

## Particle< n >

- \_id
- \_position
- \_speed
- \_mass
- \_category
- \_force
- r\_cut\_sq
- eps
- CST\_G
- sigma
- sigma\_exp\_six

- + Particle()
- + Particle()
- + Particle()
- + get\_id()
- + get\_pos()
- + get\_speed()
- + get\_strength()
- + get\_mass()
- + get\_category()
- + set\_pos()
- and 8 more...
- + random()
- + compute\_forces()
- + compute\_lennard\_jones\_intensity()
- + get\_eps()