```
r3::IComputationInterface
+ ~IComputationInterface()
+ onBegin()
+ step()
+ integrate()
+ onEnd()
+ reset()
# IComputationInterface()
    r3::ParticleEngineCl
   #m particleWorld
   + ~ParticleEngineCI()
   + setParticleWorld()
   + getParticleWorld()
   #ParticleEngineCl()
r3::DefaultParticleEngineCl
+ DefaultParticleEngineCI()
+ ~DefaultParticleEngineCI()
+ onBegin()
+ step()
+ integrate()
+ onEnd()
+ reset()
+ setContactsMax()
# runCollisionSolver()
# generateContacts()
```