```
r3::IComputationInterface
 + ~IComputationInterface()
 + onBegin()
 + step()
 + integrate()
 + onEnd()
 + reset()
 # IComputationInterface()
    r3::ParticleEngineCl
   # m particleWorld
   + ~ParticleEngineCl()
   + setParticleWorld()
   + getParticleWorld()
   # ParticleEngineCl()
r3::DefaultParticleEngineCl
+ DefaultParticleEngineCl()
+ ~DefaultParticleEngineCl()
+ onBegin()
+ step()
+ integrate()
+ onEnd()
+ reset()
+ setContactsMax()
# runCollisionSolver()
# generateContacts()
```