```
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()
```