```
r3::ParticleContactGenerator
+ ~ParticleContactGenerator()
+ addContact()
# ParticleContactGenerator()
       r3::ParticleLink
      # m particles
      + ~ParticleLink()
      + addContact()
      + setParticles()
      # ParticleLink()
      # currentLength()
       r3::ParticleRod
      # m length
      + ~ParticleRod()
      # ParticleRod()
```