```
Node
  # maxArgs
  # config
  + Node()
  + Node()
  + ~Node()
  + evaluate()
  + getReturnType()
  + getMaxArgs()
  + setDepth()
  + getDepth()
  + getName()
  + getParent()
  and 8 more...
       Function
+ Function()
+ ~Function()
+ setArqN()
+ getArgN()
+ setArgNReturnType()
+ getArgNReturnType()
+ computeSize()
+ computeDepth()
+ addToVector()
+ addToVector()
+ print()
      ADFRoot
   + ADFRoot()
   + ~ADFRoot()
   + addToVector()
   + addToVector()
   + evaluate()
   + evaluateADF()
   + copy()
   + generate()
```