

NodeVisitor

```
classDiagram
    class NodeVisitor {
    }
    class AssignmentChecker {
        + mp
        + visit_Assignment()
    }
    AssignmentChecker --|> NodeVisitor
```

The diagram illustrates a class hierarchy. At the top is the 'NodeVisitor' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name 'NodeVisitor', while the two lower compartments are empty. Below it is the 'AssignmentChecker' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name 'AssignmentChecker', the middle compartment contains the attribute '+ mp', and the bottom compartment contains the method '+ visit\_Assignment()'. A blue arrow with an open triangular head points from the 'AssignmentChecker' class up to the 'NodeVisitor' class, indicating that 'AssignmentChecker' inherits from 'NodeVisitor'.

AssignmentChecker

+ mp

+ visit\_Assignment()