kepler::SymbolTable

+ SymbolTable()
+ SymbolTable(SymbolTable
 *parent)
+ ~SymbolTable()
+ void attach_parent
(SymbolTable *parent)
+ bool contains(const
 String &id) const
+ const T & get(const
 String &id) const
+ SymbolType get_type
(const String &id) const
+ void set(const String
 &id, const Array &value,
 bool locally_only=false)
+ void set(const String
 &id, const Operation
_ptr &value, bool locally
_only=false)
+ void set(const String
 &id, const Number &value,
 bool locally_only=false)
+ void remove(const String
 &id, bool locally_only=false)
+ void bind_function
(const String &id)
+ void clear()
+ void insert_system
_parameters()

#symbol_table

kepler::Operation

+ Operation(SymbolTable
 *symbol_table)
+ virtual Array operator
()(const Array &omega)
+ virtual Array operator
()(const Number &omega)
+ virtual Array operator
()(const String &omega)
+ virtual Array operator
()(const Array &alpha,
 const Array &omega)
+ virtual Array operator
()(const Array &alpha,
 const Number &omega)
+ virtual Array operator
()(const Array &alpha,
 const String &omega)
+ virtual Array operator
()(const Number &alpha,
 const Number &omega)
+ virtual Array operator
()(const Number &alpha,
 const Array &omega)
+ virtual Array operator
()(const Number &alpha,
 const String &omega)
+ virtual Array operator
()(const String &alpha,
 const String &omega)
+ virtual Array operator
()(const String &alpha,
 const Number &omega)
+ virtual Array operator
()(const String &alpha,
 const Array &omega)
+ virtual Array operator
()(const Char &alpha,
 const Char &omega)

kepler::LeftTack

+ Array operator()(const
 Array &alpha, const Array
 &omega) override
+ Array operator()(const
 Array &omega) override
+ Operation(SymbolTable
 *symbol_table)