## Node

# maxArgs
# config

+ Node()
+ Node()
+ ~Node()
+ evaluate()
+ getReturnType()
+ getMaxArgs()
+ setDepth()
+ getDepth()
+ getName()
+ getParent()
and 8 more...

## Function

+ Function()
+ ~Function()
+ setArgN()
+ getArgN()
+ setArgNReturnType()
+ getArgNReturnType()
+ computeSize()
+ computeDepth()
+ addToVector()
+ addToVector()
+ print()

## DrawGrayTriangle

+ DrawGrayTriangle()
+ ~DrawGrayTriangle()
+ evaluate()
+ copy()
+ generate()