```
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()
                  Λ
    paceval_cSyntacticAnalysis
# paceval_cScanner *
   handle Scanner
# paceval_cGraph * handle
   Graph
# paceval_cListOfVariables
 * listOfVariables
# long currentAtomicGraphNode
+ paceval_cSyntacticAnalysis
(paceval_cCleanupHandler
*handle_CleanupHandler_in)

    void initializeData

  (PACEVAL_HANDLE handle
  _pacevalComputation_
                          in.
   const char *functionString
in, paceval_cListOfVariables
   *listOfVariables_in)
+ ~paceval_cSyntacticAnalysis()
+ paceval_cGraph * getGraph()
+ paceval_cListOfVariables
    getVarList()
# void doAnalyzeTerms()
# void setOperationPlaceholders
  Positions(long *position
   value1_in, long *position
value2_in, long *position
   _result_in)
# void addElementaryArithmetic
  OrPowerSign(const char *operator
   _in, long position_in)
# void addFacultationSign
  (long position_in)
# void addFunction(const
   char *functionAsOperator
   in, long position in)
# void doSummation()
# void doTerm()
# void doPowerCharacter()
# void doSingleCharacter()
# void addValue(long
   position_in, const
   char *valueAsOperator_in)
# void addConstant(long
   position_in, const char
   *constantAsOperator in)
# void addVariable(long
   position_in, long variable
  Position_in)
```