**Node**

# maxArgs
# config

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

**Terminal**

+ Terminal()
+ ~Terminal()
+ computeSize()
+ computeDepth()
+ addToVector()
+ addToVector()
+ print()

**RandFloat**

+ RandFloat()
+ RandFloat()
+ ~RandFloat()
+ evaluate()
+ print()
+ copy()
+ generate()