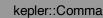
kepler::SymbolTable + SymbolTable() + SymbolTable(SymbolTable *parent) + ~SymbolTable() + void attach_parent(SymbolTable *parent) + bool contains(const String &id) const + const T & get(const String &id) const + SymbolType get_type (const String &id) const + void set(const String &id, const Array &value, bool locally_only=false) + void set(const String &id, const Operation _ptr &value, bool locally _only=false) + void set(const String &id, const Number &value, bool locally_only=false) + void remove(const String &id, bool locally_only=false) + void bind_function (const String &id) + void clear() + 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 String &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 String &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 String &omega) + virtual Array operator ()(const String &alpha, const String &omega) + virtual Array operator ()(const String &alpha, const Number & omega) + virtual Array operator ()(const String &alpha, const Array &omega) + virtual Array operator ()(const Char & alpha, const Char &omega)



+ Array operator()(const Array &omega) override + Operation(SymbolTable *symbol_table)