paceval_cRegisteredObject

- # paceval_cCleanupHandler
 * handle CleanupHandler
- # unsigned long registerPosition
- + paceval_cRegisteredObject (paceval_cCleanupHandler *handle_CleanupHandler_in)
- + ~paceval_cRegisteredObject()
- + void setRegisterPosition (unsigned long registerPosition_in)
- + unsigned long getRegister Position()



paceval cScanner

- + paceval_cScanner(paceval _cCleanupHandler *handle CleanupHandler in)
- + void initializeData
- (const char *functionString_in)
- + ~paceval_cScanner()
- + void setMainPositionOfScanner (long mainPositionOfScanner_in)
- + long getMainPositionOfScanner()
- + paceval_eMathematicalCharacter
 Types getLookAheadMathematicalCharacter
 Type()
- + const char * getScannerString (long *lengthOfScannerString_out)