

- + NumberOfElectrons
- + ~BaseFQOperator()

## GQCP::BaseReferenceDependent Operator

- + BaseReferenceDependentOperator()
- + ~BaseReferenceDependentOperator()
- + reference()

## GQCP::AngularMomentumOperator

- + NumberOfComponents
- + vectorizer
- + BaseReferenceDependentOperator()