

```
1 /*
2  * TranslateModule.h
3  *
4  *
5  * Created: 3/24/2017 by Ryan Tedeschi
6  */
7
8 #ifndef TRANSLATEMODULE_H
9 #define TRANSLATEMODULE_H
10
11 #include <string>
12 #include <iostream>
13 #include "../shared/CASP_Plugin/CASP_Plugin.h"
14
15 using namespace std;
16
17 class TranslateModule : public CASP_Plugin {
18     public:
19         TranslateModule();
20
21         virtual CASP_Return* Execute(Markup* markup, LanguageDescriptorObject* source_ldo, vector<arg> fnArgs, CASP_Return* inputReturn = NULL);
22
23     private:
24
25         string PrettyPrint(vector<Token>);
26         string PrintBlockBody(vector<Token>, int*, int);
27
28         void ReadLanguageFile(string);
29         void Translate(Markup*);
30         Markup* MatchTargetProd(Markup*);
31         Markup* TranslateProd(Markup*, Production*);
32
33         Markup* HandleTerminal(Markup*, ProductionSet*, bool);
34         Markup* HandleProduction(Markup*, ProductionSet*, bool);
35         Markup* HandleAlternation(Markup*, ProductionSet*);
36
37         LanguageDescriptorObject* target_ldo = NULL;
38         LanguageDescriptorObject* source_ldo = NULL;
39
40 };
41
42 #endif
```