

QUESO::ConstantVectorFunction< P\_V, P\_M, Q\_V, Q\_M >

# m\_constantlmageVector

- + ConstantVectorFunction()
- + ~ConstantVectorFunction()
- + compute()

QUESO::GenericVectorFunction< P\_V, P\_M, Q\_V, Q\_M >

# m\_routinePtr # m\_routineDataPtr

- + GenericVectorFunction()
- + ~GenericVectorFunction()
- + compute()