## 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 \_only=false) locally. + 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,
- 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)



+ Array operator()(const Array & alpha, const Array &omega) override + Array operator()(const Array & omega) override + Operation(Symbol Table

\*symbol\_table)