

Argument

```
+valueFormat: ValueFormat
+valueType: ValueType
+key: std::string
+value: Value
+next: std::vector<_argument_t>
+value_b: Value
+discrete_values: std::vector<Values>
+numberValues: NumberValues
```

```
+Argument()
+Argument(fmt:ValueFormat,type:ValueType,
          vec:std::vector<Argument>)
+Argument(_fmt:ValueFormat,_type:ValueType,
          _key:std::string,_value:Value)
+print(): void
```



Syscall

```
+name: std::string
+return_code: int
+other: std::string
+arg_num: unsigned
+next: std::vector<Argument>
+clustered: bool = false
```

```
+print(): void
+printClustered(): void
```



Ids

```
+data: std::map<std::string, Syscall>
+insert(name:const std::string &,
        sc:Syscall&): bool
+insertArg(...): std::vector<Argument>&
+printSyscall(): void
+print(): void
```