Uovie Library

in development

Interface

Here list some class interfaces in Piano:

```
using namespace uovie::thermostat::ld;
ld_side(const std::string& fn_no_ex, const Global::basic_simu_para& bsp,
    const Global::system& sys, const double gamma);
ld_middle(const std::string& _fn_no_ex, const Global::basic_simu_para& _bsp,
    const Global::system& sys, const double gamma);
```

```
using namespace uovie::thermostat::at;
at_side(const std::string& fn_no_ex, const Global::basic_simu_para& bsp,
    const Global::system& sys, const double nu);
at_middle(const std::string& fn_no_ex, const Global::basic_simu_para& bsp,
    const Global::system& sys, const double nu);
```

All of them contain a member function <code>implement()</code>. To carry out certain kind of simulations, you just have to create a corresponding object and then invoke member function <code>implement()</code>.