```
GQCP::BaseVectorPrimitive
        IntegralEngine
+ Components
# component
+ BaseVectorPrimitiveIntegral
Engine()
+ ~BaseVectorPrimitiveIntegral
Engine()
+ prepareStateForComponent()
  GQCP::PrimitiveElectronic
  DipoleIntegralEngine<
            Shell >
  + PrimitiveElectronicDipole
  IntegralEngine()
```

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