```
GQCP::BaseScalarPrimitive
        IntegralEngine
+ Components
+ ~BaseScalarPrimitiveIntegral
Engine()
+ prepareStateForComponent()
 GQCP::PrimitiveCanonical
 KineticEnergyIntegralEngine
          < Shell >
 + calculate()
 + calculate1D()
```

+ calculate() + calculate1D()