

NodeCaptureInterface

```
classDiagram
    class NodeCaptureInterface {
    }
    class SetNode {
        + __construct(bool $capture, Node $names, Node $values, int $lineno, string $tag=null)
        + compile(Compiler $compiler)
    }
    SetNode --|> NodeCaptureInterface
```

The diagram illustrates a class hierarchy. At the top is the 'NodeCaptureInterface' class, represented by a gray-shaded box with three horizontal compartments. Below it is the 'SetNode' class, represented by a white box with three horizontal compartments. A blue arrow with an open triangular head points from the 'SetNode' class up to the 'NodeCaptureInterface' class, indicating that 'SetNode' inherits from 'NodeCaptureInterface'. The 'SetNode' class contains two public methods: '__construct' and 'compile'.

SetNode

+ __construct(bool
\$capture, Node \$names,
Node \$values, int \$lineno,
string \$tag=null)
+ compile(Compiler
\$compiler)