

paceval\_cListOfPointer

- unsigned int size\_voidPointer

- unsigned int size\_eListOfPointerTypes

- void \*\* arrayOfPointer

- paceval\_eListOfPointerTypes \* arrayOfPointerTypes

- unsigned long size\_arrayOfPointer

- unsigned long sizeUsed\_arrayOfPointer

- unsigned long increaseCounter

+ paceval\_cListOfPointer (paceval\_cCleanupHandler \*handle\_CleanupHandler\_in)

+ void initializeData (unsigned long proposedSize\_in)

+ ~paceval\_cListOfPointer()

+ bool doAddPointer(void \*handle\_Pointer\_in, paceval\_eListOfPointerTypes ePointerType\_in, unsigned long \*pointerPosition\_out)

+ paceval\_eListOfPointerTypes getPointerType(unsigned long position\_in)

+ void \* getPointer(unsigned long position\_in)

+ bool removePointer (unsigned long position\_in)

+ unsigned long sizeof()

- bool dolncreaseSize()

paceval\_sErrorInformation

+ paceval\_eErrorTypes error\_eErrorType

+ paceval\_eOperatorTypes error\_eOperator

+ long error\_ePosition

#istOfpacevalObjects

#lastErrorInformation

paceval\_cCleanupHandler

# paceval\_callbackStatusType \* handle\_CallbackStatus

# paceval\_eStatusTypes currentStatus

# int percentageDone

# unsigned long length\_functionString

# bool lastError\_isError

# unsigned long numberOfObjects

# unsigned long maxNumberOfObjects

+ paceval\_cCleanupHandler (paceval\_callbackStatusType \*paceval\_callbackStatus\_in)

+ bool initializeDataCleanupHandler()

+ ~paceval\_cCleanupHandler()

+ void setCurrentStatus (paceval\_eStatusTypes currentStatus\_in, int percentageDone\_in)

+ paceval\_eStatusTypes getCurrentStatus(int \*percentageDone\_out)

+ void setPercentageDone (int percentageDone\_in)

+ int getPercentageDone()

+ void setLengthFunctionString (unsigned long length\_functionString\_in)

+ unsigned long getLengthFunctionString()

+ bool registerObject (unsigned long \*registerPosition\_out, void \*handle\_Pointer\_in, paceval\_eListOfPointerTypes ePointerType\_in)

+ bool unregisterObject (unsigned long registerPosition\_in, void \*handle\_Pointer\_in, paceval\_eListOfPointerTypes ePointerType\_in)

+ void cleanupAllpacevalObjects()

+ bool resetComputationError()

+ void setLastError(bool lastError\_isError\_in, paceval\_eErrorTypes lastError\_eErrorType\_in, paceval\_eOperatorTypes lastError\_eOperator\_in, long lastError\_ePosition\_in)

+ bool getLastError(char \*lastError\_strOperator\_out, paceval\_eErrorTypes \*lastError\_eErrorType\_out, paceval\_eOperatorTypes \*lastError\_eOperator\_out, long \*lastError\_ePosition\_out)

#handle\_CleanupHandler

paceval\_cRegisteredObject

# unsigned long registerPosition

+ paceval\_cRegisteredObject (paceval\_cCleanupHandler \*handle\_CleanupHandler\_in)

+ ~paceval\_cRegisteredObject()

+ void setRegisterPosition (unsigned long registerPosition\_in)

+ unsigned long getRegisterPosition()