kepler::PervadeMixin < BASE > + virtual Array operator ()(const Array &omega) const std::u32string &omega) + virtual Array operator ()(const Array &alpha, const Array &omega) + virtual Array operator ()(const std::u32string &alpha, const std::u32string &omega) const std::u32string &omega) &alpha, const std::u32string &alpha, const Number &omega) &alpha, const Array &omega) < Operation > + virtual Array operator ()(const Array &omega) + virtual Array operator ()(const Array & alpha, + virtual Array operator ()(const std::u32string &alpha, const std::u32string + Array operator()(const Number & omega) override Array operator()(const Number & alpha, const Number & omega) override

BASE

kepler::Operation

# SymbolTable \* symbol

+ Operation(SymbolTable

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

+ virtual Array operator

()(const Array &alpha, const Number &omega) virtual Array operator

()(const Array &alpha,

+ virtual Array operator ()(const Number &alpha

const Number & omega)

+ virtual Array operator

const Array & omega)

+ virtual Array operator ()(const Number &alpha,

 virtual Array operator ()(const std::u32string

 virtual Array operator ()(const std::u32string

+ virtual Array operator ()(const std::u32string

+ virtual Array operator ()(const Char &alpha, const Char &omega)

> kepler::PervadeMixin < Operation >

const Array &omega)

kepler::Star

&omega)

&omega)

()(const Number & alpha,

\*symbol\_table) virtual Array operator ()(const Array &omega) + virtual Array operator ()(const Number &omega) + virtual Array operator ()(const std::u32string

&omega)

table