```
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
const char * handle
 _functionString
- unsigned long length
 functionString
 paceval_eMathematicalCharacter
 Types lookAheadMathematicalCharacterType
 paceval_eMathematicalCharacter
 Types lastMathematicalCharacterType
unsigned long position
```

- long mainPositionOfScanner

unsigned long lengthBuffer

unsigned long lengthUsed

+ paceval cScanner(paceval _cCleanupHandler

CleanupHandler in)

unsigned long increaseCounter

(const char *functionString_in)

(paceval_eMathematicalCharacter Types eMathematicalCharacterType in)

+ void setMainPositionOfScanner (long mainPositionOfScanner_in) + long getMainPositionOfScanner() + paceval_eMathematicalCharacter

+ const char * getScannerString (long *lengthOfScannerString_out)

- unsigned long addScanner Character(int character_in) void resetScannerString() void increaseScannerString

Types doScanning()

paceval_eMathematicalCharacter

int getCharacter() void ungetCharacter() bool isNumericalDigit (int character in) bool isAlphabetic(int character_in) bool isAlphanumeric (int character_in)

*handle

Types getLookAheadMathematicalCharacter

- long bracketsCounter char * scannerString

ScannerString

_ScannerString

+ void initializeData

+ ~paceval cScanner() + void identifyMatch