```
GQCP::BaseVectorPrimitive
IntegralEngine

+ Components
# component

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

GQCP::PrimitiveLinearMomentum
IntegralEngine< _Shell >
+ calculate()

+ calculate() + calculate1D() + BaseVectorPrimitiveIntegral Engine()

+ calculate1D()