```
r3::IParticleForceGenerator
+ ~IParticleForceGenerator()
+ updateForce()
# IParticleForceGenerator()
   r3::ParticleBuoyancy
  # m maxDepth
  # m volume
  # m liquidHeight
  # m liquidDensity
  # s_gravity
   + ParticleBuoyancy()
   + ~ParticleBuoyancy()
```

+ updateForce()