## Node

## **Program**

int \_length
Node \* \_head
list <Function> myfunc;

- +Program()
- +Program(Program const& otherprogram)
- +Program (string const file)
- +~Program()
- +void addLine(Line \* newline)
- +int add\_Line\_at(Line \*newline, int position)
- +void display()
- +void delLine(int index)
- +Line \* findLine(int index)
- +int size()
- +t\_Dep dependance(Instruction
- i1, Instruction i2)
- +void inFile(string const filename)
- +bool isEmpty()
- +void comput\_Function()
- +int nbr\_Func()
- +Function get\_Function(int)
- +void flush()

## **Function**

Node \*\_head Node \*\_end list <Basic\_block> myBB

- +Function()
- +~Function()
- +void set\_head(Node \*)
- +void set end(Node \*)
- +Node\* get\_head()
- +Node\* get\_end() +void display()
- +int size()
- +void restitution(string const)
- +void comput\_basic\_block()
- +int nbr\_BB()
- +Basic\_block get\_BB(int)

## Basic\_block

Node \*\_head Node \*\_end

- +Basic block()
- +~Basic block()
- +void set head(Node \*)
- +void set\_end(Node \*)
- +Node\* get\_head()
- +Node\* get\_end()
- +void display()
- +int size()
- +void restitution(string const)
- +bool isLabeled()