```
┌─────────────────┐
│      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::Divide

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