

```
1  #include <particle_simulator.hpp>
2
3  // Define particles and interactions [omitted]
4
5  int main(int argc, char *argv[]) {
6
7      // Initialize FDPS [omitted]
8
9      PS::ParticleSystem<Tfp> psys;
10     PS::DomainInfo dinfo;
11     PS::TreeForForceLong<Tforce,Tepi,Tepj>::Monopole tree;
12
13     // Set initial condition [omitted]
14
15     dinfo.decomposeDomainAll(psys);
16     psys.exchangeParticle(dinfo);
17     tree.calcForceAllAndWriteBack(interact_func_ep_ep,
18                                   interact_func_ep_sp,
19                                   psys,
20                                   dinfo);
21
22 }
```