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

parser_fixture

+ parser_fixture()
+ ~parser_fixture()
# std::string run(std
::string &&raw)