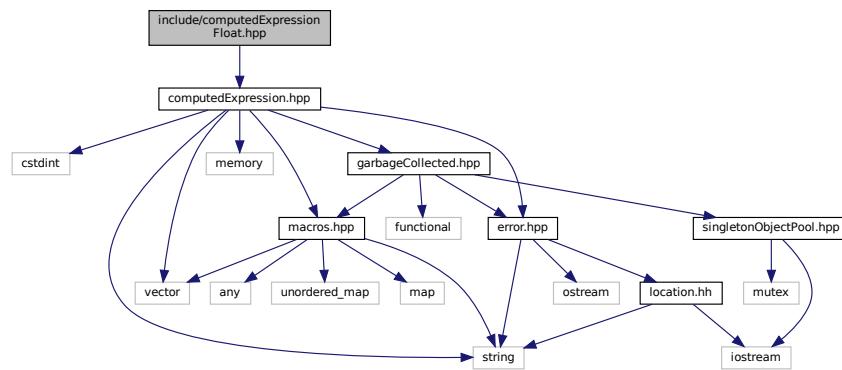
### 6.36.1 Detailed Description

Declare the [Tang::ComputedExpressionError](#) class.

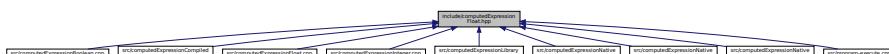
## 6.37 include/computedExpressionFloat.hpp File Reference

Declare the [Tang::ComputedExpressionFloat](#) class.

```
#include "computedExpression.hpp"
Include dependency graph for computedExpressionFloat.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::ComputedExpressionFloat](#)

*Represents a Float that is the result of a computation.*

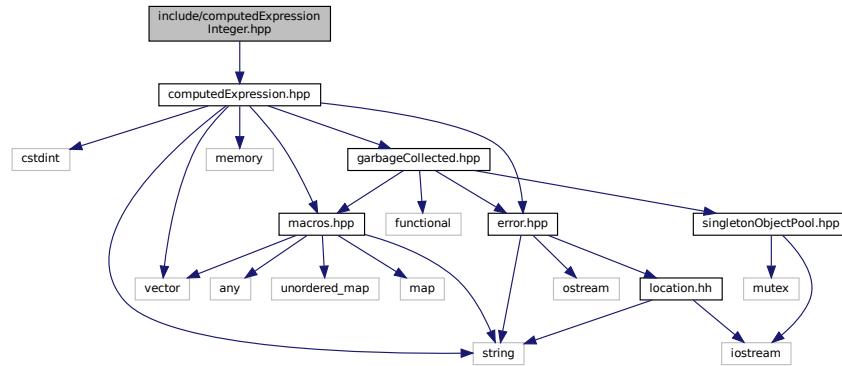
### 6.37.1 Detailed Description

Declare the [Tang::ComputedExpressionFloat](#) class.

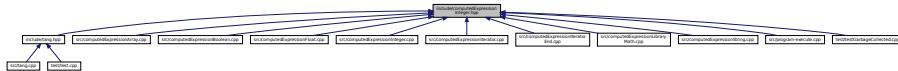
## 6.38 include/computedExpressionInteger.hpp File Reference

Declare the [Tang::ComputedExpressionInteger](#) class.

```
#include "computedExpression.hpp"
Include dependency graph for computedExpressionInteger.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::ComputedExpressionInteger](#)  
*Represents an Integer that is the result of a computation.*

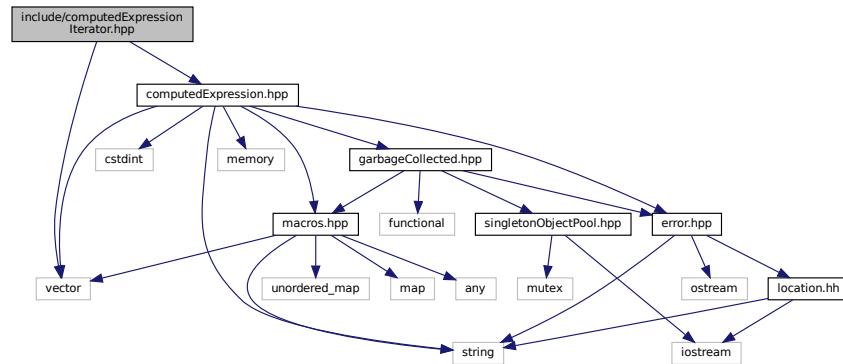
### 6.38.1 Detailed Description

Declare the [Tang::ComputedExpressionInteger](#) class.

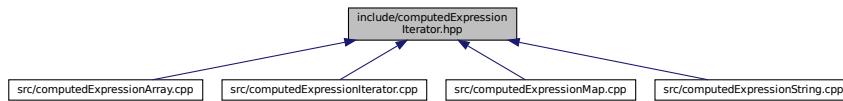
## 6.39 include/computedExpressionIterator.hpp File Reference

Declare the [Tang::ComputedExpressionIterator](#) class.

```
#include <vector>
#include "computedExpression.hpp"
Include dependency graph for computedExpressionIterator.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::ComputedExpressionIterator](#)  
*Represents an Iterator that is the result of a computation.*

### 6.39.1 Detailed Description

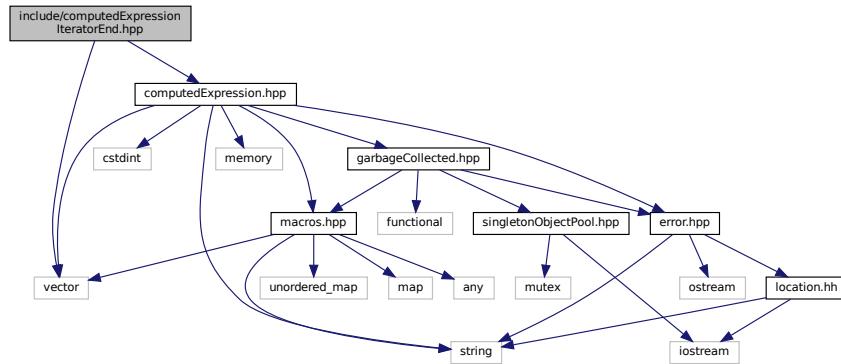
Declare the [Tang::ComputedExpressionIterator](#) class.

## 6.40 include/computedExpressionIteratorEnd.hpp File Reference

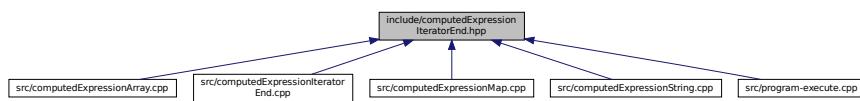
Declare the [Tang::ComputedExpressionIteratorEnd](#) class.

```
#include <vector>
#include "computedExpression.hpp"
```

Include dependency graph for computedExpressionIteratorEnd.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::ComputedExpressionIteratorEnd](#)  
*Represents that a collection has no more values through which to iterate.*

### 6.40.1 Detailed Description

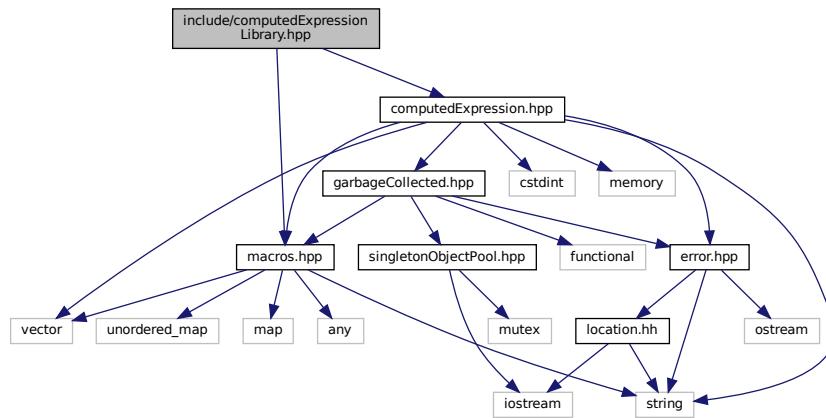
Declare the [Tang::ComputedExpressionIteratorEnd](#) class.

## 6.41 include/computedExpressionLibrary.hpp File Reference

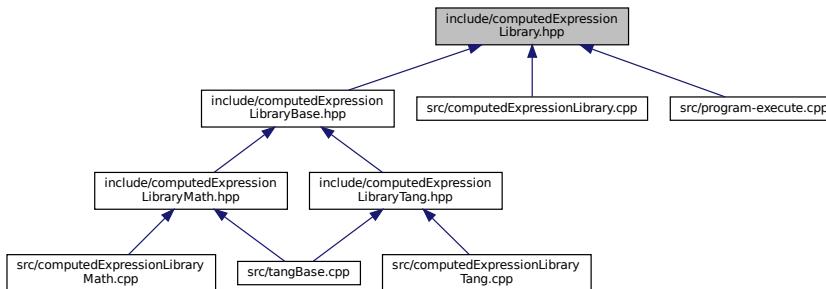
Declare the [Tang::ComputedExpressionLibrary](#) class.

```
#include "macros.hpp"
#include "computedExpression.hpp"
```

Include dependency graph for computedExpressionLibrary.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::ComputedExpressionLibrary](#)

*Represents a Runtime Library.*

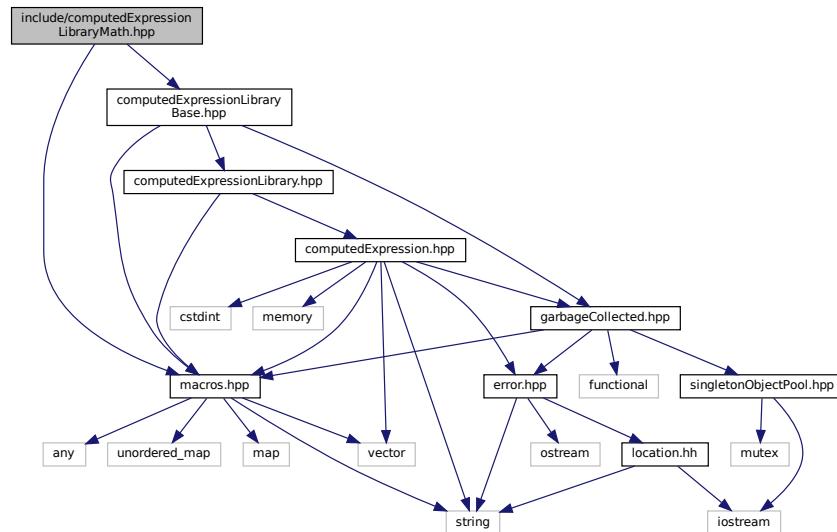
### 6.41.1 Detailed Description

Declare the [Tang::ComputedExpressionLibrary](#) class.

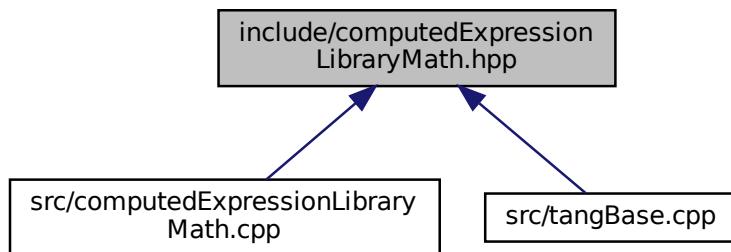
## 6.42 include/computedExpressionLibraryMath.hpp File Reference

Declare the [Tang::ComputedExpressionLibraryMath](#) class.

```
#include "macros.hpp"
#include "computedExpressionLibraryBase.hpp"
Include dependency graph for computedExpressionLibraryMath.hpp:
```



This graph shows which files directly or indirectly include this file:



## Macros

- `#define ComputedExpressionLibraryBase ComputedExpressionLibraryMath`

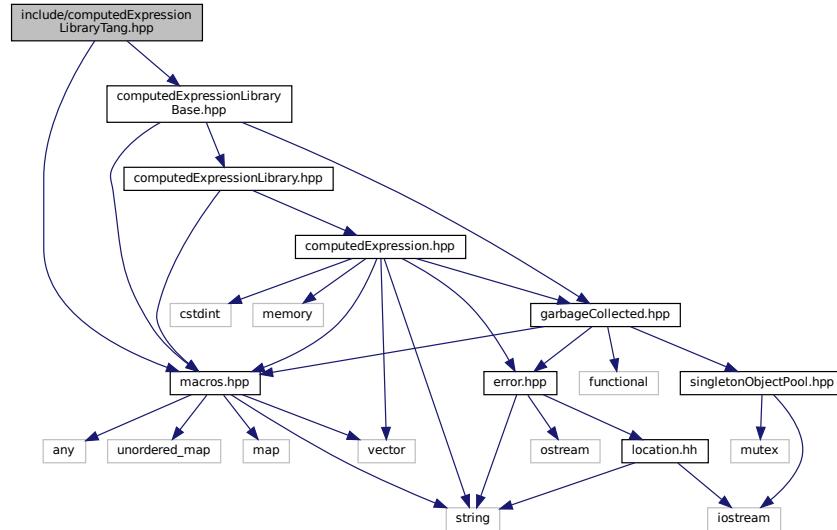
### 6.42.1 Detailed Description

Declare the `Tang::ComputedExpressionLibraryMath` class.

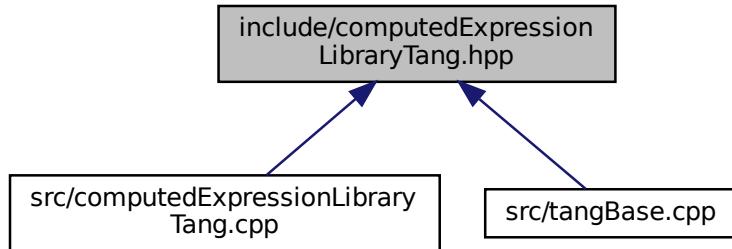
## 6.43 include/computedExpressionLibraryTang.hpp File Reference

Declare the Tang::ComputedExpressionLibraryTang class.

```
#include "macros.hpp"
#include "computedExpressionLibraryBase.hpp"
Include dependency graph for computedExpressionLibraryTang.hpp:
```



This graph shows which files directly or indirectly include this file:



### Macros

- `#define ComputedExpressionLibraryBase ComputedExpressionLibraryTang`

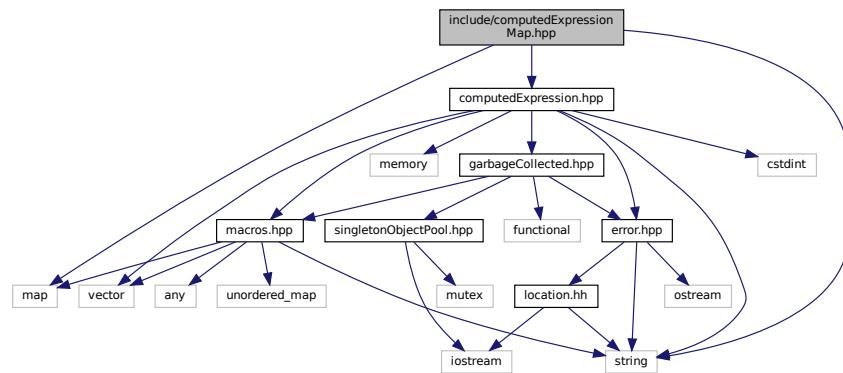
#### 6.43.1 Detailed Description

Declare the Tang::ComputedExpressionLibraryTang class.

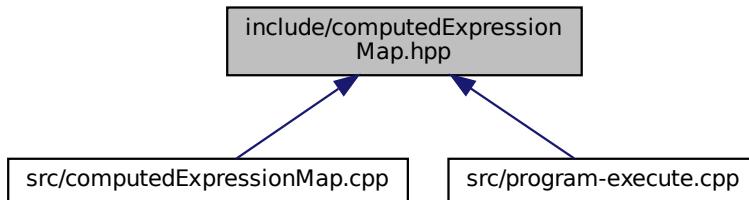
## 6.44 include/computedExpressionMap.hpp File Reference

Declare the [Tang::ComputedExpressionMap](#) class.

```
#include <map>
#include <string>
#include "computedExpression.hpp"
Include dependency graph for computedExpressionMap.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::ComputedExpressionMap](#)  
*Represents an Map that is the result of a computation.*

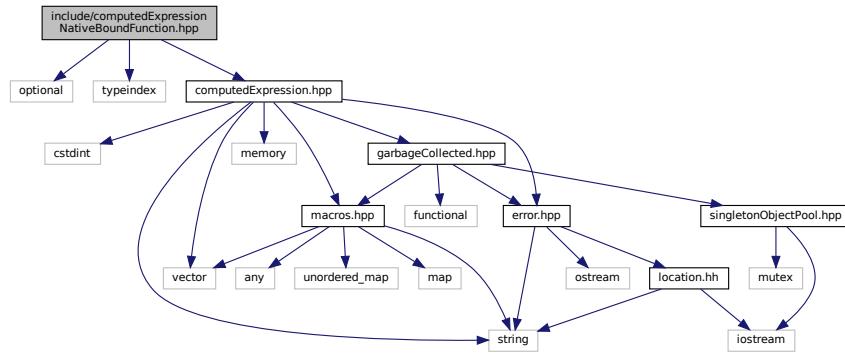
#### 6.44.1 Detailed Description

Declare the [Tang::ComputedExpressionMap](#) class.

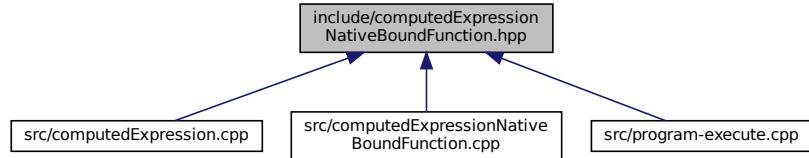
## 6.45 include/computedExpressionNativeBoundFunction.hpp File Reference

Declare the [Tang::ComputedExpressionNativeBoundFunction](#) class.

```
#include <optional>
#include <typeindex>
#include "computedExpression.hpp"
Include dependency graph for computedExpressionNativeBoundFunction.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::ComputedExpressionNativeBoundFunction](#)  
*Represents a NativeBound Function declared in the script.*

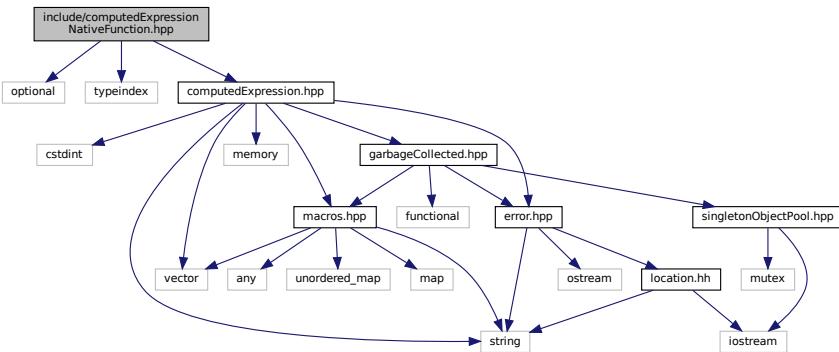
#### 6.45.1 Detailed Description

Declare the [Tang::ComputedExpressionNativeBoundFunction](#) class.

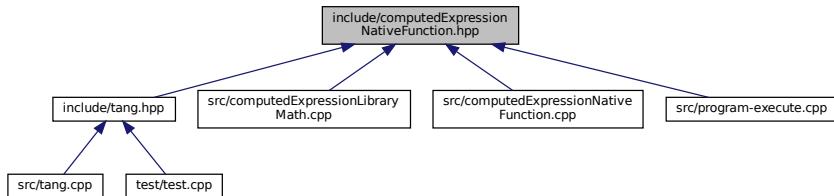
## 6.46 include/computedExpressionNativeFunction.hpp File Reference

Declare the [Tang::ComputedExpressionNativeFunction](#) class.

```
#include <optional>
#include <typeindex>
#include "computedExpression.hpp"
Include dependency graph for computedExpressionNativeFunction.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::ComputedExpressionNativeFunction](#)  
*Represents a Native Function provided by compiled C++ code.*

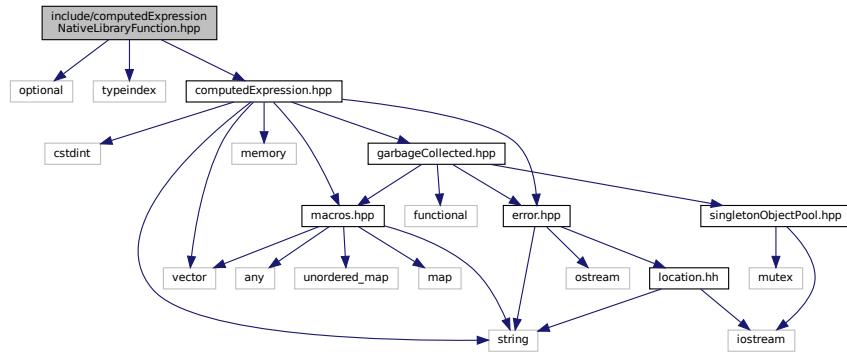
### 6.46.1 Detailed Description

Declare the [Tang::ComputedExpressionNativeFunction](#) class.

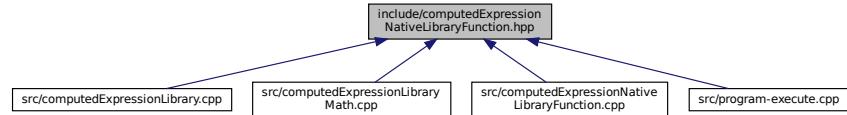
## 6.47 include/computedExpressionNativeLibraryFunction.hpp File Reference

Declare the [Tang::ComputedExpressionNativeLibraryFunction](#) class.

```
#include <optional>
#include <typeindex>
#include "computedExpression.hpp"
Include dependency graph for computedExpressionNativeLibraryFunction.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::ComputedExpressionNativeLibraryFunction](#)

*Represents a Native Function provided by compiled C++ code that is executed to create a library or one of its attributes.*

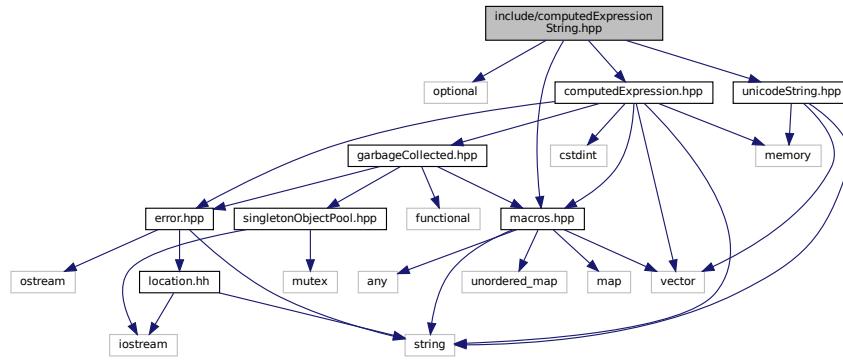
### 6.47.1 Detailed Description

Declare the [Tang::ComputedExpressionNativeLibraryFunction](#) class.

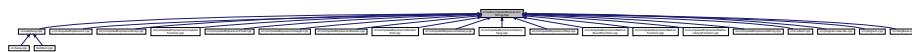
## 6.48 include/computedExpressionString.hpp File Reference

Declare the `Tang::ComputedExpressionString` class.

```
#include <optional>
#include "macros.hpp"
#include "computedExpression.hpp"
#include "unicodeString.hpp"
Include dependency graph for computedExpressionString.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::ComputedExpressionString](#)  
*Represents a String that is the result of a computation.*

#### **6.48.1 Detailed Description**

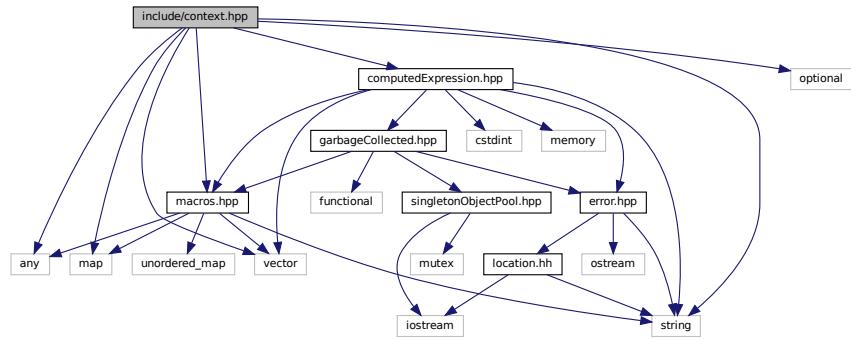
Declare the `Tang::ComputedExpressionString` class.

## 6.49 include/context.hpp File Reference

Declare the `Tang::Context` class.

```
#include <any>
#include <map>
#include <optional>
#include <string>
#include <vector>
```

```
#include "macros.hpp"
#include "computedExpression.hpp"
Include dependency graph for context.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::Context](#)  
*Holds all environment variables specific to the execution of a program.*

### 6.49.1 Detailed Description

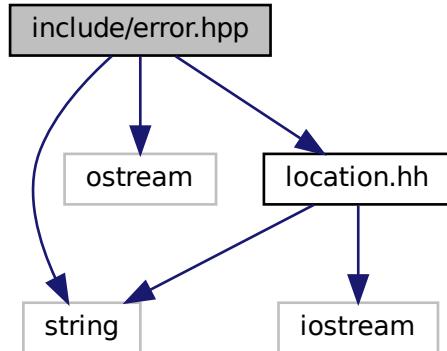
Declare the [Tang::Context](#) class.

## 6.50 include/error.hpp File Reference

Declare the [Tang::Error](#) class used to describe syntax and runtime errors.

```
#include <string>
#include <iostream>
```

```
#include "location.hh"
Include dependency graph for error.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::Error](#)

*The `Error` class is used to report any error of the system, whether a syntax (parsing) error or a runtime (execution) error.*

### 6.50.1 Detailed Description

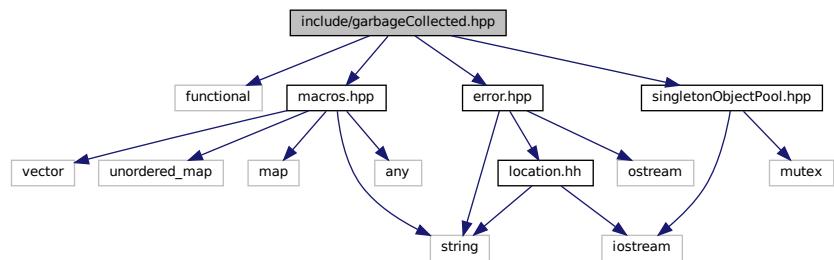
Declare the `Tang::Error` class used to describe syntax and runtime errors.

## 6.51 include/garbageCollected.hpp File Reference

Declare the `Tang::GarbageCollected` class.

```
#include <functional>
#include "macros.hpp"
#include "singletonObjectPool.hpp"
```

```
#include "error.hpp"  
Include dependency graph for garbageCollected.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class Tang::GarbageCollected

A container that acts as a resource-counting garbage collector for the specified type.

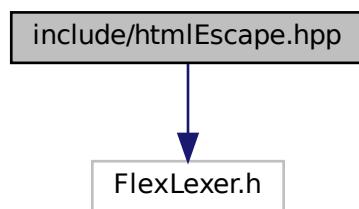
### **6.51.1 Detailed Description**

Declare the `Tang::GarbageCollected` class.

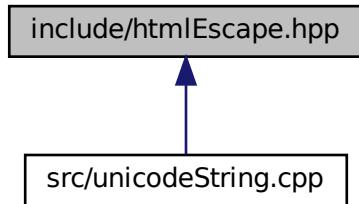
## 6.52 include/htmlEscape.hpp File Reference

Declare the `Tang::HtmlEscape` used to tokenize a Tang script.

```
#include <FlexLexer.h>
Include dependency graph for htmlEscape.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::HtmlEscape](#)  
*The Flex lexer class for the main Tang language.*

## Macros

- #define **yyFlexLexer** TangHtmlEscapeFlexLexer
- #define **YY\_DECL** std::string [Tang::HtmlEscape::get\\_next\\_token\(\)](#)

### 6.52.1 Detailed Description

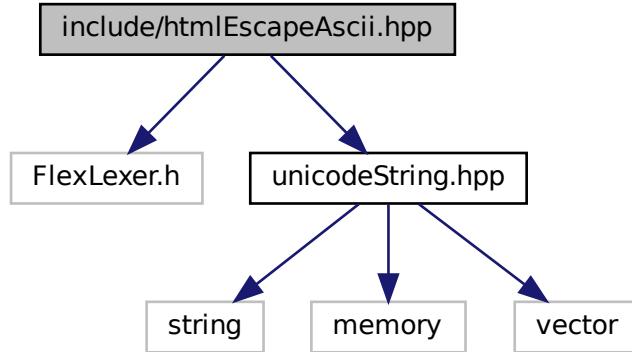
Declare the [Tang::HtmlEscape](#) used to tokenize a Tang script.

## 6.53 include/htmlEscapeAscii.hpp File Reference

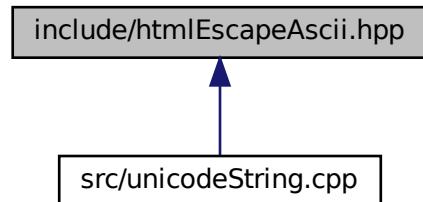
Declare the [Tang::HtmlEscapeAscii](#) used to tokenize a Tang script.

```
#include <FlexLexer.h>
#include "unicodeString.hpp"
```

Include dependency graph for htmlEscapeAscii.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::HtmlEscapeAscii](#)  
*The Flex lexer class for the main Tang language.*

## Macros

- `#define yyFlexLexer TangHtmlEscapeAsciiFlexLexer`
- `#define YY_DECL std::string Tang::HtmlEscapeAscii::get_next_token()`

### 6.53.1 Detailed Description

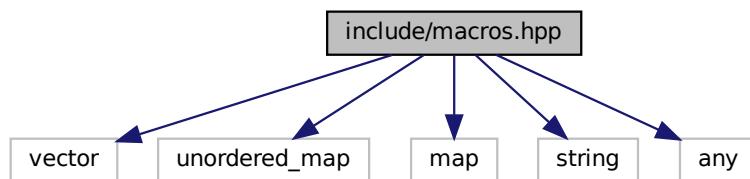
Declare the [Tang::HtmlEscapeAscii](#) used to tokenize a Tang script.

## 6.54 include/macros.hpp File Reference

Contains generic macros.

```
#include <vector>
#include <unordered_map>
#include <map>
#include <string>
#include <any>
```

Include dependency graph for macros.hpp:



This graph shows which files directly or indirectly include this file:



### Macros

- `#define TANGVERSION "0.0.0 alpha"`

### Typedefs

- `using Tang::integer_t = int32_t`  
*Define the size of signed integers used by Tang.*
- `using Tang::uinteger_t = uint32_t`  
*Define the size of integers used by Tang.*
- `using Tang::float_t = float`  
*Define the size of floats used by Tang.*
- `using Tang::LibraryFunction = GarbageCollected(*)(Context &)`  
*A function pointer that will be executed.*
- `using Tang::NativeFunction = GarbageCollected(*)(std::vector< GarbageCollected > &, Context &)`  
*A function pointer that will be executed as bound to an object.*
- `using Tang::NativeBoundFunction = GarbageCollected(*)(GarbageCollected &, std::vector< GarbageCollected > &)`  
*A function pointer that will be executed as bound to an object.*
- `using Tang::LibraryFunctionMap = std::map< std::string, LibraryFunction >`  
*A map of method names to LibraryFunction objects.*
- `using Tang::NativeBoundFunctionMap = std::map< std::string, std::pair< size_t, NativeBoundFunction > >`  
*A map of method names to NativeBoundFunction objects.*
- `using Tang::ContextData = std::unordered_map< std::string, std::any >`  
*Used to hold arbitrary data which should be made available to a program during the program execution.*

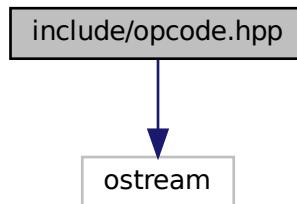
### 6.54.1 Detailed Description

Contains generic macros.

## 6.55 include/opcode.hpp File Reference

Declare the Opcodes used in the Bytecode representation of a program.

```
#include <ostream>
Include dependency graph for opcode.hpp:
```



This graph shows which files directly or indirectly include this file:



### Enumerations

- enum class Tang::Opcode {  
 POP , PEEK , POKE , COPY ,  
 JMP , JMPF , JMPF\_POP , JMPT ,  
 JMPT\_POP , NULLVAL , INTEGER , FLOAT ,  
 BOOLEAN , STRING , ARRAY , MAP ,  
 LIBRARY , LIBRARYSAVE , LIBRARYCOPY , FUNCTION ,  
 ASSIGNINDEX , ADD , SUBTRACT\_SS , SUBTRACT\_SI ,  
 SUBTRACT\_IS , SUBTRACT\_II , MULTIPLY , DIVIDE ,  
 MODULO , NEGATIVE , NOT , LT\_SS ,  
 LT\_SI , LT\_IS , LT\_II , LTE ,  
 GT , GTE , EQ , NEQ ,  
 PERIOD , INDEX , SLICE , GETITERATOR ,  
 ITERATORNEXT , ISITERATOREND , CASTINTEGER , CASTFLOAT ,  
 CASTBOOLEAN , CASTSTRING , CALLFUNC , CALLFUNC\_I ,  
 RETURN , PRINT }

*All possible Opcodes that may be used in the Bytecode.*

## Functions

- std::ostream & [Tang::operator<<](#) (std::ostream &lhs, const [Tang::Opcode](#) &rhs)  
*Helper to output the name of an opcode.*

### 6.55.1 Detailed Description

Declare the Opcodes used in the Bytecode representation of a program.

### 6.55.2 Enumeration Type Documentation

#### 6.55.2.1 Opcode

```
enum Tang::Opcode [strong]
```

All possible Opcodes that may be used in the Bytecode.

For S/I suffixed Opcodes, (S) indicates that a value will be popped from the stack, and (I) indicates that an index is provided in the bytecode, to be referenced from the frame pointer (fp) during execution.

The S/I order in the Opcode indicates the nature (stack or index) of the associated values. For example, ADD\_SS will add a lhs + rhs. The lhs will have been pushed onto the stack first, followed by the rhs.

#### Enumerator

|             |   |
|-------------|---|
| POP         | Pop a val.  |
| PEEK        | Stack # (from fp): push val from stack #.   |
| POKE        | Stack # (from fp): Copy a val, store @ stack #.   |
| COPY        | Stack # (from fp): Deep copy val @ stack #, store @ stack #.                              |
| JMP         | PC #: set pc to PC #.   |
| JMPF        | PC #: read val, if false, set pc to PC #.   |
| JMPF_POP    | PC #: pop val, if false, set pc to PC #.  |
| JMPT        | PC #: read val, if true, set pc to PC #.  |
| JMPT_POP    | PC #: pop val, if true, set pc to PC #.   |
| NULLVAL     | Push a null onto the stack.   |
| INTEGER     | Push an integer onto the stack.   |
| FLOAT       | Push a floating point number onto the stack.  |
| BOOLEAN     | Push a boolean onto the stack.  |
| STRING      | Get len, char string: push string.  |
| ARRAY       | Get len, pop len items, putting them into an array with the last array item popped first. |
| MAP         | Get len, pop len value then key pairs, putting them into a map.                           |
| LIBRARY     | Pop name, push Library identified by name.  |
| LIBRARYSAVE | Get index, save top of stack to library[index].   |
| LIBRARYCOPY | Get index, load from library[index].  |
| FUNCTION    | Get argc, PC#: push function(argc, PC #)  |
| ASSIGNINDEX | Pop index, pop collection, pop value, push (collection[index] = value)                    |

## Enumerator

|               |   |
|---------------|---|
| ADD           | Pop rhs, pop lhs, push lhs + rhs.   |
| SUBTRACT_SS   | Push lhs - rhs.   |
| SUBTRACT_SI   | Push lhs - rhs.   |
| SUBTRACT_IS   | Push lhs - rhs.   |
| SUBTRACT_II   | Push lhs - rhs.   |
| MULTIPLY      | Pop rhs, pop lhs, push lhs * rhs.   |
| DIVIDE        | Pop rhs, pop lhs, push lhs / rhs.   |
| MODULO        | Pop rhs, pop lhs, push lhs % rhs.   |
| NEGATIVE      | Pop val, push negative val.   |
| NOT           | Pop val, push logical not of val.   |
| LT_SS         | Push lhs < rhs.   |
| LT_SI         | Push lhs < rhs.   |
| LT_IS         | Push lhs < rhs.   |
| LT_II         | Push lhs < rhs.   |
| LTE           | Pop rhs, pop lhs, push lhs <= rhs.  |
| GT            | Pop rhs, pop lhs, push lhs > rhs.   |
| GTE           | Pop rhs, pop lhs, push lhs >= rhs.  |
| EQ            | Pop rhs, pop lhs, push lhs == rhs.  |
| NEQ           | Pop rhs, pop lhs, push lhs != rhs.  |
| PERIOD        | Pop rhs, pop lhs, push lhs.rhs.   |
| INDEX         | Pop index, pop collection, push collection[index].                                  |
| SLICE         | Pop skip, pop end, pop begin, pop collection, push collection[begin:end:skip].      |
| GETITERATOR   | Pop a collection, push the collection iterator.                                     |
| ITERATORNEXT  | Pop an iterator, push the next iterator value.                                      |
| ISITERATOREND | Pop a val, push bool(is val == iterator end)  |
| CASTINTEGER   | Pop a val, typecast to int, push.   |
| CASTFLOAT     | Pop a val, typecast to float, push.   |
| CASTBOOLEAN   | Pop a val, typecast to boolean, push.   |
| CASTSTRING    | Pop a val, typecast to string, push.  |
| CALLFUNC      | Get argc, Pop a function, execute function if argc matches.                         |
| CALLFUNC_I    | Get argc, get index, execute function at index if argc matches.                     |
| RETURN        | Get stack #, pop return val, pop (stack #) times, push val, restore fp, restore pc. |
| PRINT         | Pop val, print(val), push error or NULL.  |

### 6.55.3 Function Documentation

#### 6.55.3.1 operator<<()

```
ostream & Tang::operator<< (
    std::ostream & lhs,
    const Tang::Opcode & rhs )
```

Helper to output the name of an opcode.

**Parameters**

|            |   |
|------------|---|
| <i>lhs</i> | The ostream to write into.              |
| <i>rhs</i> | The Opcode whose name should be output. |

**Returns**

The ostream that was written to.

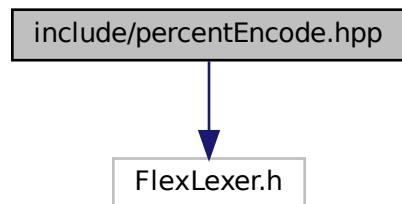
Here is the call graph for this function:



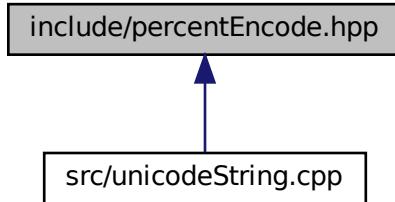
## 6.56 include/percentEncode.hpp File Reference

Declare the [Tang::PercentEncode](#) used to tokenize a Tang script.

```
#include <FlexLexer.h>
Include dependency graph for percentEncode.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::PercentEncode](#)  
*The Flex lexer class for the Percent Encode scanner.*

## Macros

- #define **yyFlexLexer** TangPercentEncodeFlexLexer
- #define **YY\_DECL** std::string [Tang::PercentEncode::get\\_next\\_token\(\)](#)

### 6.56.1 Detailed Description

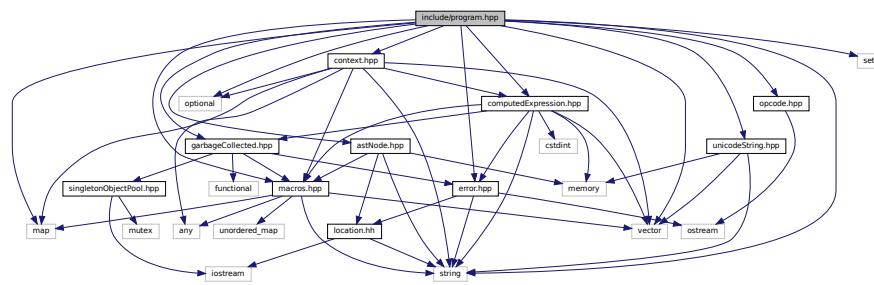
Declare the [Tang::PercentEncode](#) used to tokenize a Tang script.

## 6.57 include/program.hpp File Reference

Declare the [Tang::Program](#) class used to compile and execute source code.

```
#include <map>
#include <optional>
#include <set>
#include <string>
#include <vector>
#include "astNode.hpp"
#include "computedExpression.hpp"
#include "context.hpp"
#include "error.hpp"
#include "garbageCollected.hpp"
#include "macros.hpp"
#include "opcode.hpp"
```

```
#include "unicodeString.hpp"
Include dependency graph for program.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::Program](#)  
*Represents a compiled script or template that may be executed.*

## TypeDefs

- using [Tang::Bytecode](#) = std::vector< [Tang::uinteger\\_t](#) >  
*Contains the OpCodes of a compiled program.*
- using [Tang::OpcodeOffsets](#) = std::map< [Opcode](#), std::vector< std::pair< [size\\_t](#), [size\\_t](#) > >>  
*Map of OpCodes to a pair of offsets, with the first position being the Bytecode offset, and the second position being the position of the Opcode relative to the other OpCodes (e.g., the Nth position).*
- using [Tang::OpcodePositions](#) = std::vector< std::pair< [Opcode](#), [size\\_t](#) > >  
*Vector of OpCodes in positional order.*
- using [Tang::OpcodeAnnotations](#) = std::map< [size\\_t](#), std::string >  
*Map of Bytecode offsets to a string annotation.*

### 6.57.1 Detailed Description

Declare the [Tang::Program](#) class used to compile and execute source code.

### 6.57.2 Typedef Documentation

### 6.57.2.1 OpcodePositions

```
using Tang::OpcodePositions = typedef std::vector<std::pair<Opcode, size_t> >
```

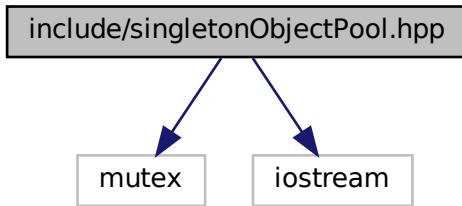
Vector of Opcodes in positional order.

Each entry is a pair, specifying the Opcode and the Bytecode offset.

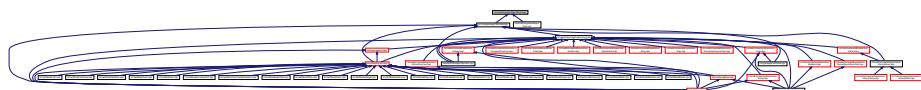
## 6.58 include/singletonObjectPool.hpp File Reference

Declare the [Tang::SingletonObjectPool](#) class.

```
#include <mutex>
#include <iostream>
Include dependency graph for singletonObjectPool.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::SingletonObjectPool< T >](#)  
*A thread-safe, singleton object pool of the designated type.*

## Macros

- [#define GROW 1024](#)  
*The threshold size to use when allocating blocks of data, measured in the number of instances of the object type.*

### 6.58.1 Detailed Description

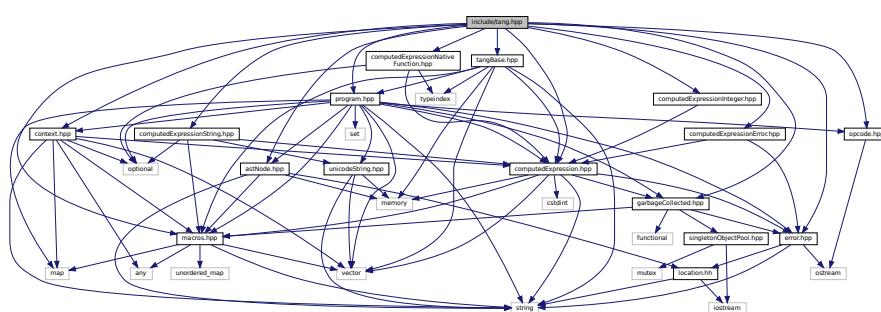
Declare the [Tang::SingletonObjectPool](#) class.

## 6.59 include/tang.hpp File Reference

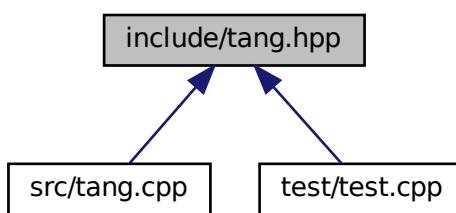
Header file supplied for use by 3rd party code so that they can easily include all necessary headers.

```
#include "macros.hpp"
#include "tangBase.hpp"
#include "astNode.hpp"
#include "error.hpp"
#include "garbageCollected.hpp"
#include "program.hpp"
#include "context.hpp"
#include "opcode.hpp"
#include "computedExpression.hpp"
#include "computedExpressionString.hpp"
#include "computedExpressionNativeFunction.hpp"
#include "computedExpressionInteger.hpp"
#include "computedExpressionError.hpp"
```

Include dependency graph for tang.hpp:



This graph shows which files directly or indirectly include this file:



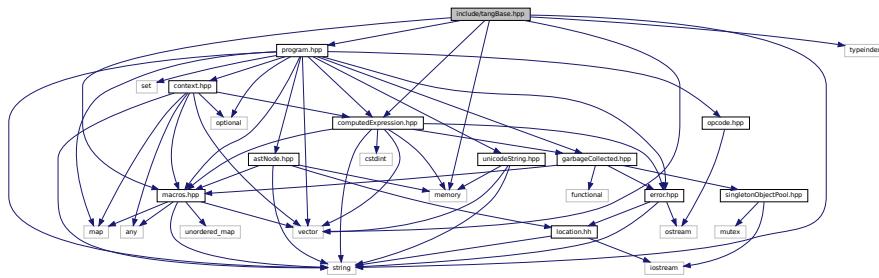
### 6.59.1 Detailed Description

Header file supplied for use by 3rd party code so that they can easily include all necessary headers.

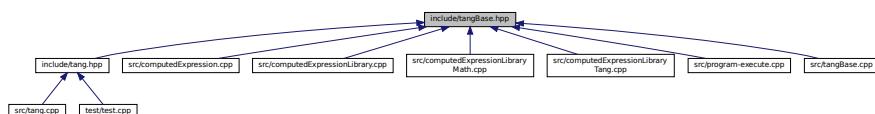
## 6.60 include/tangBase.hpp File Reference

Declare the [Tang::TangBase](#) class used to interact with Tang.

```
#include <memory>
#include <string>
#include <typeindex>
#include <vector>
#include "macros.hpp"
#include "program.hpp"
#include "computedExpression.hpp"
Include dependency graph for tangBase.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::TangBase](#)  
*The base class for the Tang programming language.*

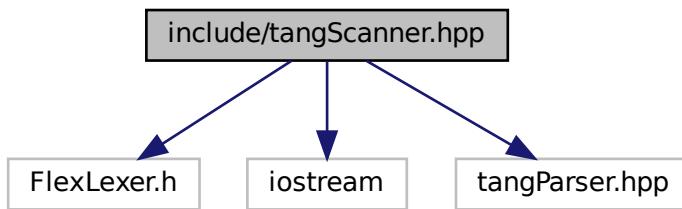
### 6.60.1 Detailed Description

Declare the [Tang::TangBase](#) class used to interact with Tang.

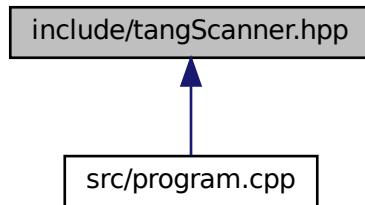
## 6.61 include/tangScanner.hpp File Reference

Declare the [Tang::TangScanner](#) used to tokenize a Tang script.

```
#include <FlexLexer.h>
#include <iostream>
#include "tangParser.hpp"
Include dependency graph for tangScanner.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [Tang::TangScanner](#)  
*The Flex lexer class for the main Tang language.*

### Macros

- `#define yyFlexLexer TangTangFlexLexer`
- `#define YY_DECL Tang::TangParser::symbol_type Tang::TangScanner::get_next_token()`

### 6.61.1 Detailed Description

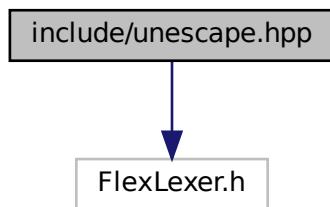
Declare the [Tang::TangScanner](#) used to tokenize a Tang script.

## 6.62 include/unescape.hpp File Reference

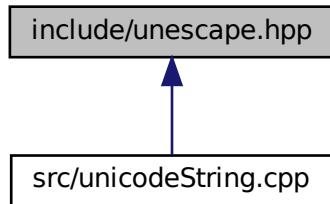
Declare the [Tang::Unescape](#) used to tokenize a Tang script.

```
#include <FlexLexer.h>
```

Include dependency graph for unescape.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::Unescape](#)  
*The Flex lexer class for the main Tang language.*

## Macros

- `#define yyFlexLexer TangUnescapeFlexLexer`
- `#define YY_DECL std::string Tang::Unescape::get_next_token()`

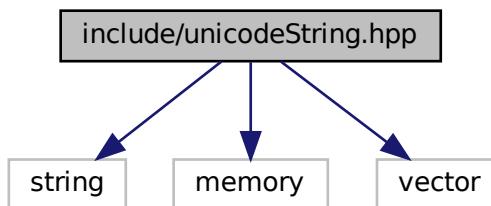
### 6.62.1 Detailed Description

Declare the [Tang::Unescape](#) used to tokenize a Tang script.

## 6.63 include/unicodeString.hpp File Reference

Contains the code to interface with the ICU library.

```
#include <string>
#include <memory>
#include <vector>
Include dependency graph for unicodeString.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [Tang::UnicodeString](#)  
*Represents a UTF-8 encoded string that is Unicode-aware.*

## Functions

- std::string [Tang::unescape](#) (const std::string &str)  
*Return an "unescaped" version of the provided string, which, when interpreted by Tang, should result in a representation equivalent to the original source string.*
- std::string [Tang::htmlEscape](#) (const std::string &str)  
*Return an "html escaped" version of the provided string.*
- std::string [Tang::htmlEscapeAscii](#) (const std::string &str, [UnicodeString::Type](#) type=[UnicodeString::Type::Untrusted](#))  
*Return an Ascii-only, "html escaped" version of the provided string.*
- std::string [Tang::percentEncode](#) (const std::string &str)  
*Return a "percent encoded" version of the provided string.*

### 6.63.1 Detailed Description

Contains the code to interface with the ICU library.

### 6.63.2 Function Documentation

#### 6.63.2.1 htmlEscape()

```
string Tang::htmlEscape (
    const std::string & str )
```

Return an "html escaped" version of the provided string.

Only "critical" characters <, >, &, ", and `` will be escaped. All other characters will be allowed through unaltered. The result is a UTF-8 encoded string that is safe for inclusion in an HTML template without disturbing the HTML structure.

##### Parameters

|                  |                           |
|------------------|---------------------------|
| <code>str</code> | The string to be escaped. |
|------------------|---------------------------|

##### Returns

An "escaped" version of the provided string.

Here is the call graph for this function:



#### 6.63.2.2 htmlEscapeAscii()

```
string Tang::htmlEscapeAscii (
    const std::string & str,
    UnicodeString::Type type = UnicodeString::Type::Untrusted )
```

Return an Ascii-only, "html escaped" version of the provided string.

This function will convert all characters into an Ascii-only representation of the provided UTF-8 encoded string. Visible, standard Ascii characters will pass through unaltered, but all others will be replaced by their HTML escape sequence (if it exists), or the appropriate hexadecimal escape code.

**Parameters**

|            |                           |
|------------|---------------------------|
| <i>str</i> | The string to be escaped. |
|------------|---------------------------|

**Returns**

An "escaped" version of the provided string.

Here is the call graph for this function:



### 6.63.2.3 percentEncode()

```
std::string Tang::percentEncode (
    const std::string & str )
```

Return a "percent encoded" version of the provided string.

See <https://en.wikipedia.org/wiki/Percent-encoding> for details.

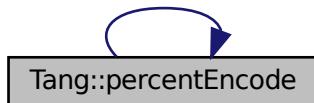
**Parameters**

|            |                           |
|------------|---------------------------|
| <i>str</i> | The string to be escaped. |
|------------|---------------------------|

**Returns**

A "percent encoded" version of the provided string.

Here is the call graph for this function:



#### 6.63.2.4 unescape()

```
string Tang::unescape (
    const std::string & str )
```

Return an "unescaped" version of the provided string, which, when interpreted by Tang, should result in a representation equivalent to the original source string.

**Parameters**

|                  |                             |
|------------------|-----------------------------|
| <code>str</code> | The string to be unescaped. |
|------------------|-----------------------------|

**Returns**

An "unescaped" version of the provided string.

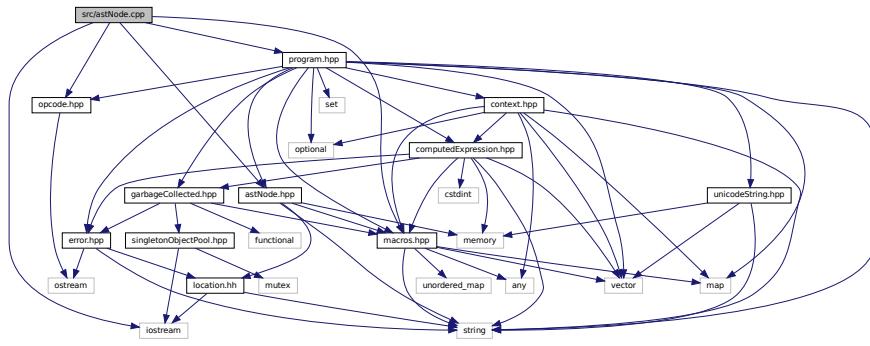
Here is the call graph for this function:



## 6.64 src/astNode.cpp File Reference

Define the [Tang::AstNode](#) class.

```
#include <iostream>
#include "macros.hpp"
#include "astNode.hpp"
#include "program.hpp"
#include "opcode.hpp"
Include dependency graph for astNode.cpp:
```



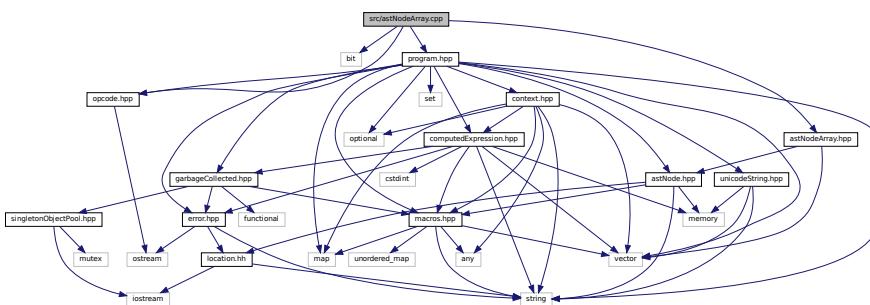
### 6.64.1 Detailed Description

Define the [Tang::AstNode](#) class.

## 6.65 src/astNodeArray.cpp File Reference

Define the [Tang::AstNodeArray](#) class.

```
#include <bit>
#include "astNodeArray.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeArray.cpp:
```



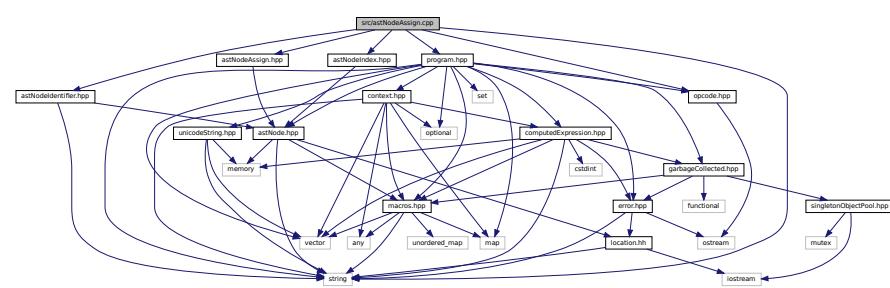
### 6.65.1 Detailed Description

Define the [Tang::AstNodeArray](#) class.

## 6.66 src/astNodeAssign.cpp File Reference

Define the [Tang::AstNodeAssign](#) class.

```
#include <string>
#include "astNodeAssign.hpp"
#include "astNodeIdentifier.hpp"
#include "astNodeIndex.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeAssign.cpp:
```



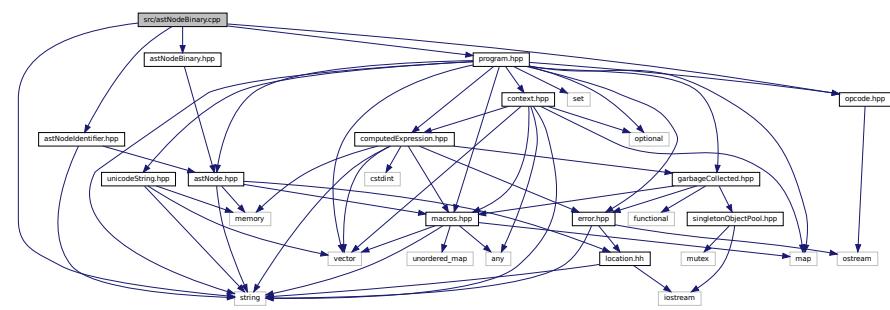
### 6.66.1 Detailed Description

Define the [Tang::AstNodeAssign](#) class.

## 6.67 src/astNodeBinary.cpp File Reference

Define the [Tang::AstNodeBinary](#) class.

```
#include <string>
#include "astNodeBinary.hpp"
#include "astNodeIdentifier.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeBinary.cpp:
```



## Macros

- #define **BINARYOP**(OP\_SS, OP\_SI, OP\_IS, OP\_II)

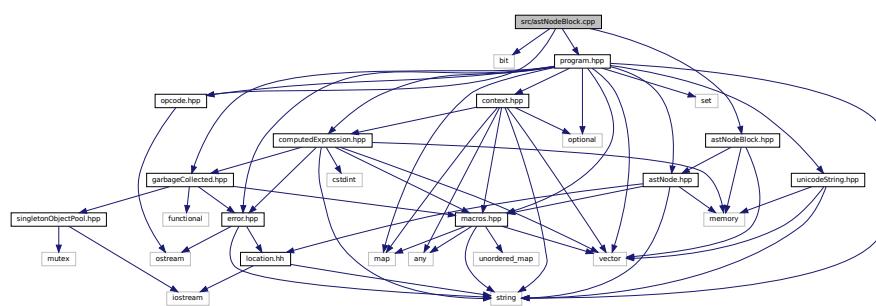
### 6.67.1 Detailed Description

Define the [Tang::AstNodeBinary](#) class.

## 6.68 src/astNodeBlock.cpp File Reference

Define the [Tang::AstNodeBlock](#) class.

```
#include <bit>
#include "astNodeBlock.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeBlock.cpp:
```



### 6.68.1 Detailed Description

Define the [Tang::AstNodeBlock](#) class.

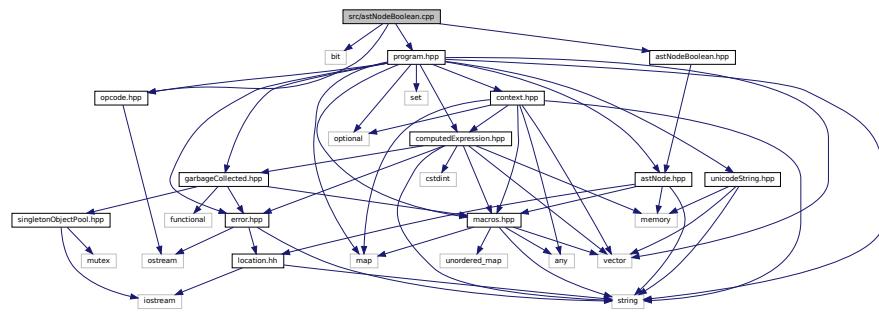
## 6.69 src/astNodeBoolean.cpp File Reference

Define the [Tang::AstNodeBoolean](#) class.

```
#include <bit>
#include "astNodeBoolean.hpp"
#include "opcode.hpp"
```

```
#include "program.hpp"
```

Include dependency graph for astNodeBoolean.cpp:



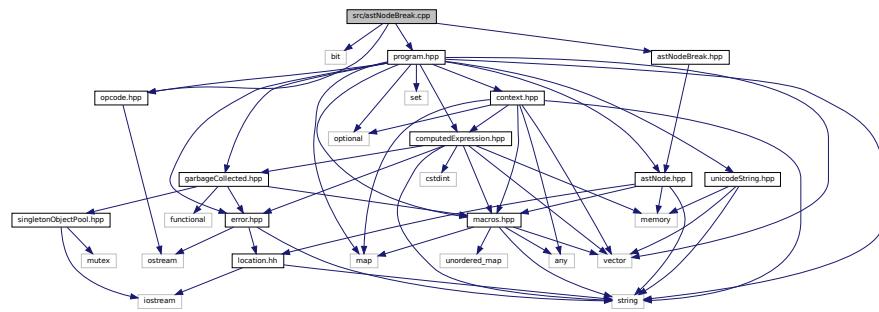
## **6.69.1 Detailed Description**

Define the `Tang::AstNodeBoolean` class.

## 6.70 src/astNodeBreak.cpp File Reference

Define the `Tang::AstNodeBreak` class.

```
#include <bit>
#include "astNodeBreak.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeBreak.cpp:
```



### **6.70.1 Detailed Description**

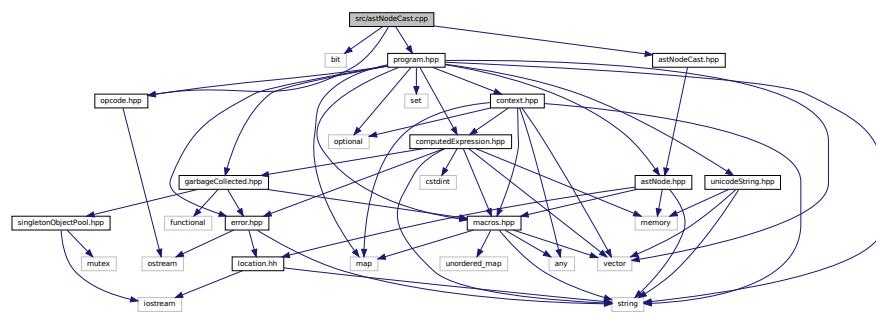
Define the `Tang::AstNodeBreak` class.

## 6.71 src/astNodeCast.cpp File Reference

Define the [Tang::AstNodeCast](#) class.

```
#include <bit>
#include "astNodeCast.hpp"
#include "opcode.hpp"
#include "program.hpp"
```

Include dependency graph for astNodeCast.cpp:



### 6.71.1 Detailed Description

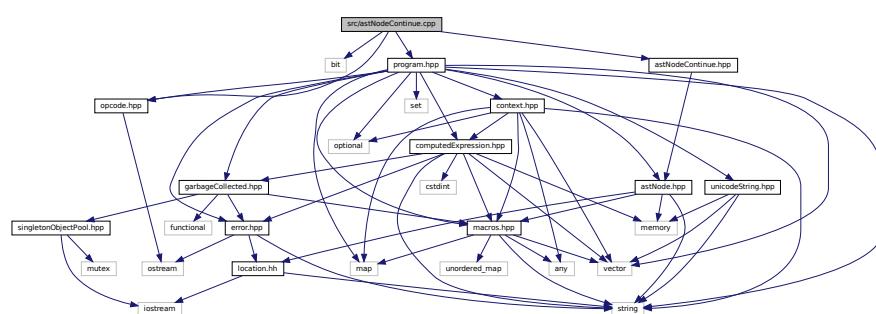
Define the [Tang::AstNodeCast](#) class.

## 6.72 src/astNodeContinue.cpp File Reference

Define the [Tang::AstNodeContinue](#) class.

```
#include <bit>
#include "astNodeContinue.hpp"
#include "opcode.hpp"
#include "program.hpp"
```

Include dependency graph for astNodeContinue.cpp:



### 6.72.1 Detailed Description

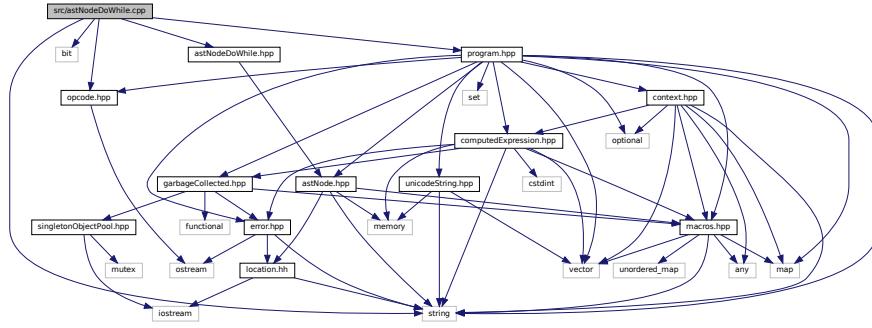
Define the [Tang::AstNodeContinue](#) class.

## 6.73 src/astNodeDoWhile.cpp File Reference

Define the [Tang::AstNodeDoWhile](#) class.

```
#include <string>
#include <bit>
#include "astNodeDoWhile.hpp"
#include "opcode.hpp"
#include "program.hpp"
```

Include dependency graph for astNodeDoWhile.cpp:



### 6.73.1 Detailed Description

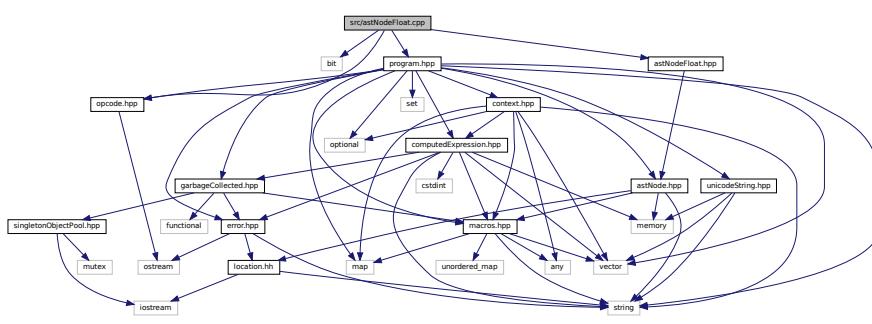
Define the [Tang::AstNodeDoWhile](#) class.

## 6.74 src/astNodeFloat.cpp File Reference

Define the [Tang::AstNodeFloat](#) class.

```
#include <bit>
#include "astNodeFloat.hpp"
#include "opcode.hpp"
#include "program.hpp"
```

Include dependency graph for astNodeFloat.cpp:



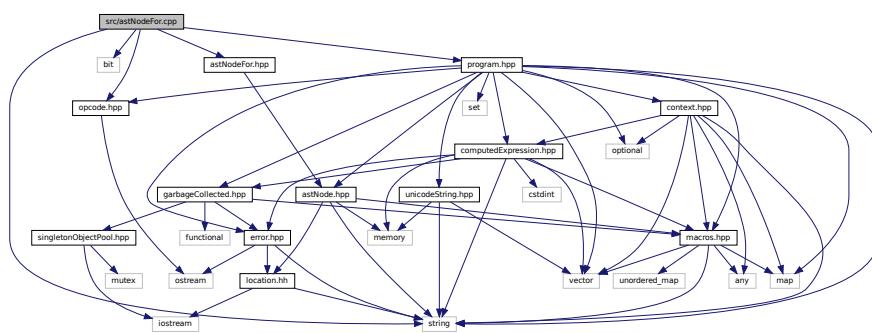
#### **6.74.1 Detailed Description**

Define the `Tang::AstNodeFloat` class.

## 6.75 src/astNodeFor.cpp File Reference

Define the `Tang::AstNodeFor` class.

```
#include <string>
#include <bit>
#include "astNodeFor.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeFor.cpp:
```



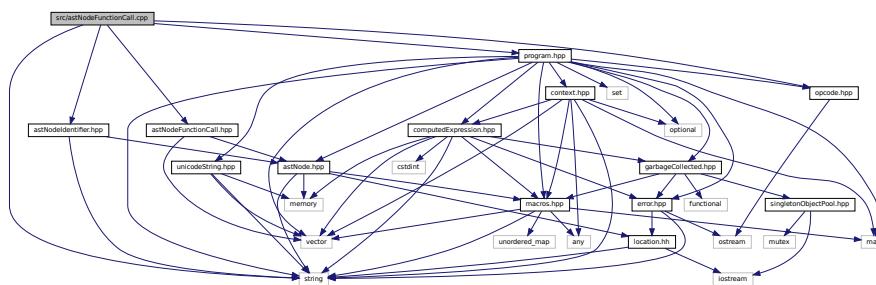
### **6.75.1 Detailed Description**

Define the `Tang::AstNodeFor` class.

## 6.76 src/astNodeFunctionCall.cpp File Reference

Define the `Tang::AstNodeFunctionCall` class.

```
#include <string>
#include "astNodeIdentifier.hpp"
#include "astNodeFunctionCall.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeFunctionCall.cpp
```



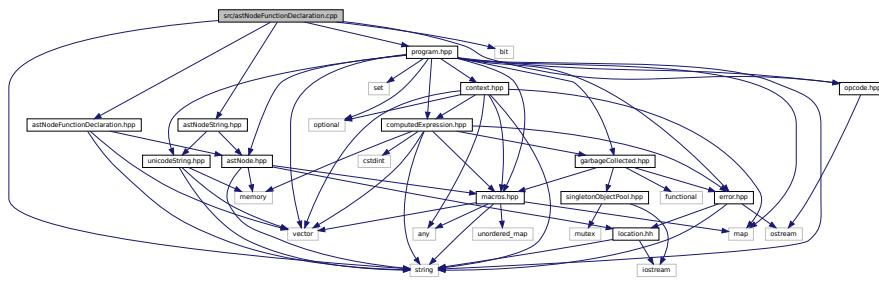
### 6.76.1 Detailed Description

Define the [Tang::AstNodeFunctionCall](#) class.

## 6.77 src/astNodeFunctionDeclaration.cpp File Reference

Define the [Tang::AstNodeFunctionDeclaration](#) class.

```
#include <string>
#include <bit>
#include "astNodeFunctionDeclaration.hpp"
#include "astNodeString.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeFunctionDeclaration.cpp:
```



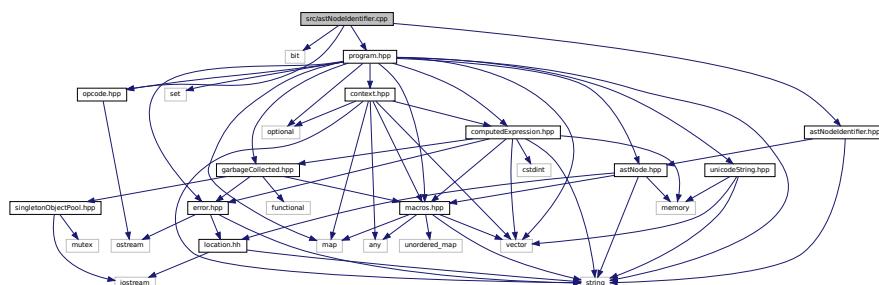
### 6.77.1 Detailed Description

Define the [Tang::AstNodeFunctionDeclaration](#) class.

## 6.78 src/astNodeIdentifier.cpp File Reference

Define the [Tang::AstNodeIdentifier](#) class.

```
#include <bit>
#include "astNodeIdentifier.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeIdentifier.cpp:
```



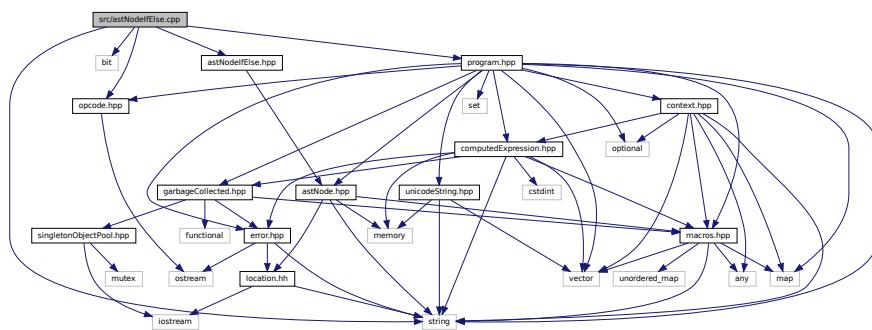
### **6.78.1 Detailed Description**

Define the `Tang::AstNodeIdentifier` class.

## 6.79 src/astNodeIfElse.cpp File Reference

Define the `Tang::AstNodeIfElse` class.

```
#include <string>
#include <bit>
#include "astNodeIfElse.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeIfElse.cpp:
```



### **6.79.1 Detailed Description**

Define the `Tang::AstNodeIfElse` class.

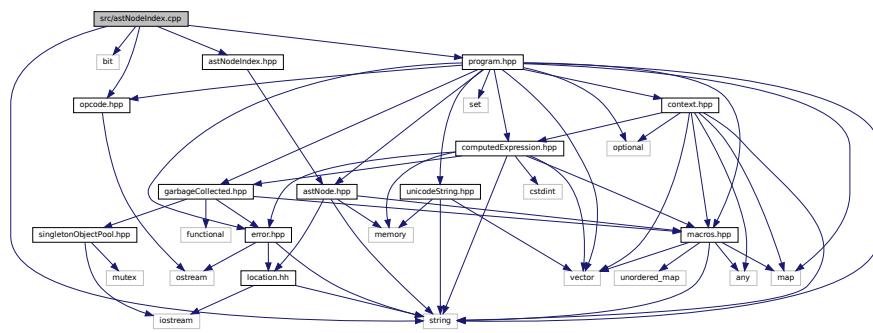
## 6.80 src/astNodeIndex.cpp File Reference

Define the `Tang::AstNodeIndex` class.

```
#include <string>
#include <bit>
#include "astNodeIndex.hpp"
#include "opcode.hpp"
```

```
#include "program.hpp"
```

Include dependency graph for astNodeIndex.cpp:



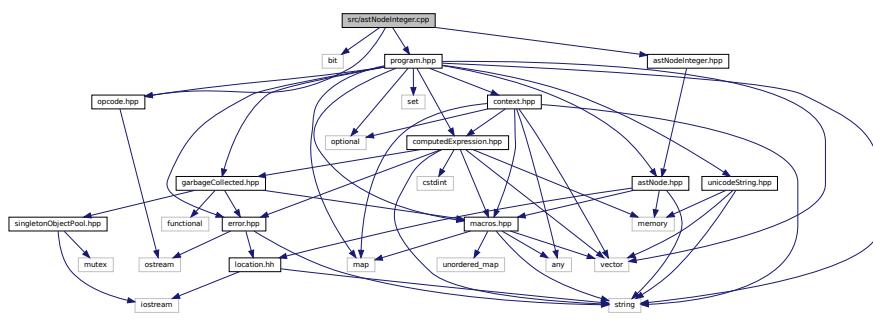
## 6.80.1 Detailed Description

Define the [Tang::AstNodeIndex](#) class.

## 6.81 src/astNodeInteger.cpp File Reference

Define the [Tang::AstNodeInteger](#) class.

```
#include <bit>
#include "astNodeInteger.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeInteger.cpp:
```



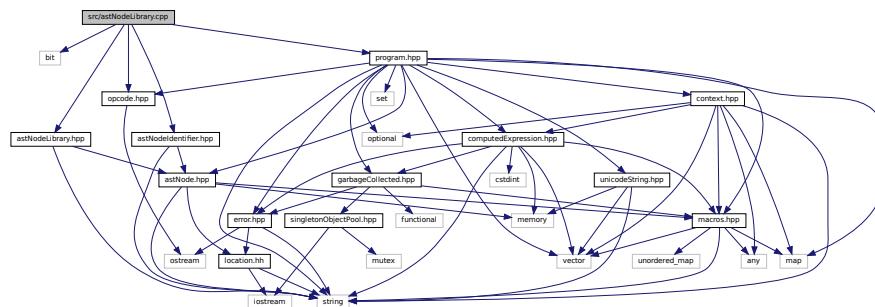
## 6.81.1 Detailed Description

Define the [Tang::AstNodeInteger](#) class.

## 6.82 src/astNodeLibrary.cpp File Reference

Define the [Tang::AstNodeLibrary](#) class.

```
#include <bit>
#include "opcode.hpp"
#include "astNodeLibrary.hpp"
#include "astNodeIdentifier.hpp"
#include "program.hpp"
Include dependency graph for astNodeLibrary.cpp:
```



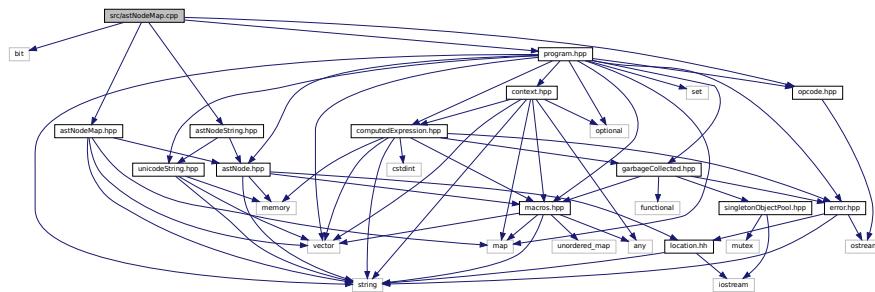
### 6.82.1 Detailed Description

Define the [Tang::AstNodeLibrary](#) class.

## 6.83 src/astNodeMap.cpp File Reference

Define the [Tang::AstNodeMap](#) class.

```
#include <bit>
#include "astNodeMap.hpp"
#include "astNodeString.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeMap.cpp:
```



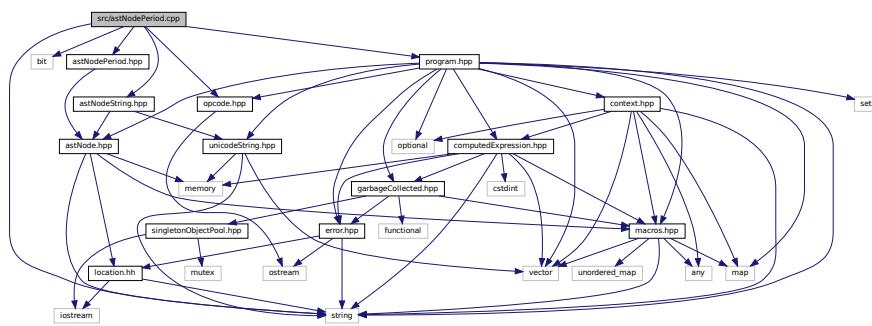
### 6.83.1 Detailed Description

Define the [Tang::AstNodeMap](#) class.

## 6.84 src/astNodePeriod.cpp File Reference

Define the [Tang::AstNodePeriod](#) class.

```
#include <string>
#include <bit>
#include "astNodePeriod.hpp"
#include "astNodeString.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodePeriod.cpp:
```



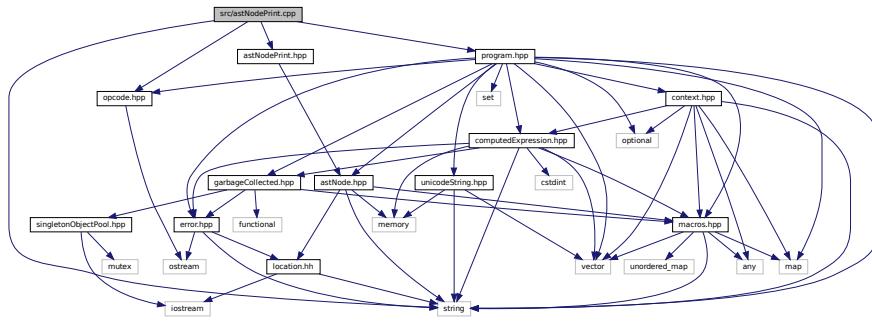
### 6.84.1 Detailed Description

Define the [Tang::AstNodePeriod](#) class.

## 6.85 src/astNodePrint.cpp File Reference

Define the [Tang::AstNodePrint](#) class.

```
#include <string>
#include "astNodePrint.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodePrint.cpp:
```



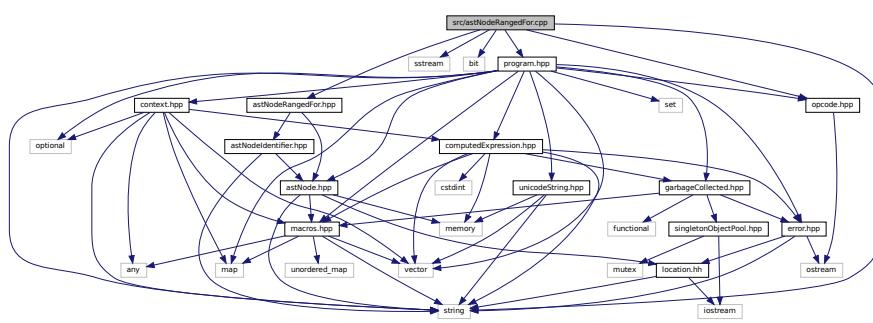
### 6.85.1 Detailed Description

Define the [Tang::AstNodePrint](#) class.

## 6.86 src/astNodeRangedFor.cpp File Reference

Define the [Tang::AstNodeRangedFor](#) class.

```
#include <string>
#include <sstream>
#include <bit>
#include "astNodeRangedFor.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeRangedFor.cpp:
```



### 6.86.1 Detailed Description

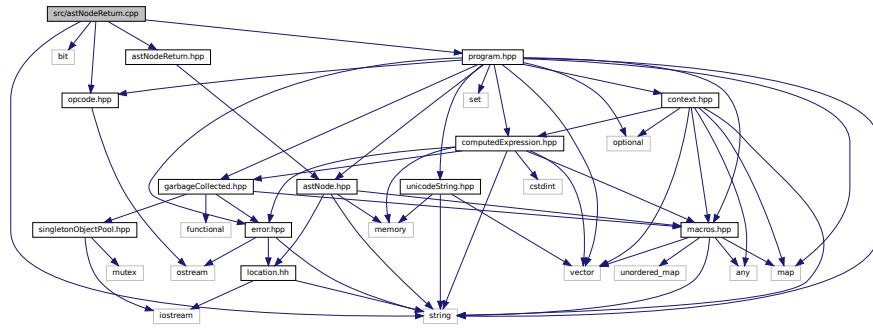
Define the [Tang::AstNodeRangedFor](#) class.

## 6.87 src/astNodeReturn.cpp File Reference

Define the [Tang::AstNodeReturn](#) class.

```
#include <string>
#include <bit>
#include "astNodeReturn.hpp"
#include "opcode.hpp"
```

```
#include "program.hpp"
Include dependency graph for astNodeReturn.cpp:
```



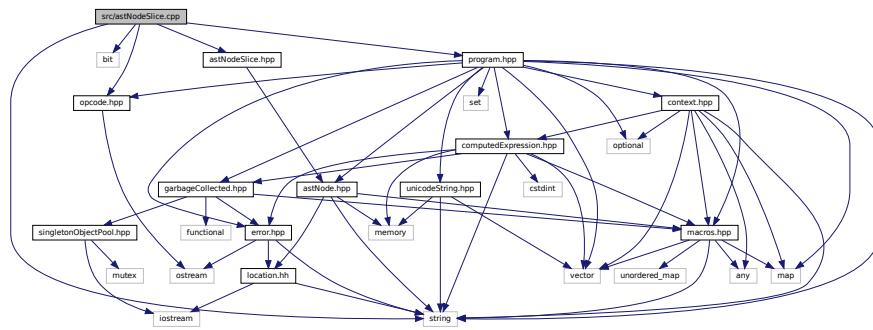
### 6.87.1 Detailed Description

Define the [Tang::AstNodeReturn](#) class.

## 6.88 src/astNodeSlice.cpp File Reference

Define the [Tang::AstNodeSlice](#) class.

```
#include <string>
#include <bit>
#include "astNodeSlice.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeSlice.cpp:
```



### 6.88.1 Detailed Description

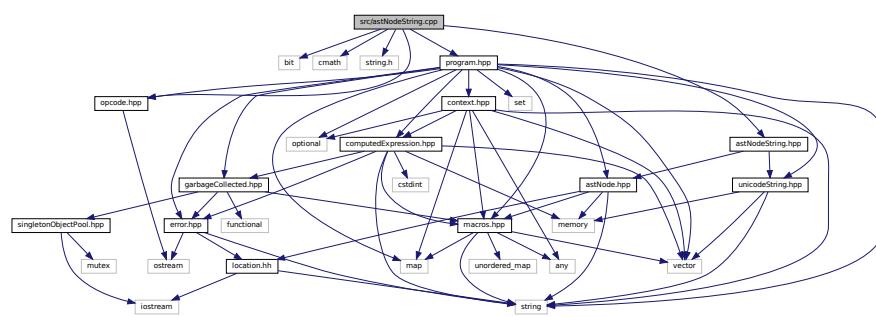
Define the [Tang::AstNodeSlice](#) class.

## 6.89 src/astNodeString.cpp File Reference

Define the [Tang::AstNodeString](#) class.

```
#include <bit>
#include <cmath>
#include <string.h>
#include "astNodeString.hpp"
#include "opcode.hpp"
#include "program.hpp"

Include dependency graph for astNodeString.cpp:
```



### 6.89.1 Detailed Description

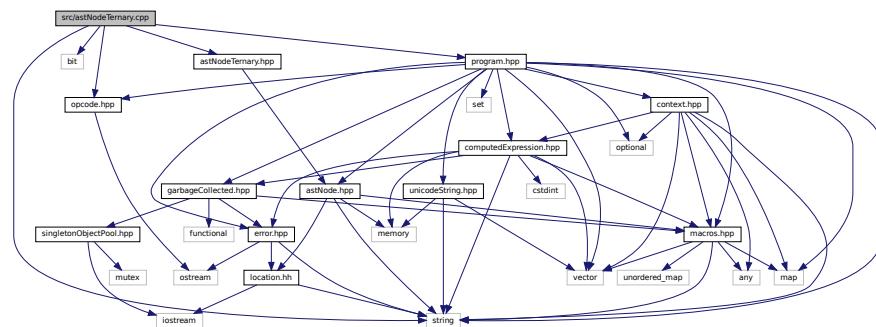
Define the [Tang::AstNodeString](#) class.

## 6.90 src/astNodeTernary.cpp File Reference

Define the [Tang::AstNodeTernary](#) class.

```
#include <string>
#include <bit>
#include "astNodeTernary.hpp"
#include "opcode.hpp"
#include "program.hpp"

Include dependency graph for astNodeTernary.cpp:
```



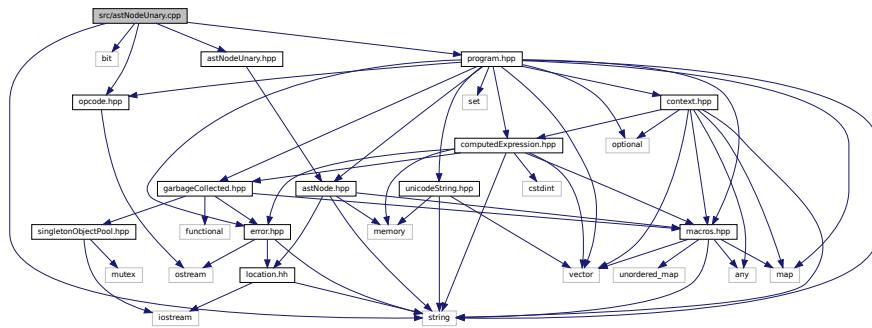
### **6.90.1 Detailed Description**

Define the `Tang::AstNodeTernary` class.

## 6.91 src/astNodeUnary.cpp File Reference

Define the `Tang::AstNodeUnary` class.

```
#include <string>
#include <bit>
#include "astNodeUnary.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeUnary.cpp:
```



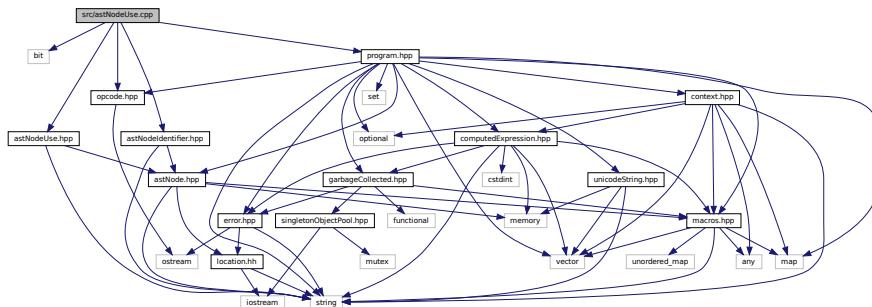
### **6.91.1 Detailed Description**

Define the `Tang::AstNodeUnary` class.

## 6.92 src/astNodeUse.cpp File Reference

Define the `Tang::AstNodeUse` class.

```
#include <bit>
#include "opcode.hpp"
#include "astNodeUse.hpp"
#include "astNodeIdentifier.hpp"
#include "program.hpp"
Include dependency graph for astNodeUse.cpp:
```



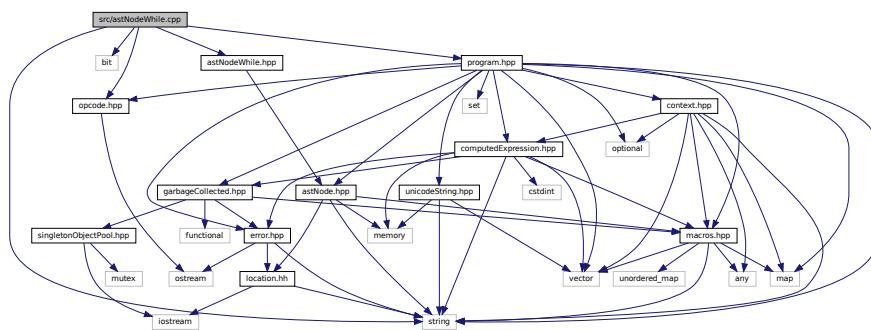
### 6.92.1 Detailed Description

Define the [Tang::AstNodeUse](#) class.

## 6.93 src/astNodeWhile.cpp File Reference

Define the [Tang::AstNodeWhile](#) class.

```
#include <string>
#include <bit>
#include "astNodeWhile.hpp"
#include "opcode.hpp"
#include "program.hpp"
Include dependency graph for astNodeWhile.cpp:
```



### 6.93.1 Detailed Description

Define the [Tang::AstNodeWhile](#) class.

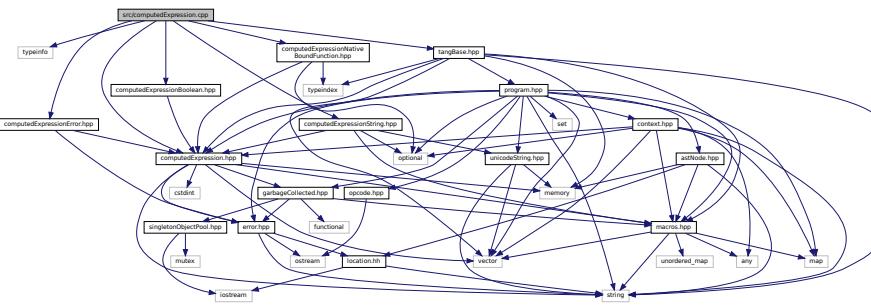
## 6.94 src/computedExpression.cpp File Reference

Define the [Tang::ComputedExpression](#) class.

```
#include <typeinfo>
#include "computedExpression.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionString.hpp"
#include "computedExpressionNativeBoundFunction.hpp"
#include "computedExpressionError.hpp"
```

```
#include "tangBase.hpp"
```

Include dependency graph for computedExpression.cpp:



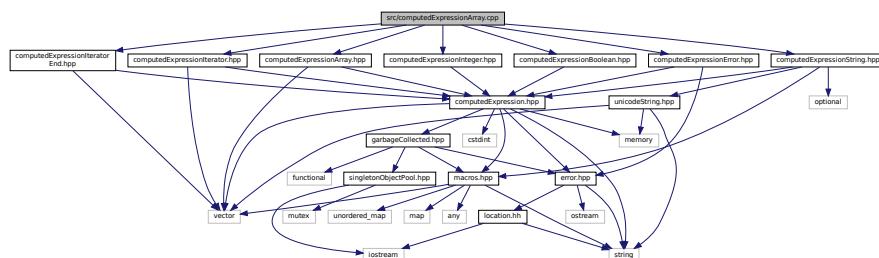
### 6.94.1 Detailed Description

Define the [Tang::ComputedExpression](#) class.

## 6.95 src/computedExpressionArray.cpp File Reference

Define the [Tang::ComputedExpressionArray](#) class.

```
#include "computedExpressionArray.hpp"
#include "computedExpressionInteger.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionString.hpp"
#include "computedExpressionIterator.hpp"
#include "computedExpressionIteratorEnd.hpp"
#include "computedExpressionError.hpp"
Include dependency graph for computedExpressionArray.cpp:
```



### 6.95.1 Detailed Description

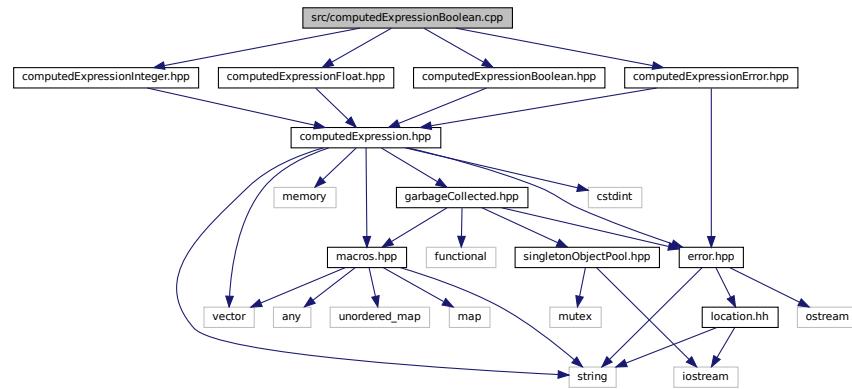
Define the [Tang::ComputedExpressionArray](#) class.

## 6.96 src/computedExpressionBoolean.cpp File Reference

Define the [Tang::ComputedExpressionBoolean](#) class.

```
#include "computedExpressionBoolean.hpp"
#include "computedExpressionInteger.hpp"
#include "computedExpressionFloat.hpp"
#include "computedExpressionError.hpp"
```

Include dependency graph for `computedExpressionBoolean.cpp`:



### 6.96.1 Detailed Description

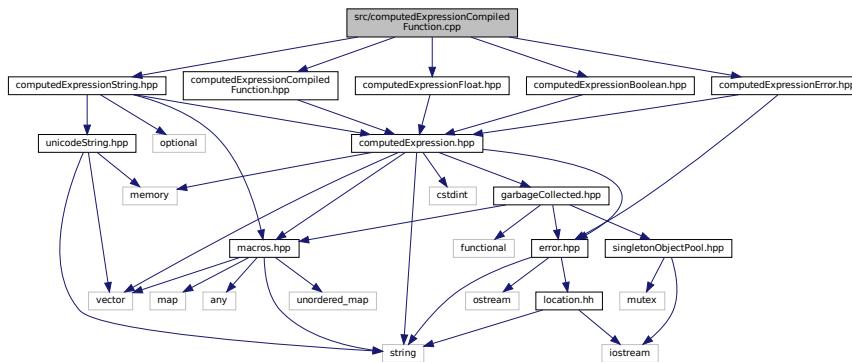
Define the [Tang::ComputedExpressionBoolean](#) class.

## 6.97 src/computedExpressionCompiledFunction.cpp File Reference

Define the [Tang::ComputedExpressionCompiledFunction](#) class.

```
#include "computedExpressionCompiledFunction.hpp"
#include "computedExpressionFloat.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionString.hpp"
#include "computedExpressionError.hpp"
```

Include dependency graph for `computedExpressionCompiledFunction.cpp`:



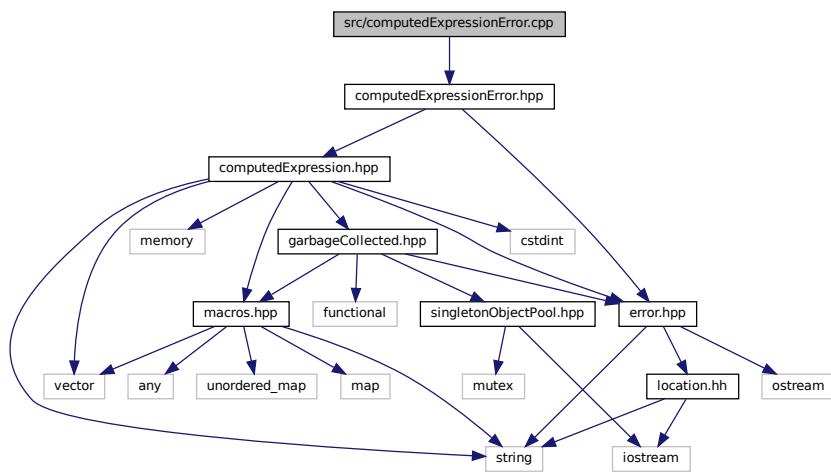
### 6.97.1 Detailed Description

Define the [Tang::ComputedExpressionCompiledFunction](#) class.

## 6.98 src/computedExpressionError.cpp File Reference

Define the [Tang::ComputedExpressionError](#) class.

```
#include "computedExpressionError.hpp"
Include dependency graph for computedExpressionError.cpp:
```



### 6.98.1 Detailed Description

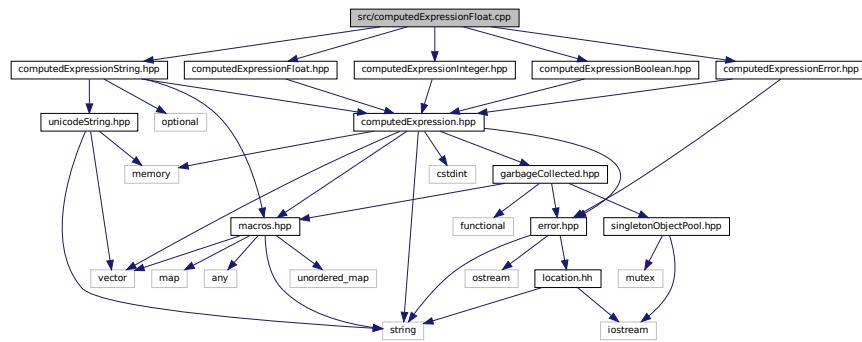
Define the [Tang::ComputedExpressionError](#) class.

## 6.99 src/computedExpressionFloat.cpp File Reference

Define the [Tang::ComputedExpressionFloat](#) class.

```
#include "computedExpressionFloat.hpp"
#include "computedExpressionInteger.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionString.hpp"
```

```
#include "computedExpressionError.hpp"
Include dependency graph for computedExpressionFloat.cpp:
```



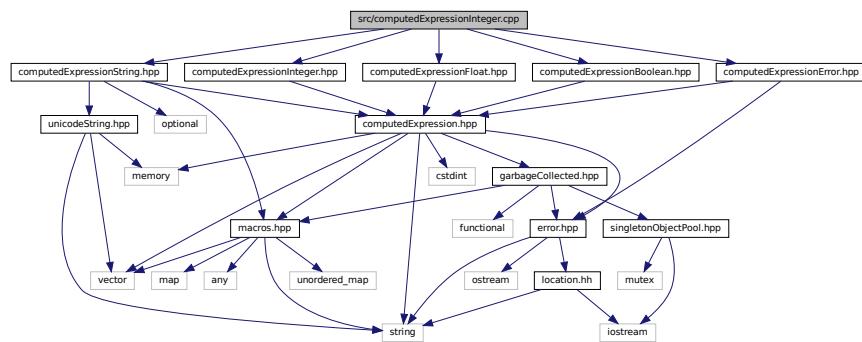
### 6.99.1 Detailed Description

Define the [Tang::ComputedExpressionFloat](#) class.

## 6.100 src/computedExpressionInteger.cpp File Reference

Define the [Tang::ComputedExpressionInteger](#) class.

```
#include "computedExpressionInteger.hpp"
#include "computedExpressionFloat.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionString.hpp"
#include "computedExpressionError.hpp"
Include dependency graph for computedExpressionInteger.cpp:
```



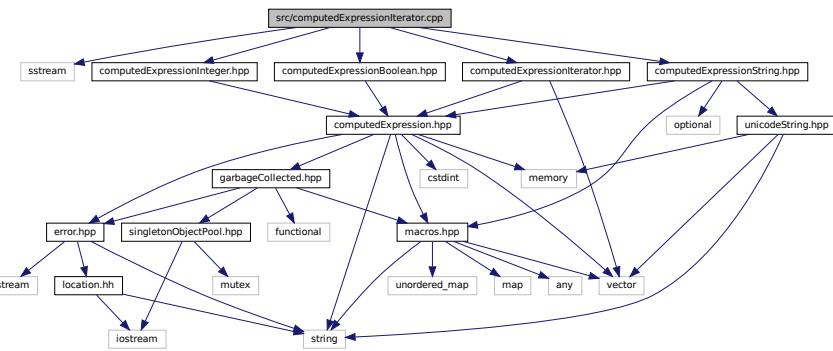
### 6.100.1 Detailed Description

Define the [Tang::ComputedExpressionInteger](#) class.

## 6.101 src/computedExpressionIterator.cpp File Reference

Define the [Tang::ComputedExpressionIterator](#) class.

```
#include <sstream>
#include "computedExpressionIterator.hpp"
#include "computedExpressionInteger.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionString.hpp"
Include dependency graph for computedExpressionIterator.cpp:
```



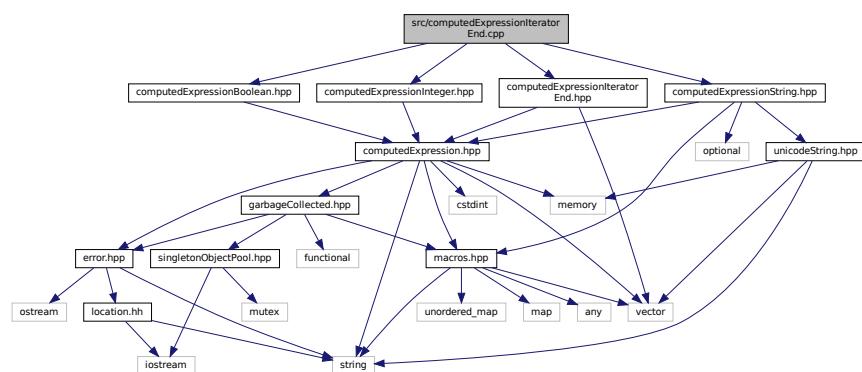
### 6.101.1 Detailed Description

Define the [Tang::ComputedExpressionIterator](#) class.

## 6.102 src/computedExpressionIteratorEnd.cpp File Reference

Define the [Tang::ComputedExpressionIteratorEnd](#) class.

```
#include "computedExpressionIteratorEnd.hpp"
#include "computedExpressionInteger.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionString.hpp"
Include dependency graph for computedExpressionIteratorEnd.cpp:
```



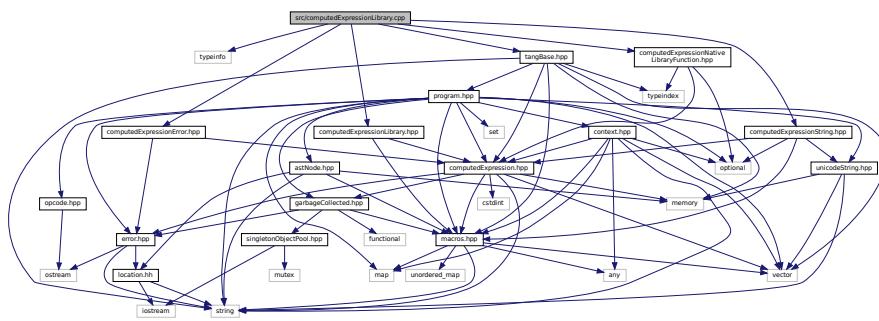
### 6.102.1 Detailed Description

Define the [Tang::ComputedExpressionIteratorEnd](#) class.

## 6.103 src/computedExpressionLibrary.cpp File Reference

Define the [Tang::ComputedExpressionLibrary](#) class.

```
#include <typeinfo>
#include "tangBase.hpp"
#include "computedExpressionError.hpp"
#include "computedExpressionLibrary.hpp"
#include "computedExpressionNativeLibraryFunction.hpp"
#include "computedExpressionString.hpp"
Include dependency graph for computedExpressionLibrary.cpp:
```



### 6.103.1 Detailed Description

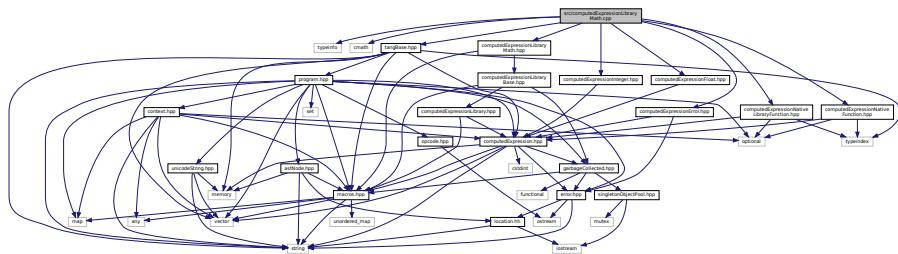
Define the [Tang::ComputedExpressionLibrary](#) class.

## 6.104 src/computedExpressionLibraryMath.cpp File Reference

Define the [Tang::ComputedExpressionLibraryMath](#) class.

```
#include <typeinfo>
#include <cmath>
#include "tangBase.hpp"
#include "computedExpressionError.hpp"
#include "computedExpressionLibraryMath.hpp"
#include "computedExpressionNativeLibraryFunction.hpp"
#include "computedExpressionNativeFunction.hpp"
#include "computedExpressionInteger.hpp"
```

```
#include "computedExpressionFloat.hpp"
Include dependency graph for computedExpressionLibraryMath.cpp:
```



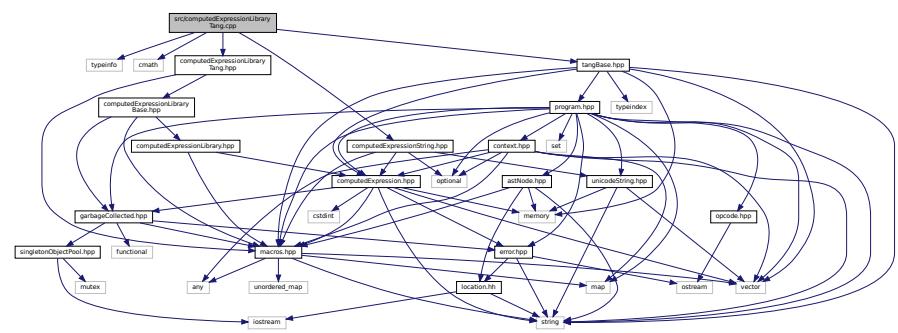
#### **6.104.1 Detailed Description**

Define the Tang::ComputedExpressionLibraryMath class.

## 6.105 src/computedExpressionLibraryTang.cpp File Reference

Define the `Tang::ComputedExpressionLibraryTang` class.

```
#include <typeinfo>
#include <cmath>
#include "tangBase.hpp"
#include "computedExpressionLibraryTang.hpp"
#include "computedExpressionString.hpp"
Include dependency graph for computedExpressionLibraryTang.cpp:
```



### **6.105.1 Detailed Description**

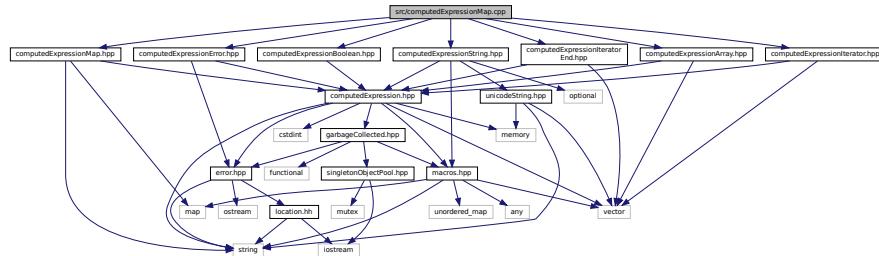
Define the `Tang::ComputedExpressionLibraryTang` class.

## 6.106 src/computedExpressionMap.cpp File Reference

Define the `Tang::ComputedExpressionMap` class.

```
#include "computedExpressionMap.hpp"
#include "computedExpressionArray.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionString.hpp"
#include "computedExpressionIterator.hpp"
#include "computedExpressionIteratorEnd.hpp"
#include "computedExpressionError.hpp"
Include dependency graph for computedExpressionMap.hpp:
```

Include dependency graph for computedExpressionMap.cpp:



### **6.106.1 Detailed Description**

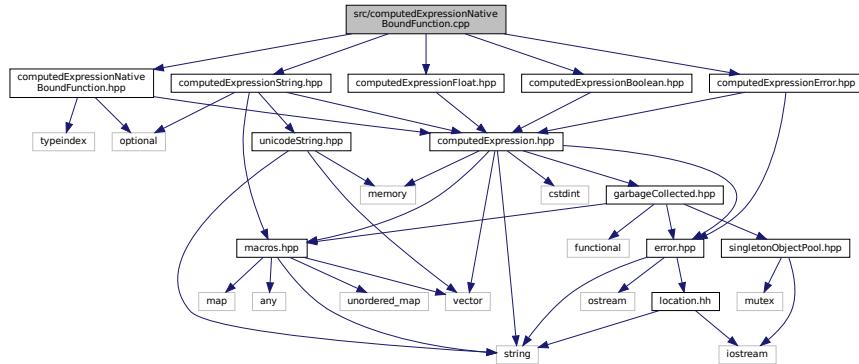
Define the `Tang::ComputedExpressionMap` class.

## 6.107 src/computedExpressionNativeBoundFunction.cpp File Reference

Define the `Tang::ComputedExpressionNativeBoundFunction` class.

```
#include "computedExpressionNativeBoundFunction.hpp"
#include "computedExpressionFloat.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionString.hpp"
#include "computedExpressionError.hpp"
```

Include dependency graph for computedExpressionNativeBoundFunction.cpp:



### 6.107.1 Detailed Description

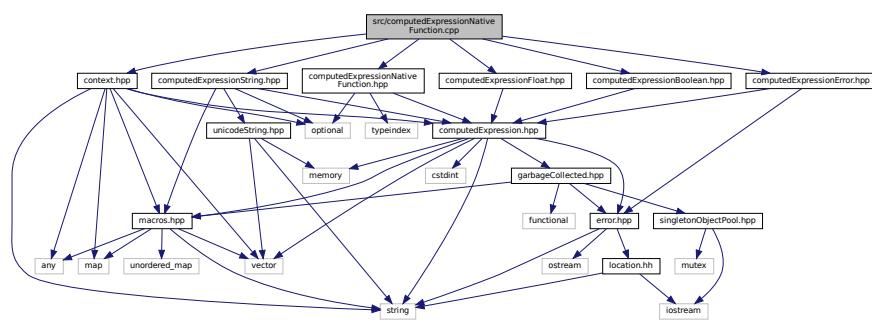
Define the [Tang::ComputedExpressionNativeBoundFunction](#) class.

## 6.108 src/computedExpressionNativeFunction.cpp File Reference

Define the [Tang::ComputedExpressionNativeFunction](#) class.

```
#include "context.hpp"
#include "computedExpressionNativeFunction.hpp"
#include "computedExpressionFloat.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionString.hpp"
#include "computedExpressionError.hpp"
```

Include dependency graph for `computedExpressionNativeFunction.cpp`:



### 6.108.1 Detailed Description

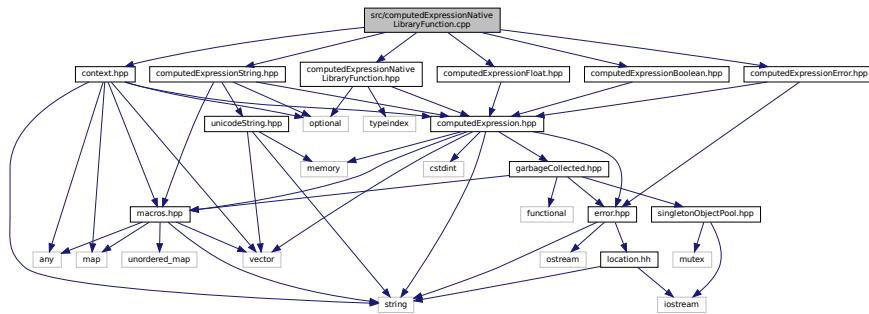
Define the [Tang::ComputedExpressionNativeFunction](#) class.

## 6.109 src/computedExpressionNativeLibraryFunction.cpp File Reference

Define the [Tang::ComputedExpressionNativeLibraryFunction](#) class.

```
#include "context.hpp"
#include "computedExpressionNativeLibraryFunction.hpp"
#include "computedExpressionFloat.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionString.hpp"
```

```
#include "computedExpressionError.hpp"
Include dependency graph for computedExpressionNativeLibraryFunction.cpp:
```



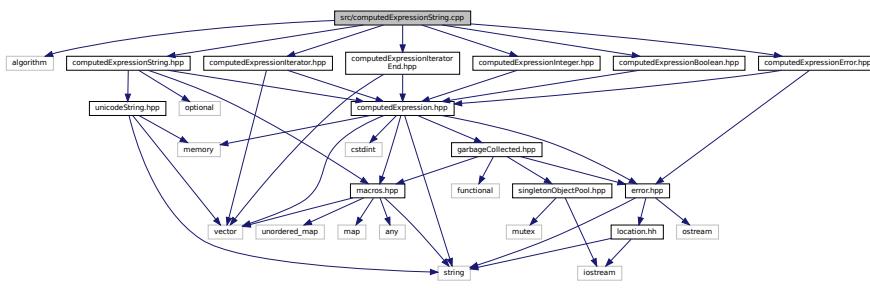
### 6.109.1 Detailed Description

Define the [Tang::ComputedExpressionNativeLibraryFunction](#) class.

## 6.110 src/computedExpressionString.cpp File Reference

Define the [Tang::ComputedExpressionString](#) class.

```
#include <algorithm>
#include "computedExpressionString.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionError.hpp"
#include "computedExpressionInteger.hpp"
#include "computedExpressionIterator.hpp"
#include "computedExpressionIteratorEnd.hpp"
#include "computedExpressionIteratorEnd.hpp"
Include dependency graph for computedExpressionString.cpp:
```



### 6.110.1 Detailed Description

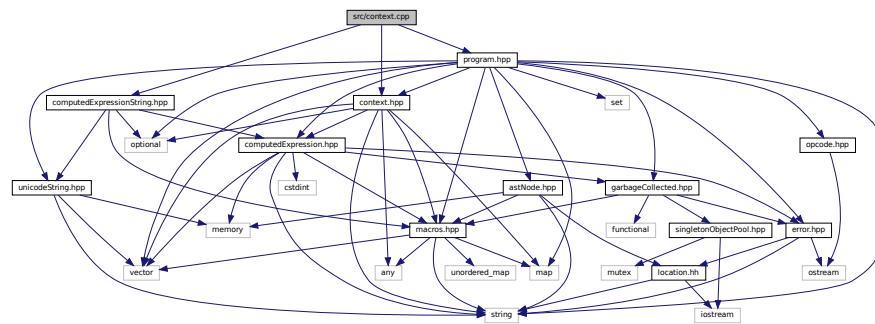
Define the [Tang::ComputedExpressionString](#) class.

## 6.111 src/context.cpp File Reference

Define the `Tang::Context` class.

```
#include "context.hpp"
#include "program.hpp"
#include "computedExpressionString.hpp"
```

Include dependency graph for context.cpp:



### 6.111.1 Detailed Description

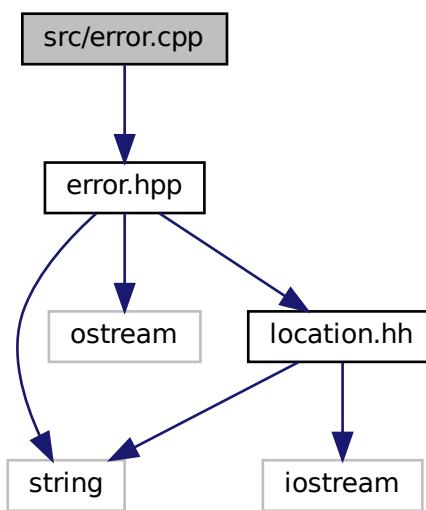
Define the `Tang::Context` class.

## 6.112 src/error.cpp File Reference

Define the `Tang::Error` class.

```
#include "error.hpp"
```

Include dependency graph for error.cpp:



## Functions

- std::ostream & [Tang::operator<<](#) (std::ostream &out, const Error &error)

### 6.112.1 Detailed Description

Define the [Tang::Error](#) class.

### 6.112.2 Function Documentation

#### 6.112.2.1 operator<<()

```
std::ostream& Tang::operator<< (
    std::ostream & out,
    const Error & error )
```

##### Parameters

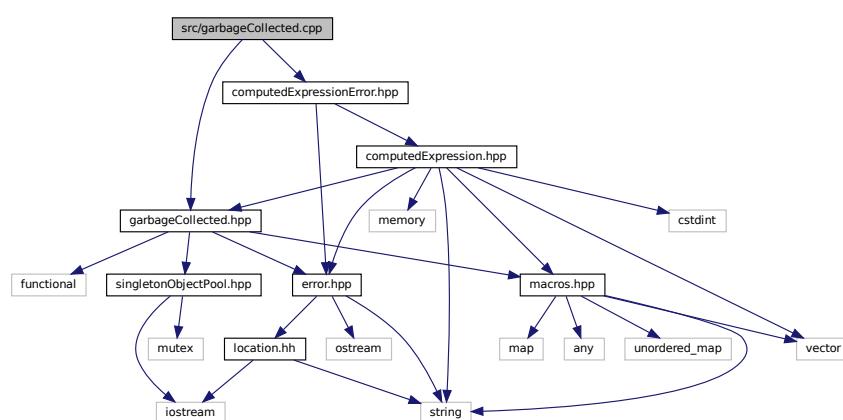
|              |                    |
|--------------|--------------------|
| <i>out</i>   | The output stream. |
| <i>error</i> | The Error object.  |

##### Returns

The output stream.

## 6.113 src/garbageCollected.cpp File Reference

```
#include "garbageCollected.hpp"
#include "computedExpressionError.hpp"
Include dependency graph for garbageCollected.cpp:
```



## Functions

- std::ostream & [Tang::operator<<](#) (std::ostream &out, const GarbageCollected &gc)

### 6.113.1 Function Documentation

#### 6.113.1.1 operator<<()

```
std::ostream& Tang::operator<< (
    std::ostream & out,
    const GarbageCollected & gc )
```

##### Parameters

|            |                             |
|------------|-----------------------------|
| <i>out</i> | The output stream.          |
| <i>gc</i>  | The GarbageCollected value. |

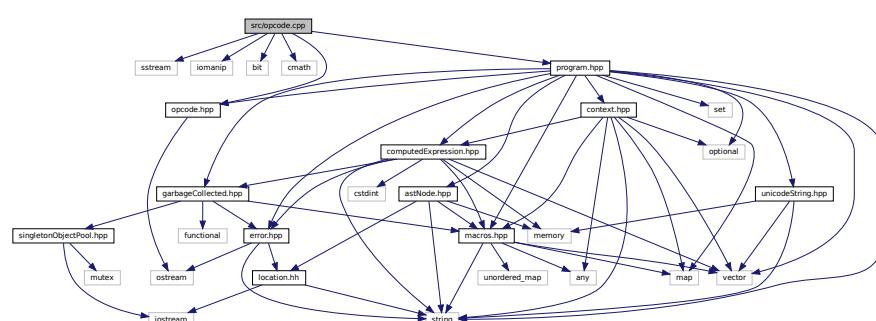
##### Returns

The output stream.

## 6.114 src/opcode.cpp File Reference

Define the [Tang::Program::dumpBytecode](#) method.

```
#include <iostream>
#include <iomanip>
#include <bit>
#include <cmath>
#include "program.hpp"
#include "opcode.hpp"
Include dependency graph for opcode.cpp:
```



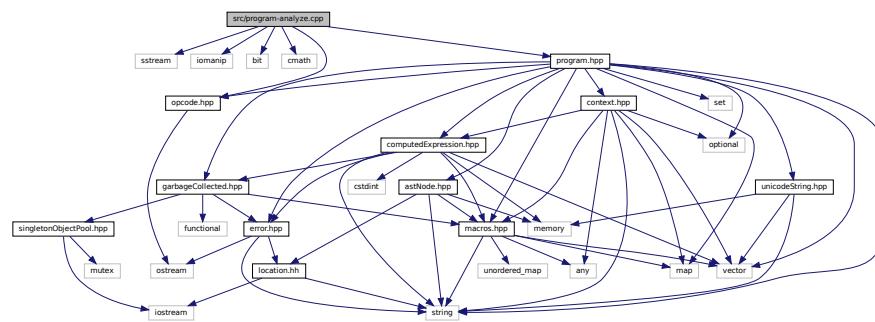
### 6.114.1 Detailed Description

Define the [Tang::Program::dumpBytecode](#) method.

## 6.115 src/program-analyze.cpp File Reference

Define the [Tang::Program::dumpBytecode](#) method.

```
#include <sstream>
#include <iomanip>
#include <bit>
#include <cmath>
#include "program.hpp"
#include "opcode.hpp"
Include dependency graph for program-analyze.cpp:
```



### Macros

- `#define DUMPPROGRAMCHECK(x)`  
*Verify the size of the Bytecode vector so that it may be safely accessed.*

### 6.115.1 Detailed Description

Define the [Tang::Program::dumpBytecode](#) method.

## 6.115.2 Macro Definition Documentation

### 6.115.2.1 DUMPPROGRAMCHECK

```
#define DUMPPROGRAMCHECK (
    x )
```

#### Value:

```
if (this->bytecode.size() < (pc + (x))) \
    return {{}, {}}
```

Verify the size of the Bytecode vector so that it may be safely accessed.

If the vector is not large enough, an empty result is returned.

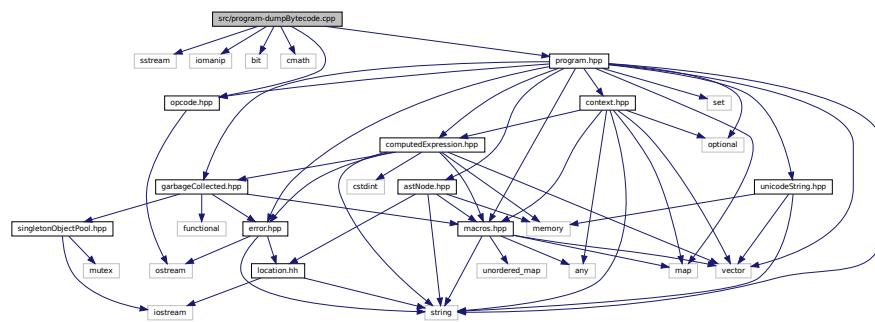
### Parameters

|   |  |
|---|--|
| x | The number of additional vector entries that should exist. |
|---|--|

## 6.116 src/program-dumpBytecode.cpp File Reference

Define the [Tang::Program::dumpBytecode](#) method.

```
#include <sstream>
#include <iomanip>
#include <bit>
#include <cmath>
#include "program.hpp"
#include "opcode.hpp"
Include dependency graph for program-dumpBytecode.cpp:
```



### Macros

- `#define DUMPPROGRAMCHECK(x)`  
*Verify the size of the Bytecode vector so that it may be safely accessed.*
- `#define DUMPBINARY`
- `#define DUMPBINARY_I`
- `#define DUMPBINARY_II`

### 6.116.1 Detailed Description

Define the [Tang::Program::dumpBytecode](#) method.

### 6.116.2 Macro Definition Documentation

### 6.116.2.1 DUMPBINAR Y

```
#define DUMPBINAR Y
```

**Value:**

```
out << (Opcode)this->bytecode[pc]; \
++pc;
```

### 6.116.2.2 DUMPBINAR Y\_I

```
#define DUMPBINAR Y_I
```

**Value:**

```
DUMPPROGRAMCHECK(1); \
out << (Opcode)this->bytecode[pc] \
<< this->bytecode[pc + 1]; \
pc += 2;
```

### 6.116.2.3 DUMPBINAR Y\_II

```
#define DUMPBINAR Y_II
```

**Value:**

```
DUMPPROGRAMCHECK(2); \
out << (Opcode)this->bytecode[pc] \
<< this->bytecode[pc + 1] \
<< ", " \
<< this->bytecode[pc + 2]; \
pc += 3;
```

### 6.116.2.4 DUMPPROGRAMCHECK

```
#define DUMPPROGRAMCHECK(
    x )
```

**Value:**

```
if (this->bytecode.size() < (pc + (x))) \
    return out.str() + "Error: Opcode truncated\n"
```

Verify the size of the Bytecode vector so that it may be safely accessed.

If the vector is not large enough, an error message is appended to the output string and no further opcodes are printed.

**Parameters**

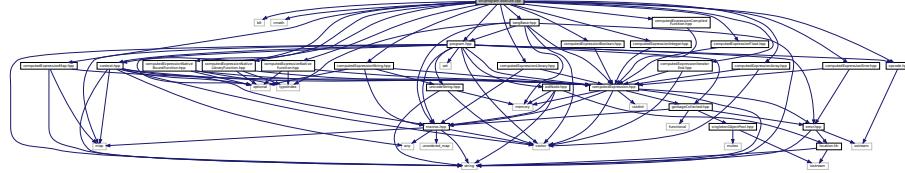
|   |  |
|---|--|
| x | The number of additional vector entries that should exist. |
|---|--|

## 6.117 src/program-execute.cpp File Reference

Define the [Tang::Program::execute](#) method.

```
#include <bit>
#include <cmath>
#include "program.hpp"
#include "context.hpp"
#include "opcode.hpp"
#include "computedExpressionError.hpp"
#include "computedExpressionInteger.hpp"
#include "computedExpressionFloat.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionString.hpp"
#include "computedExpressionArray.hpp"
#include "computedExpressionLibrary.hpp"
#include "computedExpressionMap.hpp"
#include "computedExpressionCompiledFunction.hpp"
#include "computedExpressionNativeBoundFunction.hpp"
#include "computedExpressionNativeLibraryFunction.hpp"
#include "computedExpressionNativeFunction.hpp"
#include "computedExpressionIteratorEnd.hpp"
#include "tangBase.hpp"
```

Include dependency graph for program-execute.cpp:



### Macros

- `#define EXECUTEPROGRAMCHECK(x)`  
*Verify the size of the Bytecode vector so that it may be safely accessed.*
- `#define STACKCHECK(x)`  
*Verify the size of the stack vector so that it may be safely accessed.*
- `#define BINARYOP_SS`
- `#define BINARYOP_SI`
- `#define BINARYOP_IS`
- `#define BINARYOP_II`

### 6.117.1 Detailed Description

Define the [Tang::Program::execute](#) method.

### 6.117.2 Macro Definition Documentation

### 6.117.2.1 BINARYOP\_II

```
#define BINARYOP_II
```

**Value:**

```
EXECUTEPROGRAMCHECK(2); \
auto lhsIndex = this->bytecode[pc + 1]; \
STACKCHECK(lhsIndex); \
auto & lhs = stack[fp + lhsIndex]; \
auto rhsIndex = this->bytecode[pc + 2]; \
STACKCHECK(rhsIndex); \
auto & rhs = stack[fp + rhsIndex]; \
pc += 3;
```

### 6.117.2.2 BINARYOP\_IS

```
#define BINARYOP_IS
```

**Value:**

```
EXECUTEPROGRAMCHECK(1); \
STACKCHECK(1); \
auto rhs = stack.back(); \
stack.pop_back(); \
auto lhsIndex = this->bytecode[pc + 1]; \
STACKCHECK(lhsIndex); \
auto & lhs = stack[fp + lhsIndex]; \
pc += 2;
```

### 6.117.2.3 BINARYOP\_SI

```
#define BINARYOP_SI
```

**Value:**

```
EXECUTEPROGRAMCHECK(1); \
STACKCHECK(1); \
auto rhsIndex = this->bytecode[pc + 1]; \
STACKCHECK(rhsIndex); \
auto & rhs = stack[fp + rhsIndex]; \
auto lhs = stack.back(); \
stack.pop_back(); \
pc += 2;
```

### 6.117.2.4 BINARYOP\_SS

```
#define BINARYOP_SS
```

**Value:**

```
STACKCHECK(2); \
auto rhs = stack.back(); \
stack.pop_back(); \
auto lhs = stack.back(); \
stack.pop_back(); \
++pc;
```

### 6.117.2.5 EXECUTEPROGRAMCHECK

```
#define EXECUTEPROGRAMCHECK( x )
```

**Value:**

```
if (this->bytecode.size() < (pc + (x))) { \
    stack.push_back(GarbageCollected::make<ComputedExpressionError>(Error{"Opcode instruction \
        truncated."})); \
    pc = this->bytecode.size(); \
    break; \
}
```

Verify the size of the Bytecode vector so that it may be safely accessed.

**Parameters**

|   |  |
|---|--|
| x | The number of additional vector entries that should exist. |
|---|--|

### 6.117.2.6 STACKCHECK

```
#define STACKCHECK( x )
```

**Value:**

```
if (stack.size() < (fp + (x))) { \
    stack.push_back(GarbageCollected::make<ComputedExpressionError>(Error{"Insufficient stack depth."})); \
    pc = this->bytecode.size(); \
    break; \
}
```

Verify the size of the stack vector so that it may be safely accessed.

**Parameters**

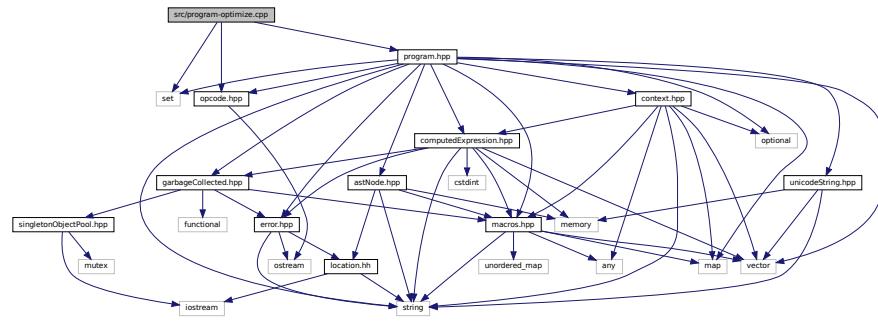
|   |   |
|---|---|
| x | The number of entries that should exist in the stack. |
|---|---|

## 6.118 src/program-optimize.cpp File Reference

Define the [Tang::Program::optimize](#) method.

```
#include <set>
#include "program.hpp"
#include "opcode.hpp"
```

Include dependency graph for program-optimize.cpp:



### 6.118.1 Detailed Description

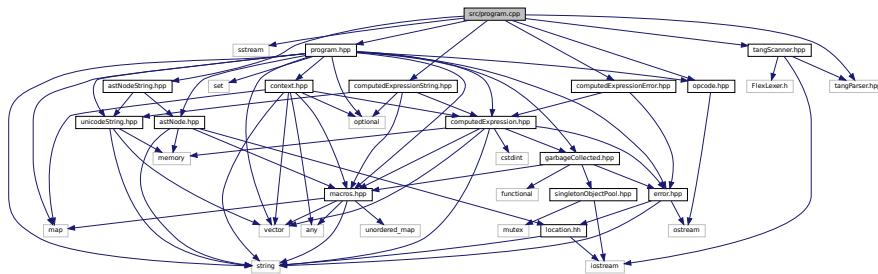
Define the [Tang::Program::optimize](#) method.

## 6.119 src/program.cpp File Reference

Define the [Tang::Program](#) class.

```
#include <sstream>
#include "program.hpp"
#include "opcode.hpp"
#include "tangScanner.hpp"
#include "tangParser.hpp"
#include "astNodeString.hpp"
#include "computedExpressionString.hpp"
#include "computedExpressionError.hpp"
```

Include dependency graph for program.cpp:



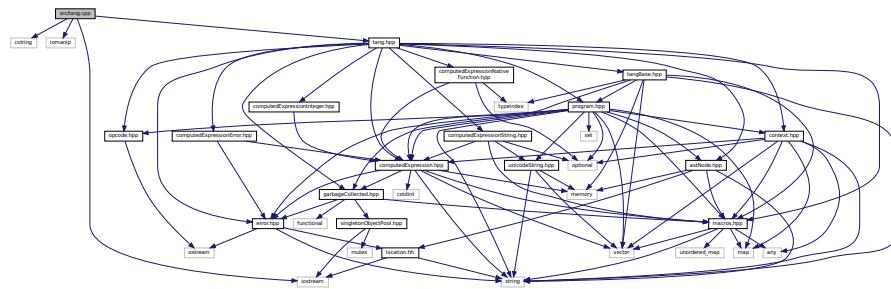
### 6.119.1 Detailed Description

Define the [Tang::Program](#) class.

## 6.120 src/tang.cpp File Reference

Code for the Tang command line interpreter.

```
#include <cstring>
#include <iomanip>
#include <iostream>
#include "tang.hpp"
Include dependency graph for tang.cpp:
```



## Functions

- void **printHelpText** ()
  - int **main** (int argc, char \*argv[ ])

### **6.120.1 Detailed Description**

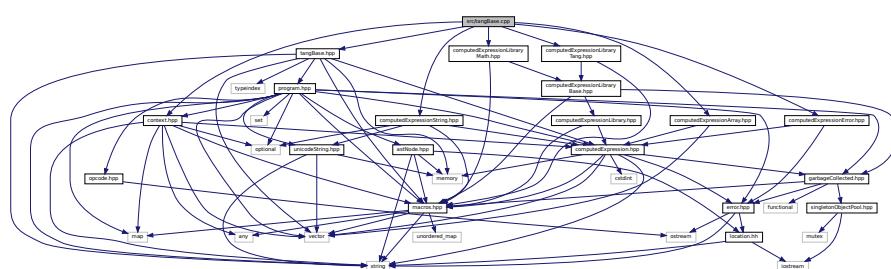
Code for the Tang command line interpreter.

## 6.121 src/tangBase.cpp File Reference

Define the `Tang::TangBase` class.

```
#include "tangBase.hpp"
#include "computedExpressionArray.hpp"
#include "computedExpressionString.hpp"
#include "computedExpressionError.hpp"
#include "computedExpressionLibraryMath.hpp"
#include "computedExpressionLibraryTang.hpp"
#include "context.hpp"

Include dependency graph for tangBase.cpp:
```



## Macros

- `#define OBJECTMETHOD(type) {type_index(typeid(type)), type::getMethods()}`
- `#define LIBRARY(alias, type)`
- `#define LIBRARYATTRIBUTES(type) {type_index(typeid(type)), type::getLibraryAttributes()}`

### 6.121.1 Detailed Description

Define the [Tang::TangBase](#) class.

### 6.121.2 Macro Definition Documentation

#### 6.121.2.1 LIBRARY

```
#define LIBRARY(
    alias,
    type )
```

**Value:**

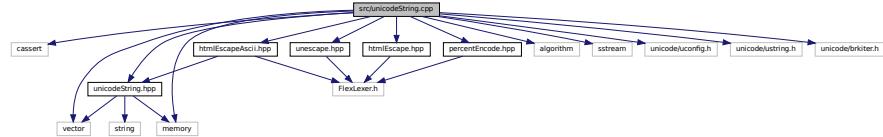
```
{alias, []([[maybe_unused]] Context & context) { \
    return GarbageCollected::make<type>(); \
}}
```

## 6.122 src/unicodeString.cpp File Reference

Contains the function declarations for the [Tang::UnicodeString](#) class and the interface to ICU.

```
#include <cassert>
#include <vector>
#include <memory>
#include <algorithm>
#include <sstream>
#include <unicode/uconfig.h>
#include <unicode/ustring.h>
#include <unicode/brkiter.h>
#include "unicodeString.hpp"
#include "unescape.hpp"
#include "htmlEscape.hpp"
#include "htmlEscapeAscii.hpp"
#include "percentEncode.hpp"
```

Include dependency graph for unicodeString.cpp:



### **6.122.1 Detailed Description**

Contains the function declarations for the `Tang::UnicodeString` class and the interface to ICU.

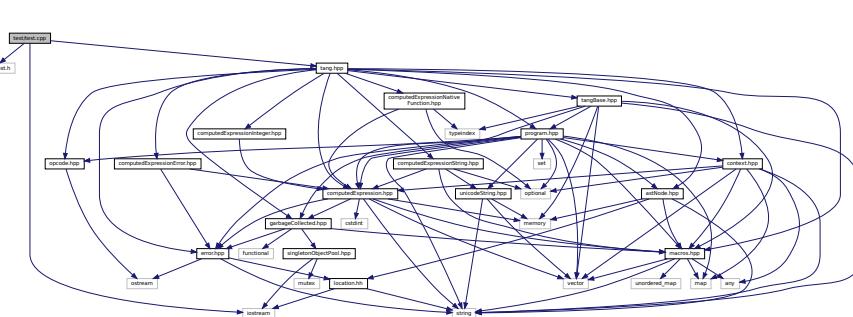
## 6.123 test/test.cpp File Reference

Test the general language behaviors.

```
#include <gtest/gtest.h>
```

```
#include <iostream>
```

```
#include "tang.hpp"
```



## Functions

- **TEST** (Declare, Null)
  - **TEST** (Declare, Integer)
  - **TEST** (Declare, Float)
  - **TEST** (Declare, Boolean)
  - **TEST** (Declare, String)
  - **TEST** (Expression, Add)
  - **TEST** (Expression, Subtract)
  - **TEST** (Expression, Multiplication)
  - **TEST** (Expression, Division)
  - **TEST** (Expression, Modulo)
  - **TEST** (Expression, UnaryMinus)
  - **TEST** (Expression, Parentheses)
  - **TEST** (Expression, TypeCast)
  - **TEST** (Expression, Not)
  - **TEST** (Expression, LessThan)
  - **TEST** (Expression, LessThanEqual)
  - **TEST** (Expression, GreaterThan)
  - **TEST** (Expression, GreaterThanEqual)
  - **TEST** (Expression, Equal)
  - **TEST** (Expression, NotEqual)
  - **TEST** (Expression, And)
  - **TEST** (Expression, Or)
  - **TEST** (Expression, Ternary)
  - **TEST** (Expression, StringIndex)
  - **TEST** (Expression, StringSlice)

- **TEST** (Expression, ArrayIndex)
- **TEST** (Expression, Map)
- **TEST** (CodeBlock, Statements)
- **TEST** (Assign, Identifier)
- **TEST** (Assign, Index)
- **TEST** (Expression, ArraySlice)
- **TEST** (ControlFlow, IfElse)
- **TEST** (ControlFlow, While)
- **TEST** (ControlFlow, Break)
- **TEST** (ControlFlow, Continue)
- **TEST** (ControlFlow, DoWhile)
- **TEST** (ControlFlow, For)
- **TEST** (ControlFlow, RangedFor)
- **TEST** (Print, Default)
- **TEST** (Print, Array)
- **TEST** (Syntax, SingleLineComment)
- **TEST** (Syntax, MultiLineComment)
- **TEST** (Syntax, UntrustedString)
- **TEST** (Syntax, UntrustedStringLiteral)
- **TEST** (Syntax, PercentEncodedString)
- **TEST** (NativeFunctions, General)
- **TEST** ([Context](#), General)
- **TEST** (Compile, Template)
- **TEST** (Compile, ShortCodes)
- **TEST** (Library, Use)
- **TEST** (Library, Tang)
- **TEST** (Optimization, Subtract)
- int **main** (int argc, char \*\*argv)

## Variables

- auto **tang** = TangBase::make\_shared()

### 6.123.1 Detailed Description

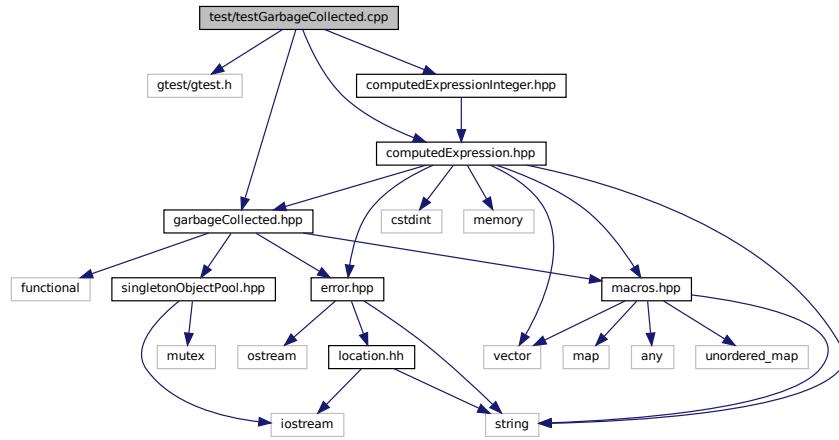
Test the general language behaviors.

## 6.124 test/testGarbageCollected.cpp File Reference

Test the generic behavior of the [Tang::GarbageCollected](#) class.

```
#include <gtest/gtest.h>
#include "garbageCollected.hpp"
#include "computedExpression.hpp"
```

```
#include "computedExpressionInteger.hpp"
Include dependency graph for testGarbageCollected.cpp:
```



## Functions

- **TEST** (Create, Access)
- **TEST** (RuleOfFive, CopyConstructor)
- **TEST** (Recycle, ObjectIsRecycled)
- **TEST** (Recycle, Object IsNot Recycled)
- int **main** (int argc, char \*\*argv)

### 6.124.1 Detailed Description

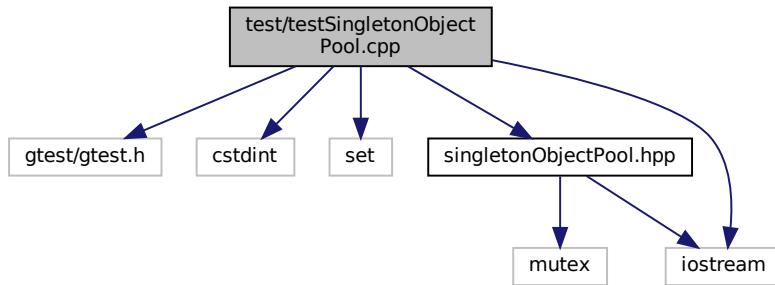
Test the generic behavior of the [Tang::GarbageCollected](#) class.

## 6.125 test/testSingletonObjectPool.cpp File Reference

Test the generic behavior of the [Tang::SingletonObjectPool](#) class.

```
#include <gtest/gtest.h>
#include <cstdint>
#include <set>
#include "singletonObjectPool.hpp"
```

```
#include <iostream>
Include dependency graph for testSingletonObjectPool.cpp:
```



## Functions

- `TEST (Singleton, SameForSameType)`
- `TEST (Singleton, DifferentForDifferentTypes)`
- `TEST (Get, SuccessiveCallsProduceDifferentMemoryAddresses)`
- `TEST (Recycle, RecycledObjectIsReused)`
- `TEST (Get, SuccessiveCallsAreSequential)`
- `TEST (Get, KeepsGeneratingDifferentPointers)`
- `TEST (Recycle, WorksAfterLargeNumberOfAllocations)`
- int `main (int argc, char **argv)`

### 6.125.1 Detailed Description

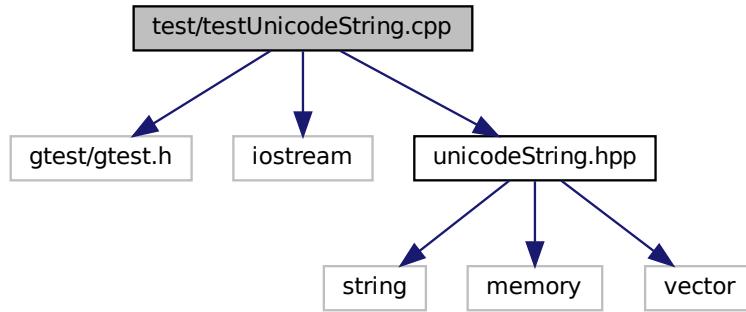
Test the generic behavior of the [Tang::SingletonObjectPool](#) class.

## 6.126 test/testUnicodeString.cpp File Reference

Contains tests for the [Tang::UnicodeString](#) class.

```
#include <gtest/gtest.h>
#include <iostream>
```

```
#include "unicodeString.hpp"
Include dependency graph for testUnicodeString.cpp:
```



## Functions

- `TEST (Core, Unescape)`
- `TEST (Core, HtmlEscape)`
- `TEST (Core, HtmlEscapeAscii)`
- `TEST (UnicodeString, SubString)`
- `TEST (UnicodeString, Types)`
- `TEST (Core, PercentEncode)`
- int `main` (int argc, char \*\*argv)

### 6.126.1 Detailed Description

Contains tests for the [Tang::UnicodeString](#) class.



# Index

—add  
    Tang::ComputedExpression, 153  
    Tang::ComputedExpressionArray, 166  
    Tang::ComputedExpressionBoolean, 181  
    Tang::ComputedExpressionCompiledFunction, 194  
    Tang::ComputedExpressionError, 207  
    Tang::ComputedExpressionFloat, 220  
    Tang::ComputedExpressionInteger, 234  
    Tang::ComputedExpressionIterator, 248  
    Tang::ComputedExpressionIteratorEnd, 262  
    Tang::ComputedExpressionLibrary, 276  
    Tang::ComputedExpressionLibraryBase, 290  
    Tang::ComputedExpressionMap, 305  
    Tang::ComputedExpressionNativeBoundFunction, 319  
    Tang::ComputedExpressionNativeFunction, 334  
    Tang::ComputedExpressionNativeLibraryFunction, 349  
    Tang::ComputedExpressionString, 365

—asCode  
    Tang::ComputedExpression, 153  
    Tang::ComputedExpressionArray, 166  
    Tang::ComputedExpressionBoolean, 181  
    Tang::ComputedExpressionCompiledFunction, 194  
    Tang::ComputedExpressionError, 207  
    Tang::ComputedExpressionFloat, 220  
    Tang::ComputedExpressionInteger, 234  
    Tang::ComputedExpressionIterator, 249  
    Tang::ComputedExpressionIteratorEnd, 263  
    Tang::ComputedExpressionLibrary, 277  
    Tang::ComputedExpressionLibraryBase, 291  
    Tang::ComputedExpressionMap, 305  
    Tang::ComputedExpressionNativeBoundFunction, 320  
    Tang::ComputedExpressionNativeFunction, 335  
    Tang::ComputedExpressionNativeLibraryFunction, 350  
    Tang::ComputedExpressionString, 365

—assign\_index  
    Tang::ComputedExpression, 153  
    Tang::ComputedExpressionArray, 167  
    Tang::ComputedExpressionBoolean, 182  
    Tang::ComputedExpressionCompiledFunction, 194  
    Tang::ComputedExpressionError, 208  
    Tang::ComputedExpressionFloat, 220  
    Tang::ComputedExpressionInteger, 234  
    Tang::ComputedExpressionIterator, 249  
    Tang::ComputedExpressionIteratorEnd, 263  
    Tang::ComputedExpressionLibrary, 277

—divide  
    Tang::ComputedExpression, 154  
    Tang::ComputedExpressionArray, 168  
    Tang::ComputedExpressionBoolean, 182  
    Tang::ComputedExpressionCompiledFunction, 195  
    Tang::ComputedExpressionError, 208  
    Tang::ComputedExpressionFloat, 221  
    Tang::ComputedExpressionInteger, 235  
    Tang::ComputedExpressionIterator, 250  
    Tang::ComputedExpressionIteratorEnd, 264  
    Tang::ComputedExpressionLibrary, 278  
    Tang::ComputedExpressionLibraryBase, 292  
    Tang::ComputedExpressionMap, 306  
    Tang::ComputedExpressionNativeBoundFunction, 321  
    Tang::ComputedExpressionNativeFunction, 336  
    Tang::ComputedExpressionNativeLibraryFunction, 351  
    Tang::ComputedExpressionString, 367

—equal  
    Tang::ComputedExpression, 154  
    Tang::ComputedExpressionArray, 168

Tang::ComputedExpressionBoolean, 183  
 Tang::ComputedExpressionCompiledFunction, 196  
 Tang::ComputedExpressionError, 209  
 Tang::ComputedExpressionFloat, 222  
 Tang::ComputedExpressionInteger, 236  
 Tang::ComputedExpressionIterator, 250  
 Tang::ComputedExpressionIteratorEnd, 264  
 Tang::ComputedExpressionLibrary, 278  
 Tang::ComputedExpressionLibraryBase, 292  
 Tang::ComputedExpressionMap, 307  
 Tang::ComputedExpressionNativeBoundFunction, 321  
 Tang::ComputedExpressionNativeFunction, 336  
 Tang::ComputedExpressionNativeLibraryFunction, 351  
 Tang::ComputedExpressionString, 367  
 \_\_float  
     Tang::ComputedExpression, 155  
     Tang::ComputedExpressionArray, 169  
     Tang::ComputedExpressionBoolean, 183  
     Tang::ComputedExpressionCompiledFunction, 196  
     Tang::ComputedExpressionError, 209  
     Tang::ComputedExpressionFloat, 222  
     Tang::ComputedExpressionInteger, 236  
     Tang::ComputedExpressionIterator, 251  
     Tang::ComputedExpressionIteratorEnd, 265  
     Tang::ComputedExpressionLibrary, 279  
     Tang::ComputedExpressionLibraryBase, 293  
     Tang::ComputedExpressionMap, 307  
     Tang::ComputedExpressionNativeBoundFunction, 322  
     Tang::ComputedExpressionNativeFunction, 337  
     Tang::ComputedExpressionNativeLibraryFunction, 352  
     Tang::ComputedExpressionString, 368  
 \_\_getIterator  
     Tang::ComputedExpression, 155  
     Tang::ComputedExpressionArray, 169  
     Tang::ComputedExpressionBoolean, 183  
     Tang::ComputedExpressionCompiledFunction, 196  
     Tang::ComputedExpressionError, 209  
     Tang::ComputedExpressionFloat, 223  
     Tang::ComputedExpressionInteger, 237  
     Tang::ComputedExpressionIterator, 251  
     Tang::ComputedExpressionIteratorEnd, 265  
     Tang::ComputedExpressionLibrary, 279  
     Tang::ComputedExpressionLibraryBase, 293  
     Tang::ComputedExpressionMap, 307  
     Tang::ComputedExpressionNativeBoundFunction, 322  
     Tang::ComputedExpressionNativeFunction, 337  
     Tang::ComputedExpressionNativeLibraryFunction, 352  
     Tang::ComputedExpressionString, 368  
 \_\_index  
     Tang::ComputedExpression, 155  
     Tang::ComputedExpressionArray, 169  
     Tang::ComputedExpressionBoolean, 184  
 Tang::ComputedExpressionCompiledFunction, 197  
 Tang::ComputedExpressionError, 210  
 Tang::ComputedExpressionFloat, 223  
 Tang::ComputedExpressionInteger, 237  
 Tang::ComputedExpressionIterator, 251  
 Tang::ComputedExpressionIteratorEnd, 265  
 Tang::ComputedExpressionLibrary, 279  
 Tang::ComputedExpressionLibraryBase, 293  
 Tang::ComputedExpressionMap, 308  
 Tang::ComputedExpressionNativeBoundFunction, 322  
 Tang::ComputedExpressionNativeFunction, 338  
 Tang::ComputedExpressionNativeLibraryFunction, 352  
 Tang::ComputedExpressionString, 369  
 \_\_integer  
     Tang::ComputedExpression, 156  
     Tang::ComputedExpressionArray, 170  
     Tang::ComputedExpressionBoolean, 184  
     Tang::ComputedExpressionCompiledFunction, 197  
     Tang::ComputedExpressionError, 210  
     Tang::ComputedExpressionFloat, 223  
     Tang::ComputedExpressionInteger, 237  
     Tang::ComputedExpressionIterator, 252  
     Tang::ComputedExpressionIteratorEnd, 266  
     Tang::ComputedExpressionLibrary, 280  
     Tang::ComputedExpressionLibraryBase, 294  
     Tang::ComputedExpressionMap, 308  
     Tang::ComputedExpressionNativeBoundFunction, 323  
     Tang::ComputedExpressionNativeFunction, 338  
     Tang::ComputedExpressionNativeLibraryFunction, 353  
     Tang::ComputedExpressionString, 369  
 \_\_iteratorNext  
     Tang::ComputedExpression, 156  
     Tang::ComputedExpressionArray, 170  
     Tang::ComputedExpressionBoolean, 184  
     Tang::ComputedExpressionCompiledFunction, 197  
     Tang::ComputedExpressionError, 210  
     Tang::ComputedExpressionFloat, 223  
     Tang::ComputedExpressionInteger, 237  
     Tang::ComputedExpressionIterator, 252  
     Tang::ComputedExpressionIteratorEnd, 266  
     Tang::ComputedExpressionLibrary, 280  
     Tang::ComputedExpressionLibraryBase, 294  
     Tang::ComputedExpressionMap, 308  
     Tang::ComputedExpressionNativeBoundFunction, 323  
     Tang::ComputedExpressionNativeFunction, 338  
     Tang::ComputedExpressionNativeLibraryFunction, 353  
     Tang::ComputedExpressionString, 369  
 \_\_lessThan  
     Tang::ComputedExpression, 156  
     Tang::ComputedExpressionArray, 170  
     Tang::ComputedExpressionBoolean, 185  
     Tang::ComputedExpressionCompiledFunction, 198

Tang::ComputedExpressionError, 211  
Tang::ComputedExpressionFloat, 224  
Tang::ComputedExpressionInteger, 238  
Tang::ComputedExpressionIterator, 252  
Tang::ComputedExpressionIteratorEnd, 266  
Tang::ComputedExpressionLibrary, 280  
Tang::ComputedExpressionLibraryBase, 294  
Tang::ComputedExpressionMap, 309  
Tang::ComputedExpressionNativeBoundFunction,  
    323  
Tang::ComputedExpressionNativeFunction, 339  
Tang::ComputedExpressionNativeLibraryFunction,  
    353  
Tang::ComputedExpressionString, 370  
modulo  
    Tang::ComputedExpression, 157  
    Tang::ComputedExpressionArray, 171  
    Tang::ComputedExpressionBoolean, 185  
    Tang::ComputedExpressionCompiledFunction, 198  
    Tang::ComputedExpressionError, 211  
    Tang::ComputedExpressionFloat, 224  
    Tang::ComputedExpressionInteger, 238  
    Tang::ComputedExpressionIterator, 253  
    Tang::ComputedExpressionIteratorEnd, 267  
    Tang::ComputedExpressionLibrary, 281  
    Tang::ComputedExpressionLibraryBase, 295  
    Tang::ComputedExpressionMap, 309  
    Tang::ComputedExpressionNativeBoundFunction,  
        325  
    Tang::ComputedExpressionNativeFunction, 339  
    Tang::ComputedExpressionNativeLibraryFunction,  
        355  
    Tang::ComputedExpressionString, 371  
multiply  
    Tang::ComputedExpression, 157  
    Tang::ComputedExpressionArray, 171  
    Tang::ComputedExpressionBoolean, 185  
    Tang::ComputedExpressionCompiledFunction, 198  
    Tang::ComputedExpressionError, 211  
    Tang::ComputedExpressionFloat, 225  
    Tang::ComputedExpressionInteger, 239  
    Tang::ComputedExpressionIterator, 253  
    Tang::ComputedExpressionIteratorEnd, 267  
    Tang::ComputedExpressionLibrary, 281  
    Tang::ComputedExpressionLibraryBase, 295  
    Tang::ComputedExpressionMap, 310  
    Tang::ComputedExpressionNativeBoundFunction,  
        325  
    Tang::ComputedExpressionNativeFunction, 339  
    Tang::ComputedExpressionNativeLibraryFunction,  
        355  
    Tang::ComputedExpressionString, 371  
negative  
    Tang::ComputedExpression, 158  
    Tang::ComputedExpressionArray, 172  
    Tang::ComputedExpressionBoolean, 186  
    Tang::ComputedExpressionCompiledFunction, 199  
    Tang::ComputedExpressionError, 212  
Tang::ComputedExpressionFloat, 225  
Tang::ComputedExpressionInteger, 240  
Tang::ComputedExpressionIterator, 254  
Tang::ComputedExpressionIteratorEnd, 268  
Tang::ComputedExpressionLibrary, 281  
Tang::ComputedExpressionLibraryBase, 295  
Tang::ComputedExpressionMap, 310  
Tang::ComputedExpressionNativeBoundFunction,  
    325  
Tang::ComputedExpressionNativeFunction, 340  
Tang::ComputedExpressionNativeLibraryFunction,  
    355  
Tang::ComputedExpressionString, 372  
not  
    Tang::ComputedExpression, 158  
    Tang::ComputedExpressionArray, 172  
    Tang::ComputedExpressionBoolean, 186  
    Tang::ComputedExpressionCompiledFunction, 199  
    Tang::ComputedExpressionError, 212  
    Tang::ComputedExpressionFloat, 225  
    Tang::ComputedExpressionInteger, 240  
    Tang::ComputedExpressionIterator, 254  
    Tang::ComputedExpressionIteratorEnd, 268  
    Tang::ComputedExpressionLibrary, 281  
    Tang::ComputedExpressionLibraryBase, 295  
    Tang::ComputedExpressionMap, 310  
    Tang::ComputedExpressionNativeBoundFunction,  
        326  
    Tang::ComputedExpressionNativeFunction, 340  
    Tang::ComputedExpressionNativeLibraryFunction,  
        356  
    Tang::ComputedExpressionString, 372  
period  
    Tang::ComputedExpression, 158  
    Tang::ComputedExpressionArray, 172  
    Tang::ComputedExpressionBoolean, 186  
    Tang::ComputedExpressionCompiledFunction, 199  
    Tang::ComputedExpressionError, 212  
    Tang::ComputedExpressionFloat, 226  
    Tang::ComputedExpressionInteger, 240  
    Tang::ComputedExpressionIterator, 254  
    Tang::ComputedExpressionIteratorEnd, 268  
    Tang::ComputedExpressionLibrary, 281  
    Tang::ComputedExpressionLibraryBase, 295  
    Tang::ComputedExpressionMap, 310  
    Tang::ComputedExpressionNativeBoundFunction,  
        326  
    Tang::ComputedExpressionNativeFunction, 340  
    Tang::ComputedExpressionNativeLibraryFunction,  
        356  
    Tang::ComputedExpressionString, 372  
slice  
    Tang::ComputedExpression, 159  
    Tang::ComputedExpressionArray, 173  
    Tang::ComputedExpressionBoolean, 187  
    Tang::ComputedExpressionCompiledFunction, 200  
    Tang::ComputedExpressionError, 213  
    Tang::ComputedExpressionFloat, 226

Tang::ComputedExpressionInteger, 240  
 Tang::ComputedExpressionIterator, 255  
 Tang::ComputedExpressionIteratorEnd, 268  
 Tang::ComputedExpressionLibrary, 282  
 Tang::ComputedExpressionLibraryBase, 296  
 Tang::ComputedExpressionMap, 311  
 Tang::ComputedExpressionNativeBoundFunction, 326  
 Tang::ComputedExpressionNativeFunction, 341  
 Tang::ComputedExpressionNativeLibraryFunction, 356  
 Tang::ComputedExpressionString, 373  
string  
     Tang::ComputedExpression, 159  
     Tang::ComputedExpressionArray, 173  
     Tang::ComputedExpressionBoolean, 187  
     Tang::ComputedExpressionCompiledFunction, 200  
     Tang::ComputedExpressionError, 213  
     Tang::ComputedExpressionFloat, 227  
     Tang::ComputedExpressionInteger, 241  
     Tang::ComputedExpressionIterator, 255  
     Tang::ComputedExpressionIteratorEnd, 269  
     Tang::ComputedExpressionLibrary, 283  
     Tang::ComputedExpressionLibraryBase, 297  
     Tang::ComputedExpressionMap, 311  
     Tang::ComputedExpressionNativeBoundFunction, 327  
     Tang::ComputedExpressionNativeFunction, 341  
     Tang::ComputedExpressionNativeLibraryFunction, 357  
     Tang::ComputedExpressionString, 374  
subtract  
     Tang::ComputedExpression, 159  
     Tang::ComputedExpressionArray, 174  
     Tang::ComputedExpressionBoolean, 187  
     Tang::ComputedExpressionCompiledFunction, 200  
     Tang::ComputedExpressionError, 213  
     Tang::ComputedExpressionFloat, 227  
     Tang::ComputedExpressionInteger, 241  
     Tang::ComputedExpressionIterator, 255  
     Tang::ComputedExpressionIteratorEnd, 269  
     Tang::ComputedExpressionLibrary, 283  
     Tang::ComputedExpressionLibraryBase, 297  
     Tang::ComputedExpressionMap, 312  
     Tang::ComputedExpressionNativeBoundFunction, 327  
     Tang::ComputedExpressionNativeFunction, 341  
     Tang::ComputedExpressionNativeLibraryFunction, 357  
     Tang::ComputedExpressionString, 374  
~GarbageCollected  
     Tang::GarbageCollected, 386  
**ADD**  
     opcode.hpp, 497  
**Add**  
     Tang::AstNodeBinary, 32  
**addBreak**  
     Tang::Program, 412  
**addBytecode**  
     Tang::Program, 413  
**addContinue**  
     Tang::Program, 413  
**addIdentifier**  
     Tang::Program, 413  
**addIdentifierAssigned**  
     Tang::Program, 413  
**addLibraryAlias**  
     Tang::Program, 414  
**addString**  
     Tang::Program, 414  
**And**  
     Tang::AstNodeBinary, 32  
**append**  
     Tang::ComputedExpressionArray, 174  
**ARRAY**  
     opcode.hpp, 496  
**ASSIGNINDEX**  
     opcode.hpp, 496  
**AstNode**  
     Tang::AstNode, 18  
**AstNodeArray**  
     Tang::AstNodeArray, 23  
**AstNodeAssign**  
     Tang::AstNodeAssign, 27  
**AstNodeBinary**  
     Tang::AstNodeBinary, 33  
**AstNodeBlock**  
     Tang::AstNodeBlock, 37  
**AstNodeBoolean**  
     Tang::AstNodeBoolean, 41  
**AstNodeBreak**  
     Tang::AstNodeBreak, 45  
**AstNodeCast**  
     Tang::AstNodeCast, 50  
**AstNodeContinue**  
     Tang::AstNodeContinue, 54  
**AstNodeDoWhile**  
     Tang::AstNodeDoWhile, 58  
**AstNodeFloat**  
     Tang::AstNodeFloat, 62  
**AstNodeFor**  
     Tang::AstNodeFor, 67  
**AstNodeFunctionCall**  
     Tang::AstNodeFunctionCall, 71  
**AstNodeFunctionDeclaration**  
     Tang::AstNodeFunctionDeclaration, 74  
**AstNodeIdentifier**  
     Tang::AstNodeIdentifier, 79  
**AstNodeIfElse**  
     Tang::AstNodeIfElse, 84  
**AstNodeIndex**  
     Tang::AstNodeIndex, 88  
**AstNodeInteger**  
     Tang::AstNodeInteger, 93  
**AstNodeLibrary**  
     Tang::AstNodeLibrary, 97

AstNodeMap  
    Tang::AstNodeMap, 101

AstNodePeriod  
    Tang::AstNodePeriod, 105

AstNodePrint  
    Tang::AstNodePrint, 110

AstNodeRangedFor  
    Tang::AstNodeRangedFor, 114

AstNodeReturn  
    Tang::AstNodeReturn, 118

AstNodeSlice  
    Tang::AstNodeSlice, 123

AstNodeString  
    Tang::AstNodeString, 127, 128

AstNodeTernary  
    Tang::AstNodeTernary, 133

AstNodeUnary  
    Tang::AstNodeUnary, 138

AstNodeUse  
    Tang::AstNodeUse, 143

AstNodeWhile  
    Tang::AstNodeWhile, 148

BINARYOP\_II  
    program-execute.cpp, 543

BINARYOP\_IS  
    program-execute.cpp, 544

BINARYOP\_SI  
    program-execute.cpp, 544

BINARYOP\_SS  
    program-execute.cpp, 544

BOOLEAN  
    opcode.hpp, 496

Boolean  
    Tang::AstNodeCast, 50

build/generated/location.hh, 441

bytesLength  
    Tang::ComputedExpressionString, 374  
    Tang::UnicodeString, 435

CALLFUNC  
    opcode.hpp, 497

CALLFUNC\_I  
    opcode.hpp, 497

CASTBOOLEAN  
    opcode.hpp, 497

CASTFLOAT  
    opcode.hpp, 497

CASTINTEGER  
    opcode.hpp, 497

CASTSTRING  
    opcode.hpp, 497

CodeType  
    Tang::Program, 411

compile  
    Tang::AstNode, 19  
    Tang::AstNodeArray, 24  
    Tang::AstNodeAssign, 28  
    Tang::AstNodeBinary, 33

Tang::AstNodeBlock, 38

Tang::AstNodeBoolean, 42

Tang::AstNodeBreak, 45

Tang::AstNodeCast, 50

Tang::AstNodeContinue, 54

Tang::AstNodeDoWhile, 59

Tang::AstNodeFloat, 63

Tang::AstNodeFor, 67

Tang::AstNodeFunctionCall, 71

Tang::AstNodeFunctionDeclaration, 75

Tang::AstNodeIdentifier, 79

Tang::AstNodeElse, 84

Tang::AstNodeIndex, 89

Tang::AstNodeInteger, 94

Tang::AstNodeLibrary, 98

Tang::AstNodeMap, 101

Tang::AstNodePeriod, 106

Tang::AstNodePrint, 110

Tang::AstNodeRangedFor, 114

Tang::AstNodeReturn, 119

Tang::AstNodeSlice, 123

Tang::AstNodeString, 128

Tang::AstNodeTernary, 134

Tang::AstNodeUnary, 138

Tang::AstNodeUse, 144

Tang::AstNodeWhile, 149

compileLiteral  
    Tang::AstNodeString, 129

compilePreprocess  
    Tang::AstNode, 19  
    Tang::AstNodeArray, 24  
    Tang::AstNodeAssign, 28  
    Tang::AstNodeBinary, 34  
    Tang::AstNodeBlock, 38  
    Tang::AstNodeBoolean, 42  
    Tang::AstNodeBreak, 46  
    Tang::AstNodeCast, 51  
    Tang::AstNodeContinue, 55  
    Tang::AstNodeDoWhile, 59  
    Tang::AstNodeFloat, 63  
    Tang::AstNodeFor, 68  
    Tang::AstNodeFunctionCall, 72  
    Tang::AstNodeFunctionDeclaration, 75  
    Tang::AstNodeIdentifier, 80  
    Tang::AstNodeElse, 85  
    Tang::AstNodeIndex, 89  
    Tang::AstNodeInteger, 94  
    Tang::AstNodeLibrary, 98  
    Tang::AstNodeMap, 102  
    Tang::AstNodePeriod, 106  
    Tang::AstNodePrint, 111  
    Tang::AstNodeRangedFor, 115  
    Tang::AstNodeReturn, 119  
    Tang::AstNodeSlice, 124  
    Tang::AstNodeString, 129  
    Tang::AstNodeTernary, 134  
    Tang::AstNodeUnary, 140  
    Tang::AstNodeUse, 144

Tang::AstNodeWhile, 149  
 compileScript  
     Tang::TangBase, 425, 426  
 compileTemplate  
     Tang::TangBase, 426  
 ComputedExpressionArray  
     Tang::ComputedExpressionArray, 166  
 ComputedExpressionBoolean  
     Tang::ComputedExpressionBoolean, 181  
 ComputedExpressionCompiledFunction  
     Tang::ComputedExpressionCompiledFunction, 193  
 ComputedExpressionError  
     Tang::ComputedExpressionError, 207  
 ComputedExpressionFloat  
     Tang::ComputedExpressionFloat, 219  
 ComputedExpressionInteger  
     Tang::ComputedExpressionInteger, 233  
 ComputedExpressionIterator  
     Tang::ComputedExpressionIterator, 248  
 ComputedExpressionMap  
     Tang::ComputedExpressionMap, 305  
 ComputedExpressionNativeBoundFunction  
     Tang::ComputedExpressionNativeBoundFunction, 318  
 ComputedExpressionNativeFunction  
     Tang::ComputedExpressionNativeFunction, 334  
 ComputedExpressionNativeLibraryFunction  
     Tang::ComputedExpressionNativeLibraryFunction, 349  
 ComputedExpressionString  
     Tang::ComputedExpressionString, 364  
 COPY  
     opcode.hpp, 496  
 currentIndex  
     Tang::SingletonObjectPool< T >, 423  
 currentRecycledIndex  
     Tang::SingletonObjectPool< T >, 423  
  
 Default  
     Tang::AstNode, 18  
     Tang::AstNodeArray, 23  
     Tang::AstNodeAssign, 27  
     Tang::AstNodeBinary, 33  
     Tang::AstNodeBlock, 37  
     Tang::AstNodeBoolean, 41  
     Tang::AstNodeBreak, 45  
     Tang::AstNodeCast, 49  
     Tang::AstNodeContinue, 54  
     Tang::AstNodeDoWhile, 58  
     Tang::AstNodeFloat, 62  
     Tang::AstNodeFor, 66  
     Tang::AstNodeFunctionCall, 70  
     Tang::AstNodeFunctionDeclaration, 74  
     Tang::AstNodeIdentifier, 78  
     Tang::AstNodeIfElse, 83  
     Tang::AstNodeIndex, 88  
     Tang::AstNodeInteger, 93  
     Tang::AstNodeLibrary, 97  
     Tang::AstNodeMap, 101  
  
 Tang::AstNodePeriod, 105  
 Tang::AstNodePrint, 110  
 Tang::AstNodeRangedFor, 113  
 Tang::AstNodeReturn, 118  
 Tang::AstNodeSlice, 122  
 Tang::AstNodeString, 127  
 Tang::AstNodeTernary, 133  
 Tang::AstNodeUnary, 138  
 Tang::AstNodeUse, 143  
 Tang::AstNodeWhile, 148  
  
 DIVIDE  
     opcode.hpp, 497  
 Divide  
     Tang::AstNodeBinary, 32  
 dump  
     Tang::AstNode, 20  
     Tang::AstNodeArray, 25  
     Tang::AstNodeAssign, 29  
     Tang::AstNodeBinary, 34  
     Tang::AstNodeBlock, 39  
     Tang::AstNodeBoolean, 43  
     Tang::AstNodeBreak, 47  
     Tang::AstNodeCast, 51  
     Tang::AstNodeContinue, 55  
     Tang::AstNodeDoWhile, 60  
     Tang::AstNodeFloat, 64  
     Tang::AstNodeFor, 68  
     Tang::AstNodeFunctionCall, 72  
     Tang::AstNodeFunctionDeclaration, 76  
     Tang::AstNodeIdentifier, 80  
     Tang::AstNodeIfElse, 85  
     Tang::AstNodeIndex, 90  
     Tang::AstNodeInteger, 95  
     Tang::AstNodeLibrary, 99  
     Tang::AstNodeMap, 103  
     Tang::AstNodePeriod, 107  
     Tang::AstNodePrint, 111  
     Tang::AstNodeRangedFor, 116  
     Tang::AstNodeReturn, 120  
     Tang::AstNodeSlice, 124  
     Tang::AstNodeString, 130  
     Tang::AstNodeTernary, 135  
     Tang::AstNodeUnary, 140  
     Tang::AstNodeUse, 145  
     Tang::AstNodeWhile, 150  
     Tang::ComputedExpression, 160  
     Tang::ComputedExpressionArray, 175  
     Tang::ComputedExpressionBoolean, 188  
     Tang::ComputedExpressionCompiledFunction, 201  
     Tang::ComputedExpressionError, 214  
     Tang::ComputedExpressionFloat, 228  
     Tang::ComputedExpressionInteger, 242  
     Tang::ComputedExpressionIterator, 256  
     Tang::ComputedExpressionIteratorEnd, 270  
     Tang::ComputedExpressionLibrary, 284  
     Tang::ComputedExpressionLibraryBase, 298  
     Tang::ComputedExpressionMap, 312

Tang::ComputedExpressionNativeBoundFunction,  
    328  
Tang::ComputedExpressionNativeFunction, 342  
Tang::ComputedExpressionNativeLibraryFunction,  
    358  
    Tang::ComputedExpressionString, 374  
**DUMPBINARY**  
    program-dumpBytecode.cpp, 541  
**DUMPBINARY\_I**  
    program-dumpBytecode.cpp, 542  
**DUMPBINARY\_II**  
    program-dumpBytecode.cpp, 542  
dumpBytecode  
    Tang::Program, 414  
**DUMPPROGRAMCHECK**  
    program-analyze.cpp, 540  
    program-dumpBytecode.cpp, 542

**EQ**  
    opcode.hpp, 497  
**Equal**  
    Tang::AstNodeBinary, 32  
**Error**  
    Tang::Error, 382  
error.cpp  
    operator<<, 538  
**execute**  
    Tang::Program, 415  
**EXECUTEPROGRAMCHECK**  
    program-execute.cpp, 544

**FLOAT**  
    opcode.hpp, 496  
**Float**  
    Tang::AstNodeCast, 50  
**FUNCTION**  
    opcode.hpp, 496  
**functionsDeclared**  
    Tang::Program, 420

**GarbageCollected**  
    Tang::GarbageCollected, 385, 386  
garbageCollected.cpp  
    operator<<, 539

**get**  
    Tang::SingletonObjectPool< T >, 422  
**get\_next\_token**  
    Tang::HtmlEscape, 401  
    Tang::HtmlEscapeAscii, 403  
    Tang::PercentEncode, 406  
    Tang::TangScanner, 430  
    Tang::Unescape, 432  
**getAnnotations**  
    Tang::Program, 416  
**getArgc**  
    Tang::ComputedExpressionNativeBoundFunction,  
        328  
    Tang::ComputedExpressionNativeFunction, 342  
**getAst**

    Tang::Program, 416  
getBytecode  
    Tang::Program, 416  
**getCode**  
    Tang::Program, 416  
**getCollection**  
    Tang::AstNodeIndex, 90  
**getContents**  
    Tang::ComputedExpressionArray, 175  
**getFunction**  
    Tang::ComputedExpressionNativeBoundFunction,  
        328  
    Tang::ComputedExpressionNativeFunction, 342  
    Tang::ComputedExpressionNativeLibraryFunction,  
        358  
**getIdentifiers**  
    Tang::Program, 416  
**getIdentifiersAssigned**  
    Tang::Program, 417  
**getIndex**  
    Tang::AstNodeIndex, 90  
**getInstance**  
    Tang::SingletonObjectPool< T >, 422  
**GETITERATOR**  
    opcode.hpp, 497  
**getLibraryAliases**  
    Tang::Program, 417  
**getMethods**  
    Tang::ComputedExpressionArray, 175  
    Tang::ComputedExpressionString, 375  
**getResult**  
    Tang::Program, 417  
**getStrings**  
    Tang::Program, 417  
**getTargetTypeIndex**  
    Tang::ComputedExpressionNativeBoundFunction,  
        328  
**getValue**  
    Tang::ComputedExpressionFloat, 228  
    Tang::ComputedExpressionInteger, 242  
    Tang::ComputedExpressionString, 375  
**GreaterThan**  
    Tang::AstNodeBinary, 32  
**GreaterThanOrEqualTo**  
    Tang::AstNodeBinary, 32  
**GT**  
    opcode.hpp, 497  
**GTE**  
    opcode.hpp, 497

**HtmlEscape**  
    Tang::HtmlEscape, 400  
**htmlEscape**  
    unicodeString.hpp, 507  
**HtmlEscapeAscii**  
    Tang::HtmlEscapeAscii, 402  
**htmlEscapeAscii**  
    unicodeString.hpp, 507

include/astNode.hpp, 443  
 include/astNodeArray.hpp, 444  
 include/astNodeAssign.hpp, 445  
 include/astNodeBinary.hpp, 446  
 include/astNodeBlock.hpp, 447  
 include/astNodeBoolean.hpp, 448  
 include/astNodeBreak.hpp, 449  
 include/astNodeCast.hpp, 450  
 include/astNodeContinue.hpp, 451  
 include/astNodeDoWhile.hpp, 452  
 include/astNodeFloat.hpp, 453  
 include/astNodeFor.hpp, 454  
 include/astNodeFunctionCall.hpp, 455  
 include/astNodeFunctionDeclaration.hpp, 456  
 include/astNodeIdentifier.hpp, 457  
 include/astNodeIfElse.hpp, 457  
 include/astNodeIndex.hpp, 458  
 include/astNodeInteger.hpp, 459  
 include/astNodeLibrary.hpp, 460  
 include/astNodeMap.hpp, 461  
 include/astNodePeriod.hpp, 463  
 include/astNodePrint.hpp, 464  
 include/astNodeRangedFor.hpp, 465  
 include/astNodeReturn.hpp, 466  
 include/astNodeSlice.hpp, 467  
 include/astNodeString.hpp, 468  
 include/astNodeTernary.hpp, 469  
 include/astNodeUnary.hpp, 470  
 include/astNodeUse.hpp, 471  
 include/astNodeWhile.hpp, 472  
 include/computedExpression.hpp, 473  
 include/computedExpressionArray.hpp, 473  
 include/computedExpressionBoolean.hpp, 474  
 include/computedExpressionCompiledFunction.hpp,  
     475  
 include/computedExpressionError.hpp, 476  
 include/computedExpressionFloat.hpp, 477  
 include/computedExpressionInteger.hpp, 478  
 include/computedExpressionIterator.hpp, 478  
 include/computedExpressionIteratorEnd.hpp, 479  
 include/computedExpressionLibrary.hpp, 480  
 include/computedExpressionLibraryMath.hpp, 481  
 include/computedExpressionLibraryTang.hpp, 483  
 include/computedExpressionMap.hpp, 484  
 include/computedExpressionNativeBoundFunction.hpp,  
     485  
 include/computedExpressionNativeFunction.hpp, 486  
 include/computedExpressionNativeLibraryFunction.hpp,  
     487  
 include/computedExpressionString.hpp, 488  
 include/context.hpp, 488  
 include/error.hpp, 489  
 include/garbageCollected.hpp, 490  
 include/htmlEscape.hpp, 491  
 include/htmlEscapeAscii.hpp, 492  
 include/macros.hpp, 494  
 include/opcode.hpp, 495  
 include/percentEncode.hpp, 498  
 include/program.hpp, 499  
 include/singletonObjectPool.hpp, 501  
 include/tang.hpp, 502  
 include/tangBase.hpp, 503  
 include/tangScanner.hpp, 504  
 include/unescape.hpp, 505  
 include/unicodeString.hpp, 506  
 INDEX  
     opcode.hpp, 497  
 INTEGER  
     opcode.hpp, 496  
 Integer  
     Tang::AstNodeCast, 50  
 is\_equal  
     Tang::ComputedExpression, 160–162  
     Tang::ComputedExpressionArray, 175–177  
     Tang::ComputedExpressionBoolean, 188–190  
     Tang::ComputedExpressionCompiledFunction,  
         201–203  
     Tang::ComputedExpressionError, 214–216  
     Tang::ComputedExpressionFloat, 228–230  
     Tang::ComputedExpressionInteger, 242–244  
     Tang::ComputedExpressionIterator, 256, 258, 259  
     Tang::ComputedExpressionIteratorEnd, 270, 272,  
         273  
     Tang::ComputedExpressionLibrary, 284, 286, 287  
     Tang::ComputedExpressionLibraryBase, 298, 300,  
         301  
     Tang::ComputedExpressionMap, 312–314  
     Tang::ComputedExpressionNativeBoundFunction,  
         329–331  
     Tang::ComputedExpressionNativeFunction, 343–  
         345  
     Tang::ComputedExpressionNativeLibraryFunction,  
         358–360  
     Tang::ComputedExpressionString, 375–378  
 IsAssignment  
     Tang::AstNode, 18  
     Tang::AstNodeArray, 23  
     Tang::AstNodeAssign, 27  
     Tang::AstNodeBinary, 33  
     Tang::AstNodeBlock, 37  
     Tang::AstNodeBoolean, 41  
     Tang::AstNodeBreak, 45  
     Tang::AstNodeCast, 49  
     Tang::AstNodeContinue, 54  
     Tang::AstNodeDoWhile, 58  
     Tang::AstNodeFloat, 62  
     Tang::AstNodeFor, 66  
     Tang::AstNodeFunctionCall, 70  
     Tang::AstNodeFunctionDeclaration, 74  
     Tang::AstNodeIdentifier, 78  
     Tang::AstNodeIfElse, 83  
     Tang::AstNodeIndex, 88  
     Tang::AstNodeInteger, 93  
     Tang::AstNodeLibrary, 97  
     Tang::AstNodeMap, 101  
     Tang::AstNodePeriod, 105

Tang::AstNodePrint, 110  
Tang::AstNodeRangedFor, 113  
Tang::AstNodeReturn, 118  
Tang::AstNodeSlice, 122  
Tang::AstNodeString, 127  
Tang::AstNodeTernary, 133  
Tang::AstNodeUnary, 138  
Tang::AstNodeUse, 143  
Tang::AstNodeWhile, 148  
isCopyNeeded  
    Tang::ComputedExpression, 162  
    Tang::ComputedExpressionArray, 178  
    Tang::ComputedExpressionBoolean, 190  
    Tang::ComputedExpressionCompiledFunction, 203  
    Tang::ComputedExpressionError, 216  
    Tang::ComputedExpressionFloat, 230  
    Tang::ComputedExpressionInteger, 245  
    Tang::ComputedExpressionIterator, 259  
    Tang::ComputedExpressionIteratorEnd, 273  
    Tang::ComputedExpressionLibrary, 287  
    Tang::ComputedExpressionLibraryBase, 301  
    Tang::ComputedExpressionMap, 315  
    Tang::ComputedExpressionNativeBoundFunction,  
        331  
    Tang::ComputedExpressionNativeFunction, 346  
    Tang::ComputedExpressionNativeLibraryFunction,  
        360  
    Tang::ComputedExpressionString, 378  
    Tang::GarbageCollected, 386  
ISITERATOREND  
    opcode.hpp, 497  
ITERATORNEXT  
    opcode.hpp, 497  
  
JMP  
    opcode.hpp, 496  
JMPPF  
    opcode.hpp, 496  
JMPP\_POP  
    opcode.hpp, 496  
JMPT  
    opcode.hpp, 496  
JMPT\_POP  
    opcode.hpp, 496  
  
length  
    Tang::ComputedExpressionString, 378  
    Tang::UnicodeString, 435  
LessThan  
    Tang::AstNodeBinary, 32  
LessThanEqual  
    Tang::AstNodeBinary, 32  
LIBRARY  
    opcode.hpp, 496  
    tangBase.cpp, 548  
LIBRARYCOPY  
    opcode.hpp, 496  
LIBRARYSAVE  
    opcode.hpp, 496  
  
location.hh  
    operator<<, 442, 443  
LT\_II  
    opcode.hpp, 497  
LT\_IS  
    opcode.hpp, 497  
LT\_SI  
    opcode.hpp, 497  
LT\_SS  
    opcode.hpp, 497  
LTE  
    opcode.hpp, 497  
  
make  
    Tang::GarbageCollected, 387  
make\_shared  
    Tang::TangBase, 428  
makeCopy  
    Tang::ComputedExpression, 163  
    Tang::ComputedExpressionArray, 178  
    Tang::ComputedExpressionBoolean, 191  
    Tang::ComputedExpressionCompiledFunction, 204  
    Tang::ComputedExpressionError, 217  
    Tang::ComputedExpressionFloat, 231  
    Tang::ComputedExpressionInteger, 245  
    Tang::ComputedExpressionIterator, 259  
    Tang::ComputedExpressionIteratorEnd, 273  
    Tang::ComputedExpressionLibrary, 287  
    Tang::ComputedExpressionLibraryBase, 301  
    Tang::ComputedExpressionMap, 315  
    Tang::ComputedExpressionNativeBoundFunction,  
        331  
    Tang::ComputedExpressionNativeFunction, 346  
    Tang::ComputedExpressionNativeLibraryFunction,  
        361  
    Tang::ComputedExpressionString, 379  
    Tang::GarbageCollected, 387  
MAP  
    opcode.hpp, 496  
MODULO  
    opcode.hpp, 497  
Modulo  
    Tang::AstNodeBinary, 32  
MULTIPLY  
    opcode.hpp, 497  
Multiply  
    Tang::AstNodeBinary, 32  
  
NEGATIVE  
    opcode.hpp, 497  
Negative  
    Tang::AstNodeUnary, 138  
NEQ  
    opcode.hpp, 497  
NOT  
    opcode.hpp, 497  
Not  
    Tang::AstNodeUnary, 138  
NotEqual

Tang::AstNodeBinary, 32  
**NULLVAL**  
 opcode.hpp, 496  
**Opcode**  
 opcode.hpp, 496  
**opcode.hpp**  
 ADD, 497  
 ARRAY, 496  
 ASSIGNINDEX, 496  
 BOOLEAN, 496  
 CALLFUNC, 497  
 CALLFUNC\_I, 497  
 CASTBOOLEAN, 497  
 CASTFLOAT, 497  
 CASTINTEGER, 497  
 CASTSTRING, 497  
 COPY, 496  
 DIVIDE, 497  
 EQ, 497  
 FLOAT, 496  
 FUNCTION, 496  
 GETITERATOR, 497  
 GT, 497  
 GTE, 497  
 INDEX, 497  
 INTEGER, 496  
 ISITERATOREND, 497  
 ITERATORNEXT, 497  
 JMP, 496  
 JMPF, 496  
 JMPF\_POP, 496  
 JMPT, 496  
 JMPT\_POP, 496  
 LIBRARY, 496  
 LIBRARYCOPY, 496  
 LIBRARYSAVE, 496  
 LT\_II, 497  
 LT\_IS, 497  
 LT\_SI, 497  
 LT\_SS, 497  
 LTE, 497  
 MAP, 496  
 MODULO, 497  
 MULTIPLY, 497  
 NEGATIVE, 497  
 NEQ, 497  
 NOT, 497  
 NULLVAL, 496  
 Opcode, 496  
 operator<<, 497  
 PEEK, 496  
 PERIOD, 497  
 POKE, 496  
 POP, 496  
 PRINT, 497  
 RETURN, 497  
 SLICE, 497  
 STRING, 496  
 SUBTRACT\_II, 497  
 SUBTRACT\_IS, 497  
 SUBTRACT\_SI, 497  
 SUBTRACT\_SS, 497  
**OpcodePositions**  
 program.hpp, 500  
**Operation**  
 Tang::AstNodeBinary, 32  
**Operator**  
 Tang::AstNodeUnary, 137  
**operator std::string**  
 Tang::UnicodeString, 435  
**operator!**  
 Tang::GarbageCollected, 388  
**operator!=**  
 Tang::GarbageCollected, 388  
**operator<**  
 Tang::GarbageCollected, 393  
 Tang::UnicodeString, 436  
**operator<<**  
 error.cpp, 538  
 garbageCollected.cpp, 539  
 location.hh, 442, 443  
 opcode.hpp, 497  
 Tang::Error, 382  
 Tang::GarbageCollected, 398  
**operator<=**  
 Tang::GarbageCollected, 393  
**operator>**  
 Tang::GarbageCollected, 397  
**operator>=**  
 Tang::GarbageCollected, 398  
**operator\***  
 Tang::GarbageCollected, 389, 390  
**operator+**  
 Tang::GarbageCollected, 390  
 Tang::UnicodeString, 436  
**operator+=**  
 Tang::ComputedExpressionString, 379  
 Tang::UnicodeString, 436  
**operator-**  
 Tang::GarbageCollected, 391  
**operator->**  
 Tang::GarbageCollected, 392  
**operator/**  
 Tang::GarbageCollected, 392  
**operator=**  
 Tang::GarbageCollected, 394  
**operator==**  
 Tang::GarbageCollected, 394–397  
 Tang::UnicodeString, 437  
**operator%**  
 Tang::GarbageCollected, 389  
**Or**  
 Tang::AstNodeBinary, 32  
**PEEK**  
 opcode.hpp, 496  
**Percent**

Tang::UnicodeString, 435  
PercentEncode  
    Tang::PercentEncode, 406  
percentEncode  
    unicodeString.hpp, 508  
PERIOD  
    opcode.hpp, 497  
POKE  
    opcode.hpp, 496  
POP  
    opcode.hpp, 496  
popBreakStack  
    Tang::Program, 418  
popContinueStack  
    Tang::Program, 418  
PreprocessState  
    Tang::AstNode, 18  
    Tang::AstNodeArray, 23  
    Tang::AstNodeAssign, 27  
    Tang::AstNodeBinary, 33  
    Tang::AstNodeBlock, 37  
    Tang::AstNodeBoolean, 41  
    Tang::AstNodeBreak, 45  
    Tang::AstNodeCast, 49  
    Tang::AstNodeContinue, 54  
    Tang::AstNodeDoWhile, 58  
    Tang::AstNodeFloat, 62  
    Tang::AstNodeFor, 66  
    Tang::AstNodeFunctionCall, 70  
    Tang::AstNodeFunctionDeclaration, 74  
    Tang::AstNodeIdentifier, 78  
    Tang::AstNodeIfElse, 83  
    Tang::AstNodeIndex, 88  
    Tang::AstNodeInteger, 93  
    Tang::AstNodeLibrary, 97  
    Tang::AstNodeMap, 101  
    Tang::AstNodePeriod, 105  
    Tang::AstNodePrint, 109  
    Tang::AstNodeRangedFor, 113  
    Tang::AstNodeReturn, 118  
    Tang::AstNodeSlice, 122  
    Tang::AstNodeString, 127  
    Tang::AstNodeTernary, 133  
    Tang::AstNodeUnary, 138  
    Tang::AstNodeUse, 143  
    Tang::AstNodeWhile, 148  
PRINT  
    opcode.hpp, 497  
Program  
    Tang::Program, 411, 412  
program-analyze.cpp  
    DUMPPROGRAMCHECK, 540  
program-dumpBytecode.cpp  
    DUMPBINARY, 541  
    DUMPBINARY\_I, 542  
    DUMPBINARY\_II, 542  
    DUMPPROGRAMCHECK, 542  
program-execute.cpp  
    BINARYOP\_II, 543  
    BINARYOP\_IS, 544  
    BINARYOP\_SI, 544  
    BINARYOP\_SS, 544  
    EXECUTEPROGRAMCHECK, 544  
    STACKCHECK, 545  
program.hpp  
    OpcodePositions, 500  
pushEnvironment  
    Tang::Program, 419  
recycle  
    Tang::SingletonObjectPool< T >, 423  
render  
    Tang::UnicodeString, 437  
renderAscii  
    Tang::UnicodeString, 438  
RETURN  
    opcode.hpp, 497  
Script  
    Tang::Program, 411  
setAnnotation  
    Tang::Program, 419  
setFunctionStackDeclaration  
    Tang::Program, 420  
setJumpTarget  
    Tang::Program, 420  
SLICE  
    opcode.hpp, 497  
src/astNode.cpp, 509  
src/astNodeArray.cpp, 510  
src/astNodeAssign.cpp, 511  
src/astNodeBinary.cpp, 511  
src/astNodeBlock.cpp, 512  
src/astNodeBoolean.cpp, 512  
src/astNodeBreak.cpp, 513  
src/astNodeCast.cpp, 514  
src/astNodeContinue.cpp, 514  
src/astNodeDoWhile.cpp, 515  
src/astNodeFloat.cpp, 515  
src/astNodeFor.cpp, 516  
src/astNodeFunctionCall.cpp, 516  
src/astNodeFunctionDeclaration.cpp, 517  
src/astNodeIdentifier.cpp, 517  
src/astNodeIfElse.cpp, 518  
src/astNodeIndex.cpp, 518  
src/astNodeInteger.cpp, 519  
src/astNodeLibrary.cpp, 520  
src/astNodeMap.cpp, 520  
src/astNodePeriod.cpp, 521  
src/astNodePrint.cpp, 521  
src/astNodeRangedFor.cpp, 522  
src/astNodeReturn.cpp, 522  
src/astNodeSlice.cpp, 523  
src/astNodeString.cpp, 524  
src/astNodeTernary.cpp, 524  
src/astNodeUnary.cpp, 525  
src/astNodeUse.cpp, 525

src/astNodeWhile.cpp, 526  
 src/computedExpression.cpp, 526  
 src/computedExpressionArray.cpp, 527  
 src/computedExpressionBoolean.cpp, 528  
 src/computedExpressionCompiledFunction.cpp, 528  
 src/computedExpressionError.cpp, 529  
 src/computedExpressionFloat.cpp, 529  
 src/computedExpressionInteger.cpp, 530  
 src/computedExpressionIterator.cpp, 531  
 src/computedExpressionIteratorEnd.cpp, 531  
 src/computedExpressionLibrary.cpp, 532  
 src/computedExpressionLibraryMath.cpp, 532  
 src/computedExpressionLibraryTang.cpp, 533  
 src/computedExpressionMap.cpp, 534  
 src/computedExpressionNativeBoundFunction.cpp, 534  
 src/computedExpressionNativeFunction.cpp, 535  
 src/computedExpressionNativeLibraryFunction.cpp, 535  
 src/computedExpressionString.cpp, 536  
 src/context.cpp, 537  
 src/error.cpp, 537  
 src/garbageCollected.cpp, 538  
 src/opcode.cpp, 539  
 src/program-analyze.cpp, 540  
 src/program-dumpBytecode.cpp, 541  
 src/program-execute.cpp, 543  
 src/program-optimize.cpp, 545  
 src/program.cpp, 546  
 src/tang.cpp, 547  
 src/tangBase.cpp, 547  
 src/unicodeString.cpp, 548  
 STACKCHECK  
     program-execute.cpp, 545  
 STRING  
     opcode.hpp, 496  
 String  
     Tang::AstNodeCast, 50  
 substr  
     Tang::UnicodeString, 438  
 Subtract  
     Tang::AstNodeBinary, 32  
 SUBTRACT\_II  
     opcode.hpp, 497  
 SUBTRACT\_IS  
     opcode.hpp, 497  
 SUBTRACT\_SI  
     opcode.hpp, 497  
 SUBTRACT\_SS  
     opcode.hpp, 497  
 Tang::AstNode, 15  
     AstNode, 18  
     compile, 19  
     compilePreprocess, 19  
     Default, 18  
     dump, 20  
     IsAssignment, 18  
     PreprocessState, 18  
 Tang::AstNodeArray, 21  
     AstNodeArray, 23  
         compile, 24  
         compilePreprocess, 24  
         Default, 23  
         dump, 25  
         IsAssignment, 23  
         PreprocessState, 23  
 Tang::AstNodeAssign, 25  
     AstNodeAssign, 27  
     compile, 28  
     compilePreprocess, 28  
     Default, 27  
     dump, 29  
     IsAssignment, 27  
     PreprocessState, 27  
 Tang::AstNodeBinary, 29  
     Add, 32  
     And, 32  
     AstNodeBinary, 33  
     compile, 33  
     compilePreprocess, 34  
     Default, 33  
     Divide, 32  
     dump, 34  
     Equal, 32  
     GreaterThan, 32  
     GreaterThanOrEqual, 32  
     IsAssignment, 33  
     LessThan, 32  
     LessThanOrEqual, 32  
     Modulo, 32  
     Multiply, 32  
     NotEqual, 32  
     Operation, 32  
     Or, 32  
     PreprocessState, 33  
     Subtract, 32  
 Tang::AstNodeBlock, 35  
     AstNodeBlock, 37  
     compile, 38  
     compilePreprocess, 38  
     Default, 37  
     dump, 39  
     IsAssignment, 37  
     PreprocessState, 37  
 Tang::AstNodeBoolean, 39  
     AstNodeBoolean, 41  
     compile, 42  
     compilePreprocess, 42  
     Default, 41  
     dump, 43  
     IsAssignment, 41  
     PreprocessState, 41  
 Tang::AstNodeBreak, 43  
     AstNodeBreak, 45  
     compile, 45  
     compilePreprocess, 46  
     Default, 45  
     dump, 47

IsAssignment, 45  
    PreprocessState, 45  
Tang::AstNodeCast, 47  
    AstNodeCast, 50  
    Boolean, 50  
    compile, 50  
    compilePreprocess, 51  
    Default, 49  
    dump, 51  
    Float, 50  
    Integer, 50  
    IsAssignment, 49  
    PreprocessState, 49  
    String, 50  
    Type, 49  
Tang::AstNodeContinue, 52  
    AstNodeContinue, 54  
    compile, 54  
    compilePreprocess, 55  
    Default, 54  
    dump, 55  
    IsAssignment, 54  
    PreprocessState, 54  
Tang::AstNodeDoWhile, 56  
    AstNodeDoWhile, 58  
    compile, 59  
    compilePreprocess, 59  
    Default, 58  
    dump, 60  
    IsAssignment, 58  
    PreprocessState, 58  
Tang::AstNodeFloat, 60  
    AstNodeFloat, 62  
    compile, 63  
    compilePreprocess, 63  
    Default, 62  
    dump, 64  
    IsAssignment, 62  
    PreprocessState, 62  
Tang::AstNodeFor, 64  
    AstNodeFor, 67  
    compile, 67  
    compilePreprocess, 68  
    Default, 66  
    dump, 68  
    IsAssignment, 66  
    PreprocessState, 66  
Tang::AstNodeFunctionCall, 69  
    AstNodeFunctionCall, 71  
    compile, 71  
    compilePreprocess, 72  
    Default, 70  
    dump, 72  
    IsAssignment, 70  
    PreprocessState, 70  
Tang::AstNodeFunctionDeclaration, 72  
    AstNodeFunctionDeclaration, 74  
    compile, 75  
    compilePreprocess, 75  
    Default, 74  
    dump, 76  
    IsAssignment, 74  
    PreprocessState, 74  
Tang::AstNodeIdentifier, 76  
    AstNodeIdentifier, 79  
    compile, 79  
    compilePreprocess, 80  
    Default, 78  
    dump, 80  
    IsAssignment, 78  
    PreprocessState, 78  
Tang::AstNodeIfElse, 81  
    AstNodeIfElse, 84  
    compile, 84  
    compilePreprocess, 85  
    Default, 83  
    dump, 85  
    IsAssignment, 83  
    PreprocessState, 83  
Tang::AstNodeIndex, 86  
    AstNodeIndex, 88  
    compile, 89  
    compilePreprocess, 89  
    Default, 88  
    dump, 90  
    getCollection, 90  
    getIndex, 90  
    IsAssignment, 88  
    PreprocessState, 88  
Tang::AstNodeInteger, 91  
    AstNodeInteger, 93  
    compile, 94  
    compilePreprocess, 94  
    Default, 93  
    dump, 95  
    IsAssignment, 93  
    PreprocessState, 93  
Tang::AstNodeLibrary, 95  
    AstNodeLibrary, 97  
    compile, 98  
    compilePreprocess, 98  
    Default, 97  
    dump, 99  
    IsAssignment, 97  
    PreprocessState, 97  
Tang::AstNodeMap, 99  
    AstNodeMap, 101  
    compile, 101  
    compilePreprocess, 102  
    Default, 101  
    dump, 103  
    IsAssignment, 101  
    PreprocessState, 101  
Tang::AstNodePeriod, 103  
    AstNodePeriod, 105  
    compile, 106

compilePreprocess, 106  
 Default, 105  
 dump, 107  
 IsAssignment, 105  
 PreprocessState, 105  
**Tang::AstNodePrint**, 107  
 AstNodePrint, 110  
 compile, 110  
 compilePreprocess, 111  
 Default, 110  
 dump, 111  
 IsAssignment, 110  
 PreprocessState, 109  
 Type, 110  
**Tang::AstNodeRangedFor**, 112  
 AstNodeRangedFor, 114  
 compile, 114  
 compilePreprocess, 115  
 Default, 113  
 dump, 116  
 IsAssignment, 113  
 PreprocessState, 113  
**Tang::AstNodeReturn**, 116  
 AstNodeReturn, 118  
 compile, 119  
 compilePreprocess, 119  
 Default, 118  
 dump, 120  
 IsAssignment, 118  
 PreprocessState, 118  
**Tang::AstNodeSlice**, 120  
 AstNodeSlice, 123  
 compile, 123  
 compilePreprocess, 124  
 Default, 122  
 dump, 124  
 IsAssignment, 122  
 PreprocessState, 122  
**Tang::AstNodeString**, 125  
 AstNodeString, 127, 128  
 compile, 128  
 compileLiteral, 129  
 compilePreprocess, 129  
 Default, 127  
 dump, 130  
 IsAssignment, 127  
 PreprocessState, 127  
**Tang::AstNodeTernary**, 130  
 AstNodeTernary, 133  
 compile, 134  
 compilePreprocess, 134  
 Default, 133  
 dump, 135  
 IsAssignment, 133  
 PreprocessState, 133  
**Tang::AstNodeUnary**, 135  
 AstNodeUnary, 138  
 compile, 138  
 compilePreprocess, 140  
 Default, 138  
 dump, 140  
 IsAssignment, 138  
 Negative, 138  
 Not, 138  
 Operator, 137  
 PreprocessState, 138  
**Tang::AstNodeUse**, 141  
 AstNodeUse, 143  
 compile, 144  
 compilePreprocess, 144  
 Default, 143  
 dump, 145  
 IsAssignment, 143  
 PreprocessState, 143  
**Tang::AstNodeWhile**, 145  
 AstNodeWhile, 148  
 compile, 149  
 compilePreprocess, 149  
 Default, 148  
 dump, 150  
 IsAssignment, 148  
 PreprocessState, 148  
**Tang::ComputedExpression**, 150  
 \_\_add, 153  
 \_\_asCode, 153  
 \_\_assign\_index, 153  
 \_\_boolean, 154  
 \_\_divide, 154  
 \_\_equal, 154  
 \_\_float, 155  
 \_\_getIterator, 155  
 \_\_index, 155  
 \_\_integer, 156  
 \_\_iteratorNext, 156  
 \_\_lessThan, 156  
 \_\_modulo, 157  
 \_\_multiply, 157  
 \_\_negative, 158  
 \_\_not, 158  
 \_\_period, 158  
 \_\_slice, 159  
 \_\_string, 159  
 \_\_subtract, 159  
 dump, 160  
 is\_equal, 160–162  
 isCopyNeeded, 162  
 makeCopy, 163  
**Tang::ComputedExpressionArray**, 163  
 \_\_add, 166  
 \_\_asCode, 166  
 \_\_assign\_index, 167  
 \_\_boolean, 167  
 \_\_divide, 168  
 \_\_equal, 168  
 \_\_float, 169  
 \_\_getIterator, 169

\_\_index, 169  
    \_\_integer, 170  
    \_\_iteratorNext, 170  
    \_\_lessThan, 170  
    \_\_modulo, 171  
    \_\_multiply, 171  
    \_\_negative, 172  
    \_\_not, 172  
    \_\_period, 172  
    \_\_slice, 173  
    \_\_string, 173  
    \_\_subtract, 174  
    append, 174  
    ComputedExpressionArray, 166  
    dump, 175  
    getContents, 175  
    getMethods, 175  
    is\_equal, 175–177  
    isCopyNeeded, 178  
    makeCopy, 178

Tang::ComputedExpressionBoolean, 179

- \_\_add, 181
- \_\_asCode, 181
- \_\_assign\_index, 182
- \_\_boolean, 182
- \_\_divide, 182
- \_\_equal, 183
- \_\_float, 183
- \_\_getIterator, 183
- \_\_index, 184
- \_\_integer, 184
- \_\_iteratorNext, 184
- \_\_lessThan, 185
- \_\_modulo, 185
- \_\_multiply, 185
- \_\_negative, 186
- \_\_not, 186
- \_\_period, 186
- \_\_slice, 187
- \_\_string, 187
- \_\_subtract, 187

    ComputedExpressionBoolean, 181  
    dump, 188  
    is\_equal, 188–190  
    isCopyNeeded, 190  
    makeCopy, 191

Tang::ComputedExpressionCompiledFunction, 191

- \_\_add, 194
- \_\_asCode, 194
- \_\_assign\_index, 194
- \_\_boolean, 195
- \_\_divide, 195
- \_\_equal, 196
- \_\_float, 196
- \_\_getIterator, 196
- \_\_index, 197
- \_\_integer, 197
- \_\_iteratorNext, 197

    \_\_lessThan, 198  
    \_\_modulo, 198  
    \_\_multiply, 198  
    \_\_negative, 199  
    \_\_not, 199  
    \_\_period, 199  
    \_\_slice, 200  
    \_\_string, 200  
    \_\_subtract, 200

    ComputedExpressionCompiledFunction, 193  
    dump, 201  
    is\_equal, 201–203  
    isCopyNeeded, 203  
    makeCopy, 204

Tang::ComputedExpressionError, 204

- \_\_add, 207
- \_\_asCode, 207
- \_\_assign\_index, 208
- \_\_boolean, 208
- \_\_divide, 208
- \_\_equal, 209
- \_\_float, 209
- \_\_getIterator, 209
- \_\_index, 210
- \_\_integer, 210
- \_\_iteratorNext, 210
- \_\_lessThan, 211
- \_\_modulo, 211
- \_\_multiply, 211
- \_\_negative, 212
- \_\_not, 212
- \_\_period, 212
- \_\_slice, 213
- \_\_string, 213
- \_\_subtract, 213

    ComputedExpressionError, 207  
    dump, 214  
    is\_equal, 214–216  
    isCopyNeeded, 216  
    makeCopy, 217

Tang::ComputedExpressionFloat, 217

- \_\_add, 220
- \_\_asCode, 220
- \_\_assign\_index, 220
- \_\_boolean, 221
- \_\_divide, 221
- \_\_equal, 222
- \_\_float, 222
- \_\_getIterator, 223
- \_\_index, 223
- \_\_integer, 223
- \_\_iteratorNext, 223
- \_\_lessThan, 224
- \_\_modulo, 224
- \_\_multiply, 225
- \_\_negative, 225
- \_\_not, 225
- \_\_period, 226

```

__slice, 226
__string, 227
__subtract, 227
ComputedExpressionFloat, 219
dump, 228
getValue, 228
is_equal, 228–230
isCopyNeeded, 230
makeCopy, 231
Tang::ComputedExpressionInteger, 231
__add, 234
__asCode, 234
__assign_index, 234
__boolean, 235
__divide, 235
__equal, 236
__float, 236
__getIterator, 237
__index, 237
__integer, 237
__iteratorNext, 237
__lessThan, 238
__modulo, 238
__multiply, 239
__negative, 239
__not, 240
__period, 240
__slice, 240
__string, 241
__subtract, 241
ComputedExpressionInteger, 233
dump, 242
getValue, 242
is_equal, 242–244
isCopyNeeded, 245
makeCopy, 245
Tang::ComputedExpressionIterator, 246
__add, 248
__asCode, 249
__assign_index, 249
__boolean, 249
__divide, 250
__equal, 250
__float, 251
__getIterator, 251
__index, 251
__integer, 252
__iteratorNext, 252
__lessThan, 252
__modulo, 253
__multiply, 253
__negative, 254
__not, 254
__period, 254
__slice, 255
__string, 255
__subtract, 255
ComputedExpressionIterator, 248
dump, 256
is_equal, 256, 258, 259
isCopyNeeded, 259
makeCopy, 259
Tang::ComputedExpressionIteratorEnd, 260
__add, 262
__asCode, 263
__assign_index, 263
__boolean, 263
__divide, 264
__equal, 264
__float, 265
__getIterator, 265
__index, 265
__integer, 266
__iteratorNext, 266
__lessThan, 266
__modulo, 267
__multiply, 267
__negative, 267
__not, 268
__period, 268
__slice, 268
__string, 269
__subtract, 269
dump, 270
is_equal, 270, 272, 273
isCopyNeeded, 273
makeCopy, 273
Tang::ComputedExpressionLibrary, 274
__add, 276
__asCode, 277
__assign_index, 277
__boolean, 277
__divide, 278
__equal, 278
__float, 279
__getIterator, 279
__index, 279
__integer, 280
__iteratorNext, 280
__lessThan, 280
__modulo, 281
__multiply, 281
__negative, 281
__not, 282
__period, 282
__slice, 282
__string, 283
__subtract, 283
dump, 284
is_equal, 284, 286, 287
isCopyNeeded, 287
makeCopy, 287
Tang::ComputedExpressionLibraryBase, 288
__add, 290
__asCode, 291
__assign_index, 291

```

\_\_boolean, 291  
    \_\_divide, 292  
    \_\_equal, 292  
    \_\_float, 293  
    \_\_getIterator, 293  
    \_\_index, 293  
    \_\_integer, 294  
    \_\_iteratorNext, 294  
    \_\_lessThan, 294  
    \_\_modulo, 295  
    \_\_multiply, 295  
    \_\_negative, 295  
    \_\_not, 296  
    \_\_period, 296  
    \_\_slice, 296  
    \_\_string, 297  
    \_\_subtract, 297  
    dump, 298  
is\_equal, 298, 300, 301  
isCopyNeeded, 301  
makeCopy, 301  
Tang::ComputedExpressionMap, 302  
    \_\_add, 305  
    \_\_asCode, 305  
    \_\_assign\_index, 305  
    \_\_boolean, 306  
    \_\_divide, 306  
    \_\_equal, 307  
    \_\_float, 307  
    \_\_getIterator, 307  
    \_\_index, 308  
    \_\_integer, 308  
    \_\_iteratorNext, 308  
    \_\_lessThan, 309  
    \_\_modulo, 309  
    \_\_multiply, 310  
    \_\_negative, 310  
    \_\_not, 310  
    \_\_period, 310  
    \_\_slice, 311  
    \_\_string, 311  
    \_\_subtract, 312  
ComputedExpressionMap, 305  
dump, 312  
is\_equal, 312–314  
isCopyNeeded, 315  
makeCopy, 315  
Tang::ComputedExpressionNativeBoundFunction, 316  
    \_\_add, 319  
    \_\_asCode, 320  
    \_\_assign\_index, 320  
    \_\_boolean, 320  
    \_\_divide, 321  
    \_\_equal, 321  
    \_\_float, 322  
    \_\_getIterator, 322  
    \_\_index, 322  
    \_\_integer, 323  
        \_\_iteratorNext, 323  
        \_\_lessThan, 323  
        \_\_modulo, 325  
        \_\_multiply, 325  
        \_\_negative, 325  
        \_\_not, 326  
        \_\_period, 326  
        \_\_slice, 326  
        \_\_string, 327  
        \_\_subtract, 327  
ComputedExpressionNativeBoundFunction, 318  
dump, 328  
getArgc, 328  
getFunction, 328  
getTargetTypeIndex, 328  
is\_equal, 329–331  
isCopyNeeded, 331  
makeCopy, 331  
Tang::ComputedExpressionNativeFunction, 332  
    \_\_add, 334  
    \_\_asCode, 335  
    \_\_assign\_index, 335  
    \_\_boolean, 336  
    \_\_divide, 336  
    \_\_equal, 336  
    \_\_float, 337  
    \_\_getIterator, 337  
    \_\_index, 338  
    \_\_integer, 338  
    \_\_iteratorNext, 338  
    \_\_lessThan, 339  
    \_\_modulo, 339  
    \_\_multiply, 339  
    \_\_negative, 340  
    \_\_not, 340  
    \_\_period, 340  
    \_\_slice, 341  
    \_\_string, 341  
    \_\_subtract, 341  
ComputedExpressionNativeFunction, 334  
dump, 342  
getArgc, 342  
getFunction, 342  
is\_equal, 343–345  
isCopyNeeded, 346  
makeCopy, 346  
Tang::ComputedExpressionNativeLibraryFunction, 347  
    \_\_add, 349  
    \_\_asCode, 350  
    \_\_assign\_index, 350  
    \_\_boolean, 350  
    \_\_divide, 351  
    \_\_equal, 351  
    \_\_float, 352  
    \_\_getIterator, 352  
    \_\_index, 352  
    \_\_integer, 353  
    \_\_iteratorNext, 353

\_\_lessThan, 353  
 \_\_modulo, 355  
 \_\_multiply, 355  
 \_\_negative, 355  
 \_\_not, 356  
 \_\_period, 356  
 \_\_slice, 356  
 \_\_string, 357  
 \_\_subtract, 357  
 ComputedExpressionNativeLibraryFunction, 349  
 dump, 358  
 getFunction, 358  
 is\_equal, 358–360  
 isCopyNeeded, 360  
 makeCopy, 361  
 Tang::ComputedExpressionString, 361  
   \_\_add, 365  
   \_\_asCode, 365  
   \_\_assign\_index, 366  
   \_\_boolean, 366  
   \_\_divide, 367  
   \_\_equal, 367  
   \_\_float, 368  
   \_\_getIterator, 368  
   \_\_index, 369  
   \_\_integer, 369  
   \_\_iteratorNext, 369  
   \_\_lessThan, 370  
   \_\_modulo, 371  
   \_\_multiply, 371  
   \_\_negative, 372  
   \_\_not, 372  
   \_\_period, 372  
   \_\_slice, 373  
   \_\_string, 374  
   \_\_subtract, 374  
 bytesLength, 374  
 ComputedExpressionString, 364  
 dump, 374  
 getMethods, 375  
 getValue, 375  
 is\_equal, 375–378  
 isCopyNeeded, 378  
 length, 378  
 makeCopy, 379  
 operator+=, 379  
 Tang::Context, 380  
 Tang::Error, 381  
   Error, 382  
   operator<<, 382  
 Tang::GarbageCollected, 383  
   ~GarbageCollected, 386  
   GarbageCollected, 385, 386  
   isCopyNeeded, 386  
   make, 387  
   makeCopy, 387  
   operator!, 388  
   operator!=, 388  
 operator<, 393  
 operator<<, 398  
 operator<=, 393  
 operator>, 397  
 operator>=, 398  
 operator\*, 389, 390  
 operator+, 390  
 operator-, 391  
 operator->, 392  
 operator/, 392  
 operator=, 394  
 operator==, 394–397  
 operator%, 389  
 Tang::HtmlEscape, 399  
   get\_next\_token, 401  
   HtmlEscape, 400  
 Tang::HtmlEscapeAscii, 401  
   get\_next\_token, 403  
   HtmlEscapeAscii, 402  
 Tang::location, 403  
 Tang::PercentEncode, 405  
   get\_next\_token, 406  
   PercentEncode, 406  
 Tang::position, 407  
 Tang::Program, 408  
   addBreak, 412  
   addBytecode, 413  
   addContinue, 413  
   addIdentifier, 413  
   addIdentifierAssigned, 413  
   addLibraryAlias, 414  
   addString, 414  
   CodeType, 411  
   dumpBytecode, 414  
   execute, 415  
   functionsDeclared, 420  
   getAnnotations, 416  
   getAst, 416  
   getBytecode, 416  
   getCode, 416  
   getIdentifiers, 416  
   getIdentifiersAssigned, 417  
   getLibraryAliases, 417  
   getResult, 417  
   getStrings, 417  
   popBreakStack, 418  
   popContinueStack, 418  
   Program, 411, 412  
   pushEnvironment, 419  
   Script, 411  
   setAnnotation, 419  
   setFunctionStackDeclaration, 420  
   setJumpTarget, 420  
   Template, 411  
 Tang::SingletonObjectPool< T >, 421  
   currentIndex, 423  
   currentRecycledIndex, 423  
   get, 422

getInstance, 422  
recycle, 423  
Tang::TangBase, 424  
    compileScript, 425, 426  
    compileTemplate, 426  
    make\_shared, 428  
    TangBase, 425  
Tang::TangScanner, 428  
    get\_next\_token, 430  
    TangScanner, 430  
Tang::Unescape, 431  
    get\_next\_token, 432  
    Unescape, 432  
Tang::UnicodeString, 433  
    bytesLength, 435  
    length, 435  
    operator std::string, 435  
    operator<, 436  
    operator+, 436  
    operator+=, 436  
    operator==, 437  
    Percent, 435  
    render, 437  
    renderAscii, 438  
    substr, 438  
    Trusted, 435  
    Type, 434  
    Untrusted, 435  
TangBase  
    Tang::TangBase, 425  
tangBase.cpp  
    LIBRARY, 548  
TangScanner  
    Tang::TangScanner, 430  
Template  
    Tang::Program, 411  
test/test.cpp, 549  
test/testGarbageCollected.cpp, 550  
test/testSingletonObjectPool.cpp, 551  
test/testUnicodeString.cpp, 552  
Trusted  
    Tang::UnicodeString, 435  
Type  
    Tang::AstNodeCast, 49  
    Tang::AstNodePrint, 110  
    Tang::UnicodeString, 434  
  
Unescape  
    Tang::Unescape, 432  
unescape  
    unicodeString.hpp, 509  
unicodeString.hpp  
    htmlEscape, 507  
    htmlEscapeAscii, 507  
    percentEncode, 508  
    unescape, 509  
Untrusted  
    Tang::UnicodeString, 435