```
GQCP::BaseScalarPrimitive IntegralEngine

+ Components

+ ~BaseScalarPrimitiveIntegral Engine()
+ prepareStateForComponent()
```

```
GQCP::PrimitiveCanonical
KineticEnergyIntegralEngine
< _Shell >

+ calculate()
+ calculate1D()
+ calculate()
+ calculate()
+ calculate1D()
```