

Calculator

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+ CalculateForegroundSystem(double, ForegroundSystem) : ImpactQuantities[]  
+ CalculateBackgroundSystem(double, BackgroundSystem, double) : ImpactQuantities[]
```

FSharpConverter

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+ ToFSharp(ForegroundSystem, double) : ImpactCalculator.ForegroundSystem
+ ToFSharp(BackgroundSystem, double) : ImpactCalculator.BackgroundSystem
+ ToFSharp(BackgroundSystemTuple, double) :
    Tuple<ImpactCalculator.BackgroundSystem,double,
        FSharpFunc<doubleFSharpFunc<double, double>>>
+ ToFSharp(UnitProcess, double) : ImpactCalculator.UnitProcess
+ ToFSharp(ImpactQuantity, double) : ImpactCalculator.ImpactQuantity
+ ToFSharp(DynamicProeprty) : FSharpFunc<doubleFSharpFunc<double, double>>
+ ToFSharp<T1, T2, TResult>(Func<T1, T2, TResult>) :
    FSharpFunc<T1, FSharpFunc<T2, TResult>>
+ ToFSharp<T1, TResult>(Func<T1, TResult>) :
    FSharpFunc<T1, TResult>
+ FromFSharp(ImpactCalculator.ImpactQuantity) : ImpactQuantity
```