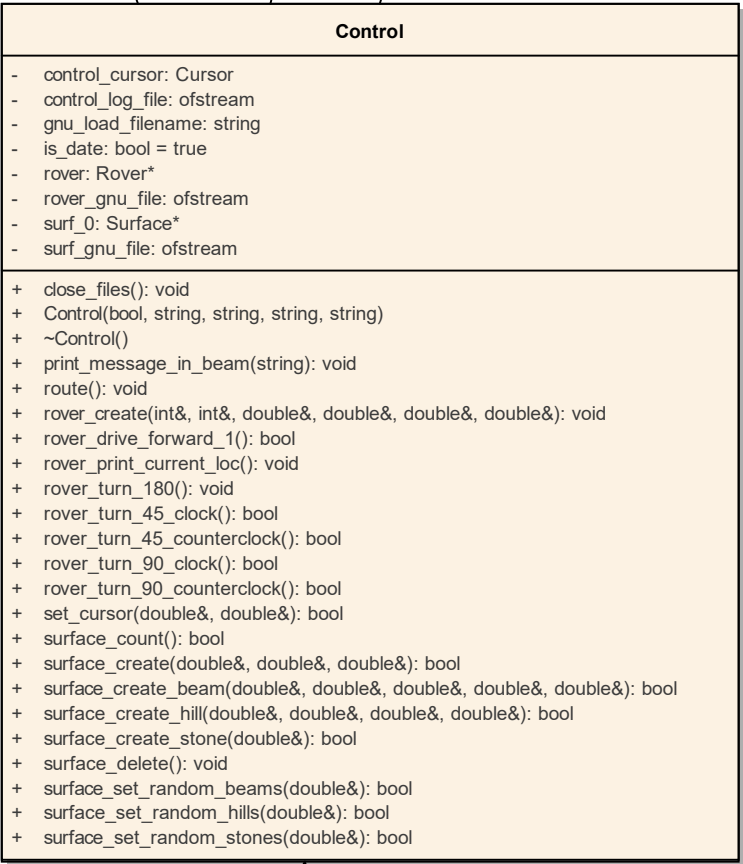


Beam
<div><div>- beam_rad: double</div><div>- x1: double</div><div>- x2: double</div><div>- y1: double</div><div>- y2: double</div></div>
<div><div>+ Beam(double&, double&, double&, double&, double&)</div><div>+ get_beam_height(double&, double&): double</div></div>

Stone
<div><div>- radius_stone: double</div><div>- x: double</div><div>- y: double</div></div>
<div><div>+ get_stone_height(double&, double&): double</div><div>+ Stone(double&, double&, double&)</div></div>



-controller

