CalculatorInterface

+ add(NumberInterface
  $augend, NumberInterface
  ... $addends)
+ subtract(NumberInterface
  $minuend, NumberInterface
  ... $subtrahends)
+ multiply(NumberInterface
  $multiplicand, NumberInterface
  ... $multipliers)
+ divide(int $roundingMode,
  int $scale, NumberInterface
  $dividend, NumberInterface
  ... $divisors)
+ fromBase(string $value,
  int $base)
+ toBase(IntegerObject
  $value, int $base)
+ toHexadecimal(IntegerObject
  $value)
+ toInteger(Hexadecimal
  $value)

BrickMathCalculator

+ add(NumberInterface
  $augend, NumberInterface
  ... $addends)
+ subtract(NumberInterface
  $minuend, NumberInterface
  ... $subtrahends)
+ multiply(NumberInterface
  $multiplicand, NumberInterface
  ... $multipliers)
+ divide(int $roundingMode,
  int $scale, NumberInterface
  $dividend, NumberInterface
  ... $divisors)
+ fromBase(string $value,
  int $base)
+ toBase(IntegerObject
  $value, int $base)
+ toHexadecimal(IntegerObject
  $value)
+ toInteger(Hexadecimal
  $value)