Outputer

```
+output_string(in string_to_output: string,
in width: int, in color: string) : void
+output(in arr_of_strings: list<string>,
in color: string) : void
+output_error(in arr_of_strings: list<string>) : void
+output_location(in arr_of_strings: list<string>): void
+output_parameters(in arr_of_strings: list<string>)
: void
+output_choice(in arr_of_strings: list<string>): void
+output_unaltered(in string:string) : void
+output_tmp(in string:string) : void
```

Inputer

```
+input_() : string
```

State

```
-end_of_the_game : bool
-node_manager : NodeManager
-outputer : Outputer
-inputer : Inputer
-parameters : Parameters
-node_id : int
-next_nodes_id : list
-next_nodes_output_strings : list
+flag: bool
+action_select : int
+action_select_if : int
+action_gt : int
+action_lt : int
+action_neg : int
+action_true : int
+action_set : int
+action_inc : int
+action_gt_unaltered : int
+action_lt_unaltered : int
+action_random : int
```

```
-set_parameter (in paramerer_id : int,
              in value : int) : void
-increase_parameter (in paramerer_id : int,
              in value : int) : void
-greater ( in parameter_id : int, in value : int) : bool
-less ( in parameter_id : int, in value : int) : bool
-add_node ( in node_identifier : int) : void
-perform_selection () : void
-show_parameters() : void
-activate_node() : void
+start() : void
+randomize(in probability: int)
+set_unaltered_parameter(in parameter_id: int,
in val: string)
+greater_unaltered(in parameter_id: int,
in value: int): void
+less_unaltered(in parameter_id: int,
in value: int):void
+State(in _node_manager : NodeManager,
in _outputer : Outputer, in _inputer : Inputer, in
_parameters : Parameters, in _node_id : int,
in _next_nodes_id : list
in _next_nodes_output_strings : list<string>)
```

Parser

```
+parameters : dict
+unaltered_parameters : dict
+parameter_values : list
+unaltered_parameters_values : list
+flag : bool
+node_id : int
+node_manager : list
-_next_nodes_ids : list
- _next_nodes_outputs : list
+parameters_ : Parameters
+main_state : State
```

```
+parse_parameters(in parlist : list) : void
+parse(in params: string, in poss : string)
```

Parameters

```
+unaltered_parameters_name : list
+unaltered_parameters_value : list
+parameter_value : list
+parameter_name : list
```

```
+increase(in number: int, in difference: int) : void
+set(in number: int, in value: int): void
+set_unaltered(in number, in value: string): void
+get(in number: int): int
+get_unaltered(in number:int): string
+get_name(in number: int):string
+get_unaltered_name(in number: int): string
```

NodeManager

```
-nodes : list
```

```
+get_node_by_id (in node_id : int) : void
+NodeManager(in _nodes : list )
```

Node

```
+action_lst : list
+presentation : string
+next_nodes : list
+next_nodes_output : list
```

NodeParser

```
+parameters : dict
+unaltered_parameters : dict
+initial_information : string
+action_lst : list
+next_nodes_ids : list
+next_nodes_outputs : list
+presentation : string
+action_select : int
+action_select_if : int
+action_gt : int
+action_lt : int
+action_neg : int
+action_true : int
+action_set : int
+action_inc : int
+action_gt_unaltered : int
+action_lt_unaltered : int
+action_random : int
```

```
+parse_text(in code_string: list, in intial: string): void
+parse_next(in code_string: list, in intial: string): void
+parse_optional(in code_string:list, in intial: string): void
+parse_action(in code_string:list, in intial: string): void
+check(in expr: list) : void
+check_unaltered(in expr: list): void
+parse_random(in code_string: list, in initial: string
+parse_node() : void
```

Action

```
+action_id : int
+first_arg : int
+second_arg : int
+Action(in id :int, int first: in, in
second : int)
```

Field

```
+end_of_the_game : bool
+victory : bool
+size : int
+matrix : list
```

```
+is_empty(in x : int, in y : int) : bool
+get(in x: int, in y : int) : bool
+set(in x: int, in y : int) : bool
+_shift_left(in x : int) : void
+_shift_right(in x : int) : void
+_shift_up(in y : int) : void
+_shift_down(in y : int) : void
+shift_left(): void
+shift_right(): void
+shift_up(): void
+shift_down(): void
+show(in need_cleaning_up: bool): void
+next(in x: int, in y: int): list
+check_victory(): void
+add_point(): void
+play(): void
```