paceval_cRegisteredObject

- # 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
- long bracketsCounter
- char * scannerString
- unsigned long lengthBuffer
- _ScannerString
 unsigned long lengthUsed
- _ScannerString
 unsigned long increaseCounter
- + paceval_cScanner(paceval _cCleanupHandler *handle _CleanupHandler_in)
- + void initializeData (const char *functionString_in)
- + ~paceval_cScanner()
- + void identifyMatch (paceval_eMathematicalCharacter Types eMathematicalCharacterType_in)
- + void setMainPositionOfScanner (long mainPositionOfScanner_in)
- + long getMainPositionOfScanner()
- + paceval_eMathematicalCharacterTypes getLookAheadMathematicalCharacterType()
- + const char * getScannerString (long *lengthOfScannerString_out)
- int getCharacter()
- void ungetCharacter()
- bool isNumericalDigit (int character_in)
- bool isAlphabetic(int character_in)
- bool isAlphanumeric (int character_in)
- unsigned long addScanner
 Character(int character_in)
- void resetScannerString()
- void increaseScannerString Size()
- paceval_eMathematicalCharacter
 Types doScanning()

paceval_cListOfPointer

- unsigned int size_voidPointer
- unsigned int size_eListOf PointerTypes
- 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
- error_eErrorType
 + paceval_eOperatorTypes
- error_eOperator
 + long error_ePosition

#handle CleanupHandler

#listOfpacevalObjects

paceval_cCleanupHandler

- # paceval_callbackStatusType
 * handle_CallbackStatus
- # paceval_eStatusTypes
 currentStatus
- # int percentageDone
- # unsigned long length _functionString
- # bool lastError_isError
 # unsigned long numberOfObjects
- # unsigned long maxNumberOf
- + paceval_cCleanupHandler (paceval_callbackStatusTvr
- (paceval_callbackStatusType
 *paceval_callbackStatus_in)
 + bool initializeDataCleanup
- Handler()
- + ~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 getLengthFunction String()
- 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)

#lastErrorInformation