```
r3::INarrowPhaseAlgorithm
 + ~INarrowPhaseAlgorithm()
 + generateContactData()
 # INarrowPhaseAlgorithm()
r3::IPlaneBoxCollisionAlgorithm
```

+ ~IPlaneBoxCollisionAlgorithm()

+ generateContactData() # IPlaneBoxCollisionAlgorithm() # generateContactDataImpl()