kepler::SymbolTable + SymbolTable() + SymbolTable(SymbolTable *parent) + ~SymbolTable() + void attach_parent (SymbolTable *parent) + bool contains(const std::u32string &id) const + const T & get(const std::u32string &id) const + SymbolType get_type (const std::u32string &id) const + void set(const std ::u32string &id, const Array &value, bool locally only=false) + void set(const std ::u32string &id, const Operation_ptr &value, bool locally_only=false) + void set(const std ::u32string &id, const Number &value, bool locally _only=false) + void remove(const std ::u32string &id, bool _only=false) locally. + void bind_function (const std::u32string &id) + void clear() + void strip_values()+ 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 std::u32string &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 std::u32string &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 std::u32string &omega)
- virtual Array operator ()(const std::u32string
- &alpha, const std::u32string
- &omega) + virtual Array operator ()(const std::u32string
- &alpha, const Number &omega)
- + virtual Array operator
- ()(const std::u32string
- &alpha, const Array &omega)
 + virtual Array operator
 ()(const Char &alpha,
- const Char &omega)

kepler::CircleBar

+ Array operator()(const

- Number & omega) override + Array operator()(const std::u32string &omega) override
- + Array operator()(const Number &shift, const std::u32string &omega)
- override + Array operator()(const
- Number &shift, const Number &omega) override
- + Array operator()(const Array & alpha, const Array &omega) override
- + Array operator()(const Array &omega) override + Operation(SymbolTable
- *symbol_table)