Boundary

-bcdef: integer(:)

+boundary_new()

-boundary_init(out stat_info:integer)

+noslip_morris_sphere(in xf:real(:),in xb:real(:),
                      in vf:real(:),out vb:real(:),
                      in colloid:Colloid,
                      out stat_info:integer)

+noslip_frozen_sphere(in colloid:Colloid,
                      out vb:real(:),out stat_info:integer)

+boundary_finalize(out stat_info:integer)