Expression

- _type: Type*

+ eval(c: Context*): Value*
+ type(): Type*

Value

+ values: union

+ getters

Literal

- _value: Value*

+ Literal (v: Value*)

Variable

- _id: int

+ Variable (id: int)

SumOperation

- left, right: Expression*

+ SumOperation (left, right: Expression*)

Type

+ equals (other: Type*): bool

Context

_values: std::vector<Value*>

+ assigned (id: int): bool
+ assign (id: int, v: Value*)
+ value(id: int) : Value*