```
r3::PhysicsEngineModule
# m_name
# m_enabled
+ ~PhysicsEngineModule()
+ getComputationInterface()
+ enable()
+ isEnabled()
+ setName()
+ getName()
# PhysicsEngineModule()
```

r3::ParticleWorld

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

+ ParticleWorld()

+ getContactGeneratorRegistry()+ getContactGeneratorRegistry()