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)

kepler::RightTack

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