```
GOCP::BaseVectorPrimitive
         IntegralEngine
+ Components
# component
+ BaseVectorPrimitiveIntegral
Engine()
+ ~BaseVectorPrimitiveIntegral
Engine()
+ prepareStateForComponent()
GQCP::PrimitiveLinearMomentum
   IntegralEngine < Shell >
```

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