```
SimpleCuboidCollisionObject
+p1
+ p2
restitution
+ isContainer
+ collide()
                -m dCollisionObjectBuffer
         SPHEngine

    m resizeHashPending

    m addParticlesPending

    m numParticlesToAdd

    m spawnParticlesPos

    m spawnBoxSize

    m resetPending

    m updating

    m maxGridDim

    m maxNumSamples

    m numCollisionObjects

 and 23 more...
 + SPHEngine()
 + ~SPHEngine()
 + init()
 + update()
 + drawArrays()
 + getGridSize()
 + getPositionBuffer()
 + setDesity()
 + getDensity()
 + setParticleMass()
 and 17 more...

    signalResizeHashTable()

 resizeHashTable()

    addParticles()

 resetSimulation()
 - calcKernalConsts()
 nextPrimeNum()
```