```
rum::IComputationInterface

+ ~IComputationInterface()
+ onBegin()
+ step()
+ integrate()
+ onEnd()
+ reset()
# IComputationInterface()
```

```
rum::RigidBodyEngineComputation
Interface

# m_rigidBodyWorld

+ ~RigidBodyEngineComputation
Interface()

# RigidBodyEngineComputation
Interface()
```