

- + ~ParticleWorld()
- + setComputationInterface()
- + getComputationInterface()
- + addParticle()
- + removeParticle()
 + getParticleForceRegistry()
- + getParticleForceRegistry()
- + getParticles()
- + getParticles()
- + getContactGeneratorRegistry()
 + getContactGeneratorRegistry()