

hierarchyp

Common hierarchy protocol for prototype and class hierarchies.

author:

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version:

1.0

date:

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compilation:

static, context_switching_calls

(no dependencies on other files)

Public interface

ancestor/1

Returns, by backtracking, all object ancestors.

compilation:

static

template:

ancestor(Ancestor)

mode - number of solutions:

ancestor(?object) - zero_or_more

ancestors/1

List of all object ancestors.

compilation:

static

template:

ancestors(Ancestors)

mode - number of solutions:

ancestors(-list) - one

leaf/1

Returns, by backtracking, all object leaves.

compilation:

static

template:

leaf(Leaf)

mode - number of solutions:

leaf(?object) - zero_or_more

leaves/1

List of all object leaves.

compilation:

static

template:

```
leaves(Leaves)
```

mode - number of solutions:

```
leaves(-list) - one
```

descendant/1

Returns, by backtracking, all object descendants.

compilation:

```
static
```

template:

```
descendant(Descendant)
```

mode - number of solutions:

```
descendant(?object) - zero_or_more
```

descendants/1

List of all object descendants.

compilation:

```
static
```

template:

```
descendants(Descendants)
```

mode - number of solutions:

```
descendants(-list) - one
```

Protected interface

(none)

Private predicates

(none)