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::lota + Array operator()(const Array &omega) override

+ Operation(SymbolTable

*symbol_table)