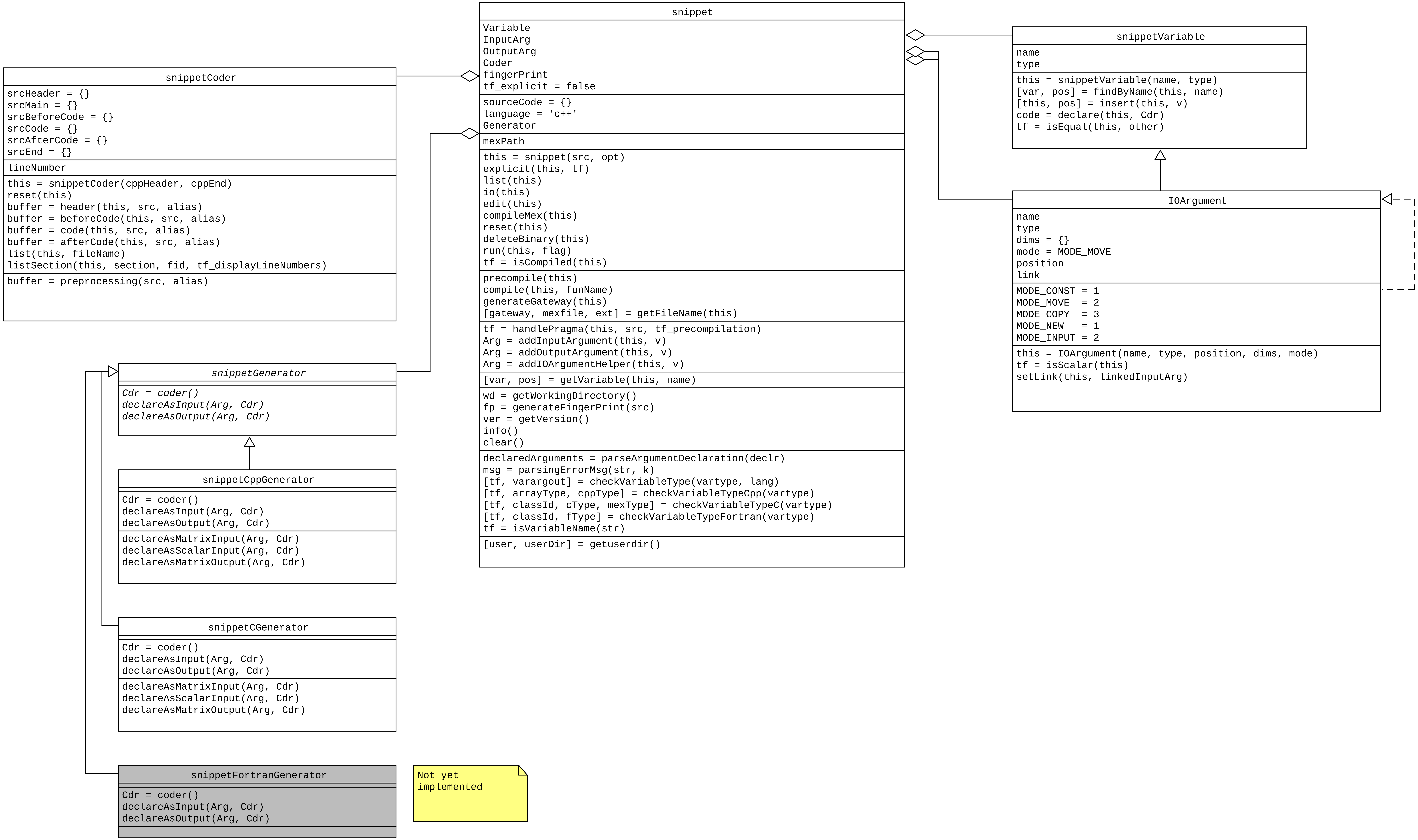

```
snippet
-------
Variable
InputArg
OutputArg
Coder
fingerPrint
tf_explicit = false
-------
sourceCode = {}
language = 'c++'
Generator
-------
mexPath
-------
this = snippet(src, opt)
explicit(this, tf)
list(this)
io(this)
edit(this)
compileMex(this)
reset(this)
deleteBinary(this)
run(this, flag)
tf = isCompiled(this)
-------
precompile(this)
compile(this, funName)
generateGateway(this)
[gateway, mexfile, ext] = getFileName(this)
-------
tf = handlePragma(this, src, tf_precompilation)
Arg = addInputArgument(this, v)
Arg = addOutputArgument(this, v)
Arg = addIOArgumentHelper(this, v)
-------
[var, pos] = getVariable(this, name)
-------
wd = getWorkingDirectory()
fp = generateFingerPrint(src)
ver = getVersion()
info()
clear()
-------
declaredArguments = parseArgumentDeclaration(declr)
msg = parsingErrorMsg(str, k)
[tf, varargout] = checkVariableType(vartype, lang)
[tf, arrayType, cppType] = checkVariableTypeCpp(vartype)
[tf, classId, cType, mexType] = checkVariableTypeC(vartype)
[tf, classId, fType] = checkVariableTypeFortran(vartype)
tf = isVariableName(str)
-------
[user, userDir] = getuserdir()
```

```
snippetCoder
-------
srcHeader = {}
srcMain = {}
srcBeforeCode = {}
srcCode = {}
srcAfterCode = {}
srcEnd = {}
-------
lineNumber
-------
this = snippetCoder(cppHeader, cppEnd)
reset(this)
buffer = header(this, src, alias)
buffer = beforeCode(this, src, alias)
buffer = code(this, src, alias)
buffer = afterCode(this, src, alias)
list(this, fileName)
listSection(this, section, fid, tf_displayLineNumbers)
-------
buffer = preprocessing(src, alias)
```

```
snippetVariable
-------
name
type
-------
this = snippetVariable(name, type)
[var, pos] = findByName(this, name)
[this, pos] = insert(this, v)
code = declare(this, Cdr)
tf = isEqual(this, other)
```

```
IOArgument
-------
name
type
dims = {}
mode = MODE_MOVE
position
link
-------
MODE_CONST = 1
MODE_MOVE  = 2
MODE_COPY  = 3
MODE_NEW   = 1
MODE_INPUT = 2
-------
this = IOArgument(name, type, position, dims, mode)
tf = isScalar(this)
setLink(this, linkedInputArg)
```

```
snippetGenerator
-------
Cdr = coder()
declareAsInput(Arg, Cdr)
declareAsOutput(Arg, Cdr)
```

```
snippetCppGenerator
-------
Cdr = coder()
declareAsInput(Arg, Cdr)
declareAsOutput(Arg, Cdr)
-------
declareAsMatrixInput(Arg, Cdr)
declareAsScalarInput(Arg, Cdr)
declareAsMatrixOutput(Arg, Cdr)
```

```
snippetCGenerator
-------
Cdr = coder()
declareAsInput(Arg, Cdr)
declareAsOutput(Arg, Cdr)
-------
declareAsMatrixInput(Arg, Cdr)
declareAsScalarInput(Arg, Cdr)
declareAsMatrixOutput(Arg, Cdr)
```

```
snippetFortranGenerator
-------
Cdr = coder()
declareAsInput(Arg, Cdr)
declareAsOutput(Arg, Cdr)
```

Not yet implemented