

Rule

- recursive:bool=false
- minimumDepth:unsigned int=INT_MAX>>1
- + lhs:vector<Symbol*>

- + Rule(const unsigned int)
- + Rule(const Rule &)
- + ~Rule()
- + getRecursive(): bool
- + setRecursive(const bool): void
- + getMinimumDepth(): unsigned int
- + setMinimumDepth(const unsigned int): void