

*EquationState*

#closureEquation: ClosureEquation

+*equationState*(double x, double y, int id, int element): double  
+*dEquationState*(double x, double y, int id, int element): double  
+*ddEquationState*(double x, double y, int id, int element): double  
+*p*(double x, double y, int id, int element): double  
+*pIntegral*(double x, double y, int id, int element): double  
+*computeXStar*(double y, int id, int element): double  
+*initialGuess*(double x, int id, int element): double  
+*q*(double x, double y, int id, int element): double  
+*qIntegral*(double x, double y, int id, int element): double

## NestedNewtonThomas

-equationState: List<EquationState>  
-thomasAlg: Thomas

+NestedNewtonThomas(List<EquationState>, args)  
+set(args): void  
+solver(): double[]

## Thomas

-mainDiagonal: double[]  
-upperDiagonal: double[]  
-lowerDiagonal: double[]  
-rhss: double[]  
-solution: double[]

+set(args): void  
+solver(): double[]

