```
r3"IParticleForceGenerator
+ ~IParticleForceGenerator()
+ updateForce()
# IParticleForceGenerator()
   r3::ParticleSpringBase
  # m springConstant
  #m restLength
  + ~ParticleSpringBase()
  + setRestLength()
  + getRestLength()
  + setSpringConstant()
  + getSpringConstant()
  # ParticleSpringBase()
  # ParticleSpringBase()
  # isMagnitudeValid()
  # calculateForce()
     r3::ParticleSpring
    # m other
     + ParticleSpring()
     + ~ParticleSpring()
     + updateForce()
```