```
Puppy::Primitive
+ Primitive()
+ Primitive()
+ ~Primitive()
+ operator=()
+ execute()
+ getName()
+ getNumberArguments()
+ giveReference()
+ refer()
+ setValue()
+ unrefer()
# getArgument()
# setName()
# setNumberArguments()
          Exp
       + Exp()
       + ~Exp()
       + execute()
```