

## BDSTunnelCavitySection

- \_name
- \_radius
- \_length
- \_angle
- \_positionOffset
- \_rotation
- \_material
- \_logicalVolume
- \_solid
- \_physi
- \_nullRotationMatrix
- \_acceleratorComponent

- + BDSTunnelCavitySection()
- + ~BDSTunnelCavitySection()
- + BDSTunnelCavitySection()
- + visAttributes()
- + rotation()
- + logicalVolume()
- + solid()
- + physi()
- + positionOffset()
- + rotation()
- + length()
- + angle()
- + radius()
- + name()
- + material()
- + logicalVolume()
- + solid()
- + acceleratorComponent()



tunnelCavitySection

## BDSTunnelCavitySectionBuilder

# \_tunnelCavitySection

- + ~BDSTunnelCavitySectionBuilder()
- + BDSTunnelCavitySectionBuilder()
- + createNewTunnelCavitySection()
- + tunnelCavitySection()
- + build()



## BDSStraightTunnelCavitySectionBuilder

- + ~BDSStraightTunnelCavitySectionBuilder()
- + BDSStraightTunnelCavitySectionBuilder()
- + build()