# NodeInterface + getNodeName() + getSpecificity() + \_\_toString() AbstractNode + getNodeName()

### AttributeNode

- \_\_construct(NodeInterface \$selector, ?string \$namespace, string \$attribute, string \$operator, ?string \$value)
- + getSelector()
- + getNamespace()
- + getAttribute()
- + getOperator()
- + getValue()
- + getSpecificity()
- + \_\_toString()

# ClassNode

- \_\_construct(NodeInterface \$selector, string \$name)
- + getSelector()
- + getName()
- + getSpecificity()
- + \_\_toString()

# CombinedSelectorNode

- \_construct(NodeInterface \$selector, string \$combinator, NodeInterface \$subSelector)
- + getSelector()
- + getCombinator()
- + getSubSelector()
- + getSpecificity()
- + \_\_toString()

# ElementNode

- + \_\_construct(string \$namespace=null, string \$element=null)
- + getNamespace()
- + getElement()
- + getSpecificity()
- + \_\_toString()

### FunctionNode

- \_\_construct(NodeInterface \$selector, string \$name, array \$arguments=[])
- + getSelector()
- + getName()
- + getArguments()
- + getSpecificity()
- + \_\_toString()

### HashNode

- construct(NodeInterface \$selector, string \$id)
- + getSelector()
- + getId()
- + getSpecificity()
- + \_\_toString()

# NegationNode

- \_\_construct(NodeInterface \$selector, NodeInterface \$subSelector)
- + getSelector()
- + getSubSelector()
- + getSpecificity()
- + \_\_toString()

# PseudoNode

- + \_\_construct(NodeInterface \$selector, string \$identifier)
- + getSelector()
- + getIdentifier()
- + getSpecificity()
- + \_\_toString()

## SelectorNode

- \_\_construct(NodeInterface \$tree, string \$pseudoElement=null)
- + getTree()
- + getPseudoElement()
- + getSpecificity()
- + \_\_toString()