```
Particle
   # m id
   # m_mass
   # m lastPosition
   # m_currentPosition
   # m_lastVelocity
   # m_currentVelocity
   # m lastAcceleration
   # m_currentAcceleration
   # m netForce
   # m_drawRadius
   # m collisionRadius
   # m_particleColour
   + Particle()
    + ~Particle()
    + getld()
    + setId()
    + getMass()
    + getLastPosition()
    + getCurrentPosition()
    + setPosition()
    + updatePosition()
    + getLastVelocity()
    + getCurrentVelocity()
    + setVelocity()
    + updateVelocity()
    + resetNetForce()
    + getNetForce()
    + setNetForce()
    + getLastAcceleration()
    + getCurrentAcceleration()
    + setAcceleration()
    + updateAcceleration()
    + getCollisionRadius()
          CollisionRadius()
    + setC
    + getDrawRadius()
    + setDrawRadius()
    + getParticleColour()
    + setParticleColour()
                 Д
           FluidParticle
m name
 m_density
 m_restDensity
 m_scalerPressure
 m_pressureForce
 m_viscosityForce
 m_surfaceTensionForce
 m_interfaceTensionForce
 m_gravityForce
 m_gasConstant
 m_viscosityConstant
 m surfaceTensionCoefficient
 m surfaceTensionThreshold
 m surfaceColorCoefficient
 m interfaceTensionCoefficient
- m interfaceTensionThreshold

    m_interfaceColorCoefficient

+ FluidParticle()
+ ~FluidParticle()
+ resetForces()
+ getName()
+ setScalerPressure()
+ getPressureForce()
+ setPressureForce()
+ getViscosityForce()
+ setViscosityForce()
+ getSurfaceTensionForce()
+ setSurfaceTensionForce()
+ getInterfaceTensionForce()
+ setInterfaceTensionForce()
+ getGravityForce()
+ setGravityForce()
+ getScalerPressure()
+ getDensity()
+ setDensity()
+ getRestDensity()
+ setRestDensity()
+ getGasConstant()
+ setGasConstant()
+ getViscosityConstant()
+ setViscosityConstant()
+ getSurfaceTensionCoefficient()
+ setSurfaceTensionCoefficient()
+ getSurfaceTensionThreshold()
+ setSurfaceTensionThreshold()
+ getSurfaceColorCoefficient()
+ setSurfaceColorCoefficient()
+ getInterfaceTensionCoefficient()+ setInterfaceTensionCoefficient()
+ getInterfaceTensionThreshold()
+ setInterfaceTensionThreshold()
+ getInterfaceColorCoefficient()+ setInterfaceColorCoefficient()
```