

Tang

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1 Tang: A Template Language	1
1.1 Quick Description	1
1.2 Features	1
1.3 License	1
2 Hierarchical Index	3
2.1 Class Hierarchy	3
3 Class Index	5
3.1 Class List	5
4 File Index	7
4.1 File List	7
5 Class Documentation	11
5.1 Tang::AstNode Class Reference	11
5.1.1 Detailed Description	13
5.1.2 Constructor & Destructor Documentation	13
5.1.2.1 AstNode()	13
5.1.3 Member Function Documentation	13
5.1.3.1 collectIdentifiers()	13
5.1.3.2 collectStrings()	14
5.1.3.3 compile()	14
5.1.3.4 dump()	15
5.2 Tang::AstNodeAssign Class Reference	15
5.2.1 Detailed Description	16
5.2.2 Constructor & Destructor Documentation	16
5.2.2.1 AstNodeAssign()	16
5.2.3 Member Function Documentation	17
5.2.3.1 collectIdentifiers()	17
5.2.3.2 collectStrings()	17
5.2.3.3 compile()	17
5.2.3.4 dump()	18
5.3 Tang::AstNodeBinary Class Reference	18
5.3.1 Detailed Description	20
5.3.2 Member Enumeration Documentation	20
5.3.2.1 Operation	20
5.3.3 Constructor & Destructor Documentation	20
5.3.3.1 AstNodeBinary()	20
5.3.4 Member Function Documentation	21
5.3.4.1 collectIdentifiers()	21
5.3.4.2 collectStrings()	21
5.3.4.3 compile()	21
5.3.4.4 dump()	22

5.4 Tang::AstNodeBlock Class Reference	22
5.4.1 Detailed Description	23
5.4.2 Constructor & Destructor Documentation	24
5.4.2.1 AstNodeBlock()	24
5.4.3 Member Function Documentation	24
5.4.3.1 collectIdentifiers()	24
5.4.3.2 collectStrings()	24
5.4.3.3 compile()	25
5.4.3.4 dump()	25
5.5 Tang::AstNodeBoolean Class Reference	26
5.5.1 Detailed Description	27
5.5.2 Constructor & Destructor Documentation	27
5.5.2.1 AstNodeBoolean()	27
5.5.3 Member Function Documentation	27
5.5.3.1 collectIdentifiers()	27
5.5.3.2 collectStrings()	27
5.5.3.3 compile()	29
5.5.3.4 dump()	29
5.6 Tang::AstNodeCast Class Reference	30
5.6.1 Detailed Description	31
5.6.2 Member Enumeration Documentation	31
5.6.2.1 Type	31
5.6.3 Constructor & Destructor Documentation	31
5.6.3.1 AstNodeCast()	31
5.6.4 Member Function Documentation	32
5.6.4.1 collectIdentifiers()	32
5.6.4.2 collectStrings()	32
5.6.4.3 compile()	32
5.6.4.4 dump()	33
5.7 Tang::AstNodeDoWhile Class Reference	33
5.7.1 Detailed Description	34
5.7.2 Constructor & Destructor Documentation	35
5.7.2.1 AstNodeDoWhile()	35
5.7.3 Member Function Documentation	35
5.7.3.1 collectIdentifiers()	35
5.7.3.2 collectStrings()	35
5.7.3.3 compile()	36
5.7.3.4 dump()	36
5.8 Tang::AstNodeFloat Class Reference	37
5.8.1 Detailed Description	38
5.8.2 Constructor & Destructor Documentation	38
5.8.2.1 AstNodeFloat()	38

5.8.3 Member Function Documentation	38
5.8.3.1 collectIdentifiers()	38
5.8.3.2 collectStrings()	39
5.8.3.3 compile()	39
5.8.3.4 dump()	40
5.9 Tang::AstNodeFor Class Reference	40
5.9.1 Detailed Description	41
5.9.2 Constructor & Destructor Documentation	41
5.9.2.1 AstNodeFor()	41
5.9.3 Member Function Documentation	42
5.9.3.1 collectIdentifiers()	42
5.9.3.2 collectStrings()	42
5.9.3.3 compile()	42
5.9.3.4 dump()	43
5.10 Tang::AstNodeIdentifier Class Reference	44
5.10.1 Detailed Description	45
5.10.2 Constructor & Destructor Documentation	45
5.10.2.1 AstNodeIdentifier()	45
5.10.3 Member Function Documentation	45
5.10.3.1 collectIdentifiers()	45
5.10.3.2 collectStrings()	46
5.10.3.3 compile()	46
5.10.3.4 dump()	46
5.11 Tang::AstNodeIfElse Class Reference	47
5.11.1 Detailed Description	48
5.11.2 Constructor & Destructor Documentation	48
5.11.2.1 AstNodeIfElse() [1/2]	48
5.11.2.2 AstNodeIfElse() [2/2]	48
5.11.3 Member Function Documentation	49
5.11.3.1 collectIdentifiers()	49
5.11.3.2 collectStrings()	49
5.11.3.3 compile()	49
5.11.3.4 dump()	50
5.12 Tang::AstNodeInteger Class Reference	51
5.12.1 Detailed Description	52
5.12.2 Constructor & Destructor Documentation	52
5.12.2.1 AstNodeInteger()	52
5.12.3 Member Function Documentation	52
5.12.3.1 collectIdentifiers()	52
5.12.3.2 collectStrings()	53
5.12.3.3 compile()	53
5.12.3.4 dump()	53

5.13 Tang::AstNodePrint Class Reference	54
5.13.1 Detailed Description	55
5.13.2 Member Enumeration Documentation	55
5.13.2.1 Type	55
5.13.3 Constructor & Destructor Documentation	55
5.13.3.1 AstNodePrint()	55
5.13.4 Member Function Documentation	56
5.13.4.1 collectIdentifiers()	56
5.13.4.2 collectStrings()	56
5.13.4.3 compile()	56
5.13.4.4 dump()	57
5.14 Tang::AstNodeString Class Reference	58
5.14.1 Detailed Description	59
5.14.2 Constructor & Destructor Documentation	59
5.14.2.1 AstNodeString()	59
5.14.3 Member Function Documentation	59
5.14.3.1 collectIdentifiers()	59
5.14.3.2 collectStrings()	59
5.14.3.3 compile()	61
5.14.3.4 compileLiteral()	61
5.14.3.5 dump()	62
5.15 Tang::AstNodeTernary Class Reference	62
5.15.1 Detailed Description	63
5.15.2 Constructor & Destructor Documentation	64
5.15.2.1 AstNodeTernary()	64
5.15.3 Member Function Documentation	64
5.15.3.1 collectIdentifiers()	64
5.15.3.2 collectStrings()	64
5.15.3.3 compile()	65
5.15.3.4 dump()	65
5.16 Tang::AstNodeUnary Class Reference	66
5.16.1 Detailed Description	67
5.16.2 Member Enumeration Documentation	67
5.16.2.1 Operator	67
5.16.3 Constructor & Destructor Documentation	67
5.16.3.1 AstNodeUnary()	67
5.16.4 Member Function Documentation	68
5.16.4.1 collectIdentifiers()	68
5.16.4.2 collectStrings()	68
5.16.4.3 compile()	68
5.16.4.4 dump()	69
5.17 Tang::AstNodeWhile Class Reference	69

5.17.1 Detailed Description	70
5.17.2 Constructor & Destructor Documentation	71
5.17.2.1 AstNodeWhile()	71
5.17.3 Member Function Documentation	71
5.17.3.1 collectIdentifiers()	71
5.17.3.2 collectStrings()	71
5.17.3.3 compile()	72
5.17.3.4 dump()	72
5.18 Tang::ComputedExpression Class Reference	73
5.18.1 Detailed Description	74
5.18.2 Member Function Documentation	74
5.18.2.1 __add()	74
5.18.2.2 __boolean()	75
5.18.2.3 __divide()	75
5.18.2.4 __equal()	76
5.18.2.5 __float()	76
5.18.2.6 __integer()	76
5.18.2.7 __lessThan()	76
5.18.2.8 __modulo()	77
5.18.2.9 __multiply()	77
5.18.2.10 __negative()	78
5.18.2.11 __not()	78
5.18.2.12 __string()	78
5.18.2.13 __subtract()	78
5.18.2.14 dump()	79
5.18.2.15 is_equal() [1/6]	79
5.18.2.16 is_equal() [2/6]	80
5.18.2.17 is_equal() [3/6]	80
5.18.2.18 is_equal() [4/6]	80
5.18.2.19 is_equal() [5/6]	81
5.18.2.20 is_equal() [6/6]	81
5.18.2.21 makeCopy()	81
5.19 Tang::ComputedExpressionBoolean Class Reference	82
5.19.1 Detailed Description	83
5.19.2 Constructor & Destructor Documentation	84
5.19.2.1 ComputedExpressionBoolean()	84
5.19.3 Member Function Documentation	84
5.19.3.1 __add()	84
5.19.3.2 __boolean()	84
5.19.3.3 __divide()	85
5.19.3.4 __equal()	85
5.19.3.5 __float()	85

5.19.3.6	<code>__integer()</code>	86
5.19.3.7	<code>__lessThan()</code>	86
5.19.3.8	<code>__modulo()</code>	86
5.19.3.9	<code>__multiply()</code>	87
5.19.3.10	<code>__negative()</code>	87
5.19.3.11	<code>__not()</code>	87
5.19.3.12	<code>__string()</code>	88
5.19.3.13	<code>__subtract()</code>	88
5.19.3.14	<code>dump()</code>	88
5.19.3.15	<code>is_equal()</code> [1/6]	88
5.19.3.16	<code>is_equal()</code> [2/6]	89
5.19.3.17	<code>is_equal()</code> [3/6]	89
5.19.3.18	<code>is_equal()</code> [4/6]	90
5.19.3.19	<code>is_equal()</code> [5/6]	90
5.19.3.20	<code>is_equal()</code> [6/6]	90
5.19.3.21	<code>makeCopy()</code>	91
5.20	Tang::ComputedExpressionError Class Reference	91
5.20.1	Detailed Description	93
5.20.2	Constructor & Destructor Documentation	93
5.20.2.1	<code>ComputedExpressionError()</code>	93
5.20.3	Member Function Documentation	93
5.20.3.1	<code>__add()</code>	93
5.20.3.2	<code>__boolean()</code>	94
5.20.3.3	<code>__divide()</code>	94
5.20.3.4	<code>__equal()</code>	94
5.20.3.5	<code>__float()</code>	95
5.20.3.6	<code>__integer()</code>	95
5.20.3.7	<code>__lessThan()</code>	95
5.20.3.8	<code>__modulo()</code>	96
5.20.3.9	<code>__multiply()</code>	96
5.20.3.10	<code>__negative()</code>	97
5.20.3.11	<code>__not()</code>	97
5.20.3.12	<code>__string()</code>	97
5.20.3.13	<code>__subtract()</code>	97
5.20.3.14	<code>dump()</code>	98
5.20.3.15	<code>is_equal()</code> [1/6]	98
5.20.3.16	<code>is_equal()</code> [2/6]	99
5.20.3.17	<code>is_equal()</code> [3/6]	100
5.20.3.18	<code>is_equal()</code> [4/6]	100
5.20.3.19	<code>is_equal()</code> [5/6]	101
5.20.3.20	<code>is_equal()</code> [6/6]	101
5.20.3.21	<code>makeCopy()</code>	101

5.21 Tang::ComputedExpressionFloat Class Reference	102
5.21.1 Detailed Description	103
5.21.2 Constructor & Destructor Documentation	103
5.21.2.1 ComputedExpressionFloat()	103
5.21.3 Member Function Documentation	104
5.21.3.1 __add()	104
5.21.3.2 __boolean()	104
5.21.3.3 __divide()	104
5.21.3.4 __equal()	105
5.21.3.5 __float()	105
5.21.3.6 __integer()	106
5.21.3.7 __lessThan()	106
5.21.3.8 __modulo()	106
5.21.3.9 __multiply()	107
5.21.3.10 __negative()	107
5.21.3.11 __not()	107
5.21.3.12 __string()	108
5.21.3.13 __subtract()	108
5.21.3.14 dump()	108
5.21.3.15 is_equal() [1/6]	109
5.21.3.16 is_equal() [2/6]	109
5.21.3.17 is_equal() [3/6]	109
5.21.3.18 is_equal() [4/6]	110
5.21.3.19 is_equal() [5/6]	110
5.21.3.20 is_equal() [6/6]	111
5.21.3.21 makeCopy()	111
5.22 Tang::ComputedExpressionInteger Class Reference	111
5.22.1 Detailed Description	113
5.22.2 Constructor & Destructor Documentation	113
5.22.2.1 ComputedExpressionInteger()	113
5.22.3 Member Function Documentation	114
5.22.3.1 __add()	114
5.22.3.2 __boolean()	114
5.22.3.3 __divide()	114
5.22.3.4 __equal()	115
5.22.3.5 __float()	115
5.22.3.6 __integer()	116
5.22.3.7 __lessThan()	116
5.22.3.8 __modulo()	116
5.22.3.9 __multiply()	117
5.22.3.10 __negative()	117
5.22.3.11 __not()	117

5.22.3.12	<code>__string()</code>	118
5.22.3.13	<code>__subtract()</code>	118
5.22.3.14	<code>dump()</code>	118
5.22.3.15	<code>is_equal()</code> [1/6]	119
5.22.3.16	<code>is_equal()</code> [2/6]	119
5.22.3.17	<code>is_equal()</code> [3/6]	119
5.22.3.18	<code>is_equal()</code> [4/6]	120
5.22.3.19	<code>is_equal()</code> [5/6]	120
5.22.3.20	<code>is_equal()</code> [6/6]	121
5.22.3.21	<code>makeCopy()</code>	121
5.23	Tang::ComputedExpressionString Class Reference	121
5.23.1	Detailed Description	123
5.23.2	Constructor & Destructor Documentation	123
5.23.2.1	ComputedExpressionString()	123
5.23.3	Member Function Documentation	124
5.23.3.1	<code>__add()</code>	124
5.23.3.2	<code>__boolean()</code>	124
5.23.3.3	<code>__divide()</code>	124
5.23.3.4	<code>__equal()</code>	125
5.23.3.5	<code>__float()</code>	125
5.23.3.6	<code>__integer()</code>	125
5.23.3.7	<code>__lessThan()</code>	126
5.23.3.8	<code>__modulo()</code>	126
5.23.3.9	<code>__multiply()</code>	126
5.23.3.10	<code>__negative()</code>	127
5.23.3.11	<code>__not()</code>	127
5.23.3.12	<code>__string()</code>	127
5.23.3.13	<code>__subtract()</code>	127
5.23.3.14	<code>dump()</code>	128
5.23.3.15	<code>is_equal()</code> [1/6]	128
5.23.3.16	<code>is_equal()</code> [2/6]	128
5.23.3.17	<code>is_equal()</code> [3/6]	129
5.23.3.18	<code>is_equal()</code> [4/6]	129
5.23.3.19	<code>is_equal()</code> [5/6]	130
5.23.3.20	<code>is_equal()</code> [6/6]	130
5.23.3.21	<code>makeCopy()</code>	130
5.24	Tang::Error Class Reference	131
5.24.1	Detailed Description	132
5.24.2	Constructor & Destructor Documentation	132
5.24.2.1	Error() [1/2]	132
5.24.2.2	Error() [2/2]	132
5.24.3	Friends And Related Function Documentation	132

5.24.3.1 operator<<	133
5.25 Tang::GarbageCollected Class Reference	133
5.25.1 Detailed Description	135
5.25.2 Constructor & Destructor Documentation	135
5.25.2.1 GarbageCollected() [1/3]	135
5.25.2.2 GarbageCollected() [2/3]	136
5.25.2.3 ~GarbageCollected()	136
5.25.2.4 GarbageCollected() [3/3]	136
5.25.3 Member Function Documentation	136
5.25.3.1 make()	136
5.25.3.2 operator"!()	137
5.25.3.3 operator"!=(())	137
5.25.3.4 operator%()	138
5.25.3.5 operator*() [1/2]	139
5.25.3.6 operator*() [2/2]	139
5.25.3.7 operator+()	139
5.25.3.8 operator-() [1/2]	140
5.25.3.9 operator-() [2/2]	140
5.25.3.10 operator->()	141
5.25.3.11 operator/()	141
5.25.3.12 operator<()	142
5.25.3.13 operator<=()	142
5.25.3.14 operator=() [1/2]	143
5.25.3.15 operator=() [2/2]	143
5.25.3.16 operator==(()) [1/8]	144
5.25.3.17 operator==(()) [2/8]	144
5.25.3.18 operator==(()) [3/8]	145
5.25.3.19 operator==(()) [4/8]	145
5.25.3.20 operator==(()) [5/8]	145
5.25.3.21 operator==(()) [6/8]	146
5.25.3.22 operator==(()) [7/8]	146
5.25.3.23 operator==(()) [8/8]	146
5.25.3.24 operator>()	148
5.25.3.25 operator>=()	148
5.25.4 Friends And Related Function Documentation	149
5.25.4.1 operator<<	149
5.26 Tang::location Class Reference	149
5.26.1 Detailed Description	151
5.27 Tang::position Class Reference	151
5.27.1 Detailed Description	152
5.28 Tang::Program Class Reference	152
5.28.1 Detailed Description	154

5.28.2 Member Enumeration Documentation	154
5.28.2.1 CodeType	154
5.28.3 Constructor & Destructor Documentation	154
5.28.3.1 Program()	155
5.28.4 Member Function Documentation	155
5.28.4.1 addBytecode()	155
5.28.4.2 dumpBytecode()	155
5.28.4.3 execute()	156
5.28.4.4 getAst()	156
5.28.4.5 getBytecode()	156
5.28.4.6 getCode()	156
5.28.4.7 getResult()	157
5.28.4.8 setJumpTarget()	157
5.29 Tang::SingletonObjectPool< T > Class Template Reference	157
5.29.1 Detailed Description	158
5.29.2 Member Function Documentation	158
5.29.2.1 get()	158
5.29.2.2 getInstance()	158
5.29.2.3 recycle()	158
5.30 Tang::TangBase Class Reference	159
5.30.1 Detailed Description	159
5.30.2 Constructor & Destructor Documentation	159
5.30.2.1 TangBase()	159
5.30.3 Member Function Documentation	159
5.30.3.1 compileScript()	159
5.31 Tang::TangScanner Class Reference	160
5.31.1 Detailed Description	161
5.31.2 Constructor & Destructor Documentation	161
5.31.2.1 TangScanner()	161
5.31.3 Member Function Documentation	161
5.31.3.1 get_next_token()	161
6 File Documentation	163
6.1 build/generated/location.hh File Reference	163
6.1.1 Detailed Description	164
6.1.2 Function Documentation	164
6.1.2.1 operator<<() [1/2]	164
6.1.2.2 operator<<() [2/2]	165
6.2 include/astNode.hpp File Reference	165
6.2.1 Detailed Description	166
6.3 include/astNodeAssign.hpp File Reference	166
6.3.1 Detailed Description	167

6.4 include/astNodeBinary.hpp File Reference	167
6.4.1 Detailed Description	168
6.5 include/astNodeBlock.hpp File Reference	168
6.5.1 Detailed Description	169
6.6 include/astNodeBoolean.hpp File Reference	169
6.6.1 Detailed Description	170
6.7 include/astNodeCast.hpp File Reference	170
6.7.1 Detailed Description	171
6.8 include/astNodeDoWhile.hpp File Reference	171
6.8.1 Detailed Description	172
6.9 include/astNodeFloat.hpp File Reference	172
6.9.1 Detailed Description	173
6.10 include/astNodeFor.hpp File Reference	173
6.10.1 Detailed Description	174
6.11 include/astNodeIdentifier.hpp File Reference	174
6.11.1 Detailed Description	175
6.12 include/astNodeIfElse.hpp File Reference	175
6.12.1 Detailed Description	176
6.13 include/astNodeInteger.hpp File Reference	176
6.13.1 Detailed Description	177
6.14 include/astNodePrint.hpp File Reference	177
6.14.1 Detailed Description	178
6.15 include/astNodeString.hpp File Reference	178
6.15.1 Detailed Description	179
6.16 include/astNodeTernary.hpp File Reference	179
6.16.1 Detailed Description	180
6.17 include/astNodeUnary.hpp File Reference	180
6.17.1 Detailed Description	181
6.18 include/astNodeWhile.hpp File Reference	181
6.18.1 Detailed Description	182
6.19 include/computedExpression.hpp File Reference	182
6.19.1 Detailed Description	183
6.20 include/computedExpressionBoolean.hpp File Reference	183
6.20.1 Detailed Description	183
6.21 include/computedExpressionError.hpp File Reference	184
6.21.1 Detailed Description	184
6.22 include/computedExpressionFloat.hpp File Reference	185
6.22.1 Detailed Description	185
6.23 include/computedExpressionInteger.hpp File Reference	186
6.23.1 Detailed Description	186
6.24 include/computedExpressionString.hpp File Reference	187
6.24.1 Detailed Description	187

6.25 include/error.hpp File Reference	188
6.25.1 Detailed Description	188
6.26 include/garbageCollected.hpp File Reference	189
6.26.1 Detailed Description	189
6.27 include/macros.hpp File Reference	189
6.27.1 Detailed Description	190
6.28 include/opcode.hpp File Reference	190
6.28.1 Detailed Description	190
6.28.2 Enumeration Type Documentation	190
6.28.2.1 Opcode	190
6.29 include/program.hpp File Reference	191
6.29.1 Detailed Description	192
6.30 include/singletonObjectPool.hpp File Reference	192
6.30.1 Detailed Description	193
6.31 include/tang.hpp File Reference	193
6.31.1 Detailed Description	194
6.32 include/tangBase.hpp File Reference	194
6.32.1 Detailed Description	195
6.33 include/tangScanner.hpp File Reference	196
6.33.1 Detailed Description	197
6.34 src/astNode.cpp File Reference	197
6.34.1 Detailed Description	197
6.35 src/astNodeAssign.cpp File Reference	197
6.35.1 Detailed Description	198
6.36 src/astNodeBinary.cpp File Reference	198
6.36.1 Detailed Description	199
6.37 src/astNodeBlock.cpp File Reference	199
6.37.1 Detailed Description	199
6.38 src/astNodeBoolean.cpp File Reference	199
6.38.1 Detailed Description	200
6.39 src/astNodeCast.cpp File Reference	200
6.39.1 Detailed Description	201
6.40 src/astNodeDoWhile.cpp File Reference	201
6.40.1 Detailed Description	201
6.41 src/astNodeFloat.cpp File Reference	201
6.41.1 Detailed Description	202
6.42 src/astNodeFor.cpp File Reference	202
6.42.1 Detailed Description	203
6.43 src/astNodeIdentifier.cpp File Reference	203
6.43.1 Detailed Description	203
6.44 src/astNodeIfElse.cpp File Reference	203
6.44.1 Detailed Description	204

6.45 src/astNodeInteger.cpp File Reference	204
6.45.1 Detailed Description	205
6.46 src/astNodePrint.cpp File Reference	205
6.46.1 Detailed Description	205
6.47 src/astNodeString.cpp File Reference	205
6.47.1 Detailed Description	206
6.48 src/astNodeTernary.cpp File Reference	206
6.48.1 Detailed Description	207
6.49 src/astNodeUnary.cpp File Reference	207
6.49.1 Detailed Description	207
6.50 src/astNodeWhile.cpp File Reference	207
6.50.1 Detailed Description	208
6.51 src/computedExpression.cpp File Reference	208
6.51.1 Detailed Description	209
6.52 src/computedExpressionBoolean.cpp File Reference	209
6.52.1 Detailed Description	210
6.53 src/computedExpressionError.cpp File Reference	210
6.53.1 Detailed Description	210
6.54 src/computedExpressionFloat.cpp File Reference	210
6.54.1 Detailed Description	211
6.55 src/computedExpressionInteger.cpp File Reference	211
6.55.1 Detailed Description	211
6.56 src/computedExpressionString.cpp File Reference	212
6.56.1 Detailed Description	212
6.57 src/error.cpp File Reference	212
6.57.1 Detailed Description	213
6.57.2 Function Documentation	213
6.57.2.1 operator<<()	213
6.58 src/program-dumpBytecode.cpp File Reference	214
6.58.1 Detailed Description	214
6.58.2 Macro Definition Documentation	214
6.58.2.1 DUMPPROGRAMCHECK	215
6.59 src/program-execute.cpp File Reference	215
6.59.1 Detailed Description	216
6.59.2 Macro Definition Documentation	216
6.59.2.1 EXECUTEPROGRAMCHECK	216
6.59.2.2 STACKCHECK	216
6.60 src/program.cpp File Reference	216
6.60.1 Detailed Description	217
6.61 src/tangBase.cpp File Reference	217
6.61.1 Detailed Description	218
6.62 test/test.cpp File Reference	218

6.62.1 Detailed Description	219
6.63 test/testGarbageCollected.cpp File Reference	219
6.63.1 Detailed Description	220
6.64 test/testSingletonObjectPool.cpp File Reference	220
6.64.1 Detailed Description	220
Index	221

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

MIT 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	11
Tang::AstNodeAssign	15
Tang::AstNodeBinary	18
Tang::AstNodeBlock	22
Tang::AstNodeBoolean	26
Tang::AstNodeCast	30
Tang::AstNodeDoWhile	33
Tang::AstNodeFloat	37
Tang::AstNodeFor	40
Tang::AstNodeIdentifier	44
Tang::AstNodeIfElse	47
Tang::AstNodeInteger	51
Tang::AstNodePrint	54
Tang::AstNodeString	58
Tang::AstNodeTernary	62
Tang::AstNodeUnary	66
Tang::AstNodeWhile	69
Tang::ComputedExpression	73
Tang::ComputedExpressionBoolean	82
Tang::ComputedExpressionError	91
Tang::ComputedExpressionFloat	102
Tang::ComputedExpressionInteger	111
Tang::ComputedExpressionString	121
Tang::Error	131
Tang::GarbageCollected	133
Tang::location	149
Tang::position	151
Tang::Program	152
Tang::SingletonObjectPool< T >	157
Tang::TangBase	159
TangTangFlexLexer	
Tang::TangScanner	160

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)	11
Tang::AstNodeAssign	An AstNode that represents a binary expression	15
Tang::AstNodeBinary	An AstNode that represents a binary expression	18
Tang::AstNodeBlock	An AstNode that represents a code block	22
Tang::AstNodeBoolean	An AstNode that represents a boolean literal	26
Tang::AstNodeCast	An AstNode that represents a typecast of an expression	30
Tang::AstNodeDoWhile	An AstNode that represents a do..while statement	33
Tang::AstNodeFloat	An AstNode that represents an float literal	37
Tang::AstNodeFor	An AstNode that represents an if() statement	40
Tang::AstNodeIdentifier	An AstNode that represents an identifier	44
Tang::AstNodeIfElse	An AstNode that represents an if..else statement	47
Tang::AstNodeInteger	An AstNode that represents an integer literal	51
Tang::AstNodePrint	An AstNode that represents a print typeoperation	54
Tang::AstNodeString	An AstNode that represents a string literal	58
Tang::AstNodeTernary	An AstNode that represents a ternary expression	62
Tang::AstNodeUnary	An AstNode that represents a unary negation	66
Tang::AstNodeWhile	An AstNode that represents a while statement	69
Tang::ComputedExpression	Represents the result of a computation that has been executed	73

Tang::ComputedExpressionBoolean	
Represents an Boolean that is the result of a computation	82
Tang::ComputedExpressionError	
Represents a Runtime Error	91
Tang::ComputedExpressionFloat	
Represents a Float that is the result of a computation	102
Tang::ComputedExpressionInteger	
Represents an Integer that is the result of a computation	111
Tang::ComputedExpressionString	
Represents a String that is the result of a computation	121
Tang::Error	
Used to report any error of the system, whether a syntax (parsing) error or a runtime (execution) error	131
Tang::GarbageCollected	
A container that acts as a resource-counting garbage collector for the specified type	133
Tang::location	
Two points in a source file	149
Tang::position	
A point in a source file	151
Tang::Program	
Represents a compiled script or template that may be executed	152
Tang::SingletonObjectPool< T >	
A thread-safe, singleton object pool of the designated type	157
Tang::TangBase	
The base class for the Tang programming language	159
Tang::TangScanner	
The Flex lexer class for the main Tang language	160

Chapter 4

File Index

4.1 File List

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

build/generated/location.hh	
Define the <code>Tang::location</code> class	163
include/astNode.hpp	
Declare the <code>Tang::AstNode</code> base class	165
include/astNodeAssign.hpp	
Declare the <code>Tang::AstNodeAssign</code> class	166
include/astNodeBinary.hpp	
Declare the <code>Tang::AstNodeBinary</code> class	167
include/astNodeBlock.hpp	
Declare the <code>Tang::AstNodeBlock</code> class	168
include/astNodeBoolean.hpp	
Declare the <code>Tang::AstNodeBoolean</code> class	169
include/astNodeCast.hpp	
Declare the <code>Tang::AstNodeCast</code> class	170
include/astNodeDoWhile.hpp	
Declare the <code>Tang::AstNodeDoWhile</code> class	171
include/astNodeFloat.hpp	
Declare the <code>Tang::AstNodeFloat</code> class	172
include/astNodeFor.hpp	
Declare the <code>Tang::AstNodeFor</code> class	173
include/astNodeIdentifier.hpp	
Declare the <code>Tang::AstNodeIdentifier</code> class	174
include/astNodeIfElse.hpp	
Declare the <code>Tang::AstNodeIfElse</code> class	175
include/astNodeInteger.hpp	
Declare the <code>Tang::AstNodeInteger</code> class	176
include/astNodePrint.hpp	
Declare the <code>Tang::AstNodePrint</code> class	177
include/astNodeString.hpp	
Declare the <code>Tang::AstNodeString</code> class	178
include/astNodeTernary.hpp	
Declare the <code>Tang::AstNodeTernary</code> class	179
include/astNodeUnary.hpp	
Declare the <code>Tang::AstNodeUnary</code> class	180
include/astNodeWhile.hpp	
Declare the <code>Tang::AstNodeWhile</code> class	181

include/computedExpression.hpp	Declare the Tang::ComputedExpression base class	182
include/computedExpressionBoolean.hpp	Declare the Tang::ComputedExpressionBoolean class	183
include/computedExpressionError.hpp	Declare the Tang::ComputedExpressionError class	184
include/computedExpressionFloat.hpp	Declare the Tang::ComputedExpressionFloat class	185
include/computedExpressionInteger.hpp	Declare the Tang::ComputedExpressionInteger class	186
include/computedExpressionString.hpp	Declare the Tang::ComputedExpressionString class	187
include/error.hpp	Declare the Tang::Error class used to describe syntax and runtime errors	188
include/garbageCollected.hpp	Declare the Tang::GarbageCollected class	189
include/macros.hpp	Contains generic macros	189
include/opcode.hpp	Declare the Opcodes used in the Bytecode representation of a program	190
include/program.hpp	Declare the Tang::Program class used to compile and execute source code	191
include/singletonObjectPool.hpp	Declare the Tang::SingletonObjectPool class	192
include/tang.hpp	Header file supplied for use by 3rd party code so that they can easily include all necessary headers	193
include/tangBase.hpp	Declare the Tang::TangBase class used to interact with Tang	194
include/tangScanner.hpp	Declare the Tang::TangScanner used to tokenize a Tang script	196
src/astNode.cpp	Define the Tang::AstNode class	197
src/astNodeAssign.cpp	Define the Tang::AstNodeAssign class	197
src/astNodeBinary.cpp	Define the Tang::AstNodeBinary class	198
src/astNodeBlock.cpp	Define the Tang::AstNodeBlock class	199
src/astNodeBoolean.cpp	Define the Tang::AstNodeBoolean class	199
src/astNodeCast.cpp	Define the Tang::AstNodeCast class	200
src/astNodeDoWhile.cpp	Define the Tang::AstNodeDoWhile class	201
src/astNodeFloat.cpp	Define the Tang::AstNodeFloat class	201
src/astNodeFor.cpp	Define the Tang::AstNodeFor class	202
src/astNodeIdentifier.cpp	Define the Tang::AstNodeIdentifier class	203
src/astNodeIfElse.cpp	Define the Tang::AstNodeIfElse class	203
src/astNodeInteger.cpp	Define the Tang::AstNodeInteger class	204
src/astNodePrint.cpp	Define the Tang::AstNodePrint class	205

src/ astNodeString.cpp	
Define the Tang::AstNodeString class	205
src/ astNodeTernary.cpp	
Define the Tang::AstNodeTernary class	206
src/ astNodeUnary.cpp	
Define the Tang::AstNodeUnary class	207
src/ astNodeWhile.cpp	
Define the Tang::AstNodeWhile class	207
src/ computedExpression.cpp	
Define the Tang::ComputedExpression class	208
src/ computedExpressionBoolean.cpp	
Define the Tang::ComputedExpressionBoolean class	209
src/ computedExpressionError.cpp	
Define the Tang::ComputedExpressionError class	210
src/ computedExpressionFloat.cpp	
Define the Tang::ComputedExpressionFloat class	210
src/ computedExpressionInteger.cpp	
Define the Tang::ComputedExpressionInteger class	211
src/ computedExpressionString.cpp	
Define the Tang::ComputedExpressionString class	212
src/ error.cpp	
Define the Tang::Error class	212
src/ program-dumpBytecode.cpp	
Define the Tang::Program::dumpBytecode method	214
src/ program-execute.cpp	
Define the Tang::Program::execute method	215
src/ program.cpp	
Define the Tang::Program class	216
src/ tangBase.cpp	
Define the Tang::TangBase class	217
test/ test.cpp	
Test the general language behaviors	218
test/ testGarbageCollected.cpp	
Test the generic behavior of the Tang::GarbageCollected class	219
test/ testSingletonObjectPool.cpp	
Test the generic behavior of the Tang::SingletonObjectPool class	220

Chapter 5

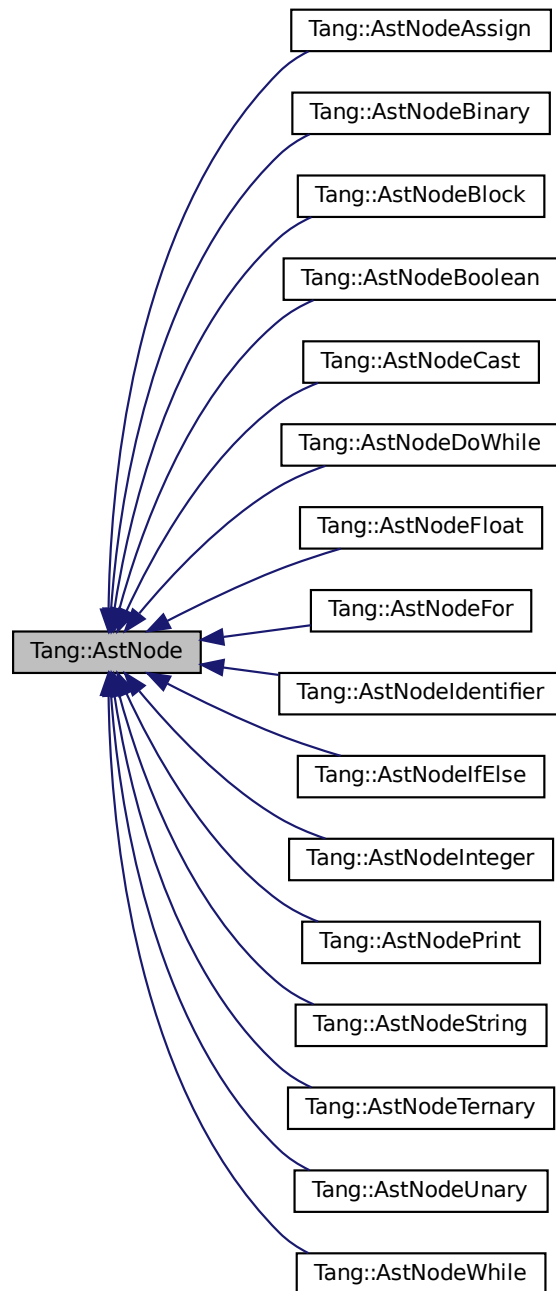
Class Documentation

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:



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 [collectIdentifiers](#) ([Program](#) &program) const
Compile a list of all variables in the scope.
- virtual void [collectStrings](#) ([Program](#) &program) const
Compile a list of all string constants in the scope.

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 Constructor & Destructor Documentation

5.1.2.1 AstNode()

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

The generic constructor.

It should never be called on its own.

Parameters

<i>location</i>	The location associated with this node.
-----------------	---

5.1.3 Member Function Documentation

5.1.3.1 collectIdentifiers()

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

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodePrint](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeIdentifier](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), and [Tang::AstNodeAssign](#).

5.1.3.2 collectStrings()

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

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodeString](#), [Tang::AstNodePrint](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), and [Tang::AstNodeAssign](#).

5.1.3.3 compile()

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

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

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodeString](#), [Tang::AstNodePrint](#), [Tang::AstNodeInteger](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeIdentifier](#), [Tang::AstNodeFor](#), [Tang::AstNodeFloat](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeCast](#), [Tang::AstNodeBoolean](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), and [Tang::AstNodeAssign](#).

Here is the call graph for this function:



5.1.3.4 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::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodeString](#), [Tang::AstNodePrint](#), [Tang::AstNodeInteger](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeIdentifier](#), [Tang::AstNodeFor](#), [Tang::AstNodeFloat](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeCast](#), [Tang::AstNodeBoolean](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), and [Tang::AstNodeAssign](#).

Here is the call graph for this function:



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

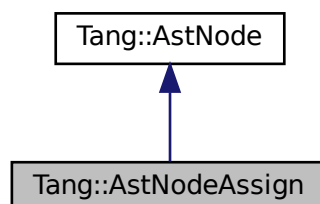
- [include/astNode.hpp](#)
- [src/astNode.cpp](#)

5.2 Tang::AstNodeAssign Class Reference

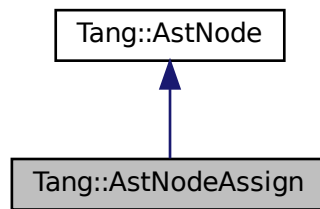
An [AstNode](#) that represents a binary expression.

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

Inheritance diagram for `Tang::AstNodeAssign`:



Collaboration diagram for Tang::AstNodeAssign:



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 [collectIdentifiers](#) ([Program](#) &program) const override
Compile a list of all variables in the scope.
- virtual void [collectStrings](#) ([Program](#) &program) const override
Compile a list of all string constants in the scope.

5.2.1 Detailed Description

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

5.2.2 Constructor & Destructor Documentation

5.2.2.1 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.

5.2.3 Member Function Documentation

5.2.3.1 collectIdentifiers()

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

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.2.3.2 collectStrings()

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

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.2.3.3 compile()

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

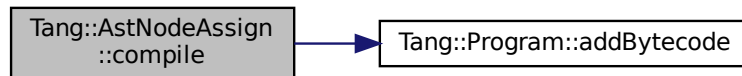
Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:



5.2.3.4 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:

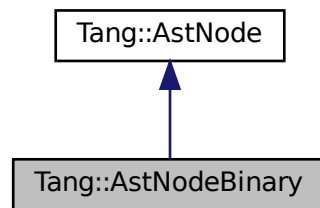
- [include/astNodeAssign.hpp](#)
- [src/astNodeAssign.cpp](#)

5.3 Tang::AstNodeBinary Class Reference

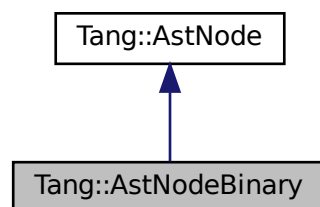
An [AstNode](#) that represents a binary expression.

```
#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](#) ,
[GreaterThanEqual](#) , [Equal](#) , [NotEqual](#) , [And](#) ,
[Or](#) }
Indicates the type of binary expression that this node represents.

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 [collectIdentifiers](#) ([Program](#) &program) const override
Compile a list of all variables in the scope.
- virtual void [collectStrings](#) ([Program](#) &program) const override
Compile a list of all string constants in the scope.

5.3.1 Detailed Description

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

5.3.2 Member Enumeration Documentation

5.3.2.1 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.
NotEqual	Indicates lhs != rhs.
And	Indicates lhs && rhs with short-circuit evaluation.
Or	Indicates lhs rhs with short-circuit evaluation.

5.3.3 Constructor & Destructor Documentation

5.3.3.1 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 Tang::AstNodeBinary::Operation 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.

5.3.4 Member Function Documentation

5.3.4.1 collectIdentifiers()

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

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.3.4.2 collectStrings()

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

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.3.4.3 compile()

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

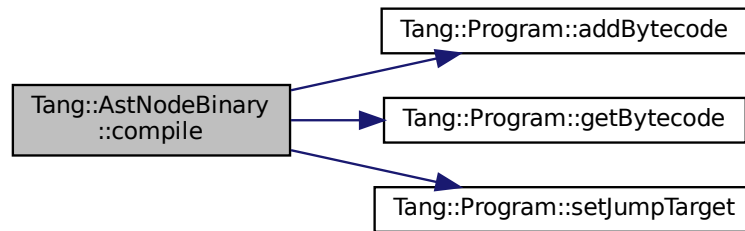
Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:



5.3.4.4 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:

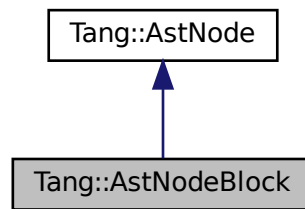
- [include/astNodeBinary.hpp](#)
- [src/astNodeBinary.cpp](#)

5.4 Tang::AstNodeBlock Class Reference

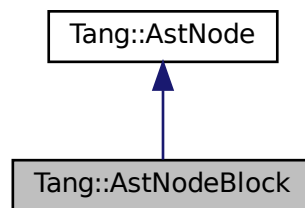
An [AstNode](#) that represents a code block.

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

Inheritance diagram for Tang::AstNodeBlock:



Collaboration diagram for Tang::AstNodeBlock:



Public 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 [collectIdentifiers](#) ([Program](#) &program) const override
Compile a list of all variables in the scope.
- virtual void [collectStrings](#) ([Program](#) &program) const override
Compile a list of all string constants in the scope.

5.4.1 Detailed Description

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

5.4.2 Constructor & Destructor Documentation

5.4.2.1 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.

5.4.3 Member Function Documentation

5.4.3.1 collectIdentifiers()

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

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.4.3.2 collectStrings()

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

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.4.3.3 compile()

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

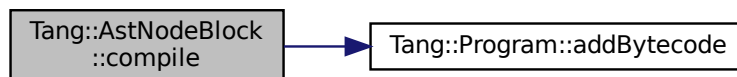
Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:



5.4.3.4 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:

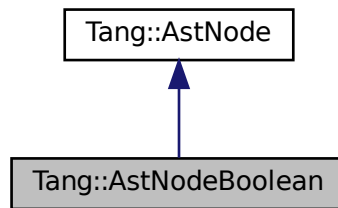
- [include/astNodeBlock.hpp](#)
- [src/astNodeBlock.cpp](#)

5.5 Tang::AstNodeBoolean Class Reference

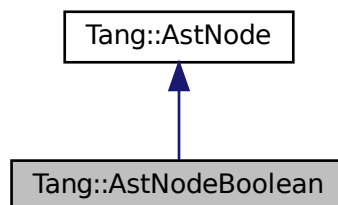
An [AstNode](#) that represents a boolean literal.

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

Inheritance diagram for Tang::AstNodeBoolean:



Collaboration diagram for Tang::AstNodeBoolean:



Public 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 [collectIdentifiers](#) ([Program](#) &program) const
Compile a list of all variables in the scope.
- virtual void [collectStrings](#) ([Program](#) &program) const
Compile a list of all string constants in the scope.

5.5.1 Detailed Description

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

5.5.2 Constructor & Destructor Documentation

5.5.2.1 AstNodeBoolean()

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

The constructor.

Parameters

<i>val</i>	The boolean to represent.
<i>location</i>	The location associated with the expression.

5.5.3 Member Function Documentation

5.5.3.1 collectIdentifiers()

```
void AstNode::collectIdentifiers (
    Program & program ) const [virtual], [inherited]
```

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodePrint](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeIdentifier](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), and [Tang::AstNodeAssign](#).

5.5.3.2 collectStrings()

```
void AstNode::collectStrings (
    Program & program ) const [virtual], [inherited]
```

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodeString](#), [Tang::AstNodePrint](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), and [Tang::AstNodeAssign](#).

5.5.3.3 compile()

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

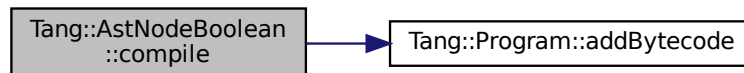
Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:



5.5.3.4 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:

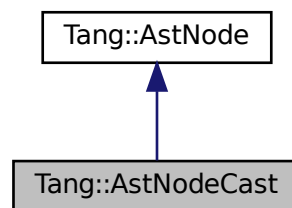
- include/[astNodeBoolean.hpp](#)
- src/[astNodeBoolean.cpp](#)

5.6 Tang::AstNodeCast Class Reference

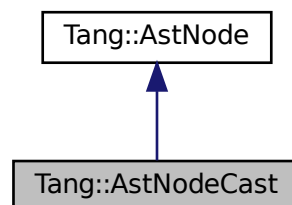
An [AstNode](#) that represents a typecast of an expression.

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

Inheritance diagram for Tang::AstNodeCast:



Collaboration diagram for Tang::AstNodeCast:



Public Types

- enum [Type](#) { [Integer](#) , [Float](#) , [Boolean](#) }
- The possible types that can be cast to.*

Public Member Functions

- [AstNodeCast](#) ([Type](#) targetType, [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 [collectIdentifiers](#) ([Program](#) &program) const
Compile a list of all variables in the scope.
- virtual void [collectStrings](#) ([Program](#) &program) const
Compile a list of all string constants in the scope.

5.6.1 Detailed Description

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

5.6.2 Member Enumeration Documentation

5.6.2.1 Type

enum [Tang::AstNodeCast::Type](#)

The possible types that can be cast to.

Enumerator

Integer	Cast to a Tang::ComputedExpressionInteger .
Float	Cast to a Tang::ComputedExpressionFloat .
Boolean	Cast to a Tang::ComputedExpressionBoolean .

5.6.3 Constructor & Destructor Documentation

5.6.3.1 AstNodeCast()

```
AstNodeCast::AstNodeCast (
    Type targetType,
    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.

5.6.4 Member Function Documentation

5.6.4.1 collectIdentifiers()

```
void AstNode::collectIdentifiers (
    Program & program ) const [virtual], [inherited]
```

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodePrint](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeIdentifier](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), and [Tang::AstNodeAssign](#).

5.6.4.2 collectStrings()

```
void AstNode::collectStrings (
    Program & program ) const [virtual], [inherited]
```

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodeString](#), [Tang::AstNodePrint](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), and [Tang::AstNodeAssign](#).

5.6.4.3 compile()

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

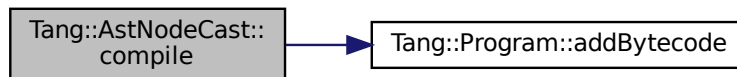

Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:



5.6.4.4 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:

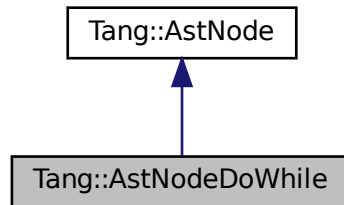
- [include/astNodeCast.hpp](#)
- [src/astNodeCast.cpp](#)

5.7 Tang::AstNodeDoWhile Class Reference

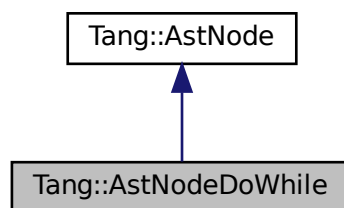
An [AstNode](#) that represents a do..while statement.

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

Inheritance diagram for Tang::AstNodeDoWhile:



Collaboration diagram for Tang::AstNodeDoWhile:



Public Member Functions

- [AstNodeDoWhile](#) (shared_ptr< [AstNode](#) > condition, 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 [collectIdentifiers](#) ([Program](#) &program) const override
Compile a list of all variables in the scope.
- virtual void [collectStrings](#) ([Program](#) &program) const override
Compile a list of all string constants in the scope.

5.7.1 Detailed Description

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

5.7.2 Constructor & Destructor Documentation

5.7.2.1 AstNodeDoWhile()

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

5.7.3 Member Function Documentation

5.7.3.1 collectIdentifiers()

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

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.7.3.2 collectStrings()

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

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.7.3.3 compile()

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

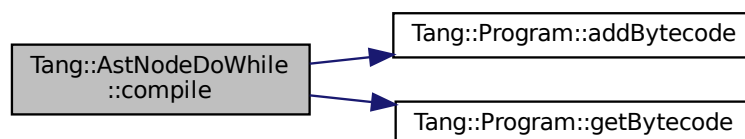
Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:



5.7.3.4 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:

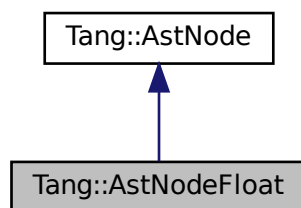
- [include/astNodeDoWhile.hpp](#)
- [src/astNodeDoWhile.cpp](#)

5.8 Tang::AstNodeFloat Class Reference

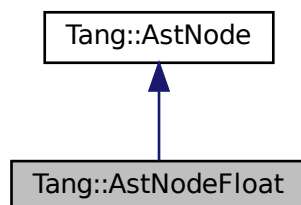
An [AstNode](#) that represents an float literal.

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

Inheritance diagram for Tang::AstNodeFloat:



Collaboration diagram for Tang::AstNodeFloat:



Public 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 [collectIdentifiers](#) ([Program](#) &program) const
Compile a list of all variables in the scope.
- virtual void [collectStrings](#) ([Program](#) &program) const
Compile a list of all string constants in the scope.

5.8.1 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.

5.8.2 Constructor & Destructor Documentation

5.8.2.1 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.

5.8.3 Member Function Documentation

5.8.3.1 collectIdentifiers()

```
void AstNode::collectIdentifiers (
    Program & program ) const [virtual], [inherited]
```

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodePrint](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeIdentifier](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), and [Tang::AstNodeAssign](#).

5.8.3.2 collectStrings()

```
void AstNode::collectStrings (
    Program & program ) const [virtual], [inherited]
```

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodeString](#), [Tang::AstNodePrint](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), and [Tang::AstNodeAssign](#).

5.8.3.3 compile()

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

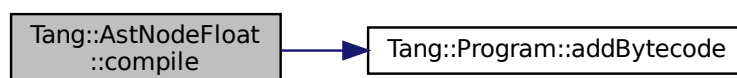
Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:



5.8.3.4 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:

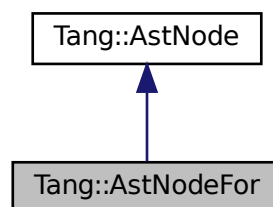
- [include/astNodeFloat.hpp](#)
- [src/astNodeFloat.cpp](#)

5.9 Tang::AstNodeFor Class Reference

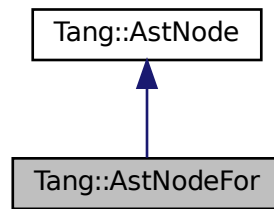
An [AstNode](#) that represents an if() statement.

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

Inheritance diagram for Tang::AstNodeFor:



Collaboration diagram for Tang::AstNodeFor:



Public Member Functions

- [AstNodeFor](#) (shared_ptr< [AstNode](#) > initialization, shared_ptr< [AstNode](#) > condition, shared_ptr< [AstNode](#) > increment, 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 [collectIdentifiers](#) ([Program](#) &program) const override
Compile a list of all variables in the scope.
- virtual void [collectStrings](#) ([Program](#) &program) const override
Compile a list of all string constants in the scope.

5.9.1 Detailed Description

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

5.9.2 Constructor & Destructor Documentation

5.9.2.1 AstNodeFor()

```

AstNodeFor::AstNodeFor (
    shared_ptr< AstNode > initialization,
    shared_ptr< AstNode > condition,
    shared_ptr< AstNode > increment,
    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.

5.9.3 Member Function Documentation

5.9.3.1 collectIdentifiers()

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

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.9.3.2 collectStrings()

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

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.9.3.3 compile()

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

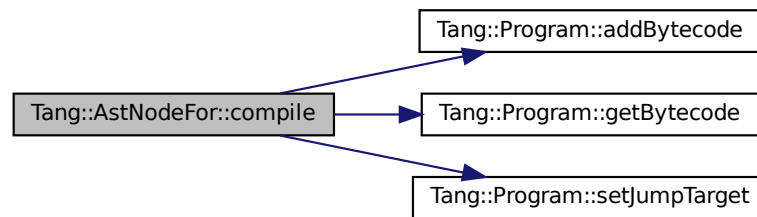
Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:



5.9.3.4 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:

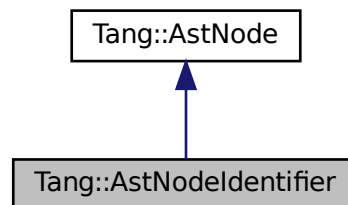
- [include/astNodeFor.hpp](#)
- [src/astNodeFor.cpp](#)

5.10 Tang::AstNodeIdentifier Class Reference

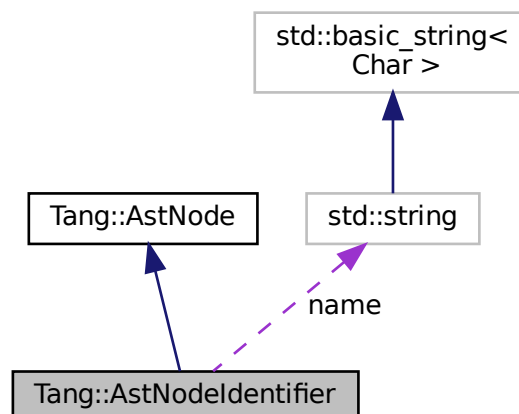
An [AstNode](#) that represents an identifier.

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

Inheritance diagram for Tang::AstNodeIdentifier:



Collaboration diagram for Tang::AstNodeIdentifier:



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 [collectIdentifiers](#) ([Program](#) &program) const override
Compile a list of all variables in the scope.
- virtual void [collectStrings](#) ([Program](#) &program) const
Compile a list of all string constants in the scope.

Public Attributes

- `std::string` [name](#)
The name of the identifier.

5.10.1 Detailed Description

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

Identifier names are represented by a string.

5.10.2 Constructor & Destructor Documentation

5.10.2.1 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.

5.10.3 Member Function Documentation

5.10.3.1 collectIdentifiers()

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

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.10.3.2 collectStrings()

```
void AstNode::collectStrings (
    Program & program ) const [virtual], [inherited]
```

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodeString](#), [Tang::AstNodePrint](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), and [Tang::AstNodeAssign](#).

5.10.3.3 compile()

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

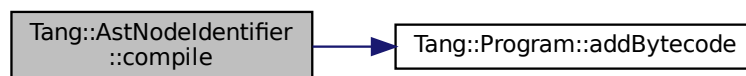
Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:



5.10.3.4 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:

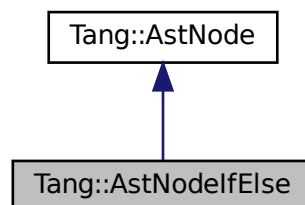
- [include/astNodeIdentifier.hpp](#)
- [src/astNodeIdentifier.cpp](#)

5.11 Tang::AstNodeIfElse Class Reference

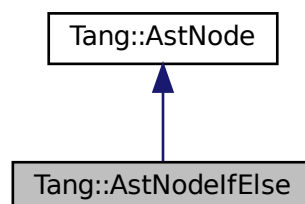
An [AstNode](#) that represents an if..else statement.

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

Inheritance diagram for Tang::AstNodeIfElse:



Collaboration diagram for Tang::AstNodeIfElse:



Public Member Functions

- [AstNodeIfElse](#) (shared_ptr< [AstNode](#) > condition, shared_ptr< [AstNode](#) > thenBlock, shared_ptr< [AstNode](#) > elseBlock, [Tang::location](#) location)

The constructor.

- [AstNodeIfElse](#) (shared_ptr< [AstNode](#) > condition, 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 [collectIdentifiers](#) ([Program](#) &program) const override

Compile a list of all variables in the scope.

- virtual void [collectStrings](#) ([Program](#) &program) const override

Compile a list of all string constants in the scope.

5.11.1 Detailed Description

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

5.11.2 Constructor & Destructor Documentation

5.11.2.1 AstNodeIfElse() [1/2]

```
AstNodeIfElse::AstNodeIfElse (
    shared_ptr< AstNode > condition,
    shared_ptr< AstNode > thenBlock,
    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.

5.11.2.2 AstNodeIfElse() [2/2]

```
AstNodeIfElse::AstNodeIfElse (
    shared_ptr< AstNode > condition,
```



```
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.

5.11.3 Member Function Documentation

5.11.3.1 collectIdentifiers()

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

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.11.3.2 collectStrings()

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

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.11.3.3 compile()

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

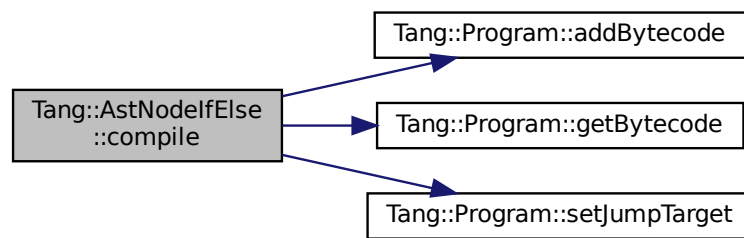
Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:



5.11.3.4 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:

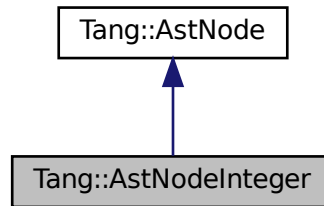
- [include/astNodeIfElse.hpp](#)
- [src/astNodeIfElse.cpp](#)

5.12 Tang::AstNodeInteger Class Reference

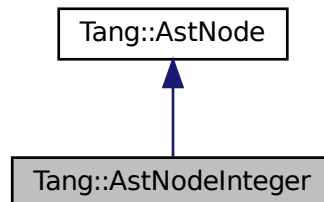
An [AstNode](#) that represents an integer literal.

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

Inheritance diagram for Tang::AstNodeInteger:



Collaboration diagram for Tang::AstNodeInteger:



Public 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 [collectIdentifiers](#) ([Program](#) &program) const
Compile a list of all variables in the scope.
- virtual void [collectStrings](#) ([Program](#) &program) const
Compile a list of all string constants in the scope.

5.12.1 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.

5.12.2 Constructor & Destructor Documentation

5.12.2.1 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.

5.12.3 Member Function Documentation

5.12.3.1 collectIdentifiers()

```
void AstNode::collectIdentifiers (
    Program & program ) const [virtual], [inherited]
```

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodePrint](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeIdentifier](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), and [Tang::AstNodeAssign](#).

5.12.3.2 collectStrings()

```
void AstNode::collectStrings (
    Program & program ) const [virtual], [inherited]
```

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodeString](#), [Tang::AstNodePrint](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), and [Tang::AstNodeAssign](#).

5.12.3.3 compile()

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

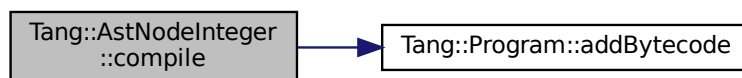
Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:



5.12.3.4 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:

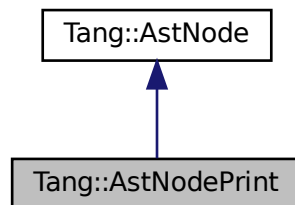
- [include/astNodeInteger.hpp](#)
- [src/astNodeInteger.cpp](#)

5.13 Tang::AstNodePrint Class Reference

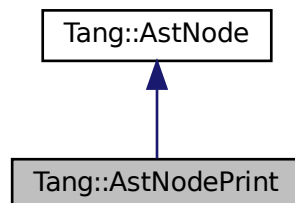
An [AstNode](#) that represents a print typeoperation.

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

Inheritance diagram for Tang::AstNodePrint:



Collaboration diagram for Tang::AstNodePrint:



Public Types

- enum [Type](#) { [Default](#) }
The type of print() requested.

Public Member Functions

- [AstNodePrint](#) ([Type](#) type, 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 [collectIdentifiers](#) ([Program](#) &program) const override
Compile a list of all variables in the scope.
- virtual void [collectStrings](#) ([Program](#) &program) const override
Compile a list of all string constants in the scope.

5.13.1 Detailed Description

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

5.13.2 Member Enumeration Documentation

5.13.2.1 Type

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

The type of print() requested.

Enumerator

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

5.13.3 Constructor & Destructor Documentation

5.13.3.1 AstNodePrint()

```
AstNodePrint::AstNodePrint (
    Type type,
```

```
shared_ptr< AstNode > expression,
Tang::location location )
```

The constructor.

Parameters

<i>type</i>	The Tang::AstNodePrint::Type being requested.
<i>expression</i>	The expression to be printed.
<i>location</i>	The location associated with the expression.

5.13.4 Member Function Documentation

5.13.4.1 collectIdentifiers()

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

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.13.4.2 collectStrings()

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

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.13.4.3 compile()

```
void AstNodePrint::compile (
```



```
Tang::Program & program ) const [override], [virtual]
```

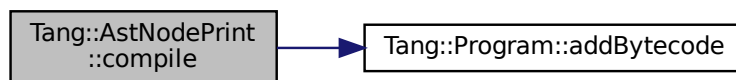
Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:



5.13.4.4 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:

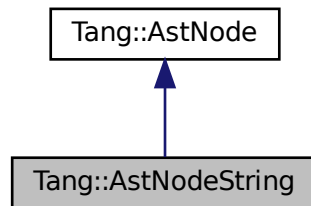
- [include/astNodePrint.hpp](#)
- [src/astNodePrint.cpp](#)

5.14 Tang::AstNodeString Class Reference

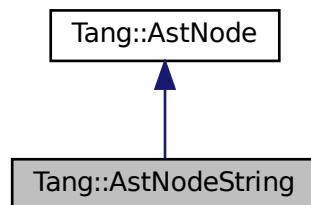
An [AstNode](#) that represents a string literal.

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

Inheritance diagram for Tang::AstNodeString:



Collaboration diagram for Tang::AstNodeString:



Public Member Functions

- [AstNodeString](#) (const string &text, [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 [collectStrings](#) ([Program](#) &program) const override
Compile a list of all string constants in the scope.
- void [compileLiteral](#) ([Tang::Program](#) &program) const
Compile the string and push it onto the stack.
- virtual void [collectIdentifiers](#) ([Program](#) &program) const
Compile a list of all variables in the scope.

5.14.1 Detailed Description

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

5.14.2 Constructor & Destructor Documentation

5.14.2.1 AstNodeString()

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

The constructor.

Parameters

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

5.14.3 Member Function Documentation

5.14.3.1 collectIdentifiers()

```
void AstNode::collectIdentifiers (
    Program & program ) const [virtual], [inherited]
```

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

Reimplemented in [Tang::AstNodeWhile](#), [Tang::AstNodeUnary](#), [Tang::AstNodeTernary](#), [Tang::AstNodePrint](#), [Tang::AstNodeIfElse](#), [Tang::AstNodeIdentifier](#), [Tang::AstNodeFor](#), [Tang::AstNodeDoWhile](#), [Tang::AstNodeBlock](#), [Tang::AstNodeBinary](#), and [Tang::AstNodeAssign](#).

5.14.3.2 collectStrings()

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

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.14.3.3 compile()

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

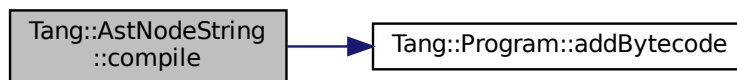
Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:



5.14.3.4 compileLiteral()

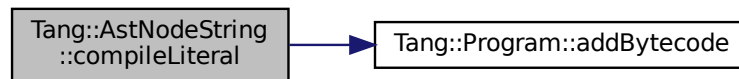
```
void AstNodeString::compileLiteral (  
    Tang::Program & program ) const
```

Compile the string and push it onto the stack.

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

Here is the call graph for this function:



5.14.3.5 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:

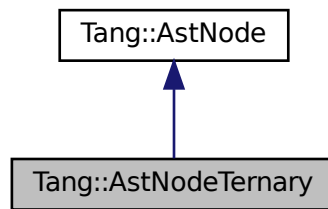
- [include/astNodeString.hpp](#)
- [src/astNodeString.cpp](#)

5.15 Tang::AstNodeTernary Class Reference

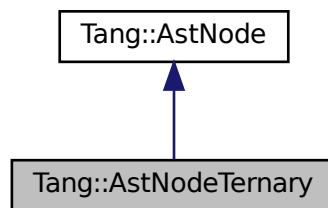
An [AstNode](#) that represents a ternary expression.

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

Inheritance diagram for Tang::AstNodeTernary:



Collaboration diagram for Tang::AstNodeTernary:



Public Member Functions

- [AstNodeTernary](#) (shared_ptr< [AstNode](#) > condition, shared_ptr< [AstNode](#) > trueExpression, 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 [collectIdentifiers](#) ([Program](#) &program) const override
Compile a list of all variables in the scope.
- virtual void [collectStrings](#) ([Program](#) &program) const override
Compile a list of all string constants in the scope.

5.15.1 Detailed Description

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

5.15.2 Constructor & Destructor Documentation

5.15.2.1 AstNodeTernary()

```
AstNodeTernary::AstNodeTernary (
    shared_ptr< AstNode > condition,
    shared_ptr< AstNode > trueExpression,
    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.

5.15.3 Member Function Documentation

5.15.3.1 collectIdentifiers()

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

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.15.3.2 collectStrings()

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

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.15.3.3 compile()

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

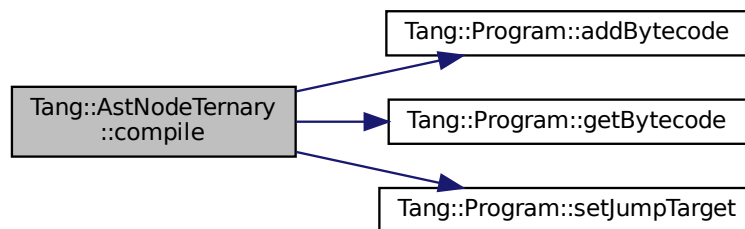
Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:



5.15.3.4 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:

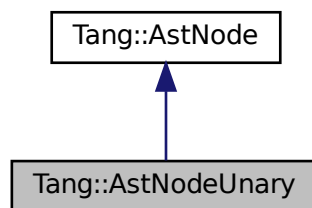
- include/[astNodeTernary.hpp](#)
- src/[astNodeTernary.cpp](#)

5.16 Tang::AstNodeUnary Class Reference

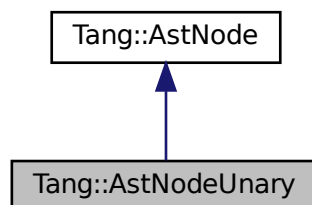
An [AstNode](#) that represents a unary negation.

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

Inheritance diagram for Tang::AstNodeUnary:



Collaboration diagram for Tang::AstNodeUnary:



Public Types

- enum [Operator](#) { [Negative](#) , [Not](#) }
- The type of operation.*

Public Member Functions

- [AstNodeUnary](#) ([Operator](#) op, [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 [collectIdentifiers](#) ([Program](#) &program) const override
Compile a list of all variables in the scope.
- virtual void [collectStrings](#) ([Program](#) &program) const override
Compile a list of all string constants in the scope.

5.16.1 Detailed Description

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

5.16.2 Member Enumeration Documentation

5.16.2.1 Operator

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

The type of operation.

Enumerator

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

5.16.3 Constructor & Destructor Documentation

5.16.3.1 AstNodeUnary()

```
AstNodeUnary::AstNodeUnary (
    Operator op,
    shared\_ptr< AstNode > operand,
    Tang::location location )
```

The constructor.

Parameters

<i>op</i>	The Tang::AstNodeUnary::Operator to apply to the operand.
<i>operand</i>	The expression to be operated on.
<i>location</i>	The location associated with the expression.

5.16.4 Member Function Documentation

5.16.4.1 collectIdentifiers()

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

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.16.4.2 collectStrings()

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

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.16.4.3 compile()

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

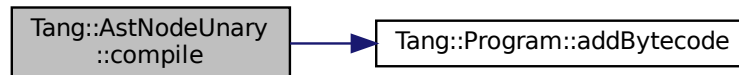
Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:



5.16.4.4 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:

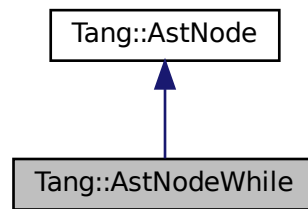
- [include/astNodeUnary.hpp](#)
- [src/astNodeUnary.cpp](#)

5.17 Tang::AstNodeWhile Class Reference

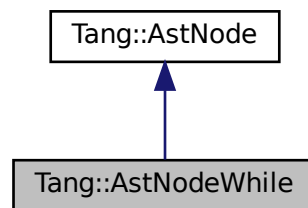
An [AstNode](#) that represents a while statement.

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

Inheritance diagram for Tang::AstNodeWhile:



Collaboration diagram for Tang::AstNodeWhile:



Public Member Functions

- [AstNodeWhile](#) (shared_ptr< [AstNode](#) > condition, 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 [collectIdentifiers](#) ([Program](#) &program) const override
Compile a list of all variables in the scope.
- virtual void [collectStrings](#) ([Program](#) &program) const override
Compile a list of all string constants in the scope.

5.17.1 Detailed Description

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

5.17.2 Constructor & Destructor Documentation

5.17.2.1 AstNodeWhile()

```
AstNodeWhile::AstNodeWhile (
    shared_ptr< AstNode > condition,
    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.

5.17.3 Member Function Documentation

5.17.3.1 collectIdentifiers()

```
void AstNodeWhile::collectIdentifiers (
    Program & program ) const [override], [virtual]
```

Compile a list of all variables in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.17.3.2 collectStrings()

```
void AstNodeWhile::collectStrings (
    Program & program ) const [override], [virtual]
```

Compile a list of all string constants in the scope.

Parameters

<i>program</i>	The Tang::Program that is being compiled.
----------------	---

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

5.17.3.3 compile()

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

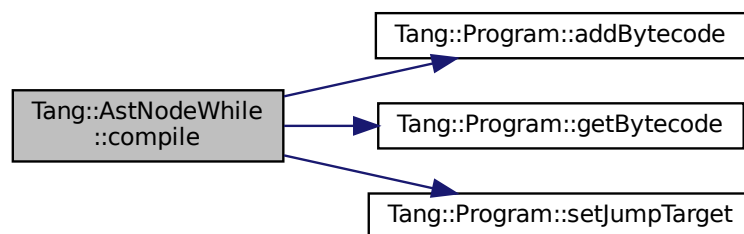
Compile the ast of the provided [Tang::Program](#).

Parameters

<i>program</i>	The Program which will hold the generated Bytecode.
----------------	---

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

Here is the call graph for this function:

**5.17.3.4 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:

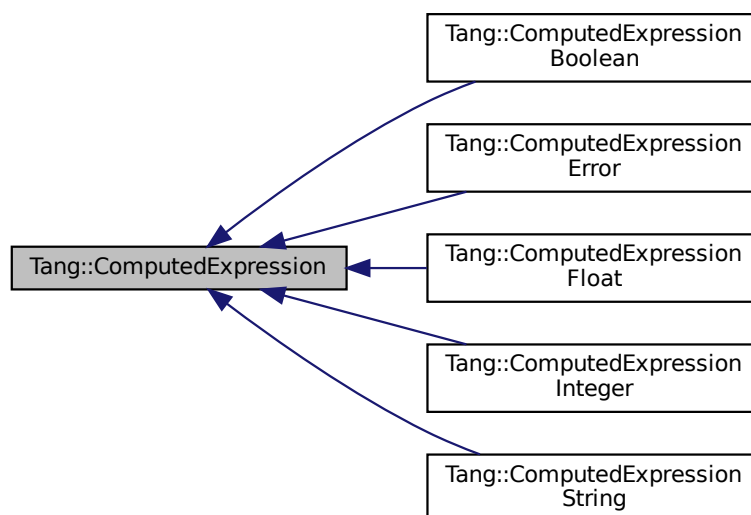
- [include/astNodeWhile.hpp](#)
- [src/astNodeWhile.cpp](#)

5.18 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 [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 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` `__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.

5.18.1 Detailed Description

Represents the result of a computation that has been executed.

By default, it will represent a NULL value.

5.18.2 Member Function Documentation

5.18.2.1 `__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 GarbageCollected value to add to this.
------------	--

Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

5.18.2.2 __boolean()

```
GarbageCollected ComputedExpression::__boolean ( ) const [virtual]
```

Perform a type cast to boolean.

Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

5.18.2.3 __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 GarbageCollected value to divide this by.
------------	---

Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

5.18.2.4 `__equal()`

```
GarbageCollected ComputedExpression::__equal (
    const GarbageCollected & rhs ) const [virtual]
```

Perform an equalit test.

Parameters

<i>rhs</i>	The GarbageCollected value to compare against.
------------	--

Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

5.18.2.5 `__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](#).

5.18.2.6 `__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](#).

5.18.2.7 `__lessThan()`

```
GarbageCollected ComputedExpression::__lessThan (
    const GarbageCollected & rhs ) const [virtual]
```

Compute the "less than" comparison.

Parameters

<i>rhs</i>	The GarbageCollected value to compare against.
------------	--

Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

5.18.2.8 __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 GarbageCollected value to modulo this by.
------------	---

Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

5.18.2.9 __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 GarbageCollected value to multiply to this.
------------	---

Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

5.18.2.10 `__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](#).

5.18.2.11 `__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](#).

5.18.2.12 `__string()`

`GarbageCollected` `ComputedExpression::__string () const [virtual]`

Perform a type cast to string.

Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

5.18.2.13 `__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 GarbageCollected value to subtract from this.
------------	---

Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

5.18.2.14 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::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

5.18.2.15 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](#).

5.18.2.16 `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

<i>val</i>	The value to compare against.
------------	-------------------------------

Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionError](#).

5.18.2.17 `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

<i>val</i>	The value to compare against.
------------	-------------------------------

Returns

True if equal, false if not.

5.18.2.18 `is_equal()` [4/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const string & 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](#).

5.18.2.19 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

<i>val</i>	The value to compare against.
------------	-------------------------------

Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

5.18.2.20 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

<i>val</i>	The value to compare against.
------------	-------------------------------

Returns

True if equal, false if not.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionFloat](#).

5.18.2.21 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::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), [Tang::ComputedExpressionError](#), and [Tang::ComputedExpressionBoolean](#).

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

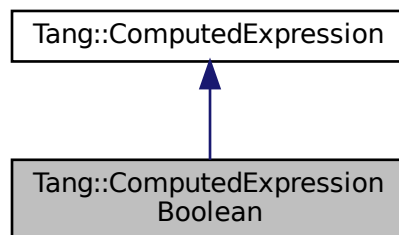
- [include/computedExpression.hpp](#)
- [src/computedExpression.cpp](#)

5.19 Tang::ComputedExpressionBoolean Class Reference

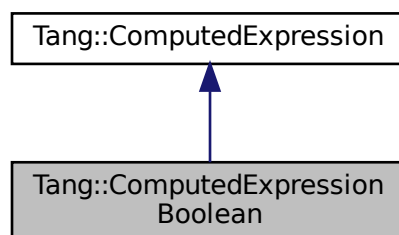
Represents an Boolean that is the result of a computation.

```
#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 equalit 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 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 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](#) [__lessThan](#) (const [GarbageCollected](#) &rhs) const
Compute the "less than" comparison.
- virtual [GarbageCollected](#) [__string](#) () const
Perform a type cast to string.

5.19.1 Detailed Description

Represents an Boolean that is the result of a computation.

5.19.2 Constructor & Destructor Documentation

5.19.2.1 ComputedExpressionBoolean()

```
ComputedExpressionBoolean::ComputedExpressionBoolean (
    bool val )
```

Construct an Boolean result.

Parameters

<i>val</i>	The boolean value.
------------	--------------------

5.19.3 Member Function Documentation

5.19.3.1 __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 GarbageCollected value to add to this.
------------	--

Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

5.19.3.2 __boolean()

```
GarbageCollected ComputedExpressionBoolean::__boolean ( ) const [override], [virtual]
```

Perform a type cast to boolean.

Returns

The result of the the operation.

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

5.19.3.3 __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 GarbageCollected value to divide this by.
------------	---

Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

5.19.3.4 __equal()

```
GarbageCollected ComputedExpressionBoolean::__equal (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Perform an equalit test.

Parameters

<i>rhs</i>	The GarbageCollected value to compare against.
------------	--

Returns

The result of the the operation.

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

5.19.3.5 __float()

```
GarbageCollected ComputedExpressionBoolean::__float ( ) const [override], [virtual]
```

Perform a type cast to float.

Returns

The result of the the operation.

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

5.19.3.6 `__integer()`

`GarbageCollected` `ComputedExpressionBoolean::__integer () const [override], [virtual]`

Perform a type cast to integer.

Returns

The result of the the operation.

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

5.19.3.7 `__lessThan()`

`GarbageCollected` `ComputedExpression::__lessThan (`
`const GarbageCollected & rhs) const [virtual], [inherited]`

Compute the "less than" comparison.

Parameters

<i>rhs</i>	The GarbageCollected value to compare against.
------------	--

Returns

The result of the the operation.

Reimplemented in [Tang::ComputedExpressionString](#), [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

5.19.3.8 `__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 GarbageCollected value to modulo this by.
------------	---

Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

5.19.3.9 __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 GarbageCollected value to multiply to this.
------------	---

Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

5.19.3.10 __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](#).

5.19.3.11 __not()

```
GarbageCollected ComputedExpressionBoolean::__not ( ) const [override], [virtual]
```

Compute the logical not of this value.

Returns

The result of the operation.

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

5.19.3.12 __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::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

5.19.3.13 __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 GarbageCollected value to subtract from this.
------------	---

Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

5.19.3.14 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](#).

5.19.3.15 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](#).

5.19.3.16 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](#).

5.19.3.17 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.

5.19.3.18 is_equal() [4/6]

```
virtual bool Tang::ComputedExpression::is_equal (
    const 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](#).

5.19.3.19 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](#).

5.19.3.20 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](#).

5.19.3.21 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:

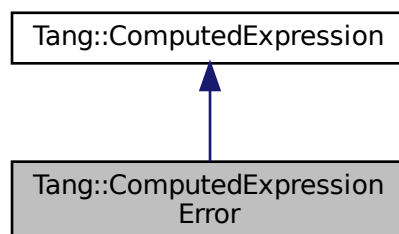
- [include/computedExpressionBoolean.hpp](#)
- [src/computedExpressionBoolean.cpp](#)

5.20 Tang::ComputedExpressionError Class Reference

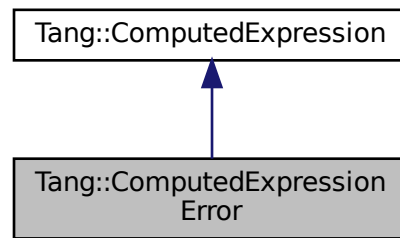
Represents a Runtime [Error](#).

```
#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
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.
- 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 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.

5.20.1 Detailed Description

Represents a Runtime [Error](#).

5.20.2 Constructor & Destructor Documentation

5.20.2.1 ComputedExpressionError()

```
ComputedExpressionError::ComputedExpressionError (
    Tang::Error error )
```

Construct a Runtime [Error](#).

Parameters

<i>error</i>	The Tang::Error object.
--------------	---

5.20.3 Member Function Documentation

5.20.3.1 __add()

```
GarbageCollected ComputedExpressionError::__add (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of adding this value and the supplied value.

Parameters

<i>rhs</i>	The GarbageCollected value to add to this.
------------	--

Returns

The result of the operation.

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

5.20.3.2 `__boolean()`

```
GarbageCollected ComputedExpressionError::__boolean ( ) const [override], [virtual]
```

Perform a type cast to boolean.

Returns

The result of the the operation.

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

5.20.3.3 `__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 GarbageCollected value to divide this by.
------------	---

Returns

The result of the operation.

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

5.20.3.4 `__equal()`

```
GarbageCollected ComputedExpressionError::__equal (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Perform an equalit test.

Parameters

<i>rhs</i>	The GarbageCollected value to compare against.
------------	--

Returns

The result of the the operation.

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

5.20.3.5 __float()

```
GarbageCollected ComputedExpressionError::__float ( ) const [override], [virtual]
```

Perform a type cast to float.

Returns

The result of the the operation.

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

5.20.3.6 __integer()

```
GarbageCollected ComputedExpressionError::__integer ( ) const [override], [virtual]
```

Perform a type cast to integer.

Returns

The result of the the operation.

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

5.20.3.7 __lessThan()

```
GarbageCollected ComputedExpressionError::__lessThan (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the "less than" comparison.

Parameters

<i>rhs</i>	The GarbageCollected value to compare against.
------------	--

Returns

The result of the the operation.

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

5.20.3.8 __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 GarbageCollected value to modulo this by.
------------	---

Returns

The result of the operation.

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

5.20.3.9 __multiply()

```
GarbageCollected ComputedExpressionError::__multiply (  
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of multiplying this value and the supplied value.

Parameters

<i>rhs</i>	The GarbageCollected value to multiply to this.
------------	---

Returns

The result of the operation.

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

5.20.3.10 __negative()

`GarbageCollected` ComputedExpressionError::__negative () const [override], [virtual]

Compute the result of negating this value.

Returns

The result of the operation.

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

5.20.3.11 __not()

`GarbageCollected` ComputedExpressionError::__not () const [override], [virtual]

Compute the logical not of this value.

Returns

The result of the operation.

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

5.20.3.12 __string()

`GarbageCollected` ComputedExpressionError::__string () const [override], [virtual]

Perform a type cast to string.

Returns

The result of the the operation.

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

5.20.3.13 __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 GarbageCollected value to subtract from this.
------------	---

Returns

The result of the operation.

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

5.20.3.14 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](#).

5.20.3.15 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](#).

5.20.3.16 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

<i>val</i>	The value to compare against.
------------	-------------------------------

Returns

True if equal, false if not.

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

5.20.3.17 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.

5.20.3.18 is_equal() [4/6]

```
virtual bool Tang::ComputedExpression::is_equal (  
    const 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](#).

5.20.3.19 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](#).

5.20.3.20 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](#).

5.20.3.21 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:

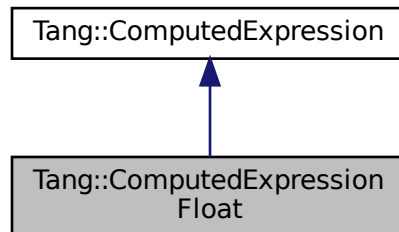
- [include/computedExpressionError.hpp](#)
- [src/computedExpressionError.cpp](#)

5.21 Tang::ComputedExpressionFloat Class Reference

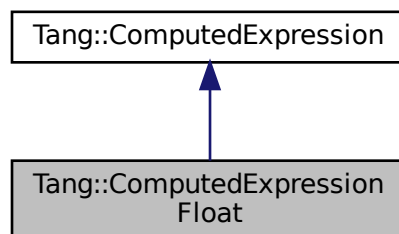
Represents a Float that is the result of a computation.

```
#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 equalit 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 bool `is_equal` (const 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 __modulo` (const `GarbageCollected` &rhs) const
Compute the result of moduloing this value and the supplied value.

Friends

- class `ComputedExpressionInteger`

5.21.1 Detailed Description

Represents a Float that is the result of a computation.

5.21.2 Constructor & Destructor Documentation

5.21.2.1 ComputedExpressionFloat()

```
ComputedExpressionFloat::ComputedExpressionFloat (
    Tang::float_t val )
```

Construct a Float result.

Parameters

<i>val</i>	The float value.
------------	------------------

5.21.3 Member Function Documentation

5.21.3.1 `__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 GarbageCollected value to add to this.
------------	--

Returns

The result of the operation.

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

5.21.3.2 `__boolean()`

```
GarbageCollected ComputedExpressionFloat::__boolean ( ) const [override], [virtual]
```

Perform a type cast to boolean.

Returns

The result of the the operation.

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

5.21.3.3 `__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 GarbageCollected value to divide this by.
------------	---

Returns

The result of the operation.

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

5.21.3.4 `__equal()`

```
GarbageCollected ComputedExpressionFloat::__equal (
    const GarbageCollected & rhs ) const  [override], [virtual]
```

Perform an equalit test.

Parameters

<i>rhs</i>	The GarbageCollected value to compare against.
------------	--

Returns

The result of the the operation.

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

5.21.3.5 `__float()`

```
GarbageCollected ComputedExpressionFloat::__float ( ) const  [override], [virtual]
```

Perform a type cast to float.

Returns

The result of the the operation.

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

5.21.3.6 `__integer()`

`GarbageCollected` `ComputedExpressionFloat::__integer () const [override], [virtual]`

Perform a type cast to integer.

Returns

The result of the the operation.

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

5.21.3.7 `__lessThan()`

`GarbageCollected` `ComputedExpressionFloat::__lessThan (`
`const GarbageCollected & rhs) const [override], [virtual]`

Compute the "less than" comparison.

Parameters

<i>rhs</i>	The GarbageCollected value to compare against.
------------	--

Returns

The result of the the operation.

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

5.21.3.8 `__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 GarbageCollected value to modulo this by.
------------	---

Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

5.21.3.9 __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 GarbageCollected value to multiply to this.
------------	---

Returns

The result of the operation.

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

5.21.3.10 __negative()

```
GarbageCollected ComputedExpressionFloat::__negative ( ) const [override], [virtual]
```

Compute the result of negating this value.

Returns

The result of the operation.

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

5.21.3.11 __not()

```
GarbageCollected ComputedExpressionFloat::__not ( ) const [override], [virtual]
```

Compute the logical not of this value.

Returns

The result of the operation.

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

5.21.3.12 `__string()`

```
GarbageCollected ComputedExpressionFloat::__string ( ) const [override], [virtual]
```

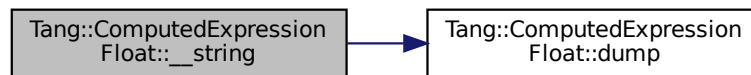
Perform a type cast to string.

Returns

The result of the the operation.

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

Here is the call graph for this function:



5.21.3.13 `__subtract()`

```
GarbageCollected ComputedExpressionFloat::__subtract (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the result of subtracting this value and the supplied value.

Parameters

<i>rhs</i>	The GarbageCollected value to subtract from this.
------------	---

Returns

The result of the operation.

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

5.21.3.14 `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](#).

5.21.3.15 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

<i>val</i>	The value to compare against.
------------	-------------------------------

Returns

True if equal, false if not.

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

5.21.3.16 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](#).

5.21.3.17 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.

5.21.3.18 is_equal() [4/6]

```
virtual bool Tang::ComputedExpression::is_equal (  
    const 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](#).

5.21.3.19 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](#).

5.21.3.20 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](#).

5.21.3.21 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:

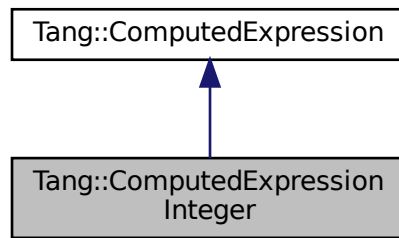
- include/[computedExpressionFloat.hpp](#)
- src/[computedExpressionFloat.cpp](#)

5.22 Tang::ComputedExpressionInteger Class Reference

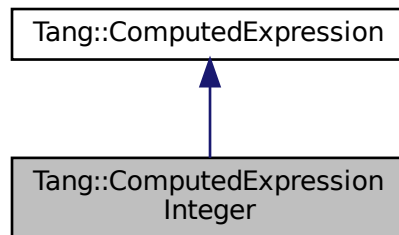
Represents an Integer that is the result of a computation.

```
#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 equalit 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 bool `is_equal` (const 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.

Friends

- class `ComputedExpressionFloat`

5.22.1 Detailed Description

Represents an Integer that is the result of a computation.

5.22.2 Constructor & Destructor Documentation

5.22.2.1 ComputedExpressionInteger()

```
ComputedExpressionInteger::ComputedExpressionInteger (
    Tang::integer_t val )
```

Construct an Integer result.

Parameters

<i>val</i>	The integer value.
------------	--------------------

5.22.3 Member Function Documentation

5.22.3.1 `__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 GarbageCollected value to add to this.
------------	--

Returns

The result of the operation.

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

5.22.3.2 `__boolean()`

```
GarbageCollected ComputedExpressionInteger::__boolean ( ) const [override], [virtual]
```

Perform a type cast to boolean.

Returns

The result of the the operation.

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

5.22.3.3 `__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 GarbageCollected value to divide this by.
------------	---

Returns

The result of the operation.

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

5.22.3.4 `__equal()`

```
GarbageCollected ComputedExpressionInteger::__equal (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Perform an equalit test.

Parameters

<i>rhs</i>	The GarbageCollected value to compare against.
------------	--

Returns

The result of the the operation.

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

5.22.3.5 `__float()`

```
GarbageCollected ComputedExpressionInteger::__float ( ) const [override], [virtual]
```

Perform a type cast to float.

Returns

The result of the the operation.

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

5.22.3.6 `__integer()`

```
GarbageCollected ComputedExpressionInteger::__integer ( ) const [override], [virtual]
```

Perform a type cast to integer.

Returns

The result of the the operation.

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

5.22.3.7 `__lessThan()`

```
GarbageCollected ComputedExpressionInteger::__lessThan (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the "less than" comparison.

Parameters

<i>rhs</i>	The GarbageCollected value to compare against.
------------	--

Returns

The result of the the operation.

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

5.22.3.8 `__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 GarbageCollected value to modulo this by.
------------	---

Returns

The result of the operation.

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

5.22.3.9 __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 GarbageCollected value to multiply to this.
------------	---

Returns

The result of the operation.

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

5.22.3.10 __negative()

```
GarbageCollected ComputedExpressionInteger::__negative ( ) const [override], [virtual]
```

Compute the result of negating this value.

Returns

The result of the operation.

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

5.22.3.11 __not()

```
GarbageCollected ComputedExpressionInteger::__not ( ) const [override], [virtual]
```

Compute the logical not of this value.

Returns

The result of the operation.

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

5.22.3.12 __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:

**5.22.3.13 __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 GarbageCollected value to subtract from this.
------------	---

Returns

The result of the operation.

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

5.22.3.14 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](#).

5.22.3.15 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](#).

5.22.3.16 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](#).

5.22.3.17 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.

5.22.3.18 is_equal() [4/6]

```
virtual bool Tang::ComputedExpression::is_equal (  
    const 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](#).

5.22.3.19 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

<i>val</i>	The value to compare against.
------------	-------------------------------

Returns

True if equal, false if not.

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

5.22.3.20 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

<i>val</i>	The value to compare against.
------------	-------------------------------

Returns

True if equal, false if not.

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

5.22.3.21 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:

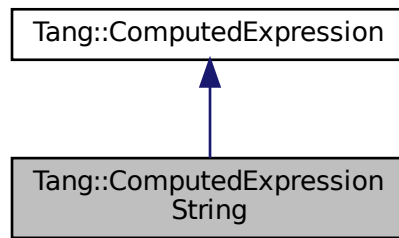
- include/[computedExpressionInteger.hpp](#)
- src/[computedExpressionInteger.cpp](#)

5.23 Tang::ComputedExpressionString Class Reference

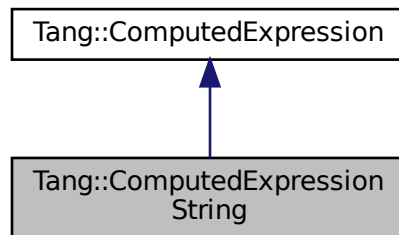
Represents a String that is the result of a computation.

```
#include <computedExpressionString.hpp>
```

Inheritance diagram for Tang::ComputedExpressionString:



Collaboration diagram for Tang::ComputedExpressionString:



Public Member Functions

- [ComputedExpressionString](#) (std::string val)
Construct a *String* 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 bool [is_equal](#) (const string &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 __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 equalit test.
- virtual [GarbageCollected](#) `__boolean` () const override
Perform a type cast to boolean.
- virtual [GarbageCollected](#) `__string` () const override
Perform a type cast to string.
- 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](#) `__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](#) `__integer` () const
Perform a type cast to integer.
- virtual [GarbageCollected](#) `__float` () const
Perform a type cast to float.

5.23.1 Detailed Description

Represents a String that is the result of a computation.

5.23.2 Constructor & Destructor Documentation

5.23.2.1 ComputedExpressionString()

```
ComputedExpressionString::ComputedExpressionString (
    std::string val )
```

Construct a String result.

Parameters

<i>val</i>	The string value.
------------	-------------------

5.23.3 Member Function Documentation

5.23.3.1 `__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 GarbageCollected value to add to this.
------------	--

Returns

The result of the operation.

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

5.23.3.2 `__boolean()`

```
GarbageCollected ComputedExpressionString::__boolean ( ) const [override], [virtual]
```

Perform a type cast to boolean.

Returns

The result of the the operation.

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

5.23.3.3 `__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 GarbageCollected value to divide this by.
------------	---

Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

5.23.3.4 __equal()

```
GarbageCollected ComputedExpressionString::__equal (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Perform an equalit test.

Parameters

<i>rhs</i>	The GarbageCollected value to compare against.
------------	--

Returns

The result of the the operation.

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

5.23.3.5 __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](#).

5.23.3.6 __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](#).

5.23.3.7 `__lessThan()`

```
GarbageCollected ComputedExpressionString::__lessThan (
    const GarbageCollected & rhs ) const [override], [virtual]
```

Compute the "less than" comparison.

Parameters

<i>rhs</i>	The GarbageCollected value to compare against.
------------	--

Returns

The result of the the operation.

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

5.23.3.8 `__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 GarbageCollected value to modulo this by.
------------	---

Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), and [Tang::ComputedExpressionError](#).

5.23.3.9 `__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 GarbageCollected value to multiply to this.
------------	---

Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

5.23.3.10 __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](#).

5.23.3.11 __not()

```
GarbageCollected ComputedExpressionString::__not ( ) const [override], [virtual]
```

Compute the logical not of this value.

Returns

The result of the operation.

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

5.23.3.12 __string()

```
GarbageCollected ComputedExpressionString::__string ( ) const [override], [virtual]
```

Perform a type cast to string.

Returns

The result of the the operation.

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

5.23.3.13 __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 GarbageCollected value to subtract from this.
------------	---

Returns

The result of the operation.

Reimplemented in [Tang::ComputedExpressionInteger](#), [Tang::ComputedExpressionFloat](#), and [Tang::ComputedExpressionError](#).

5.23.3.14 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](#).

5.23.3.15 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

<i>val</i>	The value to compare against.
------------	-------------------------------

Returns

True if equal, false if not.

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

5.23.3.16 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](#).

5.23.3.17 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.

5.23.3.18 is_equal() [4/6]

```
bool ComputedExpressionString::is_equal (  
    const string & 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](#).

5.23.3.19 `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](#).

5.23.3.20 `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](#).

5.23.3.21 `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](#).

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

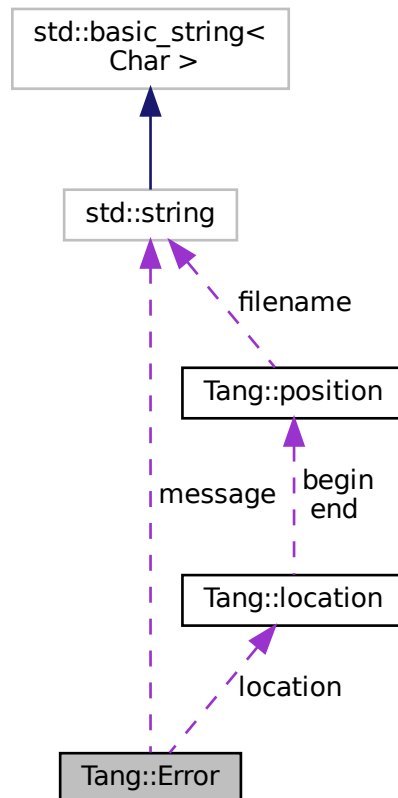
- [include/computedExpressionString.hpp](#)
- [src/computedExpressionString.cpp](#)

5.24 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.

5.24.1 Detailed Description

The [Error](#) class is used to report any error of the system, whether a syntax (parsing) error or a runtime (execution) error.

5.24.2 Constructor & Destructor Documentation

5.24.2.1 [Error\(\)](#) [1/2]

```
Tang::Error::Error (
    std::string message ) [inline]
```

Creates an error message using the supplied error string and location.

Parameters

<i>message</i>	The error message as a string.
----------------	--------------------------------

5.24.2.2 [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

<i>message</i>	The error message as a string.
<i>location</i>	The location of the error.

5.24.3 Friends And Related Function Documentation

5.24.3.1 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 Error object.

Returns

The output stream.

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

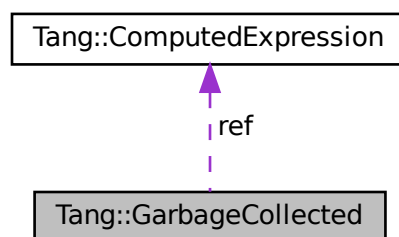
- [include/error.hpp](#)
- [src/error.cpp](#)

5.25 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.
- [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
Perform a <= between two [GarbageCollected](#) values.
- [GarbageCollected](#) operator> (const [GarbageCollected](#) &rhs) const
Perform a > between two [GarbageCollected](#) values.
- [GarbageCollected](#) operator>= (const [GarbageCollected](#) &rhs) const

- Perform a \geq between two *GarbageCollected* values.
- GarbageCollected* operator== (const *GarbageCollected* &rhs) const
Perform a == between two *GarbageCollected* values.
- GarbageCollected* 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

- GarbageCollected* ()
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.

5.25.1 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.

5.25.2 Constructor & Destructor Documentation

5.25.2.1 *GarbageCollected*() [1/3]

```
Tang::GarbageCollected::GarbageCollected (
    const GarbageCollected & other ) [inline]
```

Copy Constructor.

Parameters

<i>The</i>	other GarbageCollected object to copy.
------------	--

5.25.2.2 [GarbageCollected\(\)](#) [2/3]

```
Tang::GarbageCollected::GarbageCollected (
    GarbageCollected && other ) [inline]
```

Move Constructor.

Parameters

<i>The</i>	other GarbageCollected object to move.
------------	--

5.25.2.3 [~GarbageCollected\(\)](#)

```
Tang::GarbageCollected::~~GarbageCollected ( ) [inline]
```

Destructor.

Clean up the tracked object, if appropriate.

5.25.2.4 [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.
-----------------	---

5.25.3 Member Function Documentation**5.25.3.1 [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:



5.25.3.2 operator"!")()

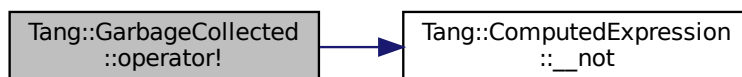
```
GarbageCollected GarbageCollected::operator! ( ) const
```

Perform a logical not on the [GarbageCollected](#) value.

Returns

The result of the operation.

Here is the call graph for this function:



5.25.3.3 operator"!=(())

```
GarbageCollected GarbageCollected::operator!= (
    const GarbageCollected & rhs ) const
```

Perform a `!=` between two [GarbageCollected](#) values.

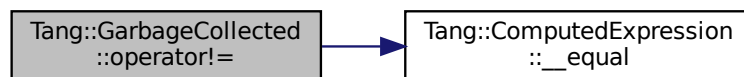
Parameters

<i>rhs</i>	The right hand side operand.
------------	------------------------------

Returns

The result of the operation.

Here is the call graph for this function:



5.25.3.4 operator%()

```

GarbageCollected GarbageCollected::operator% (
    const GarbageCollected & rhs ) const
  
```

Perform a modulo between two [GarbageCollected](#) values.

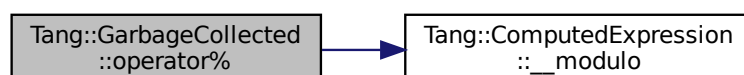
Parameters

<i>rhs</i>	The right hand side operand.
------------	------------------------------

Returns

The result of the operation.

Here is the call graph for this function:



5.25.3.5 operator*() [1/2]

```
ComputedExpression& Tang::GarbageCollected::operator* ( ) const [inline]
```

Access the tracked object.

Returns

A reference to the tracked object.

5.25.3.6 operator*() [2/2]

```
GarbageCollected GarbageCollected::operator* (
    const GarbageCollected & rhs ) const
```

Perform a multiplication between two [GarbageCollected](#) values.

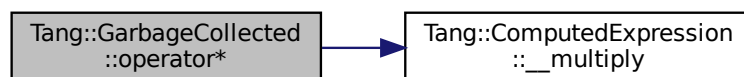
Parameters

<i>rhs</i>	The right hand side operand.
------------	------------------------------

Returns

The result of the operation.

Here is the call graph for this function:

**5.25.3.7 operator+()**

```
GarbageCollected GarbageCollected::operator+ (
    const GarbageCollected & rhs ) const
```

Perform an addition between two [GarbageCollected](#) values.

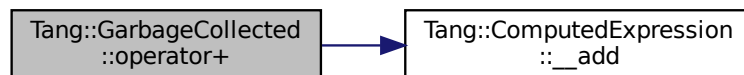
Parameters

<i>rhs</i>	The right hand side operand.
------------	------------------------------

Returns

The result of the operation.

Here is the call graph for this function:

5.25.3.8 `operator-()` [1/2]

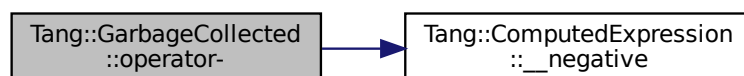
```
GarbageCollected GarbageCollected::operator- ( ) const
```

Perform a negation on the `GarbageCollected` value.

Returns

The result of the operation.

Here is the call graph for this function:

5.25.3.9 `operator-()` [2/2]

```
GarbageCollected GarbageCollected::operator- (
    const GarbageCollected & rhs ) const
```

Perform a subtraction between two `GarbageCollected` values.

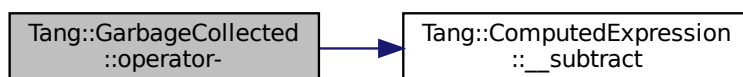
Parameters

<i>rhs</i>	The right hand side operand.
------------	------------------------------

Returns

The result of the operation.

Here is the call graph for this function:



5.25.3.10 operator->()

```
ComputedExpression* Tang::GarbageCollected::operator-> ( ) const [inline]
```

Access the tracked object as a pointer.

Returns

A pointer to the tracked object.

5.25.3.11 operator/()

```
GarbageCollected GarbageCollected::operator/ (
    const GarbageCollected & rhs ) const
```

Perform a division between two [GarbageCollected](#) values.

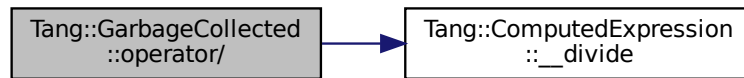
Parameters

<i>rhs</i>	The right hand side operand.
------------	------------------------------

Returns

The result of the operation.

Here is the call graph for this function:



5.25.3.12 `operator<()`

```
GarbageCollected GarbageCollected::operator< (
    const GarbageCollected & rhs ) const
```

Perform a `<` between two `GarbageCollected` values.

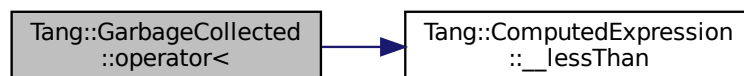
Parameters

<i>rhs</i>	The right hand side operand.
------------	------------------------------

Returns

The result of the operation.

Here is the call graph for this function:



5.25.3.13 `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.

5.25.3.14 operator=() [1/2]

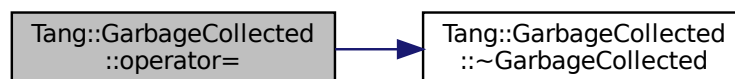
```
GarbageCollected& Tang::GarbageCollected::operator= (  
    const GarbageCollected & other ) [inline]
```

Copy Assignment.

Parameters

<i>The</i>	other GarbageCollected object.
------------	--

Here is the call graph for this function:

**5.25.3.15 operator=()** [2/2]

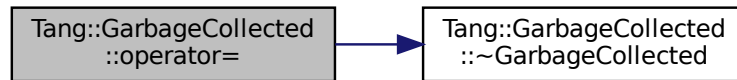
```
GarbageCollected& Tang::GarbageCollected::operator= (  
    GarbageCollected && other ) [inline]
```

Move Assignment.

Parameters

<i>The</i>	other GarbageCollected object.
------------	--

Here is the call graph for this function:



5.25.3.16 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.

5.25.3.17 operator==() [2/8]

```
bool GarbageCollected::operator== (
    const char *const & 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.

5.25.3.18 operator==() [3/8]

```
bool GarbageCollected::operator==(
    const Error & 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.

5.25.3.19 operator==() [4/8]

```
GarbageCollected GarbageCollected::operator==(
    const GarbageCollected & rhs ) const
```

Perform a == between two [GarbageCollected](#) values.

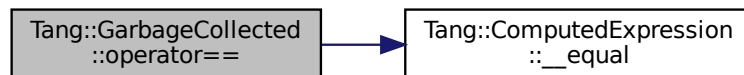
Parameters

<i>rhs</i>	The right hand side operand.
------------	------------------------------

Returns

The result of the operation.

Here is the call graph for this function:

**5.25.3.20 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.

5.25.3.21 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.

5.25.3.22 operator==() [7/8]

```
bool GarbageCollected::operator== (
    const Tang::float_t & 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.

5.25.3.23 operator==() [8/8]

```
bool GarbageCollected::operator== (
    const Tang::integer_t & 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.

5.25.3.24 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.

5.25.3.25 operator>=()

```
GarbageCollected GarbageCollected::operator>= (
    const GarbageCollected & rhs ) const
```

Perform a >= between two [GarbageCollected](#) values.

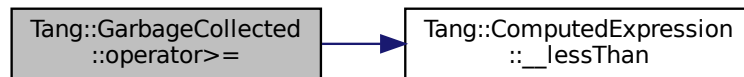
Parameters

<i>rhs</i>	The right hand side operand.
------------	------------------------------

Returns

The result of the operation.

Here is the call graph for this function:



5.25.4 Friends And Related Function Documentation

5.25.4.1 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 GarbageCollected value.

Returns

The output stream.

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

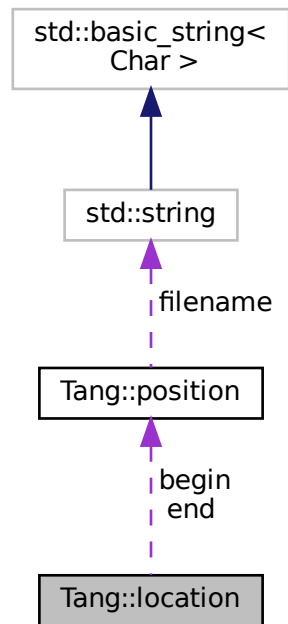
- [include/garbageCollected.hpp](#)
- [src/garbageCollected.cpp](#)

5.26 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.

5.26.1 Detailed Description

Two points in a source file.

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

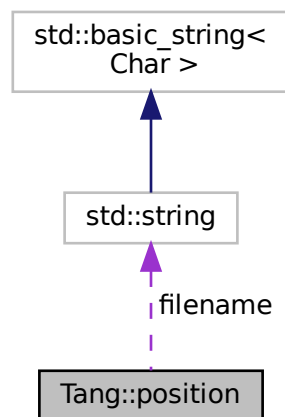
- build/generated/[location.hh](#)

5.27 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.

5.27.1 Detailed Description

A point in a source file.

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

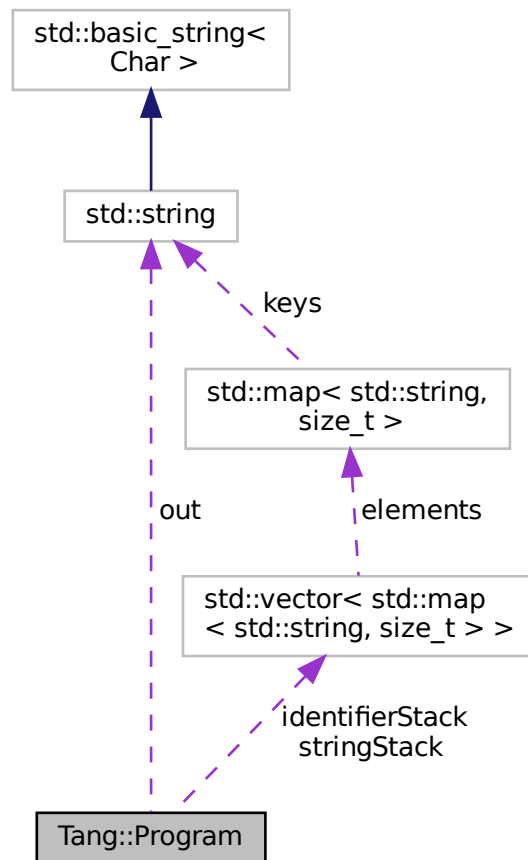
- build/generated/[location.hh](#)

5.28 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` (`std::string` code, `CodeType` codeType)
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.
- `Program & execute ()`
Execute the program's Bytecode, and return the current [Program](#) object.
- `bool setJumpTarget (size_t opcodeAddress, Tang::uinteger_t jumpTarget)`
Set the target address of a Jump opcode.

Public Attributes

- `std::string out`
The output of the program, resulting from the program execution.
- `std::vector< std::map< std::string, size_t > > identifierStack`
Stack of mappings of identifiers to their stack locations.
- `std::vector< std::map< std::string, size_t > > stringStack`
Stack of mappings of strings to their stack locations.

5.28.1 Detailed Description

Represents a compiled script or template that may be executed.

5.28.2 Member Enumeration Documentation

5.28.2.1 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.

5.28.3 Constructor & Destructor Documentation

5.28.3.1 Program()

```
Program::Program (
    std::string code,
    Program::CodeType codeType )
```

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 <i>Script</i> or <i>Template</i> .

5.28.4 Member Function Documentation

5.28.4.1 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.

5.28.4.2 dumpBytecode()

```
string Program::dumpBytecode ( ) const
```

Get the Opcodes of the compiled program, formatted like Assembly.

Returns

A string containing the Opcode representation.

5.28.4.3 execute()

```
Program & Program::execute ( )
```

Execute the program's Bytecode, and return the current [Program](#) object.

Returns

The current [Program](#) object.

5.28.4.4 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.

5.28.4.5 getBytecode()

```
const Bytecode & Program::getBytecode ( )
```

Get the Bytecode vector.

Returns

The Bytecode vector.

5.28.4.6 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.

5.28.4.7 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.

5.28.4.8 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.

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

- include/[program.hpp](#)
- src/[program-dumpBytecode.cpp](#)
- src/[program-execute.cpp](#)
- src/[program.cpp](#)

5.29 Tang::SingletonObjectPool< T > Class Template Reference

A thread-safe, singleton object pool of the designated type.

```
#include <singletonObjectPool.hpp>
```

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.

5.29.1 Detailed Description

```
template<class T>
class Tang::SingletonObjectPool< T >
```

A thread-safe, singleton object pool of the designated type.

5.29.2 Member Function Documentation

5.29.2.1 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.

5.29.2.2 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.

5.29.2.3 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.
------------	---------------------------------

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

- include/[singletonObjectPool.hpp](#)

5.30 Tang::TangBase Class Reference

The base class for the Tang programming language.

```
#include <tangBase.hpp>
```

Public Member Functions

- [TangBase](#) ()
The constructor.
- [Program compileScript](#) (std::string script)
Compile the provided source code as a script and return a [Program](#).

5.30.1 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).

5.30.2 Constructor & Destructor Documentation

5.30.2.1 TangBase()

```
TangBase::TangBase ( )
```

The constructor.

Isn't it glorious.

5.30.3 Member Function Documentation

5.30.3.1 compileScript()

```
Program TangBase::compileScript (
    std::string script )
```

Compile the provided source code as a script and return a [Program](#).

Parameters

<i>script</i>	The Tang script to be compiled.
---------------	---------------------------------

Returns

The [Program](#) object representing the compiled script.

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

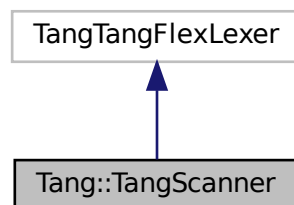
- [include/tangBase.hpp](#)
- [src/tangBase.cpp](#)

5.31 Tang::TangScanner Class Reference

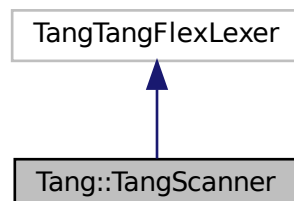
The Flex lexer class for the main Tang language.

```
#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.

5.31.1 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.

5.31.2 Constructor & Destructor Documentation

5.31.2.1 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. It's 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)

5.31.3 Member Function Documentation

5.31.3.1 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](#)

Chapter 6

File Documentation

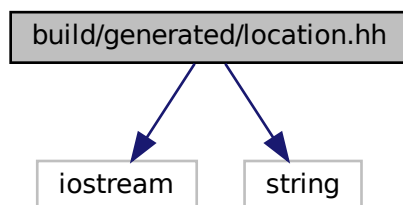
6.1 build/generated/location.hh File Reference

Define the Tang ::location class.

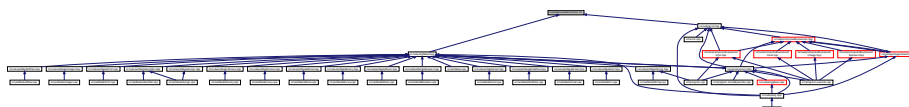
```
#include <iostream>
```

```
#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.

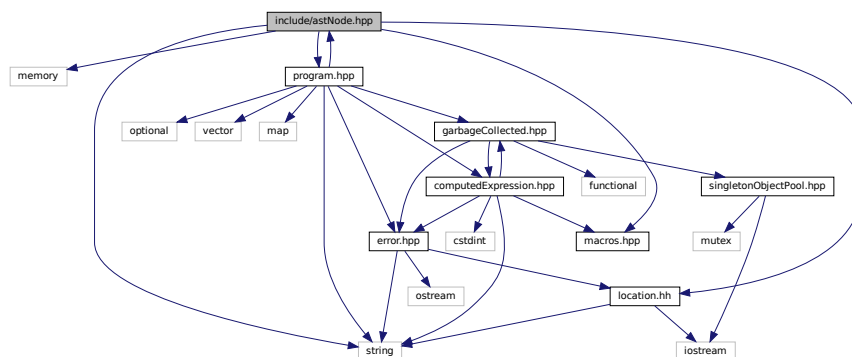
Parameters

<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 "program.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

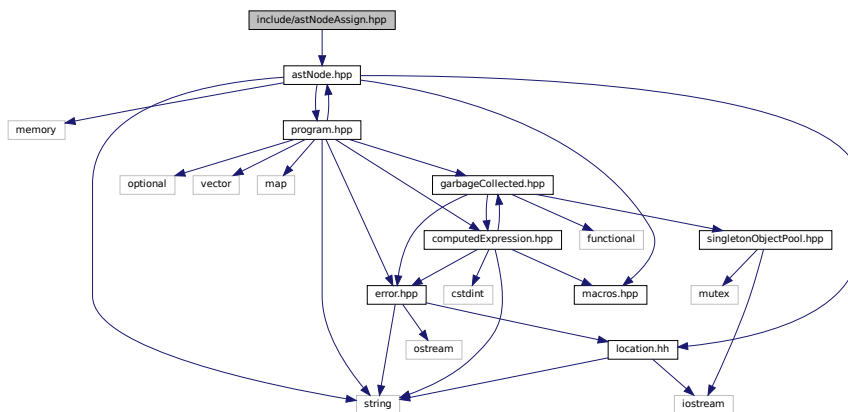
Declare the [Tang::AstNode](#) base class.

6.3 include/astNodeAssign.hpp File Reference

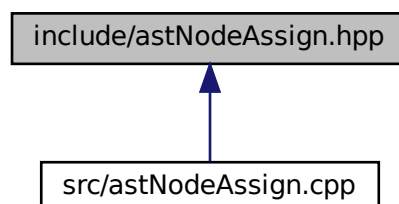
Declare the [Tang::AstNodeAssign](#) class.

```
#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.

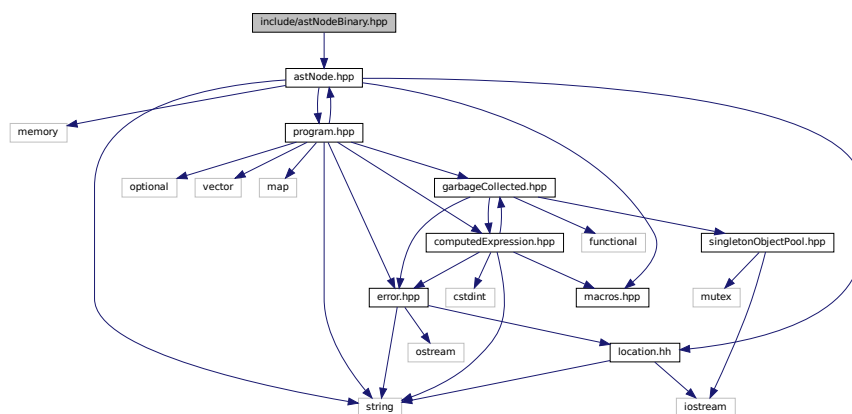
6.3.1 Detailed Description

Declare the [Tang::AstNodeAssign](#) class.

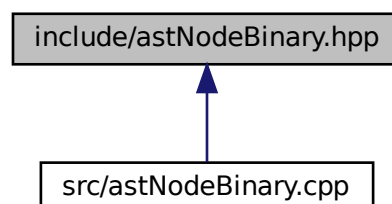
6.4 include/astNodeBinary.hpp File Reference

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.

6.4.1 Detailed Description

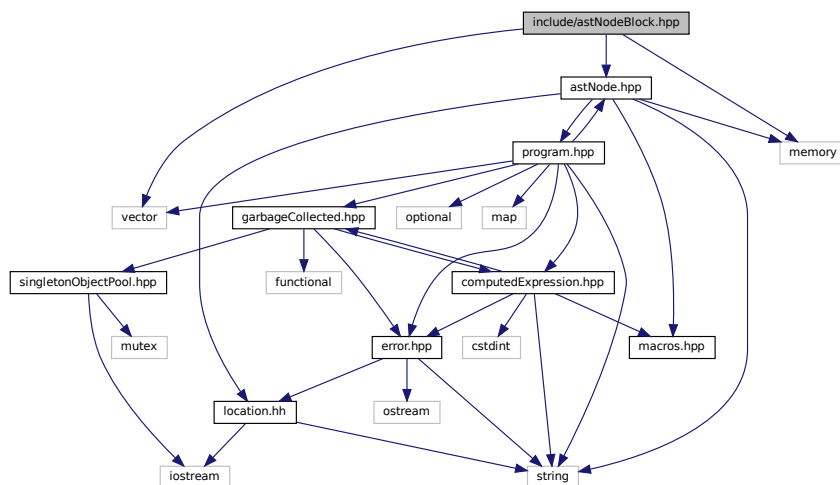
Declare the [Tang::AstNodeBinary](#) class.

6.5 include/astNodeBlock.hpp File Reference

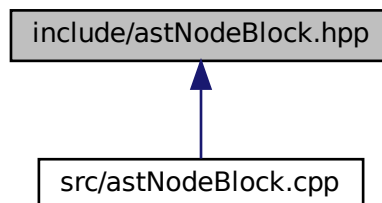
Declare the [Tang::AstNodeBlock](#) class.

```
#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.

6.5.1 Detailed Description

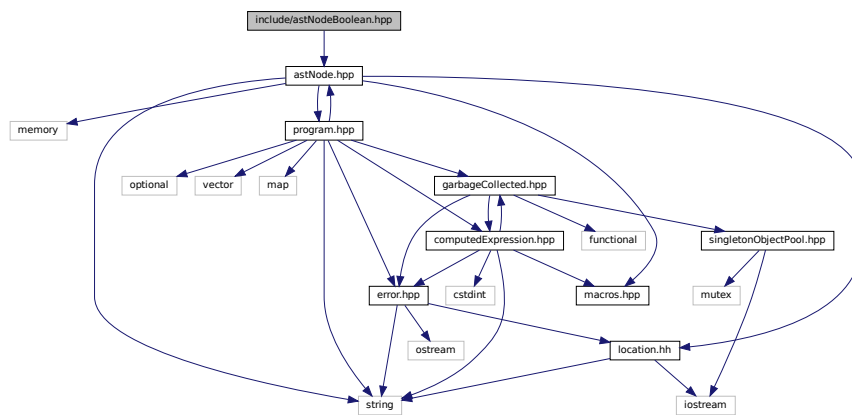
Declare the [Tang::AstNodeBlock](#) class.

6.6 include/astNodeBoolean.hpp File Reference

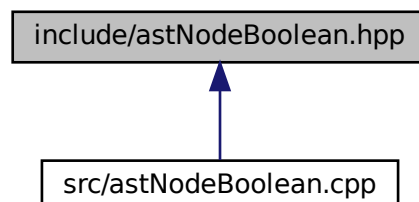
Declare the [Tang::AstNodeBoolean](#) class.

```
#include "astNode.hpp"
```

Include dependency graph for astNodeBoolean.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class [Tang::AstNodeCast](#)
An *AstNode* that represents a typecast of an expression.

6.7.1 Detailed Description

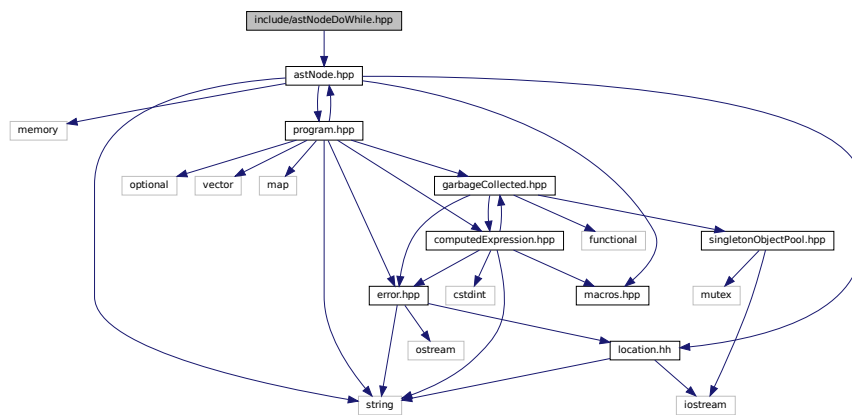
Declare the [Tang::AstNodeCast](#) class.

6.8 include/astNodeDoWhile.hpp File Reference

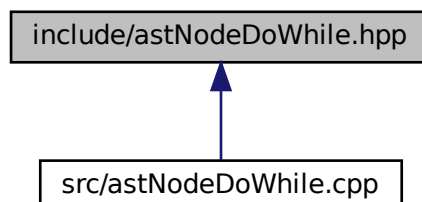
Declare the [Tang::AstNodeDoWhile](#) class.

```
#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.

6.8.1 Detailed Description

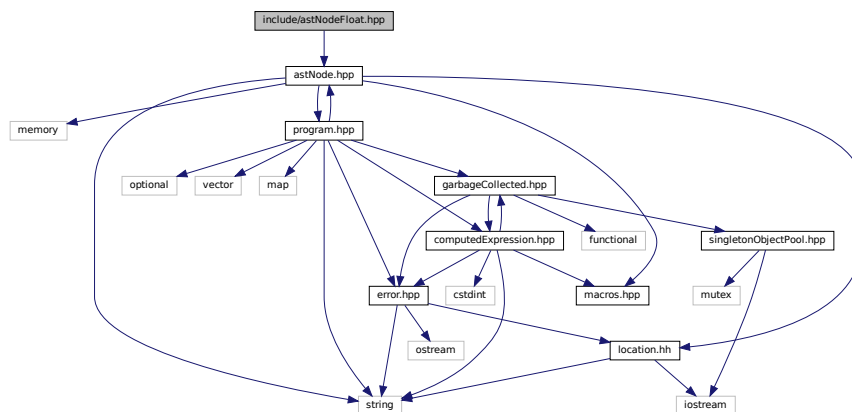
Declare the [Tang::AstNodeDoWhile](#) class.

6.9 include/astNodeFloat.hpp File Reference

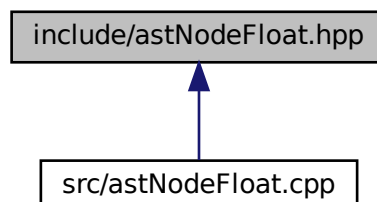
Declare the [Tang::AstNodeFloat](#) class.

```
#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.

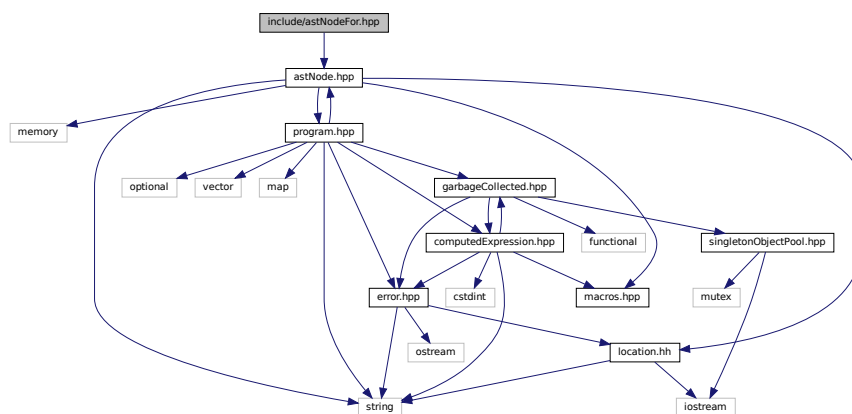
6.9.1 Detailed Description

Declare the [Tang::AstNodeFloat](#) class.

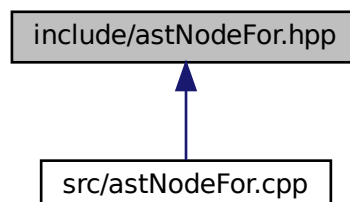
6.10 include/astNodeFor.hpp File Reference

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.

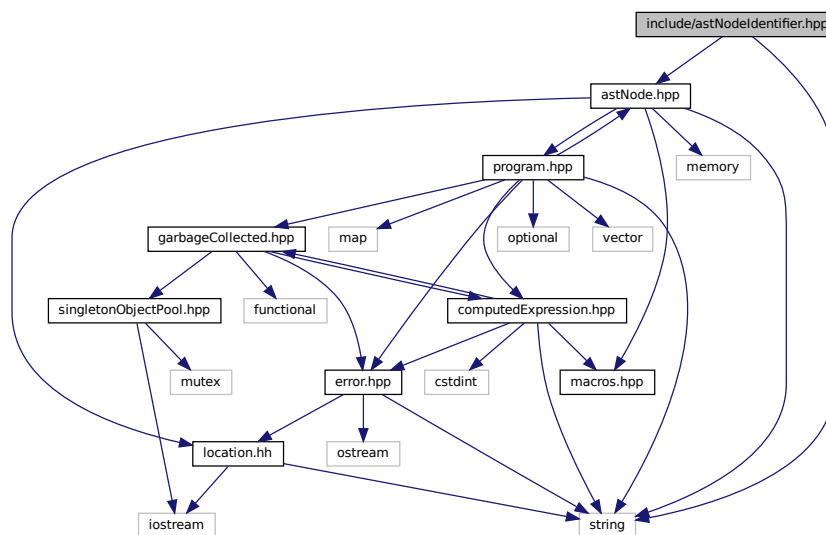
6.10.1 Detailed Description

Declare the [Tang::AstNodeFor](#) class.

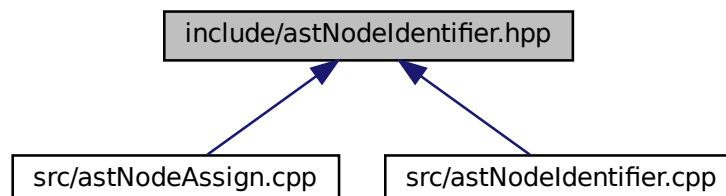
6.11 include/astNodeIdentifier.hpp File Reference

Declare the [Tang::AstNodeIdentifier](#) class.

```
#include <string>
#include "astNode.hpp"
Include dependency graph for astNodeIdentifier.hpp:
```



This graph shows which files directly or indirectly include this file:



Classes

- class [Tang::AstNodeIdentifier](#)
An [AstNode](#) that represents an identifier.

6.11.1 Detailed Description

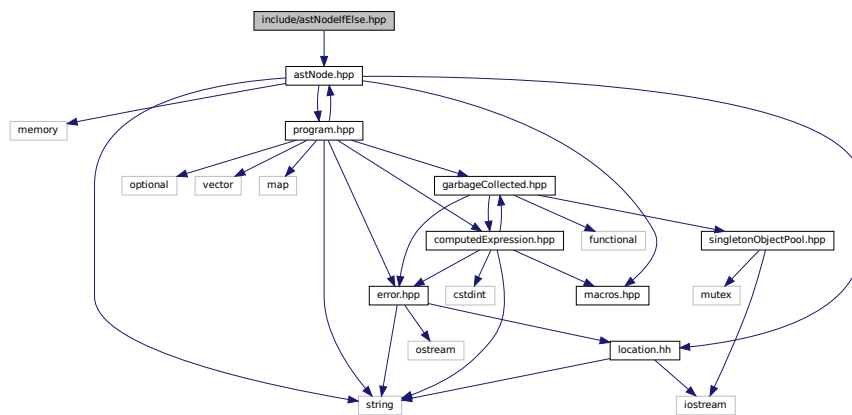
Declare the [Tang::AstNodeIdentifier](#) class.

6.12 include/astNodeIfElse.hpp File Reference

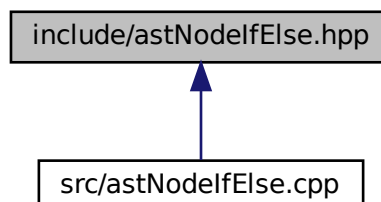
Declare the [Tang::AstNodeIfElse](#) class.

```
#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.

6.12.1 Detailed Description

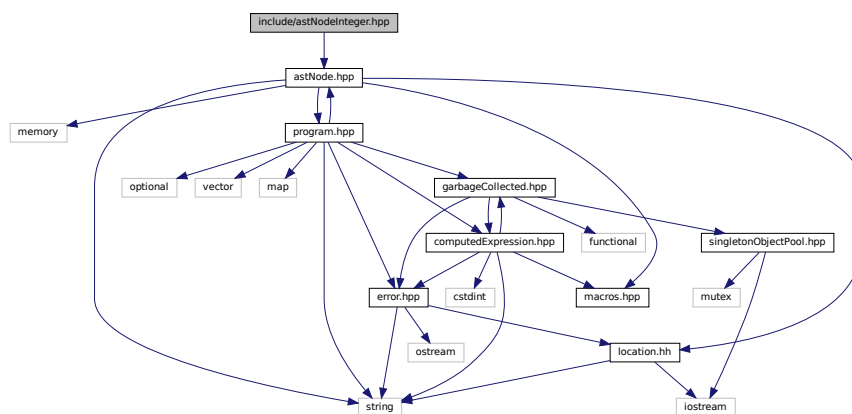
Declare the [Tang::AstNodeIfElse](#) class.

6.13 include/astNodeInteger.hpp File Reference

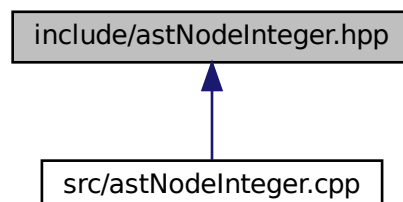
Declare the [Tang::AstNodeInteger](#) class.

```
#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.

6.13.1 Detailed Description

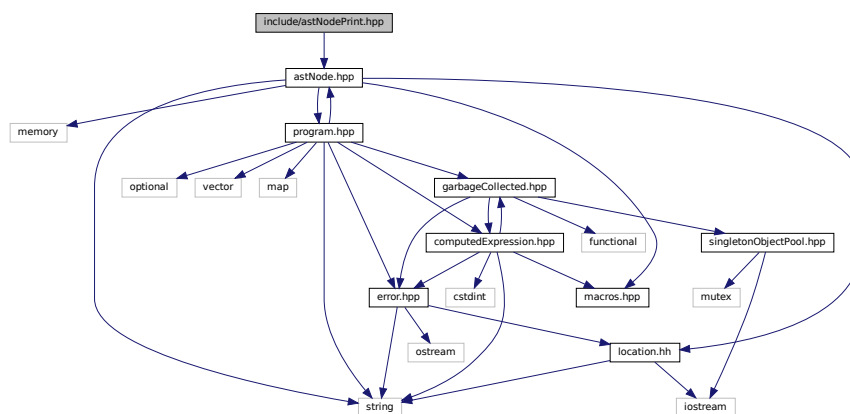
Declare the [Tang::AstNodeInteger](#) class.

6.14 include/astNodePrint.hpp File Reference

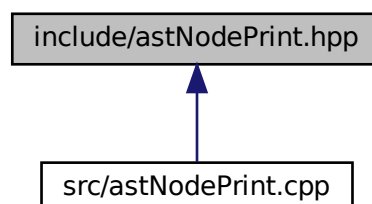
Declare the [Tang::AstNodePrint](#) class.

```
#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 typeoperation.

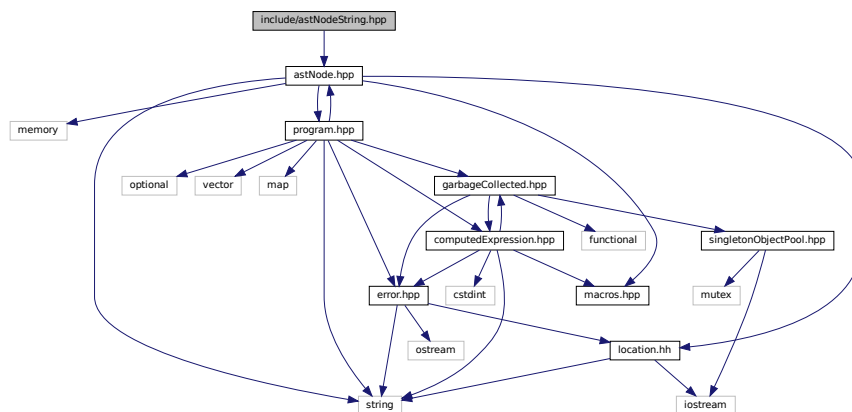
6.14.1 Detailed Description

Declare the [Tang::AstNodePrint](#) class.

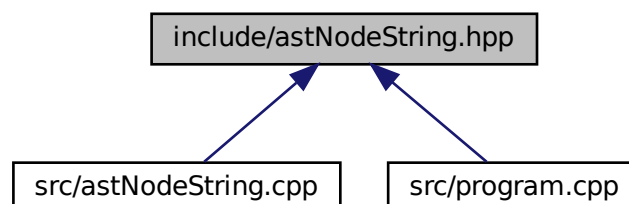
6.15 include/astNodeString.hpp File Reference

Declare the [Tang::AstNodeString](#) class.

```
#include "astNode.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.

6.15.1 Detailed Description

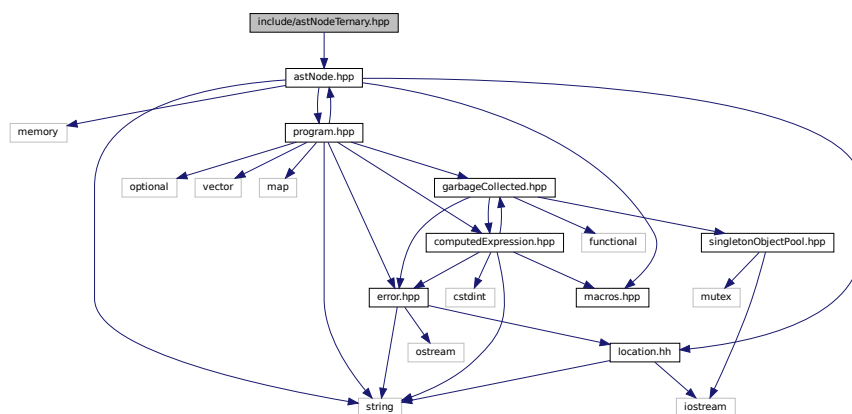
Declare the [Tang::AstNodeString](#) class.

6.16 include/astNodeTernary.hpp File Reference

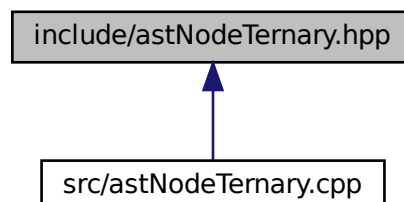
Declare the [Tang::AstNodeTernary](#) class.

```
#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.

6.16.1 Detailed Description

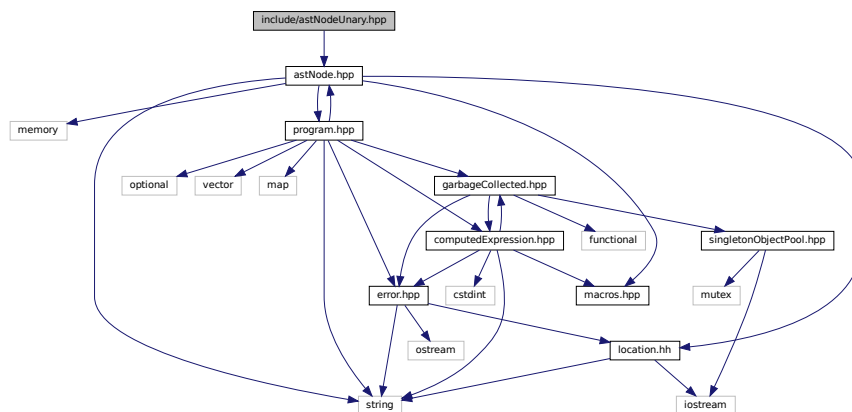
Declare the [Tang::AstNodeTernary](#) class.

6.17 include/astNodeUnary.hpp File Reference

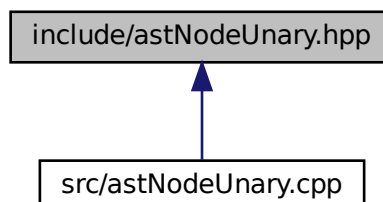
Declare the [Tang::AstNodeUnary](#) class.

```
#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.

6.17.1 Detailed Description

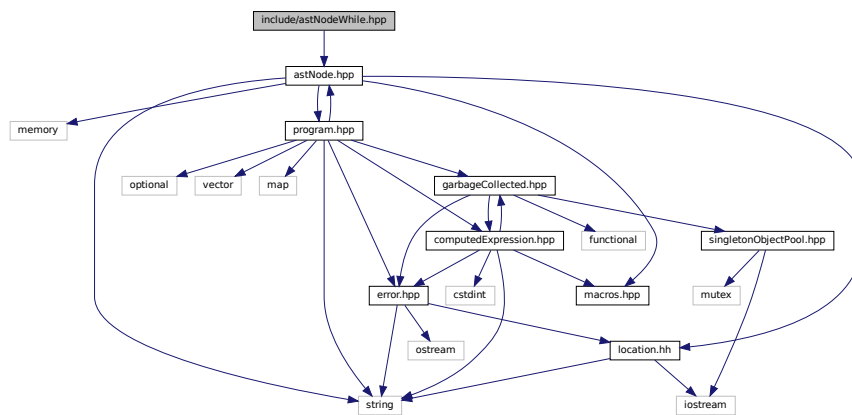
Declare the [Tang::AstNodeUnary](#) class.

6.18 include/astNodeWhile.hpp File Reference

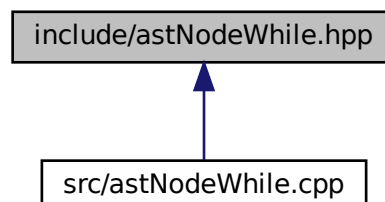
Declare the [Tang::AstNodeWhile](#) class.

```
#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.

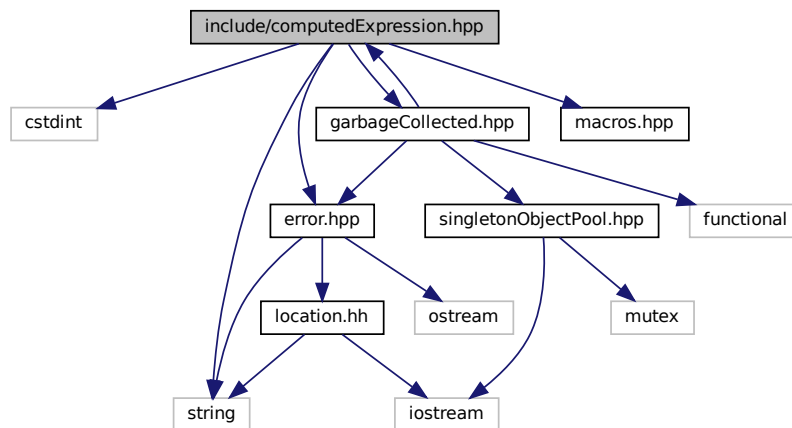
6.18.1 Detailed Description

Declare the [Tang::AstNodeWhile](#) class.

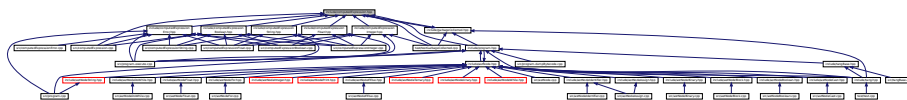
6.19 include/computedExpression.hpp File Reference

Declare the [Tang::ComputedExpression](#) base class.

```
#include <cstdint>
#include <string>
#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.

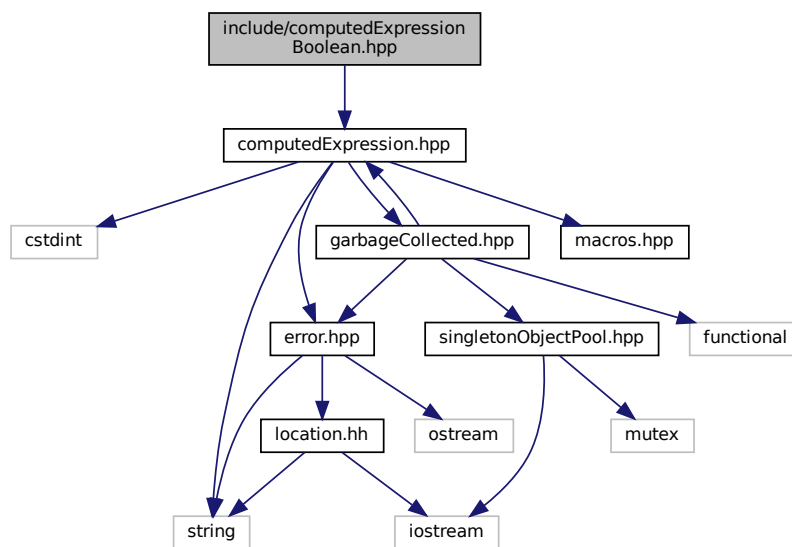
6.19.1 Detailed Description

Declare the [Tang::ComputedExpression](#) base class.

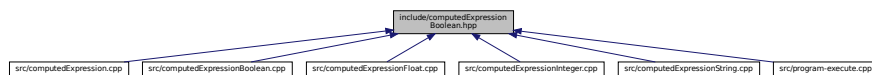
6.20 include/computedExpressionBoolean.hpp File Reference

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.

6.20.1 Detailed Description

Declare the [Tang::ComputedExpressionBoolean](#) class.

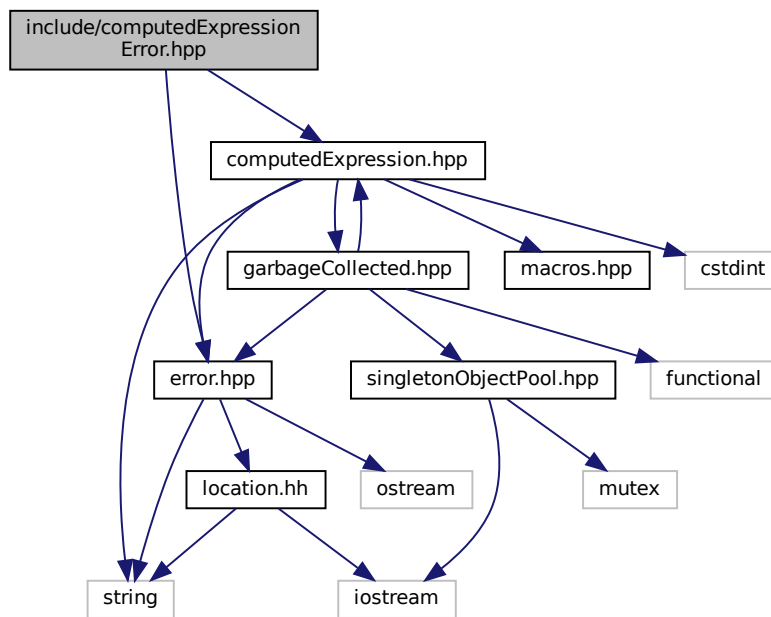
6.21 include/computedExpressionError.hpp File Reference

Declare the [Tang::ComputedExpressionError](#) class.

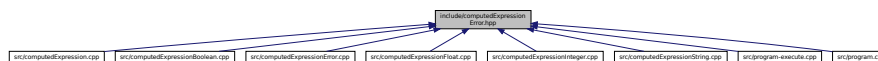
```
#include "computedExpression.hpp"
```

```
#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](#).

6.21.1 Detailed Description

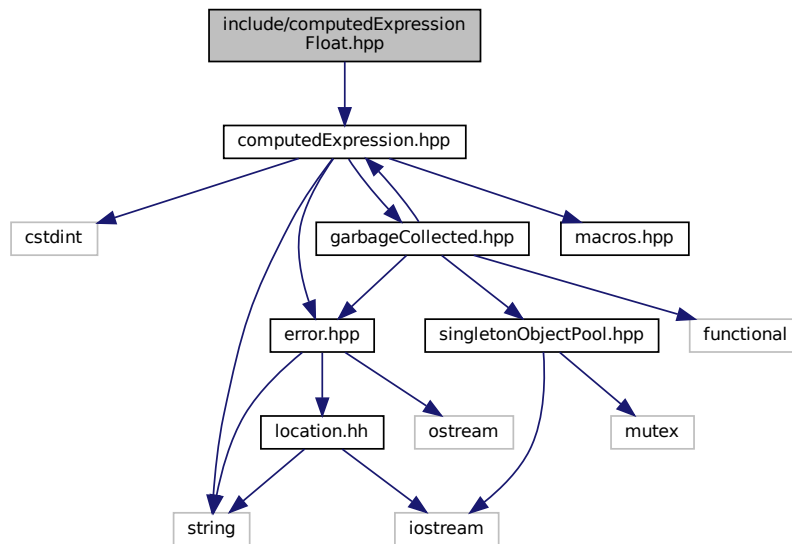
Declare the [Tang::ComputedExpressionError](#) class.

6.22 include/computedExpressionFloat.hpp File Reference

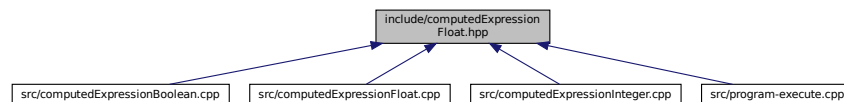
Declare the [Tang::ComputedExpressionFloat](#) class.

```
#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.

6.22.1 Detailed Description

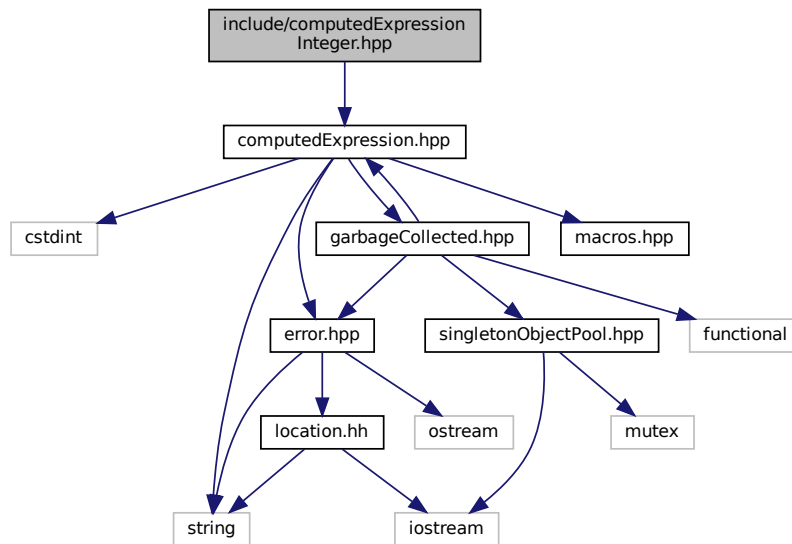
Declare the [Tang::ComputedExpressionFloat](#) class.

6.23 include/computedExpressionInteger.hpp File Reference

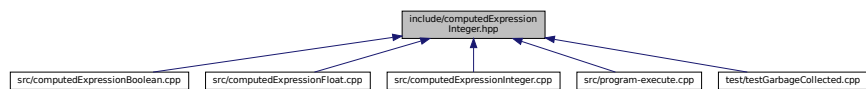
Declare the [Tang::ComputedExpressionInteger](#) class.

```
#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.

6.23.1 Detailed Description

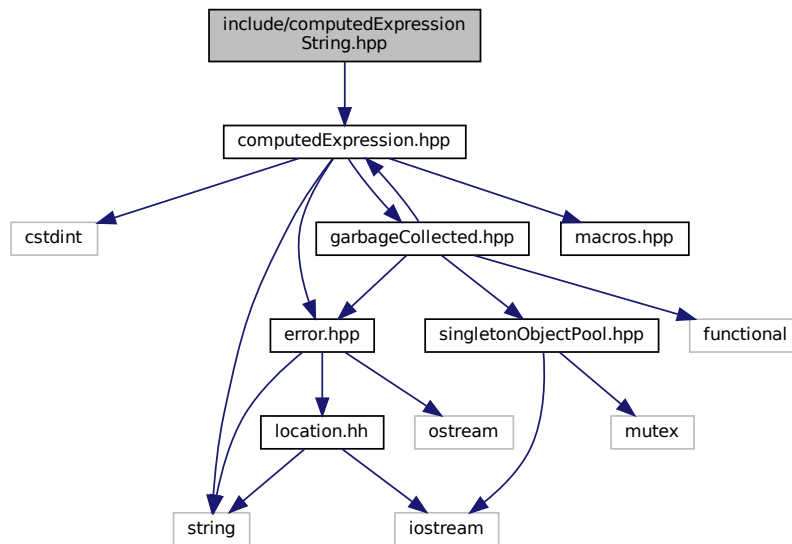
Declare the [Tang::ComputedExpressionInteger](#) class.

6.24 include/computedExpressionString.hpp File Reference

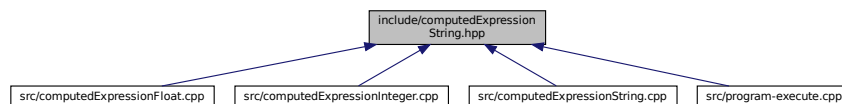
Declare the [Tang::ComputedExpressionString](#) class.

```
#include "computedExpression.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.

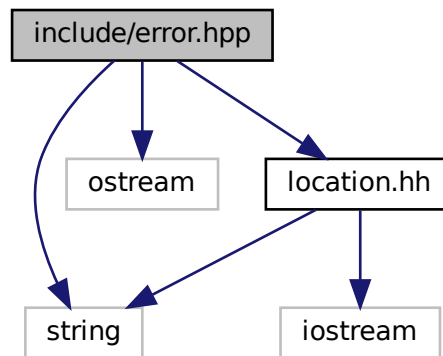
6.24.1 Detailed Description

Declare the [Tang::ComputedExpressionString](#) class.

6.25 include/error.hpp File Reference

Declare the [Tang::Error](#) class used to describe syntax and runtime errors.

```
#include <string>
#include <ostream>
#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.

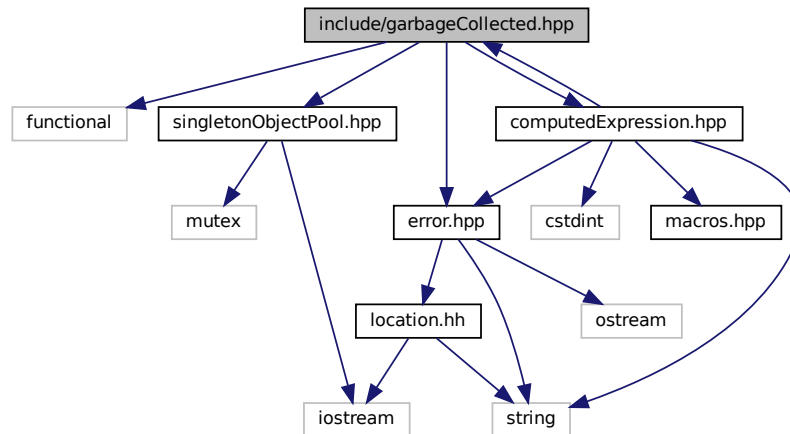
6.25.1 Detailed Description

Declare the [Tang::Error](#) class used to describe syntax and runtime errors.

6.26 include/garbageCollected.hpp File Reference

Declare the [Tang::GarbageCollected](#) class.

```
#include <functional>
#include "singletonObjectPool.hpp"
#include "computedExpression.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.

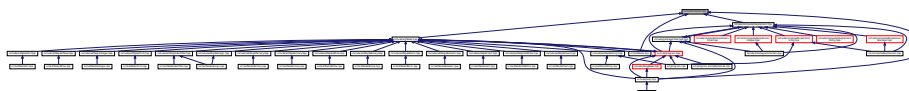
6.26.1 Detailed Description

Declare the [Tang::GarbageCollected](#) class.

6.27 include/macros.hpp File Reference

Contains generic macros.

This graph shows which files directly or indirectly include this file:



Typedefs

- using `Tang::integer_t` = `int32_t`
Define the size of signed integers used by Tang.
- using `Tang::uinteger_t` = `int32_t`
Define the size of integers used by Tang.
- using `Tang::float_t` = `float`
Define the size of floats used by Tang.

6.27.1 Detailed Description

Contains generic macros.

6.28 include/opcode.hpp File Reference

Declare the Opcodes used in the Bytecode representation of a program.

This graph shows which files directly or indirectly include this file:



Enumerations

- enum class `Tang::Opcode` {
`POP` , `PEEK` , `POKE` , `JMP` ,
`JMPF` , `JMPF_POP` , `JMPT` , `JMPT_POP` ,
`NULLVAL` , `INTEGER` , `FLOAT` , `BOOLEAN` ,
`STRING` , `ADD` , `SUBTRACT` , `MULTIPLY` ,
`DIVIDE` , `MODULO` , `NEGATIVE` , `NOT` ,
`LT` , `LTE` , `GT` , `GTE` ,
`EQ` , `NEQ` , `CASTINTEGER` , `CASTFLOAT` ,
`CASTBOOLEAN` , `PRINT` }

6.28.1 Detailed Description

Declare the Opcodes used in the Bytecode representation of a program.

6.28.2 Enumeration Type Documentation

6.28.2.1 Opcode

```
enum Tang::Opcode [strong]
```

Enumerator

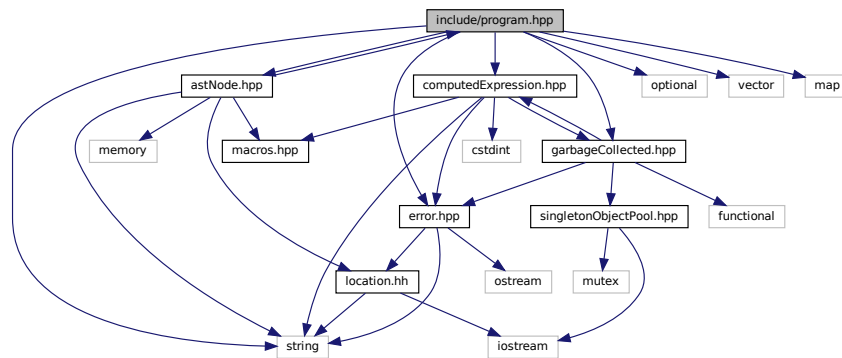
POP	Pop a val.
PEEK	Stack # (from fp): push val from stack #.
POKE	Stack # (from fp): Copy a val, store @ stack #.
JMP	PC #: set pc to PC #.
JMPF	PC #: read val, if false, set pc to PC #.
JMPF_POP	PC #: pop val, if false, set pc to PC #.
JMPT	PC #: read val, if true, set pc to PC #.
JMPT_POP	PC #: pop 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.
ADD	Pop rhs, pop lhs, push lhs + rhs.
SUBTRACT	Pop rhs, pop lhs, 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	Pop rhs, pop lhs, 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.
CASTINTEGER	Pop a val, typecast to int, push.
CASTFLOAT	Pop a val, typecast to float, push.
CASTBOOLEAN	Pop a val, typecast to boolean, push.
PRINT	Pop val, print(val), push error or NULL.

6.29 include/program.hpp File Reference

Declare the [Tang::Program](#) class used to compile and execute source code.

```
#include <string>
#include <optional>
#include <vector>
#include <map>
#include "astNode.hpp"
#include "error.hpp"
#include "computedExpression.hpp"
#include "garbageCollected.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.

6.29.1 Detailed Description

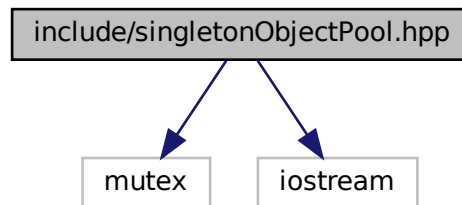
Declare the [Tang::Program](#) class used to compile and execute source code.

6.30 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.

6.30.1 Detailed Description

Declare the `Tang::SingletonObjectPool` class.

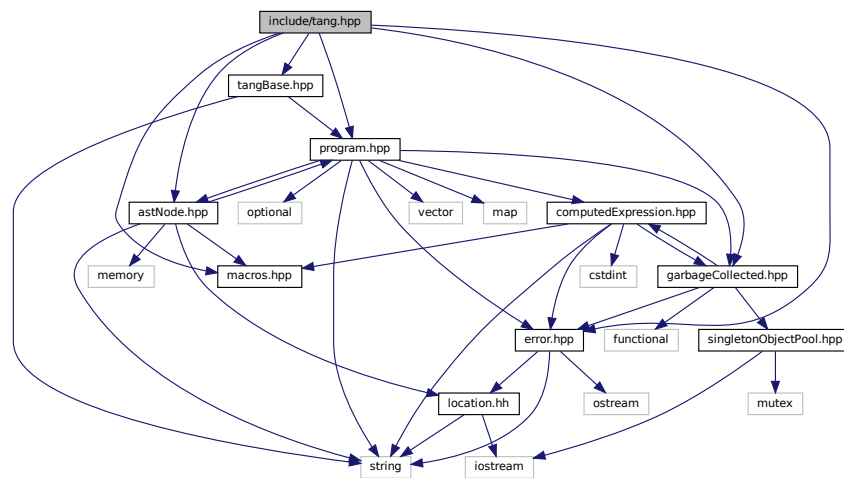
6.31 include/tang.hpp File Reference

Header file supplied for use by 3rd party code so that they can easily include all necessary headers.

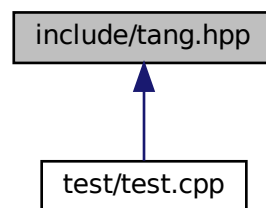
```
#include "macros.hpp"
#include "tangBase.hpp"
#include "astNode.hpp"
#include "error.hpp"
#include "garbageCollected.hpp"
```

```
#include "program.hpp"
```

Include dependency graph for tang.hpp:



This graph shows which files directly or indirectly include this file:



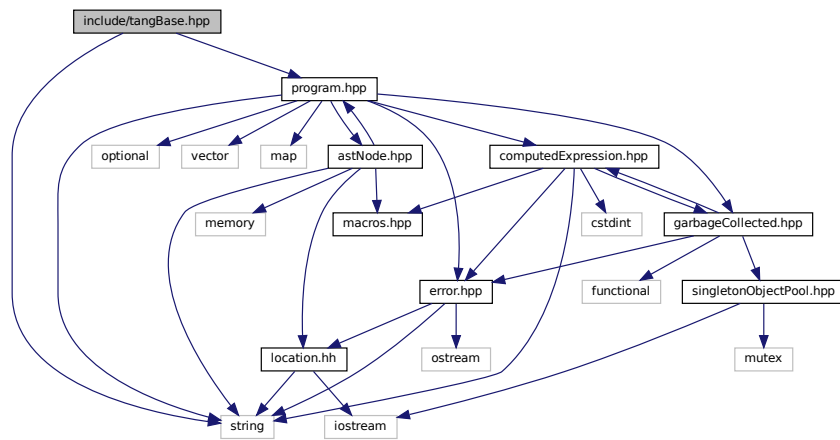
6.31.1 Detailed Description

Header file supplied for use by 3rd party code so that they can easily include all necessary headers.

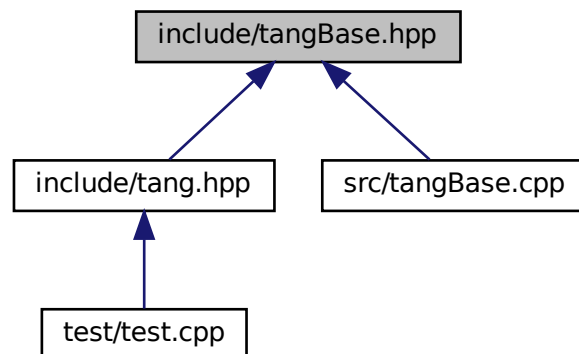
6.32 include/tangBase.hpp File Reference

Declare the [Tang::TangBase](#) class used to interact with Tang.

```
#include <string>
#include "program.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.

6.32.1 Detailed Description

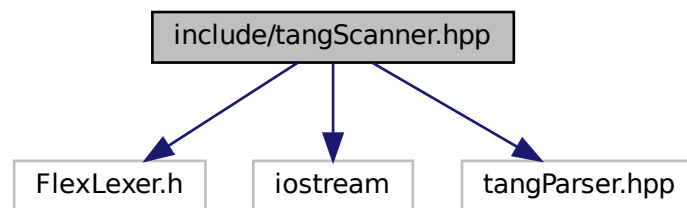
Declare the [Tang::TangBase](#) class used to interact with Tang.

6.33 include/tangScanner.hpp File Reference

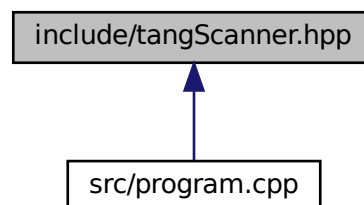
Declare the [Tang::TangScanner](#) used to tokenize a Tang script.

```
#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\(\)](#)

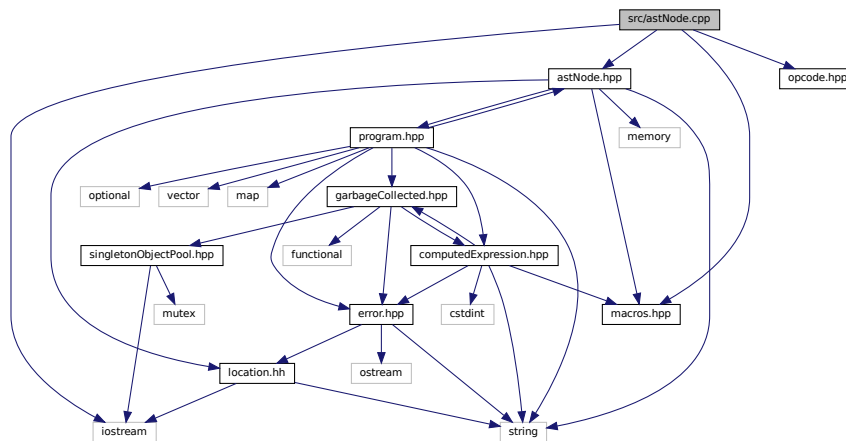
6.33.1 Detailed Description

Declare the [Tang::TangScanner](#) used to tokenize a Tang script.

6.34 src/astNode.cpp File Reference

Define the [Tang::AstNode](#) class.

```
#include <iostream>
#include "macros.hpp"
#include "astNode.hpp"
#include "opcode.hpp"
Include dependency graph for astNode.cpp:
```



6.34.1 Detailed Description

Define the [Tang::AstNode](#) class.

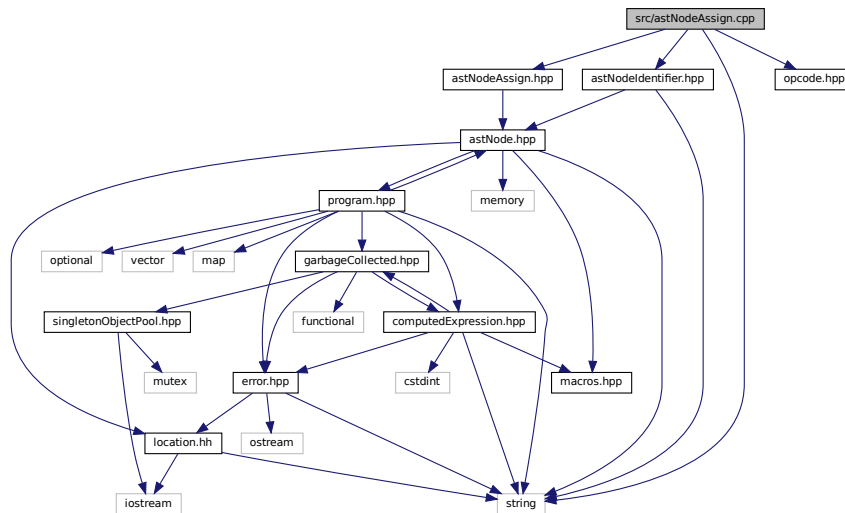
6.35 src/astNodeAssign.cpp File Reference

Define the [Tang::AstNodeAssign](#) class.

```
#include <string>
#include "astNodeAssign.hpp"
#include "astNodeIdentifier.hpp"
```

```
#include "opcode.hpp"
```

Include dependency graph for astNodeAssign.cpp:



6.35.1 Detailed Description

Define the [Tang::AstNodeAssign](#) class.

6.36 src/astNodeBinary.cpp File Reference

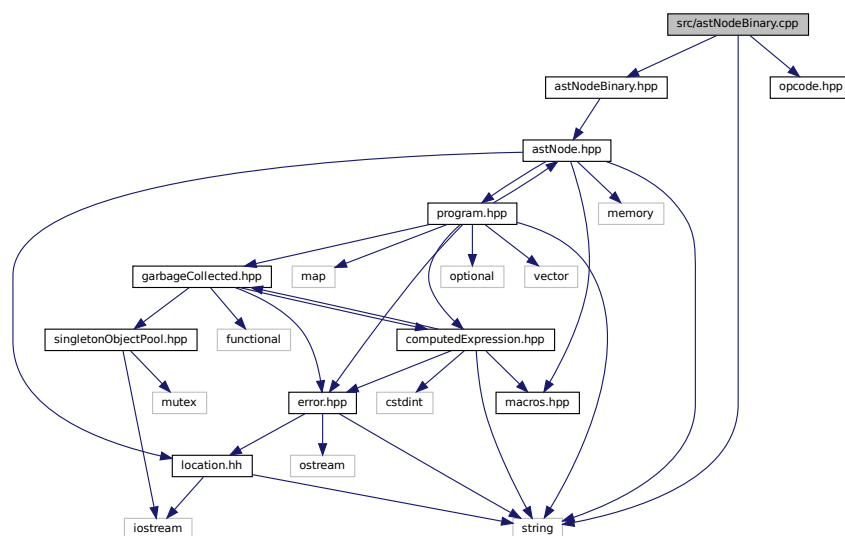
Define the [Tang::AstNodeBinary](#) class.

```
#include <string>
```

```
#include "astNodeBinary.hpp"
```

```
#include "opcode.hpp"
```

Include dependency graph for astNodeBinary.cpp:



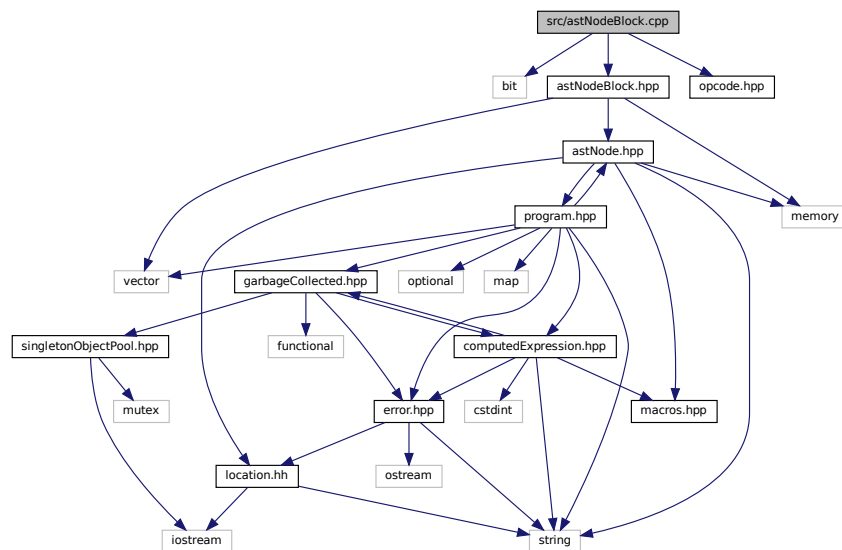
6.36.1 Detailed Description

Define the [Tang::AstNodeBinary](#) class.

6.37 src/astNodeBlock.cpp File Reference

Define the [Tang::AstNodeBlock](#) class.

```
#include <bit>
#include "astNodeBlock.hpp"
#include "opcode.hpp"
Include dependency graph for astNodeBlock.cpp:
```



6.37.1 Detailed Description

Define the [Tang::AstNodeBlock](#) class.

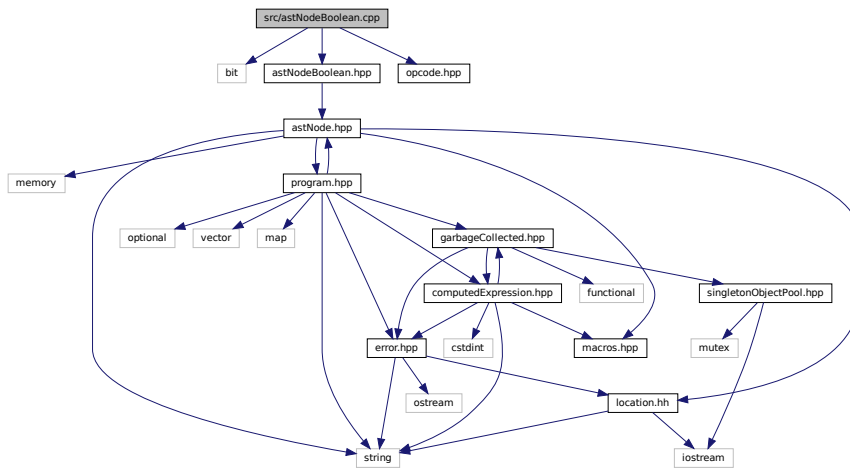
6.38 src/astNodeBoolean.cpp File Reference

Define the [Tang::AstNodeBoolean](#) class.

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

```
#include "opcode.hpp"
```

Include dependency graph for astNodeBoolean.cpp:



6.38.1 Detailed Description

Define the [Tang::AstNodeBoolean](#) class.

6.39 src/astNodeCast.cpp File Reference

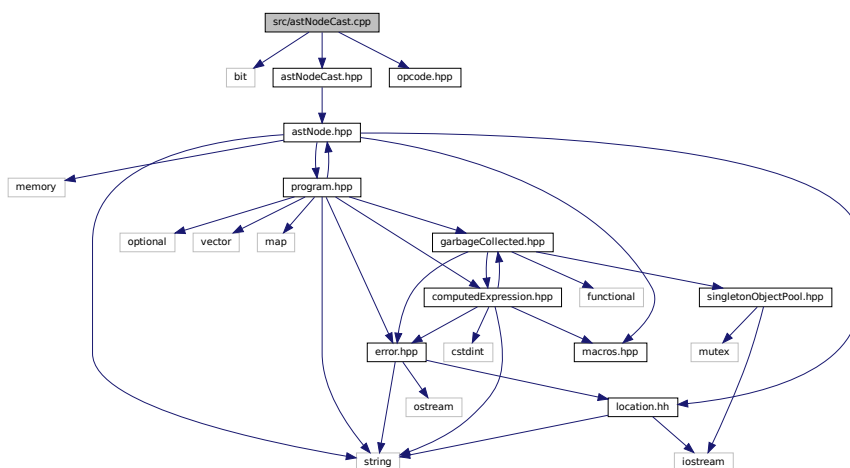
Define the [Tang::AstNodeCast](#) class.

```
#include <bit>
```

```
#include "astNodeCast.hpp"
```

```
#include "opcode.hpp"
```

Include dependency graph for astNodeCast.cpp:



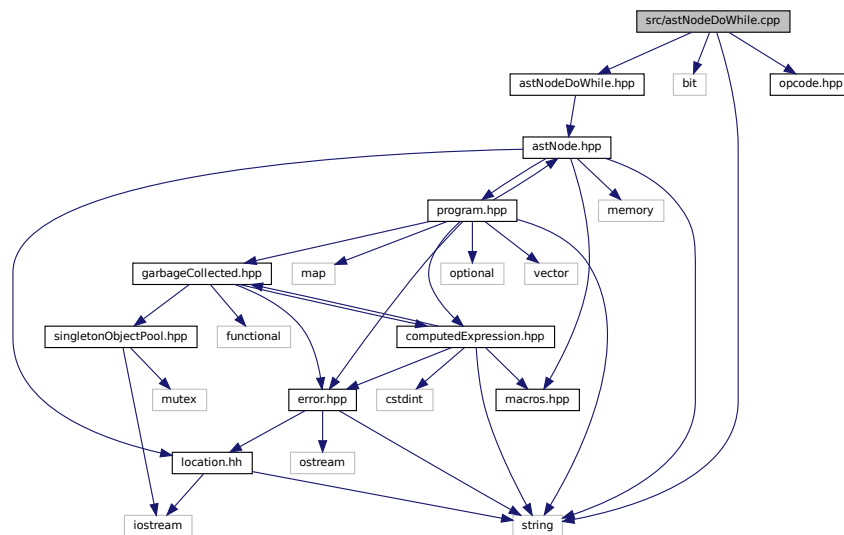
6.39.1 Detailed Description

Define the [Tang::AstNodeCast](#) class.

6.40 src/astNodeDoWhile.cpp File Reference

Define the [Tang::AstNodeDoWhile](#) class.

```
#include <string>
#include <bit>
#include "astNodeDoWhile.hpp"
#include "opcode.hpp"
Include dependency graph for astNodeDoWhile.cpp:
```



6.40.1 Detailed Description

Define the [Tang::AstNodeDoWhile](#) class.

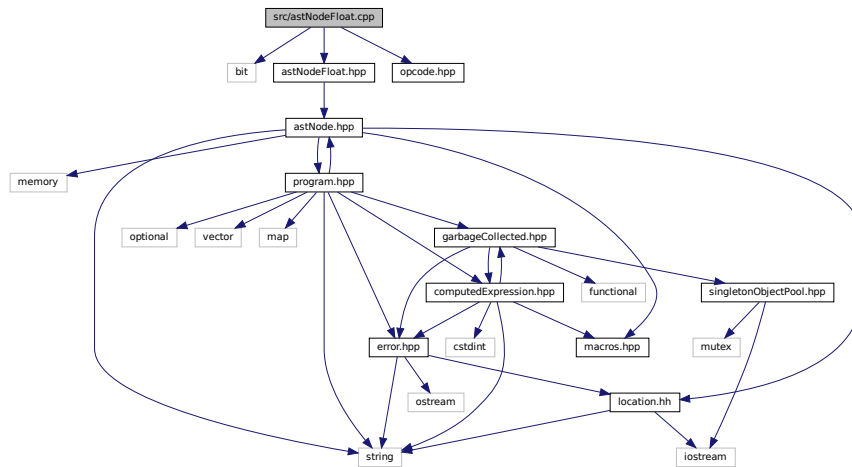
6.41 src/astNodeFloat.cpp File Reference

Define the [Tang::AstNodeFloat](#) class.

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

```
#include "opcode.hpp"
```

Include dependency graph for astNodeFloat.cpp:



6.41.1 Detailed Description

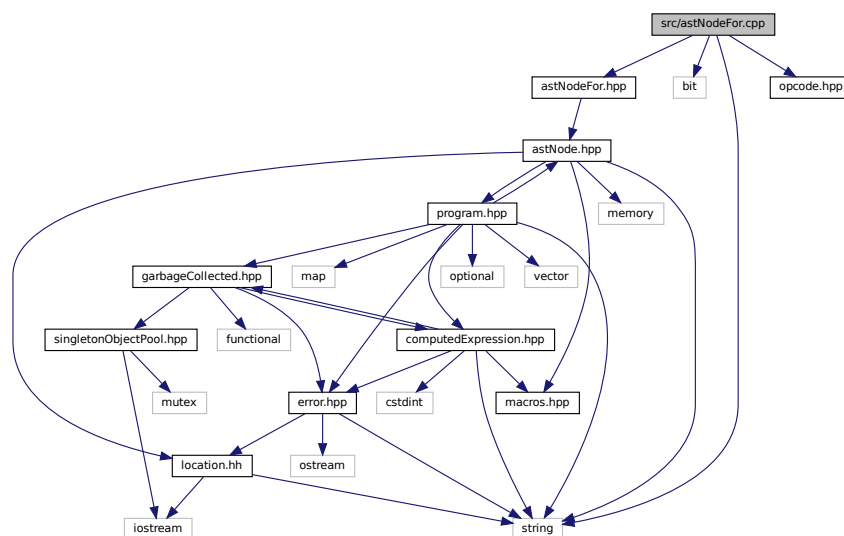
Define the [Tang::AstNodeFloat](#) class.

6.42 src/astNodeFor.cpp File Reference

Define the [Tang::AstNodeFor](#) class.

```
#include <string>
#include <bit>
#include "astNodeFor.hpp"
#include "opcode.hpp"
```

Include dependency graph for astNodeFor.cpp:



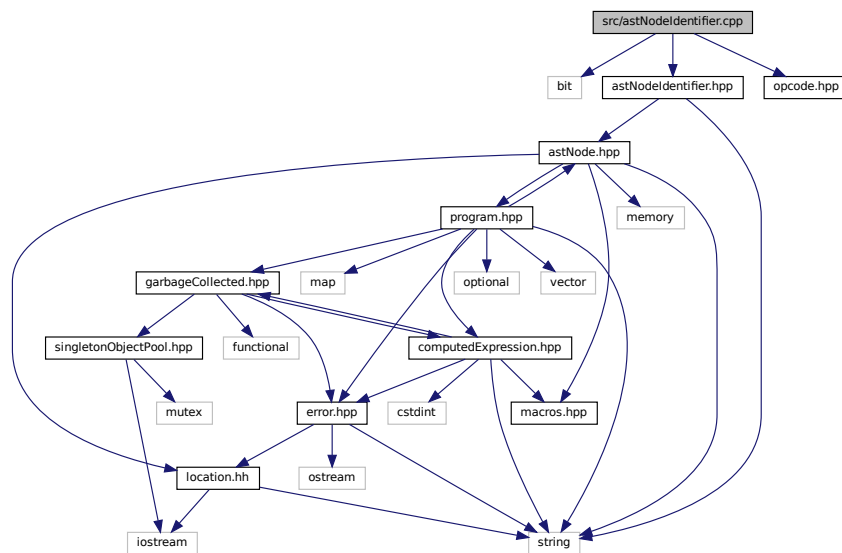
6.42.1 Detailed Description

Define the [Tang::AstNodeFor](#) class.

6.43 src/astNodeIdentifier.cpp File Reference

Define the [Tang::AstNodeIdentifier](#) class.

```
#include <bit>
#include "astNodeIdentifier.hpp"
#include "opcode.hpp"
Include dependency graph for astNodeIdentifier.cpp:
```



6.43.1 Detailed Description

Define the [Tang::AstNodeIdentifier](#) class.

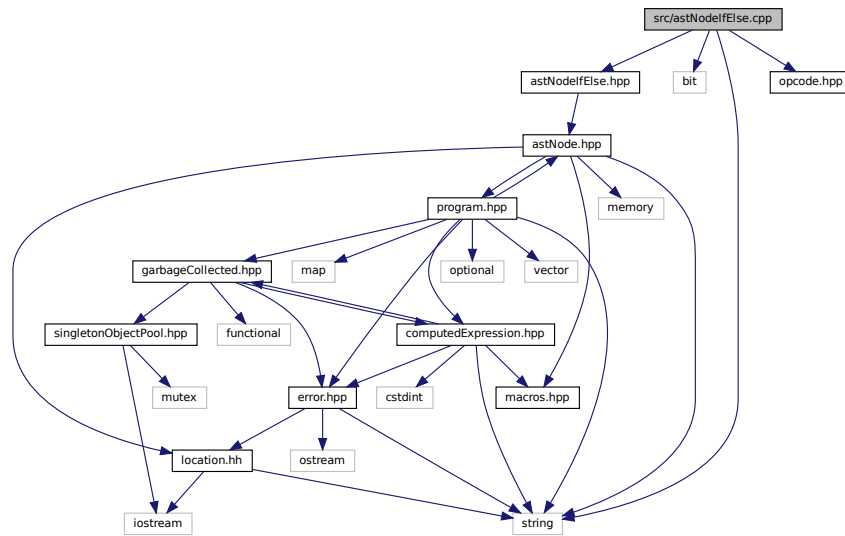
6.44 src/astNodeIfElse.cpp File Reference

Define the [Tang::AstNodeIfElse](#) class.

```
#include <string>
#include <bit>
#include "astNodeIfElse.hpp"
```

```
#include "opcode.hpp"
```

Include dependency graph for `astNodeIfElse.cpp`:



6.44.1 Detailed Description

Define the [Tang::AstNodeIfElse](#) class.

6.45 src/astNodeInteger.cpp File Reference

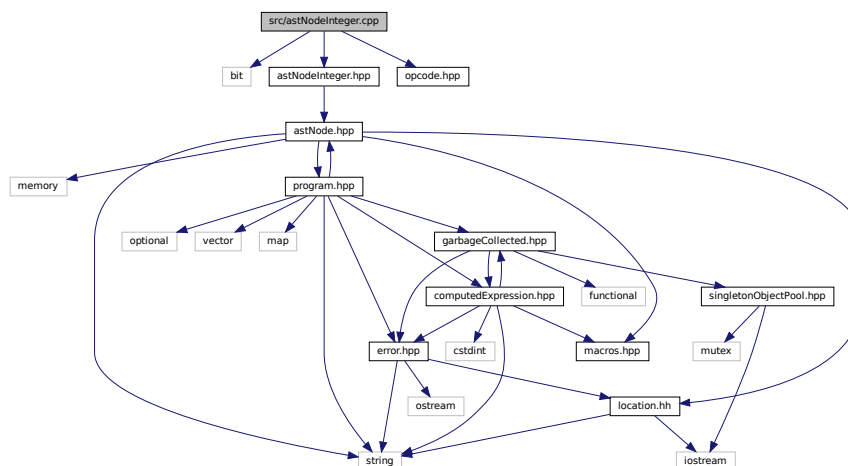
Define the [Tang::AstNodeInteger](#) class.

```
#include <bit>
```

```
#include "astNodeInteger.hpp"
```

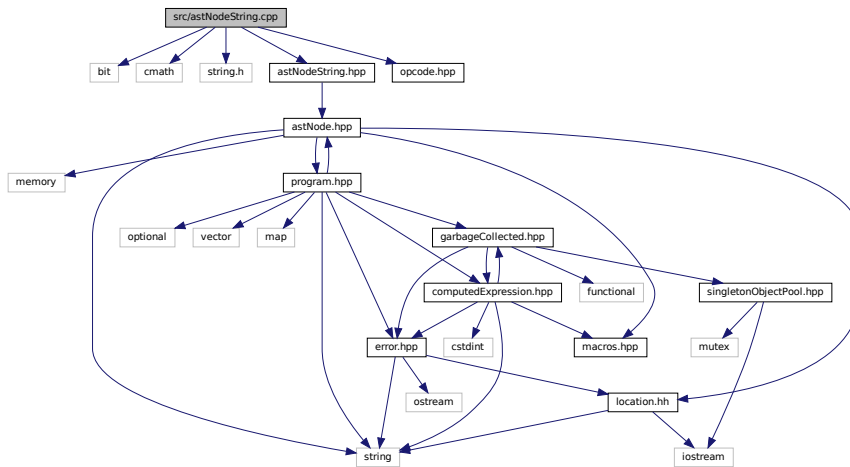
```
#include "opcode.hpp"
```

Include dependency graph for `astNodeInteger.cpp`:




```
#include "opcode.hpp"
```

Include dependency graph for astNodeString.cpp:



6.47.1 Detailed Description

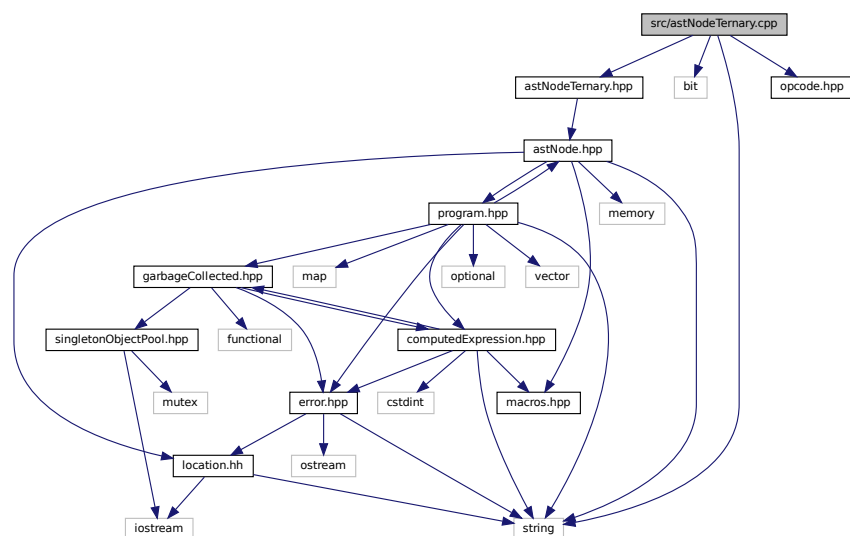
Define the [Tang::AstNodeString](#) class.

6.48 src/astNodeTernary.cpp File Reference

Define the [Tang::AstNodeTernary](#) class.

```
#include <string>
#include <bit>
#include "astNodeTernary.hpp"
#include "opcode.hpp"
```

Include dependency graph for astNodeTernary.cpp:



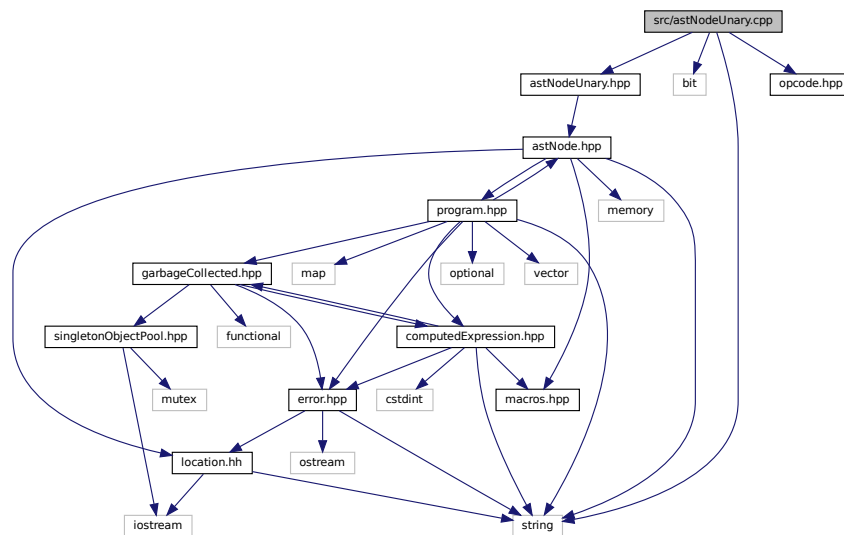
6.48.1 Detailed Description

Define the [Tang::AstNodeUnary](#) class.

6.49 src/astNodeUnary.cpp File Reference

Define the [Tang::AstNodeUnary](#) class.

```
#include <string>
#include <bit>
#include "astNodeUnary.hpp"
#include "opcode.hpp"
Include dependency graph for astNodeUnary.cpp:
```



6.49.1 Detailed Description

Define the [Tang::AstNodeUnary](#) class.

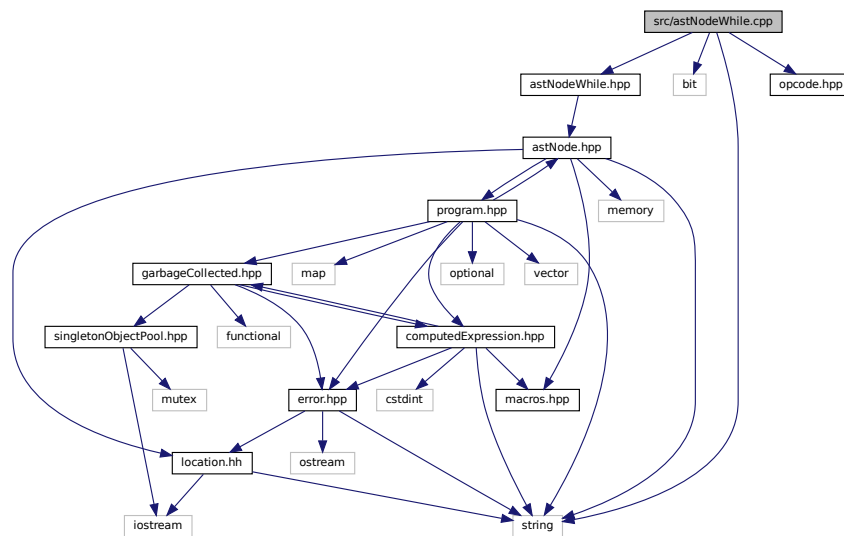
6.50 src/astNodeWhile.cpp File Reference

Define the [Tang::AstNodeWhile](#) class.

```
#include <string>
#include <bit>
#include "astNodeWhile.hpp"
```

```
#include "opcode.hpp"
```

Include dependency graph for `astNodeWhile.cpp`:



6.50.1 Detailed Description

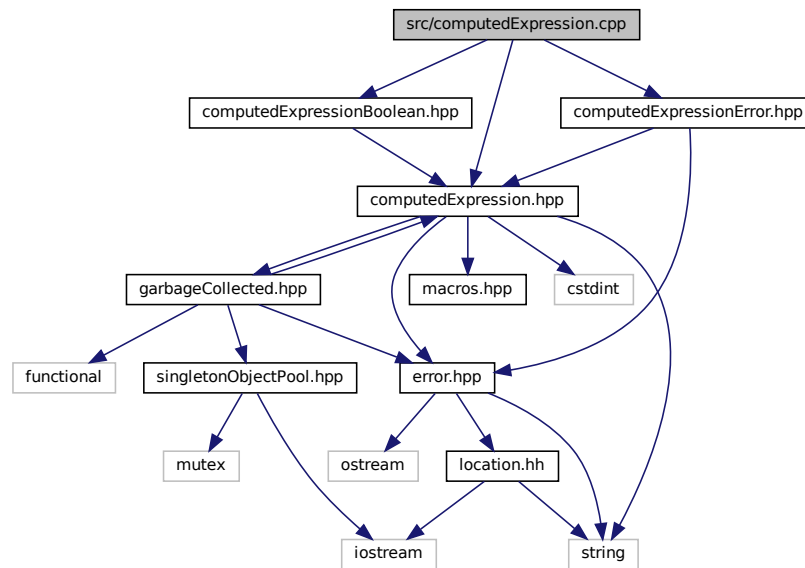
Define the [Tang::AstNodeWhile](#) class.

6.51 src/computedExpression.cpp File Reference

Define the [Tang::ComputedExpression](#) class.

```
#include "computedExpression.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionError.hpp"
```


Include dependency graph for computedExpression.cpp:



6.51.1 Detailed Description

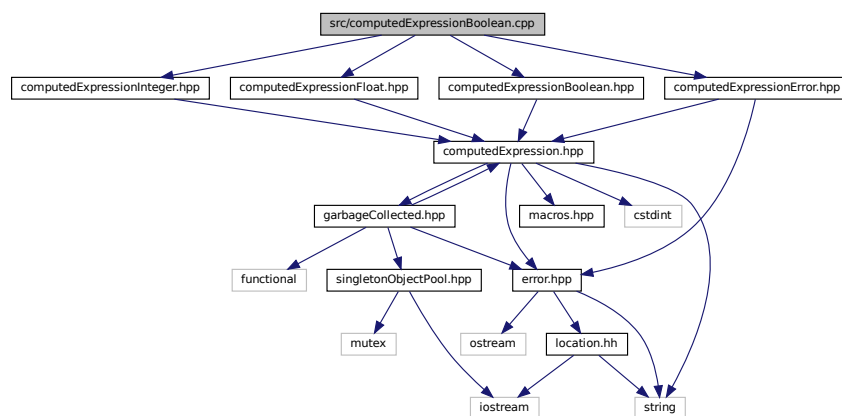
Define the [Tang::ComputedExpression](#) class.

6.52 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:



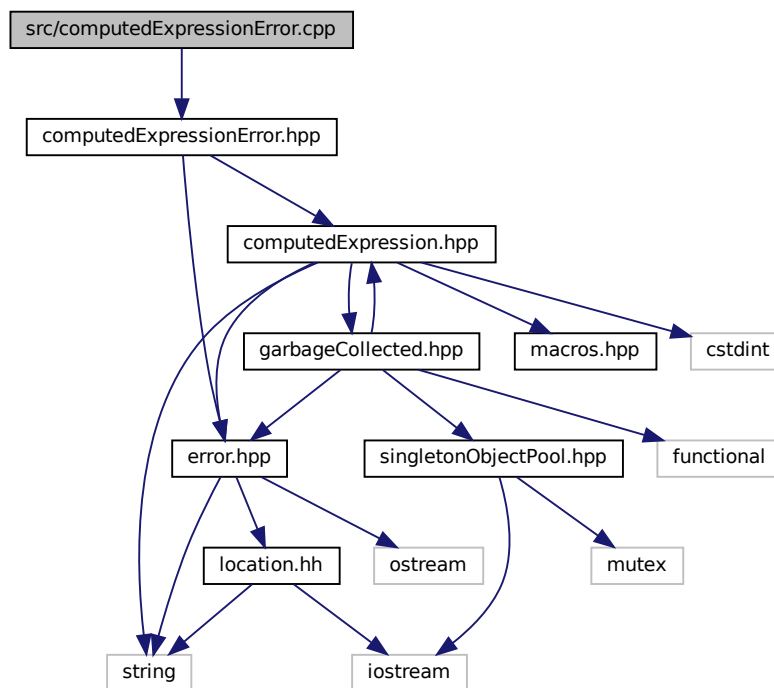
6.52.1 Detailed Description

Define the [Tang::ComputedExpressionBoolean](#) class.

6.53 src/computedExpressionError.cpp File Reference

Define the [Tang::ComputedExpressionError](#) class.

```
#include "computedExpressionError.hpp"
Include dependency graph for computedExpressionError.cpp:
```



6.53.1 Detailed Description

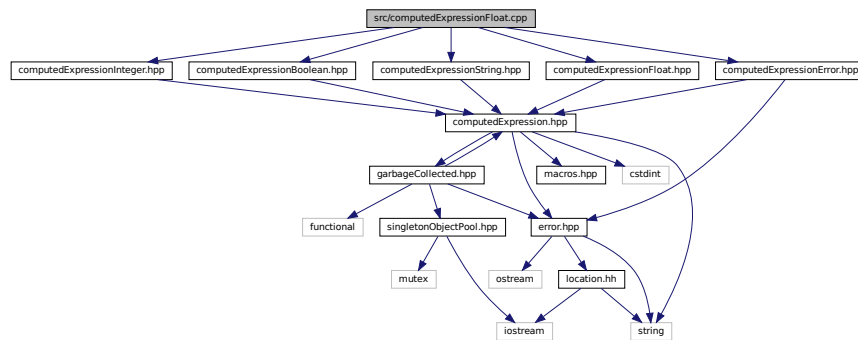
Define the [Tang::ComputedExpressionError](#) class.

6.54 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:
```



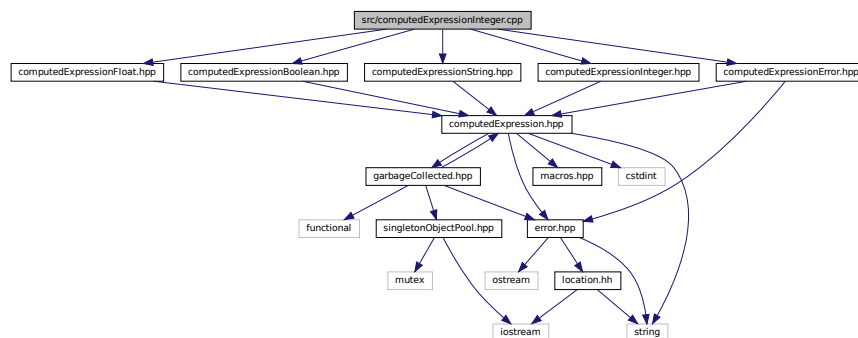
6.54.1 Detailed Description

Define the [Tang::ComputedExpressionFloat](#) class.

6.55 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:
```



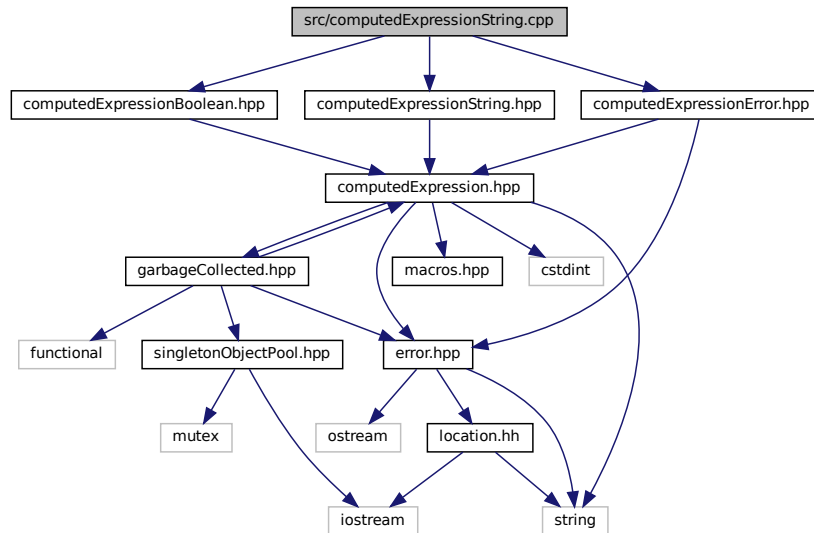
6.55.1 Detailed Description

Define the [Tang::ComputedExpressionInteger](#) class.

6.56 src/computedExpressionString.cpp File Reference

Define the [Tang::ComputedExpressionString](#) class.

```
#include "computedExpressionString.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionError.hpp"
Include dependency graph for computedExpressionString.cpp:
```



6.56.1 Detailed Description

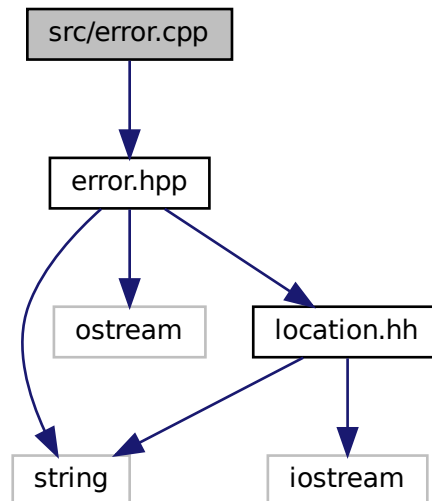
Define the [Tang::ComputedExpressionString](#) class.

6.57 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)`

6.57.1 Detailed Description

Define the `Tang::Error` class.

6.57.2 Function Documentation

6.57.2.1 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

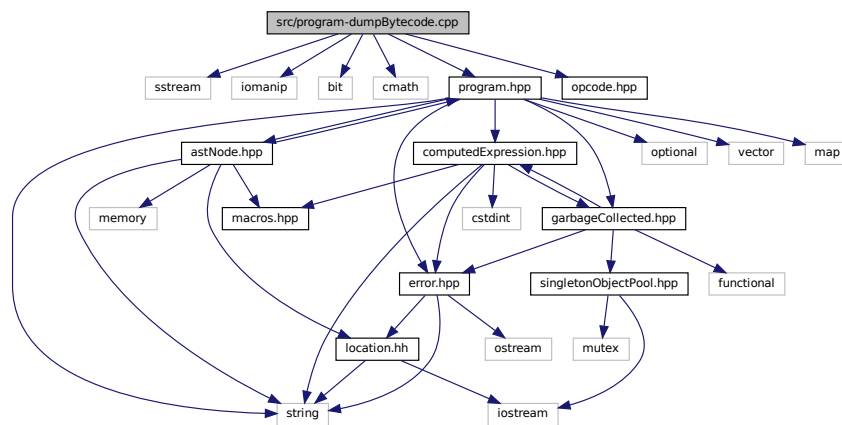
The output stream.

6.58 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.

6.58.1 Detailed Description

Define the [Tang::Program::dumpBytecode](#) method.

6.58.2 Macro Definition Documentation

6.58.2.1 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

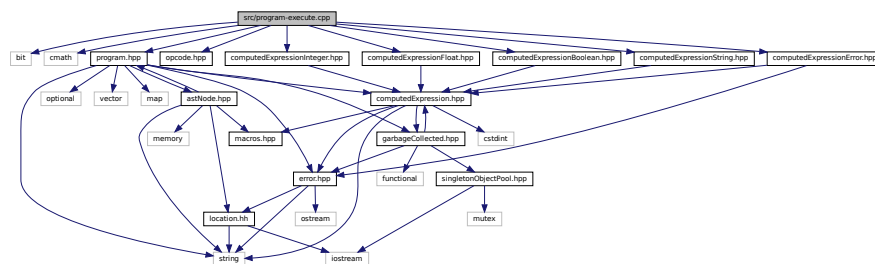
x	The number of additional vector entries that should exist.
---	--

6.59 src/program-execute.cpp File Reference

Define the [Tang::Program::execute](#) method.

```
#include <bit>
#include <cmath>
#include "program.hpp"
#include "opcode.hpp"
#include "computedExpressionError.hpp"
#include "computedExpressionInteger.hpp"
#include "computedExpressionFloat.hpp"
#include "computedExpressionBoolean.hpp"
#include "computedExpressionString.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.

6.59.1 Detailed Description

Define the `Tang::Program::execute` method.

6.59.2 Macro Definition Documentation

6.59.2.1 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.
---	--

6.59.2.2 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

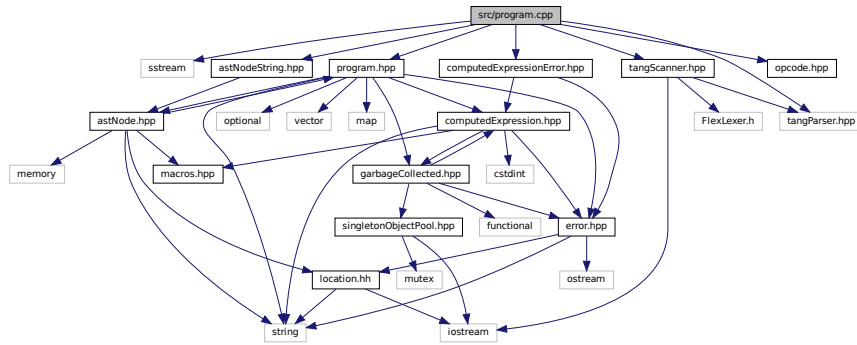
x	The number of entries that should exist in the stack.
---	---

6.60 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 "computedExpressionError.hpp"
```

Include dependency graph for program.cpp:



6.60.1 Detailed Description

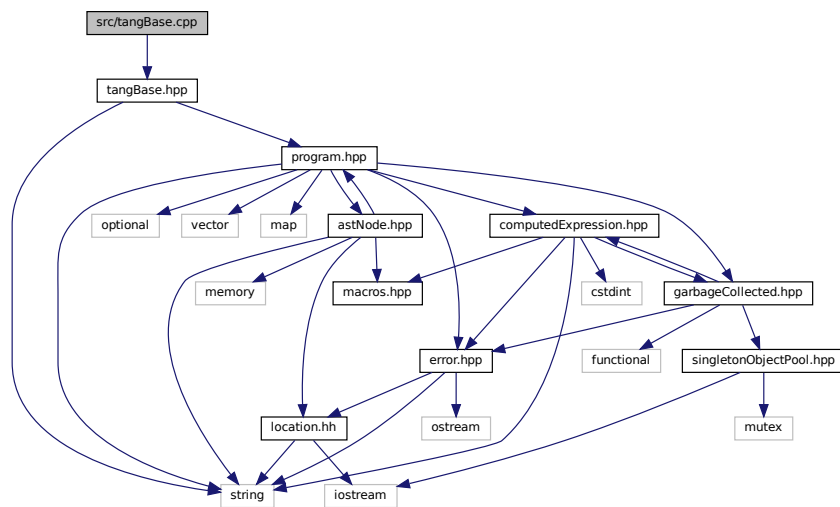
Define the `Tang::Program` class.

6.61 src/tangBase.cpp File Reference

Define the `Tang::TangBase` class.

```
#include "tangBase.hpp"
```

Include dependency graph for tangBase.cpp:



6.61.1 Detailed Description

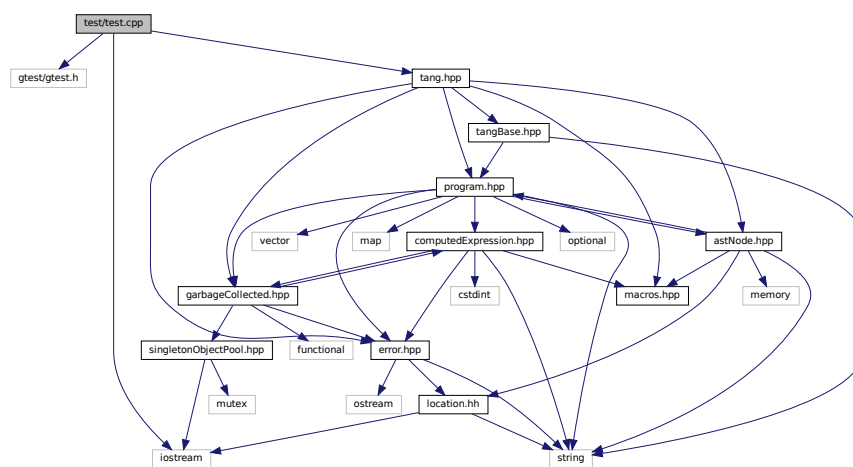
Define the [Tang::TangBase](#) class.

6.62 test/test.cpp File Reference

Test the general language behaviors.

```
#include <gtest/gtest.h>
#include <iostream>
#include "tang.hpp"
```

Include dependency graph for test.cpp:



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** (CodeBlock, Statements)
- **TEST** (Assign, Identifier)
- **TEST** (ControlFlow, IfElse)
- **TEST** (ControlFlow, While)
- **TEST** (ControlFlow, DoWhile)
- **TEST** (ControlFlow, For)
- **TEST** (Print, Default)
- **int main** (int argc, char **argv)

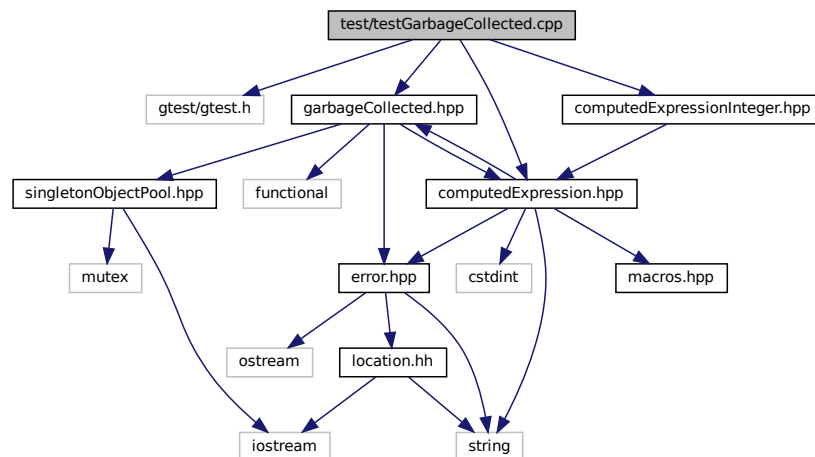
6.62.1 Detailed Description

Test the general language behaviors.

6.63 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, ObjectIsNotRecycled)
- **int main** (int argc, char **argv)

6.63.1 Detailed Description

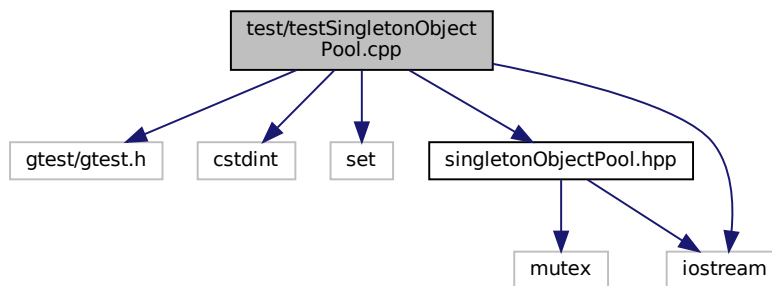
Test the generic behavior of the [Tang::GarbageCollected](#) class.

6.64 test/testSingletonObjectPool.cpp File Reference

Test the generic behavior of the [Tang::SingletonObjectPool](#) class.

```
#include <gtest/gtest.h>
#include <cstdlib>
#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`)

6.64.1 Detailed Description

Test the generic behavior of the [Tang::SingletonObjectPool](#) class.

Index

- `__add`
 - `Tang::ComputedExpression`, [74](#)
 - `Tang::ComputedExpressionBoolean`, [84](#)
 - `Tang::ComputedExpressionError`, [93](#)
 - `Tang::ComputedExpressionFloat`, [104](#)
 - `Tang::ComputedExpressionInteger`, [114](#)
 - `Tang::ComputedExpressionString`, [124](#)
- `__boolean`
 - `Tang::ComputedExpression`, [75](#)
 - `Tang::ComputedExpressionBoolean`, [84](#)
 - `Tang::ComputedExpressionError`, [94](#)
 - `Tang::ComputedExpressionFloat`, [104](#)
 - `Tang::ComputedExpressionInteger`, [114](#)
 - `Tang::ComputedExpressionString`, [124](#)
- `__divide`
 - `Tang::ComputedExpression`, [75](#)
 - `Tang::ComputedExpressionBoolean`, [84](#)
 - `Tang::ComputedExpressionError`, [94](#)
 - `Tang::ComputedExpressionFloat`, [104](#)
 - `Tang::ComputedExpressionInteger`, [114](#)
 - `Tang::ComputedExpressionString`, [124](#)
- `__equal`
 - `Tang::ComputedExpression`, [75](#)
 - `Tang::ComputedExpressionBoolean`, [85](#)
 - `Tang::ComputedExpressionError`, [94](#)
 - `Tang::ComputedExpressionFloat`, [105](#)
 - `Tang::ComputedExpressionInteger`, [115](#)
 - `Tang::ComputedExpressionString`, [125](#)
- `__float`
 - `Tang::ComputedExpression`, [76](#)
 - `Tang::ComputedExpressionBoolean`, [85](#)
 - `Tang::ComputedExpressionError`, [95](#)
 - `Tang::ComputedExpressionFloat`, [105](#)
 - `Tang::ComputedExpressionInteger`, [115](#)
 - `Tang::ComputedExpressionString`, [125](#)
- `__integer`
 - `Tang::ComputedExpression`, [76](#)
 - `Tang::ComputedExpressionBoolean`, [85](#)
 - `Tang::ComputedExpressionError`, [95](#)
 - `Tang::ComputedExpressionFloat`, [105](#)
 - `Tang::ComputedExpressionInteger`, [115](#)
 - `Tang::ComputedExpressionString`, [125](#)
- `__lessThan`
 - `Tang::ComputedExpression`, [76](#)
 - `Tang::ComputedExpressionBoolean`, [86](#)
 - `Tang::ComputedExpressionError`, [95](#)
 - `Tang::ComputedExpressionFloat`, [106](#)
 - `Tang::ComputedExpressionInteger`, [116](#)
 - `Tang::ComputedExpressionString`, [125](#)
- `__modulo`
 - `Tang::ComputedExpression`, [77](#)
 - `Tang::ComputedExpressionBoolean`, [86](#)
 - `Tang::ComputedExpressionError`, [96](#)
 - `Tang::ComputedExpressionFloat`, [106](#)
 - `Tang::ComputedExpressionInteger`, [116](#)
 - `Tang::ComputedExpressionString`, [126](#)
- `__multiply`
 - `Tang::ComputedExpression`, [77](#)
 - `Tang::ComputedExpressionBoolean`, [87](#)
 - `Tang::ComputedExpressionError`, [96](#)
 - `Tang::ComputedExpressionFloat`, [106](#)
 - `Tang::ComputedExpressionInteger`, [116](#)
 - `Tang::ComputedExpressionString`, [126](#)
- `__negative`
 - `Tang::ComputedExpression`, [77](#)
 - `Tang::ComputedExpressionBoolean`, [87](#)
 - `Tang::ComputedExpressionError`, [96](#)
 - `Tang::ComputedExpressionFloat`, [107](#)
 - `Tang::ComputedExpressionInteger`, [117](#)
 - `Tang::ComputedExpressionString`, [127](#)
- `__not`
 - `Tang::ComputedExpression`, [78](#)
 - `Tang::ComputedExpressionBoolean`, [87](#)
 - `Tang::ComputedExpressionError`, [97](#)
 - `Tang::ComputedExpressionFloat`, [107](#)
 - `Tang::ComputedExpressionInteger`, [117](#)
 - `Tang::ComputedExpressionString`, [127](#)
- `__string`
 - `Tang::ComputedExpression`, [78](#)
 - `Tang::ComputedExpressionBoolean`, [87](#)
 - `Tang::ComputedExpressionError`, [97](#)
 - `Tang::ComputedExpressionFloat`, [107](#)
 - `Tang::ComputedExpressionInteger`, [117](#)
 - `Tang::ComputedExpressionString`, [127](#)
- `__subtract`
 - `Tang::ComputedExpression`, [78](#)
 - `Tang::ComputedExpressionBoolean`, [88](#)
 - `Tang::ComputedExpressionError`, [97](#)
 - `Tang::ComputedExpressionFloat`, [108](#)
 - `Tang::ComputedExpressionInteger`, [118](#)
 - `Tang::ComputedExpressionString`, [127](#)
- `~GarbageCollected`
 - `Tang::GarbageCollected`, [136](#)
- `ADD`
 - `opcode.hpp`, [191](#)
- `Add`
 - `Tang::AstNodeBinary`, [20](#)
- `addBytecode`

- Tang::Program, 155
- And
 - Tang::AstNodeBinary, 20
- AstNode
 - Tang::AstNode, 13
- AstNodeAssign
 - Tang::AstNodeAssign, 16
- AstNodeBinary
 - Tang::AstNodeBinary, 20
- AstNodeBlock
 - Tang::AstNodeBlock, 24
- AstNodeBoolean
 - Tang::AstNodeBoolean, 27
- AstNodeCast
 - Tang::AstNodeCast, 31
- AstNodeDoWhile
 - Tang::AstNodeDoWhile, 35
- AstNodeFloat
 - Tang::AstNodeFloat, 38
- AstNodeFor
 - Tang::AstNodeFor, 41
- AstNodeIdentifier
 - Tang::AstNodeIdentifier, 45
- AstNodeIfElse
 - Tang::AstNodeIfElse, 48
- AstNodeInteger
 - Tang::AstNodeInteger, 52
- AstNodePrint
 - Tang::AstNodePrint, 55
- AstNodeString
 - Tang::AstNodeString, 59
- AstNodeTernary
 - Tang::AstNodeTernary, 64
- AstNodeUnary
 - Tang::AstNodeUnary, 67
- AstNodeWhile
 - Tang::AstNodeWhile, 71
- BOOLEAN
 - opcode.hpp, 191
- Boolean
 - Tang::AstNodeCast, 31
- build/generated/location.hh, 163
- CASTBOOLEAN
 - opcode.hpp, 191
- CASTFLOAT
 - opcode.hpp, 191
- CASTINTEGER
 - opcode.hpp, 191
- CodeType
 - Tang::Program, 154
- collectIdentifiers
 - Tang::AstNode, 13
 - Tang::AstNodeAssign, 17
 - Tang::AstNodeBinary, 21
 - Tang::AstNodeBlock, 24
 - Tang::AstNodeBoolean, 27
 - Tang::AstNodeCast, 32
- Tang::AstNodeDoWhile, 35
- Tang::AstNodeFloat, 38
- Tang::AstNodeFor, 42
- Tang::AstNodeIdentifier, 45
- Tang::AstNodeIfElse, 49
- Tang::AstNodeInteger, 52
- Tang::AstNodePrint, 56
- Tang::AstNodeString, 59
- Tang::AstNodeTernary, 64
- Tang::AstNodeUnary, 68
- Tang::AstNodeWhile, 71
- collectStrings
 - Tang::AstNode, 14
 - Tang::AstNodeAssign, 17
 - Tang::AstNodeBinary, 21
 - Tang::AstNodeBlock, 24
 - Tang::AstNodeBoolean, 27
 - Tang::AstNodeCast, 32
 - Tang::AstNodeDoWhile, 35
 - Tang::AstNodeFloat, 39
 - Tang::AstNodeFor, 42
 - Tang::AstNodeIdentifier, 45
 - Tang::AstNodeIfElse, 49
 - Tang::AstNodeInteger, 52
 - Tang::AstNodePrint, 56
 - Tang::AstNodeString, 59
 - Tang::AstNodeTernary, 64
 - Tang::AstNodeUnary, 68
 - Tang::AstNodeWhile, 71
- compile
 - Tang::AstNode, 14
 - Tang::AstNodeAssign, 17
 - Tang::AstNodeBinary, 21
 - Tang::AstNodeBlock, 25
 - Tang::AstNodeBoolean, 29
 - Tang::AstNodeCast, 32
 - Tang::AstNodeDoWhile, 36
 - Tang::AstNodeFloat, 39
 - Tang::AstNodeFor, 42
 - Tang::AstNodeIdentifier, 46
 - Tang::AstNodeIfElse, 49
 - Tang::AstNodeInteger, 53
 - Tang::AstNodePrint, 56
 - Tang::AstNodeString, 61
 - Tang::AstNodeTernary, 65
 - Tang::AstNodeUnary, 68
 - Tang::AstNodeWhile, 72
- compileLiteral
 - Tang::AstNodeString, 61
- compileScript
 - Tang::TangBase, 159
- ComputedExpressionBoolean
 - Tang::ComputedExpressionBoolean, 84
- ComputedExpressionError
 - Tang::ComputedExpressionError, 93
- ComputedExpressionFloat
 - Tang::ComputedExpressionFloat, 103
- ComputedExpressionInteger

- Tang::ComputedExpressionInteger, 113
- ComputedExpressionString
 - Tang::ComputedExpressionString, 123
- Default
 - Tang::AstNodePrint, 55
- DIVIDE
 - opcode.hpp, 191
- Divide
 - Tang::AstNodeBinary, 20
- dump
 - Tang::AstNode, 14
 - Tang::AstNodeAssign, 18
 - Tang::AstNodeBinary, 22
 - Tang::AstNodeBlock, 25
 - Tang::AstNodeBoolean, 29
 - Tang::AstNodeCast, 33
 - Tang::AstNodeDoWhile, 36
 - Tang::AstNodeFloat, 40
 - Tang::AstNodeFor, 43
 - Tang::AstNodeIdentifier, 46
 - Tang::AstNodeIfElse, 50
 - Tang::AstNodeInteger, 53
 - Tang::AstNodePrint, 57
 - Tang::AstNodeString, 62
 - Tang::AstNodeTernary, 65
 - Tang::AstNodeUnary, 69
 - Tang::AstNodeWhile, 72
 - Tang::ComputedExpression, 79
 - Tang::ComputedExpressionBoolean, 88
 - Tang::ComputedExpressionError, 98
 - Tang::ComputedExpressionFloat, 108
 - Tang::ComputedExpressionInteger, 118
 - Tang::ComputedExpressionString, 128
- dumpBytecode
 - Tang::Program, 155
- DUMPPROGRAMCHECK
 - program-dumpBytecode.cpp, 214
- EQ
 - opcode.hpp, 191
- Equal
 - Tang::AstNodeBinary, 20
- Error
 - Tang::Error, 132
- error.cpp
 - operator<<, 213
- execute
 - Tang::Program, 155
- EXECUTEPROGRAMCHECK
 - program-execute.cpp, 216
- FLOAT
 - opcode.hpp, 191
- Float
 - Tang::AstNodeCast, 31
- GarbageCollected
 - Tang::GarbageCollected, 135, 136
- get
 - Tang::SingletonObjectPool< T >, 158
- get_next_token
 - Tang::TangScanner, 161
- getAst
 - Tang::Program, 156
- getBytecode
 - Tang::Program, 156
- getCode
 - Tang::Program, 156
- getInstance
 - Tang::SingletonObjectPool< T >, 158
- getResult
 - Tang::Program, 156
- GreaterThan
 - Tang::AstNodeBinary, 20
- GreaterThanEqual
 - Tang::AstNodeBinary, 20
- GT
 - opcode.hpp, 191
- GTE
 - opcode.hpp, 191
- include/astNode.hpp, 165
- include/astNodeAssign.hpp, 166
- include/astNodeBinary.hpp, 167
- include/astNodeBlock.hpp, 168
- include/astNodeBoolean.hpp, 169
- include/astNodeCast.hpp, 170
- include/astNodeDoWhile.hpp, 171
- include/astNodeFloat.hpp, 172
- include/astNodeFor.hpp, 173
- include/astNodeIdentifier.hpp, 174
- include/astNodeIfElse.hpp, 175
- include/astNodeInteger.hpp, 176
- include/astNodePrint.hpp, 177
- include/astNodeString.hpp, 178
- include/astNodeTernary.hpp, 179
- include/astNodeUnary.hpp, 180
- include/astNodeWhile.hpp, 181
- include/computedExpression.hpp, 182
- include/computedExpressionBoolean.hpp, 183
- include/computedExpressionError.hpp, 184
- include/computedExpressionFloat.hpp, 185
- include/computedExpressionInteger.hpp, 186
- include/computedExpressionString.hpp, 187
- include/error.hpp, 188
- include/garbageCollected.hpp, 189
- include/macros.hpp, 189
- include/opcode.hpp, 190
- include/program.hpp, 191
- include/singletonObjectPool.hpp, 192
- include/tang.hpp, 193
- include/tangBase.hpp, 194
- include/tangScanner.hpp, 196
- INTEGER
 - opcode.hpp, 191
- Integer
 - Tang::AstNodeCast, 31

- is_equal
 - Tang::ComputedExpression, 79–81
 - Tang::ComputedExpressionBoolean, 88–90
 - Tang::ComputedExpressionError, 98, 100, 101
 - Tang::ComputedExpressionFloat, 109, 110
 - Tang::ComputedExpressionInteger, 119, 120
 - Tang::ComputedExpressionString, 128–130
- JMP
 - opcode.hpp, 191
- JMPF
 - opcode.hpp, 191
- JMPF_POP
 - opcode.hpp, 191
- JMPT
 - opcode.hpp, 191
- JMPT_POP
 - opcode.hpp, 191
- LessThan
 - Tang::AstNodeBinary, 20
- LessThanEqual
 - Tang::AstNodeBinary, 20
- location.hh
 - operator<<, 164, 165
- LT
 - opcode.hpp, 191
- LTE
 - opcode.hpp, 191
- make
 - Tang::GarbageCollected, 136
- makeCopy
 - Tang::ComputedExpression, 81
 - Tang::ComputedExpressionBoolean, 91
 - Tang::ComputedExpressionError, 101
 - Tang::ComputedExpressionFloat, 111
 - Tang::ComputedExpressionInteger, 121
 - Tang::ComputedExpressionString, 130
- MODULO
 - opcode.hpp, 191
- Modulo
 - Tang::AstNodeBinary, 20
- MULTIPLY
 - opcode.hpp, 191
- Multiply
 - Tang::AstNodeBinary, 20
- NEGATIVE
 - opcode.hpp, 191
- Negative
 - Tang::AstNodeUnary, 67
- NEQ
 - opcode.hpp, 191
- NOT
 - opcode.hpp, 191
- Not
 - Tang::AstNodeUnary, 67
- NotEqual
 - Tang::AstNodeBinary, 20
- NULLVAL
 - opcode.hpp, 191
- Opcode
 - opcode.hpp, 190
- opcode.hpp
 - ADD, 191
 - BOOLEAN, 191
 - CASTBOOLEAN, 191
 - CASTFLOAT, 191
 - CASTINTEGER, 191
 - DIVIDE, 191
 - EQ, 191
 - FLOAT, 191
 - GT, 191
 - GTE, 191
 - INTEGER, 191
 - JMP, 191
 - JMPF, 191
 - JMPF_POP, 191
 - JMPT, 191
 - JMPT_POP, 191
 - LT, 191
 - LTE, 191
 - MODULO, 191
 - MULTIPLY, 191
 - NEGATIVE, 191
 - NEQ, 191
 - NOT, 191
 - NULLVAL, 191
 - Opcode, 190
 - PEEK, 191
 - POKE, 191
 - POP, 191
 - PRINT, 191
 - STRING, 191
 - SUBTRACT, 191
- Operation
 - Tang::AstNodeBinary, 20
- Operator
 - Tang::AstNodeUnary, 67
- operator!
 - Tang::GarbageCollected, 137
- operator!=
 - Tang::GarbageCollected, 137
- operator<
 - Tang::GarbageCollected, 142
- operator<<
 - error.cpp, 213
 - location.hh, 164, 165
 - Tang::Error, 132
 - Tang::GarbageCollected, 149
- operator<=
 - Tang::GarbageCollected, 142
- operator>
 - Tang::GarbageCollected, 148
- operator>=
 - Tang::GarbageCollected, 148

- operator*
 - Tang::GarbageCollected, [138](#), [139](#)
- operator+
 - Tang::GarbageCollected, [139](#)
- operator-
 - Tang::GarbageCollected, [140](#)
- operator->
 - Tang::GarbageCollected, [141](#)
- operator/
 - Tang::GarbageCollected, [141](#)
- operator=
 - Tang::GarbageCollected, [143](#)
- operator==
 - Tang::GarbageCollected, [144–146](#)
- operator%
 - Tang::GarbageCollected, [138](#)
- Or
 - Tang::AstNodeBinary, [20](#)
- PEEK
 - opcode.hpp, [191](#)
- POKE
 - opcode.hpp, [191](#)
- POP
 - opcode.hpp, [191](#)
- PRINT
 - opcode.hpp, [191](#)
- Program
 - Tang::Program, [154](#)
- program-dumpBytecode.cpp
 - DUMPPROGRAMCHECK, [214](#)
- program-execute.cpp
 - EXECUTEPROGRAMCHECK, [216](#)
 - STACKCHECK, [216](#)
- recycle
 - Tang::SingletonObjectPool< T >, [158](#)
- Script
 - Tang::Program, [154](#)
- setJumpTarget
 - Tang::Program, [157](#)
- src/astNode.cpp, [197](#)
- src/astNodeAssign.cpp, [197](#)
- src/astNodeBinary.cpp, [198](#)
- src/astNodeBlock.cpp, [199](#)
- src/astNodeBoolean.cpp, [199](#)
- src/astNodeCast.cpp, [200](#)
- src/astNodeDoWhile.cpp, [201](#)
- src/astNodeFloat.cpp, [201](#)
- src/astNodeFor.cpp, [202](#)
- src/astNodeIdentifier.cpp, [203](#)
- src/astNodeIfElse.cpp, [203](#)
- src/astNodeInteger.cpp, [204](#)
- src/astNodePrint.cpp, [205](#)
- src/astNodeString.cpp, [205](#)
- src/astNodeTernary.cpp, [206](#)
- src/astNodeUnary.cpp, [207](#)
- src/astNodeWhile.cpp, [207](#)
- src/computedExpression.cpp, [208](#)
- src/computedExpressionBoolean.cpp, [209](#)
- src/computedExpressionError.cpp, [210](#)
- src/computedExpressionFloat.cpp, [210](#)
- src/computedExpressionInteger.cpp, [211](#)
- src/computedExpressionString.cpp, [212](#)
- src/error.cpp, [212](#)
- src/program-dumpBytecode.cpp, [214](#)
- src/program-execute.cpp, [215](#)
- src/program.cpp, [216](#)
- src/tangBase.cpp, [217](#)
- STACKCHECK
 - program-execute.cpp, [216](#)
- STRING
 - opcode.hpp, [191](#)
- SUBTRACT
 - opcode.hpp, [191](#)
- Subtract
 - Tang::AstNodeBinary, [20](#)
- Tang::AstNode, [11](#)
 - AstNode, [13](#)
 - collectIdentifiers, [13](#)
 - collectStrings, [14](#)
 - compile, [14](#)
 - dump, [14](#)
- Tang::AstNodeAssign, [15](#)
 - AstNodeAssign, [16](#)
 - collectIdentifiers, [17](#)
 - collectStrings, [17](#)
 - compile, [17](#)
 - dump, [18](#)
- Tang::AstNodeBinary, [18](#)
 - Add, [20](#)
 - And, [20](#)
 - AstNodeBinary, [20](#)
 - collectIdentifiers, [21](#)
 - collectStrings, [21](#)
 - compile, [21](#)
 - Divide, [20](#)
 - dump, [22](#)
 - Equal, [20](#)
 - GreaterThan, [20](#)
 - GreaterThanEqual, [20](#)
 - LessThan, [20](#)
 - LessThanEqual, [20](#)
 - Modulo, [20](#)
 - Multiply, [20](#)
 - NotEqual, [20](#)
 - Operation, [20](#)
 - Or, [20](#)
 - Subtract, [20](#)
- Tang::AstNodeBlock, [22](#)
 - AstNodeBlock, [24](#)
 - collectIdentifiers, [24](#)
 - collectStrings, [24](#)
 - compile, [25](#)
 - dump, [25](#)
- Tang::AstNodeBoolean, [26](#)

- AstNodeBoolean, 27
 - collectIdentifiers, 27
 - collectStrings, 27
 - compile, 29
 - dump, 29
- Tang::AstNodeCast, 30
 - AstNodeCast, 31
 - Boolean, 31
 - collectIdentifiers, 32
 - collectStrings, 32
 - compile, 32
 - dump, 33
 - Float, 31
 - Integer, 31
 - Type, 31
- Tang::AstNodeDoWhile, 33
 - AstNodeDoWhile, 35
 - collectIdentifiers, 35
 - collectStrings, 35
 - compile, 36
 - dump, 36
- Tang::AstNodeFloat, 37
 - AstNodeFloat, 38
 - collectIdentifiers, 38
 - collectStrings, 39
 - compile, 39
 - dump, 40
- Tang::AstNodeFor, 40
 - AstNodeFor, 41
 - collectIdentifiers, 42
 - collectStrings, 42
 - compile, 42
 - dump, 43
- Tang::AstNodeIdentifier, 44
 - AstNodeIdentifier, 45
 - collectIdentifiers, 45
 - collectStrings, 45
 - compile, 46
 - dump, 46
- Tang::AstNodeIfElse, 47
 - AstNodeIfElse, 48
 - collectIdentifiers, 49
 - collectStrings, 49
 - compile, 49
 - dump, 50
- Tang::AstNodeInteger, 51
 - AstNodeInteger, 52
 - collectIdentifiers, 52
 - collectStrings, 52
 - compile, 53
 - dump, 53
- Tang::AstNodePrint, 54
 - AstNodePrint, 55
 - collectIdentifiers, 56
 - collectStrings, 56
 - compile, 56
 - Default, 55
 - dump, 57
- Type, 55
- Tang::AstNodeString, 58
 - AstNodeString, 59
 - collectIdentifiers, 59
 - collectStrings, 59
 - compile, 61
 - compileLiteral, 61
 - dump, 62
- Tang::AstNodeTernary, 62
 - AstNodeTernary, 64
 - collectIdentifiers, 64
 - collectStrings, 64
 - compile, 65
 - dump, 65
- Tang::AstNodeUnary, 66
 - AstNodeUnary, 67
 - collectIdentifiers, 68
 - collectStrings, 68
 - compile, 68
 - dump, 69
 - Negative, 67
 - Not, 67
 - Operator, 67
- Tang::AstNodeWhile, 69
 - AstNodeWhile, 71
 - collectIdentifiers, 71
 - collectStrings, 71
 - compile, 72
 - dump, 72
- Tang::ComputedExpression, 73
 - __add, 74
 - __boolean, 75
 - __divide, 75
 - __equal, 75
 - __float, 76
 - __integer, 76
 - __lessThan, 76
 - __modulo, 77
 - __multiply, 77
 - __negative, 77
 - __not, 78
 - __string, 78
 - __subtract, 78
 - dump, 79
 - is_equal, 79–81
 - makeCopy, 81
- Tang::ComputedExpressionBoolean, 82
 - __add, 84
 - __boolean, 84
 - __divide, 84
 - __equal, 85
 - __float, 85
 - __integer, 85
 - __lessThan, 86
 - __modulo, 86
 - __multiply, 87
 - __negative, 87
 - __not, 87

- [__string](#), 87
 - [__subtract](#), 88
 - [ComputedExpressionBoolean](#), 84
 - [dump](#), 88
 - [is_equal](#), 88–90
 - [makeCopy](#), 91
 - [Tang::ComputedExpressionError](#), 91
 - [__add](#), 93
 - [__boolean](#), 94
 - [__divide](#), 94
 - [__equal](#), 94
 - [__float](#), 95
 - [__integer](#), 95
 - [__lessThan](#), 95
 - [__modulo](#), 96
 - [__multiply](#), 96
 - [__negative](#), 96
 - [__not](#), 97
 - [__string](#), 97
 - [__subtract](#), 97
 - [ComputedExpressionError](#), 93
 - [dump](#), 98
 - [is_equal](#), 98, 100, 101
 - [makeCopy](#), 101
- [Tang::ComputedExpressionFloat](#), 102
 - [__add](#), 104
 - [__boolean](#), 104
 - [__divide](#), 104
 - [__equal](#), 105
 - [__float](#), 105
 - [__integer](#), 105
 - [__lessThan](#), 106
 - [__modulo](#), 106
 - [__multiply](#), 106
 - [__negative](#), 107
 - [__not](#), 107
 - [__string](#), 107
 - [__subtract](#), 108
- [ComputedExpressionFloat](#), 103
- [dump](#), 108
- [is_equal](#), 109, 110
- [makeCopy](#), 111
- [Tang::ComputedExpressionInteger](#), 111
 - [__add](#), 114
 - [__boolean](#), 114
 - [__divide](#), 114
 - [__equal](#), 115
 - [__float](#), 115
 - [__integer](#), 115
 - [__lessThan](#), 116
 - [__modulo](#), 116
 - [__multiply](#), 116
 - [__negative](#), 117
 - [__not](#), 117
 - [__string](#), 117
 - [__subtract](#), 118
- [ComputedExpressionInteger](#), 113
- [dump](#), 118
- [is_equal](#), 119, 120
- [makeCopy](#), 121
- [Tang::ComputedExpressionString](#), 121
 - [__add](#), 124
 - [__boolean](#), 124
 - [__divide](#), 124
 - [__equal](#), 125
 - [__float](#), 125
 - [__integer](#), 125
 - [__lessThan](#), 125
 - [__modulo](#), 126
 - [__multiply](#), 126
 - [__negative](#), 127
 - [__not](#), 127
 - [__string](#), 127
 - [__subtract](#), 127
- [ComputedExpressionString](#), 123
- [dump](#), 128
- [is_equal](#), 128–130
- [makeCopy](#), 130
- [Tang::Error](#), 131
 - [Error](#), 132
 - [operator<<](#), 132
- [Tang::GarbageCollected](#), 133
 - [~GarbageCollected](#), 136
 - [GarbageCollected](#), 135, 136
 - [make](#), 136
 - [operator!](#), 137
 - [operator!=](#), 137
 - [operator<](#), 142
 - [operator<<](#), 149
 - [operator<=](#), 142
 - [operator>](#), 148
 - [operator>=](#), 148
 - [operator*](#), 138, 139
 - [operator+](#), 139
 - [operator-](#), 140
 - [operator->](#), 141
 - [operator/](#), 141
 - [operator=](#), 143
 - [operator==](#), 144–146
 - [operator%](#), 138
- [Tang::location](#), 149
- [Tang::position](#), 151
- [Tang::Program](#), 152
 - [addBytecode](#), 155
 - [CodeType](#), 154
 - [dumpBytecode](#), 155
 - [execute](#), 155
 - [getAst](#), 156
 - [getBytecode](#), 156
 - [getCode](#), 156
 - [getResult](#), 156
 - [Program](#), 154
 - [Script](#), 154
 - [setJumpTarget](#), 157
 - [Template](#), 154
- [Tang::SingletonObjectPool< T >](#), 157

- get, [158](#)
- getInstance, [158](#)
- recycle, [158](#)
- Tang::TangBase, [159](#)
 - compileScript, [159](#)
 - TangBase, [159](#)
- Tang::TangScanner, [160](#)
 - get_next_token, [161](#)
 - TangScanner, [161](#)
- TangBase
 - Tang::TangBase, [159](#)
- TangScanner
 - Tang::TangScanner, [161](#)
- Template
 - Tang::Program, [154](#)
- test/test.cpp, [218](#)
- test/testGarbageCollected.cpp, [219](#)
- test/testSingletonObjectPool.cpp, [220](#)
- Type
 - Tang::AstNodeCast, [31](#)
 - Tang::AstNodePrint, [55](#)