

```
#include <CtrlLib/CtrlLib.h>

#include <Core/Core.h>

using namespace Upp;

class A
{
public:
void a0();
void a1();
} -----> If there is no semicolon...

class B
{
public:
A a;
void b0();
};

GUI_APP_MAIN
{
A a;
a.a0();
B b;
b. <-----
      pressing dot shows nothing
```

Maybe parser should ignore missing semicolon after class/struct definition and continue parsing.

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