

System



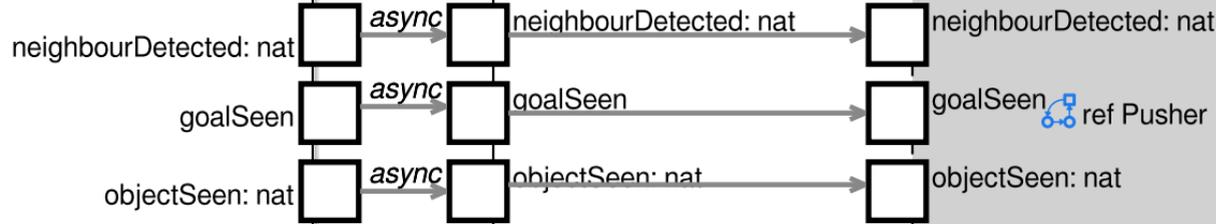
ePuck

- P** IMotionControl
- P** INeighbourWatchOps
- P** IGoalWatchOps
- P** IObjectWatchOps
- i** IObjectWatch
- i** IGoalWatch
- i** INeighbourWatch



Controller

- R** IMotionControl
- R** INeighbourWatchOps
- R** IGoalWatchOps
- R** IObjectWatchOps
- i** IObjectWatch
- i** IGoalWatch
- i** INeighbourWatch



- O** enableNeighbourDetection() [terminates]
- O** disableNeighbourDetection() [terminates]
- O** enableObjectWatch() [terminates]
- O** disableObjectWatch() [terminates]
- O** enableGoalFinding() [terminates]
- O** disableGoalFinding() [terminates]

O moveToObject() [terminates]

O moveAroundObject() [terminates]

O searchObject() [terminates]

O closeInOnObject() [terminates]

O scanAndAlign() [terminates]

O evade() [terminates]

O pushObject() [terminates]