```
OSLCompiler

- m_name
- m_inputParams
- m_expression

+ ~OSLCompiler()
+ writeDeviceFunction()
+ parseFile()
+ shaderName()
+ getName()
```

+ inputParams()
+ getInputParams()
+ expression()
+ getOSLCompiler()
- OSLCompiler()
- OSLCompiler()
- operator=()
- getType()

-m_OSLCompiler