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) + 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 Char &omega)

&alpha, const Array &omega) + virtual Array operator ()(const Char &alpha,

()(const std::u32string

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)