```
r3::IComputationInterface
  + ~IComputationInterface()
  + onBegin()
  + step()
  + integrate()
  + onEnd()
  + reset()
  # IComputationInterface()
    r3::RigidBodyEngineCl
   # m collisionDetector
   # m collisionResolver
   # m rigidBodyWorld
   + ~RigidBodyEngineCl()
   + setRigidBodyWorld()
   + getRigidBodyWorld()
   # RigidBodyEngineCl()
r3::DefaultRigidBodyEngineCl
+ DefaultRigidBodyEngineCl()
+ ~DefaultRigidBodyEngineCl()
+ onBegin()
+ step()
+ integrate()
+ onEnd()
+ reset()
```