BASE kepler::Operation # SymbolTable * symbol _table + 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) kepler::PervadeMixin virtual Array operator <BASE> ()(const Array &alpha, const Number & omega) + virtual Array operator + virtual Array operator ()(const Array &alpha, ()(const Array &omega) const std::u32string &omega) + virtual Array operator virtual Array operator ()(const Array &alpha, ()(const Number & alpha, const Array &omega) const Number & omega) + virtual Array operator + virtual Array operator ()(const std::u32string ()(const Number & alpha, &alpha, const std::u32string const Array & omega) &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) < Operation > kepler::PervadeMixin < Operation > + virtual Array operator ()(const Array &omega) + virtual Array operator ()(const Array &alpha, const Array &omega) + virtual Array operator ()(const std::u32string &alpha, const std::u32string &omega) kepler::Nand

+ Array operator()(const Number &alpha, const Number &omega) override + Array operator()(const std::u32string &alpha, const std::u32string &omega)

+ Array operator()(const Number &omega) override

override