## **Production**

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− recursive:bool=false
− minimumDepth:unsigned int=INT_MAX>>1

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+ Production(const unsigned int)
+ Production(const Rule &)
+ ~Production()
+ getRecursive(): bool
+ setRecursive(const bool): void
+ getMinimumDepth(): unsigned int
+ setMinimumDepth(const unsigned int): void
+ operator<<(ostream&, const Production &): ostream&