

```
main::main()
```

```
Simulation::Simulation()
```

```
Block::p_initial()
```

```
Block::prepare()
```

Main::p_prepare()

```
Simulation::p_output()
```

```
Block::p_refresh()
```

Block::p_refresh_face()

```
Block::compute()
```

parameters

```
allocate
initial
```

```
timestep
stopping
```

```
timestep
stopping
```

output

boundary

refresh

compute

