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