## 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::CircleBar

+ Array operator()(const

Number & omega) override

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

+ Array operator()(const

Number &shift, const String &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)