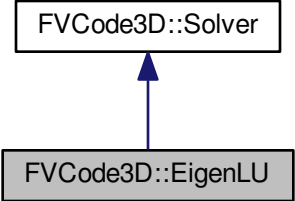


FVCode3D::Solver



```
graph BT; A[FVCode3D::EigenLU] --> B[FVCode3D::Solver]
```

FVCode3D::EigenLU