NodeVisitorInterface

+ enterNode(Node $node, Environment $env)

+ leaveNode(Node $node, Environment $env)

+ getPriority()

const

+OPTIMIZE_ALL
+OPTIMIZE_FOR
+OPTIMIZE_NONE
+OPTIMIZE_RAW_FILTER

OptimizerNodeVisitor

+ __construct(int $optimizers=-1)

+ enterNode(Node $node, Environment $env)

+ leaveNode(Node $node, Environment $env)

+ getPriority()