

## Proj Pt 3 UML

### IFInterpreter

- pass : vector <Passageboken\*>

+ IFInterpreter(f:string)  
+ print(): void  
+ play(): void

### Formatting

- variables : unordered-map  
<var:string, state:string>

+ Formatting(  
+ link(text:string, print:int): void  
+ link(text:string): void  
+ goto(text:string, print:int): void  
+ goto(text:string): void  
+ set(text:string, print:int): void  
+ set(text:string): void  
+ if(text:string, print:int): void  
+ if(text:string): void  
+ elseif(text:string, print:int): void  
+ elseif(text:string): void  
+ else(print:int): void  
+ else(): void  
+ text(text:string): void  
+ block(text:string, print:int): void  
+ block(text:string): void



1...\*

### PassageToken

- name: string
- passage: string
- story: string
- str: vector<string>
- num: int
- + PassageToken(s: vector<string>, a: int)
- + getName(): string
- + getText(): string

### PartToken

- prts: vector<string>
- num: int
- + PartToken(s: vector<string>, a: int)
- + getText(): string
- + getType(): token\_t

### StoryTokenizer

- story: string
- token: string
- split: vector<string>
- pass-num: int
- next-pass: bool
- + StoryTokenizer(s: string, a: int)
- + hasNextPassage(): bool
- + nextPassage(): PassageToken

### PassageTokenizer

- passage: string
- parts: vector<string>
- next-part: bool
- part-num: int
- + PassageTokenizer(s: string, a: int)
- + hasNextPart(): bool
- + nextPart(): PartToken