```
r3::PhysicsEngineModule
#m name
# m enabled
+ ~PhysicsEngineModule()
+ getComputationInterface()
+ enable()
+ isEnabled()
+ setName()
+ getName()
# PhysicsEngineModule()
```

Mala a dayD ya ayai a Tuaiya ()

r3::MolecularDynamicsEngine

+ MolecularDynamicsEngine() + ~MolecularDynamicsEngine()