```
                                    ┌─────────────────┐
                                    │      BASE       │
                                    ├─────────────────┤
                                    │                 │
                                    ├─────────────────┤
                                    │                 │
                                    └─────────────────┘
```

BASE

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,
 const Char &omega)

**kepler::PervadeMixin
< BASE >**

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

< Operation >

**kepler::PervadeMixin
< Operation >**

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

kepler::ExclamationMark

+ Array operator()(const
 Number &omega) override
+ Array operator()(const
 Number &alpha, const
 Number &omega) override