```
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 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,
```

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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::CircleBar

+ Array operator()(const

Number & omega) override + Array operator()(const String & omega) override + Array operator()(const Number & shift, const String & omega) override + Array operator()(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)