```
r3::IParticleForceGenerator
+ ~IParticleForceGenerator()
+ updateForce()
# IParticleForceGenerator()
   r3::ParticleBuoyancy
  # m maxDepth
  # m_volume
  # m liauidHeiaht
  # m liquidDensity
  # m gravity
   + ParticleBuoyancy()
   + ~ParticleBuoyancy()
   + updateForce()
   + getMaxDepth()
   + setMaxDepth()
   + getVolume()
   + setVolume()
   + getLiguidHeight()
  + setLiquidHeight()
  + getLiquidDensity()
  + setLiquidDensity()
  + getGravity()
   + setGravity()
```