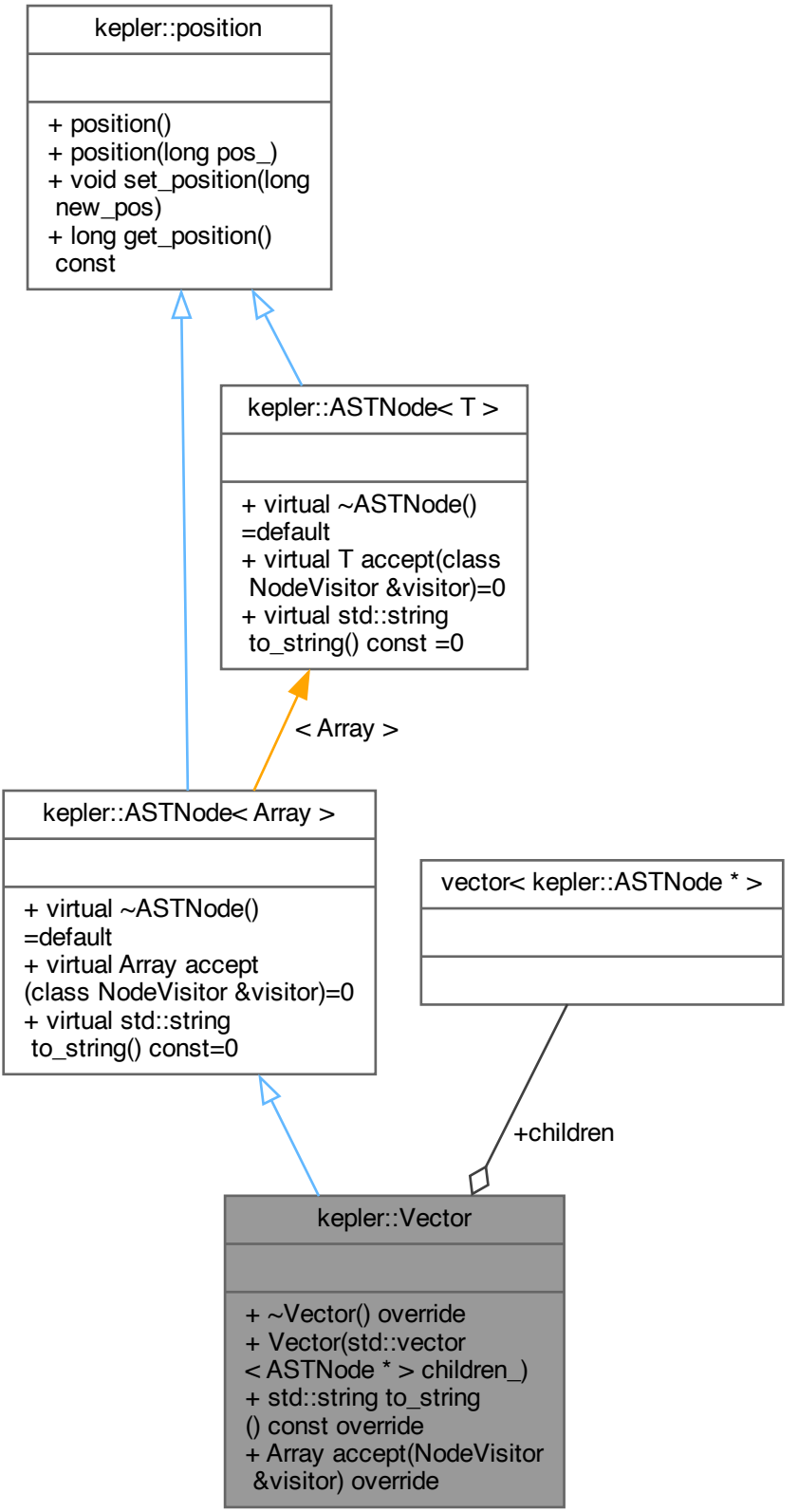
kepler::position
+ position()
+ position(long pos_)
+ void set_position(long new_pos)
+ long get_position() const
kepler::ASTNode< T >
+ virtual ~ASTNode() =default
+ virtual T accept(class NodeVisitor &visitor)=0
+ virtual std::string to_string() const =0
< Array >
kepler::ASTNode< Array >
+ virtual ~ASTNode() =default
+ virtual Array accept (class NodeVisitor &visitor)=0
+ virtual std::string to_string() const=0
vector< kepler::ASTNode * >
+children
kepler::Vector
+ ~Vector() override
+ Vector(std::vector < ASTNode * > children_)
+ std::string to_string () const override
+ Array accept(NodeVisitor &visitor) override