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
 locally_only=false)
+ 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::LeftShoe

+ Array operator()(const
 Array &omega) override
+ Array operator()(const
 Array &alpha, const Array
 &omega) override
+ Operation(SymbolTable
 *symbol_table)