```
GQCP::BaseMatrixPrimitive
IntegralEngine

+ Components
# component

+ BaseMatrixPrimitiveIntegral
Engine()
+ ~BaseMatrixPrimitiveIntegral
Engine()
+ prepareStateForComponent()
```

```
GQCP::PrimitiveElectronic
QuadrupoleIntegralEngine
< _Shell >

+ PrimitiveElectronicQuadrupole
IntegralEngine()
```

+ calculate() + calculate1D()