## 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 std::u32string &alpha, const Array &omega) + virtual Array operator ()(const Char &alpha,



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kepler::CircleStile

Number & omega) override
+ Array operator()(const
std::u32string & omega)
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+ Array operator()(const
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std::u32string & omega)
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Number & shift, const
Number & omega) override
+ Array operator()(const
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&omega) override + Array operator()(const Array &omega) override + Operation(SymbolTabl

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