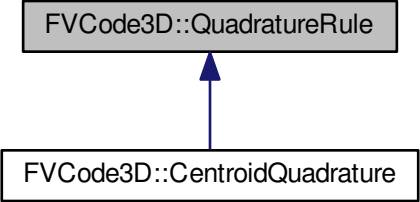


FVCode3D::QuadratureRule



FVCode3D::CentroidQuadrature