GQCP::BaseVectorPrimitive IntegralEngine

+ Components
# component

+ BaseVectorPrimitiveIntegral Engine()
+ ~BaseVectorPrimitiveIntegral Engine()
+ prepareStateForComponent()

GQCP::PrimitiveAngularMomentum IntegralEngine< _Shell >

+ PrimitiveAngularMomentum IntegralEngine()
+ calculate()
+ calculate()