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,
  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)

kepler::DefinedFunction

+ DefinedFunction(Anonymous
  Function *function, std
  ::ostream &output_stream_)
+ ~DefinedFunction()
+ Array operator()(const
  Array &alpha, const Array
  &omega) override
+ Array operator()(const
  Array &omega) override