

DiscreteDomain

```
classDiagram
    class DiscreteDomain
    class GQCP_UMullikenDomainComponent["GQCP::UMullikenDomainComponent<_Scalar>"] {
        +partitionMatrix()
        +projectionMatrix()
    }
    GQCP_UMullikenDomainComponent --|> DiscreteDomain
```

The diagram illustrates a class hierarchy. At the top is the 'DiscreteDomain' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name, while the two lower compartments are empty. Below it is the 'GQCP::UMullikenDomainComponent <\_Scalar >' class, represented by a shaded rectangle with three horizontal compartments. The top compartment contains the class name, the middle compartment is empty, and the bottom compartment contains two methods: '+ partitionMatrix()' and '+ projectionMatrix()'. A blue arrow with an open triangular head points from the top of the 'GQCP::UMullikenDomainComponent <\_Scalar >' class to the bottom of the 'DiscreteDomain' class, indicating that 'GQCP::UMullikenDomainComponent <\_Scalar >' inherits from 'DiscreteDomain'.

GQCP::UMullikenDomainComponent  
<\_Scalar >

+ partitionMatrix()  
+ projectionMatrix()