kepler::Position

+ Position()
+ Position(long pos_)
+ void set_position(long new_pos)
+ long get_position() const

kepler::Token

+ TokenType type
+ std::optional< std ::vector< Char > > content

+ Token(long pos, TokenType type_, Char content_)
+ Token(long pos, TokenType type_, String content_)
+ Token(TokenType type _, String content_)
+ Token(long pos, TokenType type_)
+ std::string to_string () const