

The screenshot displays a class hierarchy for a physics simulation. The root class is **PhysicsElement**. It has three subclasses: **Mass**, **CoM**, and **InertiaMatrix**. The **CoM** class has five attributes: **location**, **x**, **y**, **z**, and **unit**. The **InertiaMatrix** class has five attributes: **unitsLength**, **unitsWeight**, **row1**, **row2**, and **row3**. The **CoM** class is highlighted, showing its attributes and their data types.

| Class          | Attribute            | Data Type           |
|----------------|----------------------|---------------------|
| PhysicsElement | Mass                 | xs:decimal          |
| PhysicsElement | CoM [0..1]           | Com-Type            |
| CoM            | location             | Coord-Location-Type |
| CoM            | x                    | xs:decimal          |
| CoM            | y                    | xs:decimal          |
| CoM            | z                    | xs:decimal          |
| CoM            | unit                 | Unit-Length-Type    |
| PhysicsElement | InertiaMatrix [0..1] | InertiaMatrix-Type  |
| InertiaMatrix  | unitsLength          | Unit-Length-Type    |
| InertiaMatrix  | unitsWeight          | Unit-Weight-Type    |
| InertiaMatrix  | row1                 | Matrix3x3Row-Type   |
| InertiaMatrix  | row2                 | Matrix3x3Row-Type   |
| InertiaMatrix  | row3                 | Matrix3x3Row-Type   |