```
GQCP::PrimitiveCartesian
OperatorIntegralEngine
# component
+ PrimitiveCartesianOperator
```

IntegralEngine()
+ ~PrimitiveCartesianOperator
IntegralEngine()
+ prepareStateForComponent()



```
GQCP::PrimitiveDipoleIntegral
Engine
```

+ Components

+ PrimitiveDipoleIntegralEngine() + calculate() + calculate1D()