

# Marching

- integrate\_type: integer
- particles: Particles,pointer
- io: IO,pointer
- statis: Statistic,pointer
- ctrl: Control,pointer
- phys: Physics,pointer
- tech: Technique,pointer

- +marching\_new()
- marching\_init(out this:Marching,in d\_particles:Particles,  
                  in d\_io:IO,in d\_statis:Statistic,  
                  out stat\_info:integer)
- +marching\_marching(in this:Marching,out stat\_info:integer)
- +marching\_integrate(in this:Marching,in step:integer,  
                      in time:real,out stat\_info:integer)
- marching\_integrate\_euler(in this:Marching,  
                            in step:integer,  
                            in time:real,out stat\_info:integer)
- marching\_integrate\_vv(in this:Marching,  
                          in step:integer,in time:real,  
                          out stat\_info:integer)
- +marching\_finalize(in this:Marching,out stat\_info:integer)