

```
1 /*
2  * CASP_Plugin.h
3  * Defines the base class for a Plugin Module
4  *
5  * Created: 3/24/2017 by Ryan Tedeschi
6  */
7
8 #ifndef CASP_PLUGIN_H
9 #define CASP_PLUGIN_H
10
11 #include <algorithm>
12 #include <string>
13 #include <vector>
14 #include <unordered_map>
15 #include "../Markup/Markup.h"
16 #include "../CASP_Return/CASP_Return.h"
17 #include "../LanguageDescriptor/LanguageDescriptor.h"
18
19 using namespace std;
20
21 class CASP_Plugin {
22 public:
23     virtual CASP_Return* Execute(Markup* markup, LanguageDescriptorObject* source_ldo, vector<arg> fnArgs, CASP_Return* inputReturn = NULL) = 0;
24
25     CASP_Return* returnData = NULL;
26 };
27
28 // extern unordered_map<string, CASP_Plugin*> plugins;
29 string RegisterPlugin(string, CASP_Plugin*);
30 CASP_Plugin* GetModule(string);
31 bool ModuleExists(string);
32
33 #endif
```