

EnvironmentAndRigidBody::checkAndSolveCollisionWithBoundary

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graph LR; A[EnvironmentAndRigidBody::checkAndSolveCollisionWithBoundary] --> B[Particle::getCollisionRadius]; A --> C[Particle::getCurrentPosition]; A --> D[Particle::getCurrentVelocity]; A --> E[Particle::updatePosition]; A --> F[Particle::updateVelocity];
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Particle::getCollisionRadius

Particle::getCurrentPosition

Particle::getCurrentVelocity

Particle::updatePosition

Particle::updateVelocity