```
rum::IComputationInterface
+ ~IComputationInterface()
+ onBegin()
+ step()
+ integrate()
+ onEnd()
+ reset()
# IComputationInterface()
   rum::ParticleEngineCl
   # m particleWorld
   + ~ParticleEngineCl()
   + setParticleWorld()
   + getParticleWorld()
   # ParticleEngineCl()
rum::DefaultParticleEngineCl
+ DefaultParticleEngineCl()
+ ~DefaultParticleEngineCl()
+ onBegin()
+ step()
+ integrate()
+ onEnd()
+ reset()
# runCollisionSolver()
# generateContacts()
```