kepler::SymbolTable + SymbolTable() + SymbolTable(SymbolTable *parent) + ~SymbolTable() + void attach_parent (SymbolTable *parent) + bool contains(const std::u32string &id) const + const T & get(const std::u32string &id) const + SymbolType get_type (const std::u32string &id) const + void set(const std ::u32string &id, const Array &value, bool locally only=false) + void set(const std ::u32string &id, const Operation_ptr &value, bool locally_only=false) + void set(const std ::u32string &id, const Number &value, bool locally _only=false) + void remove(const std ::u32string &id, bool _only=false) locally. + void bind_function (const std::u32string &id) + void clear() + void strip_values()+ 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 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::CircleStile

+ Array operator()(const

Number & omega) override
+ Array operator()(const
std::u32string & omega)
override
+ Array operator()(const
Number & shift, const
std::u32string & omega)
override
+ Array operator()(const
Number & shift, const
Number & shift, const
Number & omega) override

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

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