

kepler::Nand + Array operator()(const Number &alpha, const Number &omega) override + Array operator()(const std::u32string &alpha, const std::u32string &omega) override

kepler::Neq

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

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

kepler::Nor

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

+ Array operator()(const

Number &omega) override

override

kepler::Or

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

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

kepler::Plus

Number &omega) override

kepler::Roll

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

kepler::Star

Number &omega) override

kepler::Times

std::u32string &alpha,

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

Number &omega) override

&omega) override

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

Number & omega) override + Array operator()(const Number & omega) override

kepler::Minus

+ Array operator()(const

Number & alpha, const

+ Array operator()(const Number & omega) override

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

kepler::Not

override

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

+ Array operator()(const

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