## 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 locally\_only=false) + 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, shared\_ptr< Operation > 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) #aalpha #oomega kepler::DyadicOp + DyadicOp(Operation \_ptr aalpha\_, Operation \_ptr oomega\_) kepler::Over + Array operator()(const Array & alpha, const Array &omega) override + Array operator()(const Array & omega) override

+ DyadicOp(Operation \_ptr aalpha\_, Operation

\_ptr oomega\_)