## 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 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,

## kepler::LeftTack

const Char &omega)

+ Array operator()(const Array &alpha, const Array &omega) override + Array operator()(const Array &omega) override + Operation(SymbolTable \*symbol\_table)