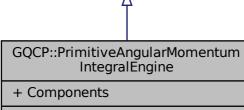
```
GOCP::PrimitiveCartesian
    OperatorIntegralEngine
# component
+ PrimitiveCartesianOperator
IntegralEngine()
```

+ ~PrimitiveCartesianOperator IntegralEngine() + prepareStateForComponent()



+ PrimitiveAngularMomentum IntegralEngine()

+ calculate()