

C++11 code 2.10.8: Sub-problem (2-10.e): Builder class for element matrix → [GitLab](#)

```
2 class ElementMatrixProvider {  
3     public:  
4         Eigen::Matrix3d Eval(const If::mesh::Entity &entity);  
5         bool isActive(const If::mesh::Entity & /*entity*/) const { return true; }  
6     };
```