```
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_, std::u32string content )
+ Token(TokenType type
, std::u32string content )
+ Token(long pos, TokenType
```

type)

() const

+ std::string to string