```
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)