```
NumericalIntegration
         Base
 #float interval begin;
  #float interval end;
      #int slicing;
       #double()
+NumericalIntegrationBa
          se()
+~NumericalIntegrationB
         ase()
      +Integrate()
    +interval begin()
    +interval end()
       +slicing()
      +step_size()
```

+function()

-IntegrateInterval() +NewtonCotes() +~NewtonCotes()

+Integrate()