

ExtUtils::XSpp::Node::Method(3)    User Contributed Perl Documentation    ExtUtils::XSpp::Node::Method(3)

## NAME

ExtUtils::XSpp::Node::Method – Node representing a method

## DESCRIPTION

An ExtUtils::XSpp::Node::Function sub-class representing a single method declaration in a class such as

```
class FooBar {
    int foo(double someArgument); // <-- this one
}
```

## METHODS

### new

Creates a new ExtUtils::XSpp::Node::Method.

Most of the functionality of this class is inherited. This means that all named parameters of ExtUtils::XSpp::Node::Function are also valid for this class.

Additional named parameters accepted by the constructor: `class`, which can be an ExtUtils::XSpp::Node::Class object, `const` and `virtual` that are true if the method has been declared `const` or `virtual`.

### perl\_function\_name

Returns the name of the Perl function (method) that this method represents. It is constructed from the method's class's name and the `perl_name` attribute.

### is\_method

Returns true, since all objects of this class are methods.

## ACCESSORS

### class

Returns the class (ExtUtils::XSpp::Node::Class) that the method belongs to.

### virtual

Returns whether the method was declared virtual.

### set\_virtual

Set whether the method is to be considered virtual.

### const

Returns whether the method was declared const.

### access

Returns 'public', 'protected' or 'private' depending on method access declaration. By default, only public methods are generated.

