```
osea::ofreg::oFregCore
 + logStd
 + logErr
 + logMon
# SLASH
# GRAVITY
#PI
 + oFreqCore()
 + ~oFregCore()
osea::ofreq::MotionSolver
+ MotionSolver()
+ MotionSolver()
+ ~MotionSolver()
+ addBody()
+ sumReactSet()
+ sumCrossSet()
+ sumActiveSet()
+ sumDerivative()
+ sumDerivative()
+ setWaveFreq()
+ calculateOutputs()
+ listSolution()
+ listSolution()
```