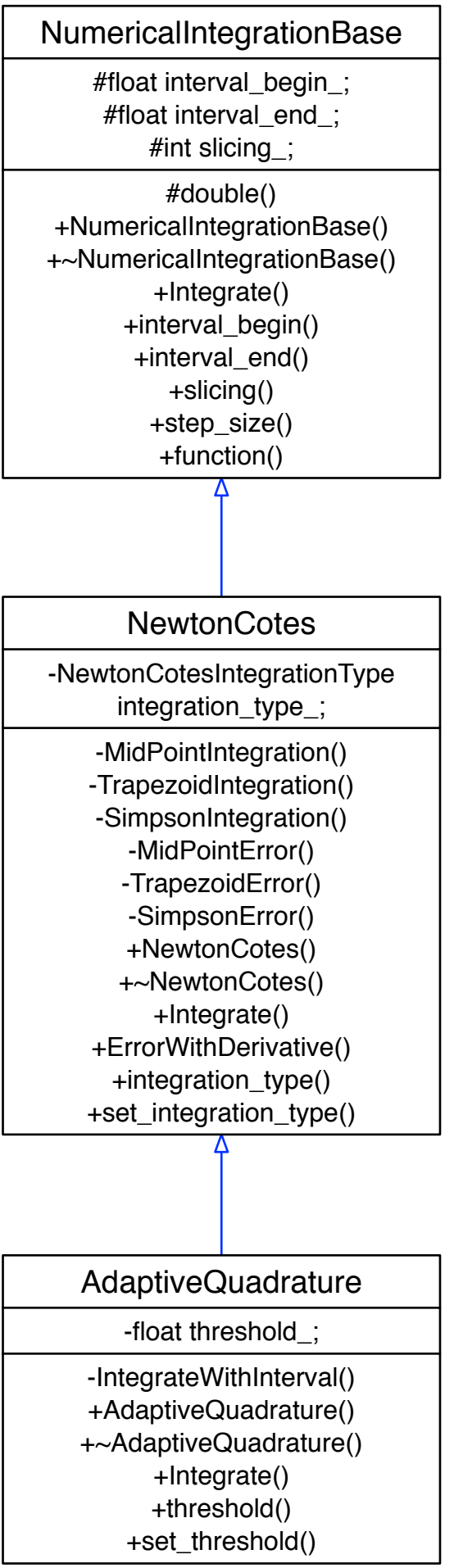
NumericalIntegrationBase
#float interval_begin_;
#float interval_end_;
#int slicing_;
#double()
+NumericalIntegrationBase()
+~NumericalIntegrationBase()
+Integrate()
+interval_begin()
+interval_end()
+slicing()
+step_size()
+function()
NewtonCotes
-NewtonCotesIntegrationType
integration_type_;
-MidPointIntegration()
-TrapezoidIntegration()
-SimpsonIntegration()
-MidPointError()
-TrapezoidError()
-SimpsonError()
+NewtonCotes()
+~NewtonCotes()
+Integrate()
+ErrorWithDerivative()
+integration_type()
+set_integration_type()
AdaptiveQuadrature
-float threshold_;
-IntegrateWithInterval()
+AdaptiveQuadrature()
+~AdaptiveQuadrature()
+Integrate()
+threshold()
+set_threshold()