Compiler

+ __construct(Environment $env)
+ getEnvironment()
+ getSource()
+ reset(int $indentation=0)
+ compile(Node $node, int $indentation=0)
+ subcompile(Node $node, bool $raw=true)
+ raw(string $string)
+ write(... $strings)
+ string(string $value)
+ repr($value)
+ addDebugInfo(Node $node)
+ getDebugInfo()
+ indent(int $step=1)
+ outdent(int $step=1)
+ getVarName()