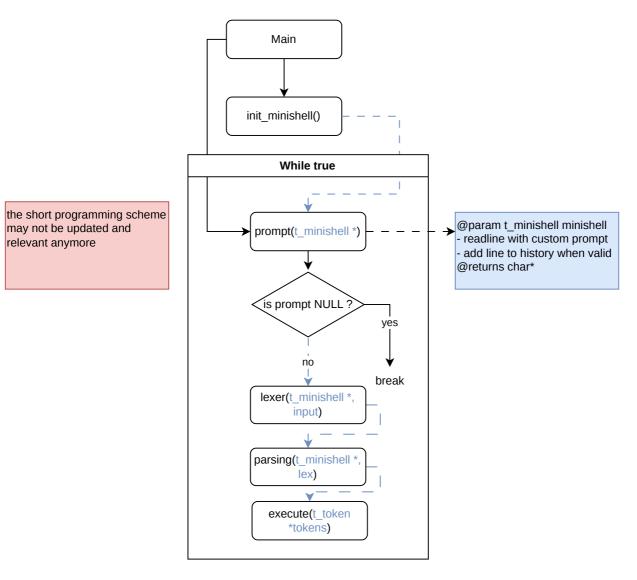
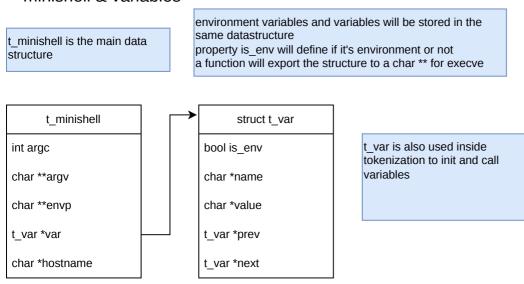
## FLOW SCHEME

# Short programming scheme



#### Data structures

### minishell & variables



## tokenization

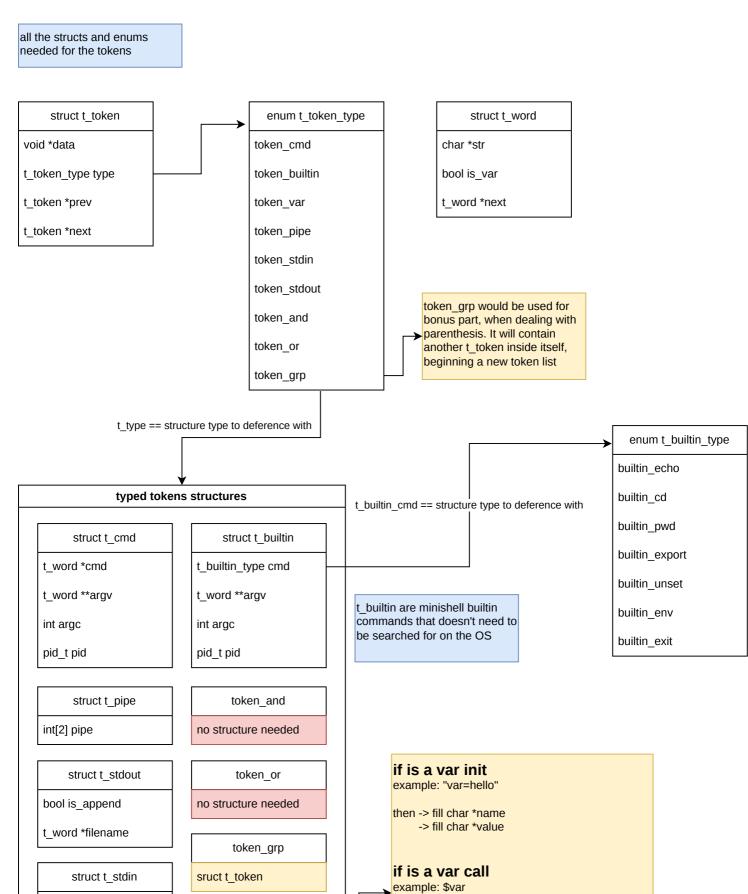
bool is\_heredoc

t\_word \*filename

char \*limiter

token\_var

struct t\_var



then -> fill char \*name

general

a var call

-> set null char \*value

other properties will be ignored during execution

if char \*value is null, executor will assume that it's