

- + ParticleWorld()
- + ~ParticleWorld() + setComputationInterface()
- + getComputationInterface()
- + addParticle()
- + removeParticle()
- + getParticleForceRegistry()
- + getParticleForceRegistry()
- + getParticles()
  + getParticles()
- + getContactGeneratorRegistry()
- + getContactGeneratorRegistry()