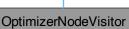
NodeVisitorInterface

- + enterNode(Node \$node, Environment \$env)
- + leaveNode(Node \$node, Environment \$env)
- + getPriority()



- + const OPTIMIZE ALL
- + const OPTIMIZE_NONE
- + const OPTIMIZE_FOR
- + const OPTIMIZE_RAW FILTER
- + __construct(int \$optimizers=-1) + enterNode(Node \$node,
- Environment \$env)
 + leaveNode(Node \$node,
 Environment \$env)
- + getPriority()