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