```
GQCP::BaseMatrixPrimitive
IntegralEngine

+ Components
# component

+ BaseMatrixPrimitiveIntegral
```

Engine()
+ ~BaseMatrixPrimitiveIntegral
Engine()

+ prepareStateForComponent()



```
GQCP::PrimitiveElectronic
QuadrupoleIntegralEngine
< _Shell >
```

```
+ PrimitiveElectronicQuadrupole
IntegralEngine()
+ calculate()
+ calculate1D()
```