

Ikarus::KirchhoffLoveShell  
::calculateVectorImpl

Ikarus::LinearElastic  
::calculateVectorImpl

Ikarus::NonLinearElastic  
::calculateVectorImpl

Ikarus::Traction::calculate  
VectorImpl

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graph LR; A[Ikarus::KirchhoffLoveShell::calculateVectorImpl] --> D[Ikarus::Traction::calculateVectorImpl]; B[Ikarus::LinearElastic::calculateVectorImpl] --> D; C[Ikarus::NonLinearElastic::calculateVectorImpl] --> D;
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The diagram illustrates a design pattern where three different classes (KirchhoffLoveShell, LinearElastic, and NonLinearElastic) implement a common interface or base class (Traction). Each class has its own implementation of the calculateVectorImpl method, which is represented by a box. Arrows point from each of these three boxes to a single box on the right, representing the Traction class's calculateVectorImpl method. This suggests that the Traction class is the base or interface, and the other three classes are concrete implementations.