```
GQCP::BaseVectorPrimitive
IntegralEngine

+ Components
# component

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

```
GQCP::PrimitiveLinearMomentum
IntegralEngine< _Shell >

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