```
GOCP::BaseMatrixPrimitive
        IntegralEngine
+ Components
# component
+ BaseMatrixPrimitiveIntegral
Engine()
+ ~BaseMatrixPrimitiveIntegral
Engine()
+ prepareStateForComponent()
GQCP::PrimitiveElectronic
QuadrupoleIntegralEngine
          < Shell >
```

+ PrimitiveElectronicQuadrupole

IntegralEngine()
+ calculate()
+ calculate1D()