```
SimParams
    + colliderPos
    + colliderRadius
    + gravity

    globalDamping

    + particleRadius
    + particleMass
    gridSize
    + numCells
    + worldOrigin
    + cellSize
    i 14 wiecei...
             #m params
    ParticleSystem
# m blnitialized
# m bUseOpenGL
# m numParticles
# m hPos
# m hVel
# m hParticleHash
# m hCellStart
# m hCellEnd
# m dPos
# m dVel
i 17 więcej...
+ ParticleSystem()
+ ~ParticleSystem()
+ update()
+ reset()
+ getArray()
+ setArray()
+ getNumParticles()
+ getCurrentReadBuffer()
+ getColorBuffer()
+ getCudaPosVBO()
i 27 więcej...
# ParticleSystem()
# createVBO()
# initialize()
  finalize()
# initGrid()
```