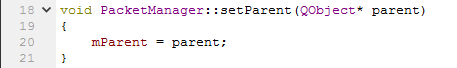
Scheme in Z

Codul asupra caruia sunt create schemele:



SetParent cu parametrii [mParent] [parent]

SetParent

|  |
| --- |
| Player  Player’  parent1?:parent  parent2!:mParent |
| parent1?parent\_get\dom parent\_set  parent\_set’=parent\_setparent2!}  parent\_get’=parent\_get |

Player cu parametrii [Parent] [mParent]

Player

|  |
| --- |
| parent\_get:parent  parent\_set: Parent mParent |
| dom parent\_setparent\_get |