```
 1  class Schema
 2  {
 3      private string pattern = @"^\s*(?<redefines>R?)(?<level>\d+)\s+(?<varName>
        \S+)((\s+(?<type>[xcnpXCNP])\s+((?<length>\d+))(\,(?<decimalPlaces>\d
        +))?)?(\s+(?<repeatCount>\d+))?)?(\s{2,}(?<comment>.*))?$";
 4      private string schemaStr = "";
 5
 6      public AbstractNode ParseLine(string line)
 7      {
 8          // gibt eine Value- oder GroupNode zurück, je nachdem ob line
 9          // Angaben zu Typ und ByteAnzahl hat oder nicht
10          // wenn pattern nicht matcht wird null zurückgegeben
11      }
12
13      public GroupNode Parse()
14      {
15          var stack = new Stack<AbstractNode>();
16          var root = new GroupNode(false, 0, "root", 1, 1, "");
17          stack.Push(root);
18
19          Action addChildFromStackToParent =
20              () =>
21              {
22                  var child = stack.Pop();
23                  var parent = stack.Peek();
24                  parent.AddChild(child);
25                  for (int currentRepeatIndex = 2; currentRepeatIndex <=
                      child.RepeatCount; ++currentRepeatIndex)
26                  {
27                      parent.AddChild(child.CreateCopyWithIndex
                        (currentRepeatIndex));
28                  }
29
30              };
31
32          var schemaLines = schemaStr.Split(new string[] { "\r\n", "\n" },
              StringSplitOptions.RemoveEmptyEntries);
33          foreach (var currentLine in schemaLines)
34          {
35              var currentNode = ParseLine(currentLine);
36              if (currentNode == null) { continue; }
37              while (currentNode.Level <= stack.Peek().Level)
38              {
39                  addChildFromStackToParent();
40              }
41              stack.Push(currentNode);
42          }
43          while (stack.Count >= 2)
44          {
45              addChildFromStackToParent();
46          }
47          return root;
48      }
49  }
50
51
```

```
52  class GroupNode : AbstractNode
53  {
54      private List<AbstractNode> children = new List<AbstractNode>();
55      public GroupNode(bool redefines, int level, string varName, int
          repeatCount, int repeatIndex, string comment)
56          : base(redefines, level, varName, repeatCount, repeatIndex, comment)
57      { }
58
59      public override int AssignValue(string data)
60      {
61          int currentShift = 0;
62          int totalShift = 0;
63          foreach (var child in children)
64          {
65              if (!child.Redefines)
66              {
67                  currentShift = child.AssignValue(data.Substring(totalShift));
68                  totalShift += currentShift;
69              }
70              else
71              {
72                  child.AssignValue(data.Substring(totalShift - currentShift));
73              }
74          }
75          return totalShift;
76      }
77
78      public override string ToString(int tabCount)
79      {
80          StringBuilder strBuilder = new StringBuilder();
81          if (Level != 0)
82          {
83              strBuilder.Append(string.Format("{0}{1}{2} {3}{4}\r\n",
84              new string(' ', tabCount * 4 - (Redefines ? 1 : 0)),
85              Redefines ? "R" : "",
86              Level.ToString().PadLeft(2, '0'),
87              VarName,
88              RepeatCount > 1 ? string.Format("({0})", RepeatIndex) : ""));
89          }
90          foreach (var child in children)
91          {
92              strBuilder.Append(child.ToString(tabCount + (Level == 0 ? 0 :
                  1)));
93          }
94          return strBuilder.ToString();
95      }
96
97      public override AbstractNode CreateCopyWithIndex(int index)
98      {
99          GroupNode g = new GroupNode(Redefines, Level, VarName, RepeatCount,
              index, Comment);
100         foreach (var child in children)
101         {
102             g.AddChild(child.CreateCopyWithIndex(child.RepeatIndex));
103         }
104         return g;
```

```
105     }
106 }
107
108
109 class ValueNode : AbstractNode
110 {
111     public string Type { get; private set; }
112     public int Length { get; private set; }
113     public string Value { get; private set; }
114
115     public ValueNode(bool redefines, int level, string varName, string type,
        int length, int repeatCount, int repeatIndex, string comment)
116         : base(redefines, level, varName, repeatCount, repeatIndex, comment)
117     {
118         Type = type;
119         Length = length;
120     }
121
122     public override AbstractNode CreateCopyWithIndex(int index)
123     {
124         return new ValueNode(Redefines, Level, VarName, Type, Length,
            RepeatCount, index, Comment);
125     }
126
127     public override int AssignValue(string data)
128     {
129         Value = data.Substring(0, Length);
130         return Length;
131     }
132
133     public override string ToString(int tabCount)
134     {
135         if (Level == 0)
136         {
137             return "";
138         }
139         return string.Format("{0}{1}{2} {3}{4}={5}\r\n",
140             new string(' ', tabCount * 4 - (Redefines ? 1 : 0)),
141             Redefines ? "R" : "",
142             Level.ToString().PadLeft(2, '0'),
143             VarName,
144             (RepeatCount > 1) ? ("(" + RepeatIndex + ")") : "",
145             Value);
146     }
147
148     public override void AddChild(AbstractNode child)
149     {
150         throw new InvalidOperationException(this.VarName + ": " + "Werteknoten
            können keine Kindknoten haben!");
151     }
152 }
153
```