```
team22::Calc::Lex::
       Value
+ number
+ oper
          #value
team22::Calc::Lex
+ OperatorNames
# type
+ Lex()
+ Lex()
+ getValue()
+ getType()
+ isNumber()
+ isOperator()
+ getAsNumber()
+ getAsOperator()
+ operator==()
+ operator!=()
```