```
GQCP::BaseVectorPrimitive
IntegralEngine

+ Components
# component

+ BaseVectorPrimitiveIntegral
Engine()
+ ~BaseVectorPrimitiveIntegral
```



Engine()

GQCP::PrimitiveAngularMomentum IntegralEngine< \_Shell >

+ PrimitiveAngularMomentum IntegralEngine() + calculate() + calculate()