

Beam

- beam_rad: double
- x1: double
- x2: double
- y1: double
- y2: double
- Beam(double&, double&, double&, double&)
- get_beam_height(double&, double&): double

Stone

- radius_stone: double
- x: double
- y: double
- get_stone_height(double&, double&): double Stone(double&, double&, double&)

Control

- control_cursor: Cursor
- control log file: ofstream
- gnu_load_filename: string
- is_date: bool = true
- rover: Rover*
- rover_gnu_file: ofstream
- surf 0: Surface*
- surf_gnu_file: ofstream
- + close_files(): void
- + Control(bool, string, string, string)
- + ~Control()
- + print_message_in_beam(string): void
- + route(): void
- + rover_create(int&, int&, double&, double&, double&, double&): void
- + rover_drive_forward_1(): bool
- + rover_print_current_loc(): void
- + rover_turn_180(): void
- + rover_turn_45_clock(): bool
- + rover_turn_45_counterclock(): bool
- + rover_turn_90_clock(): bool
- + rover_turn_90_counterclock(): bool
- + set_cursor(double&, double&): bool
- + surface_count(): bool
- + surface_create(double&, double&, double&): bool
- + surface_create_beam(double&, double&, double&, double&, double&): bool
- + surface_create_hill(double&, double&, double&, double&): bool
- + surface_create_stone(double&): bool
- + surface delete(): void
- + surface_set_random_beams(double&): bool
- + surface_set_random_hills(double&): bool
- + surface_set_random_stones(double&): bool

-controller/

Boundary

- boundary_log_file: ofstream
- boundary_log_filename: string
- config_file: ifstream
- controller: Control*
- controller_log_filename: string
- gnu_load_filename: string
- gnu_rover_filename: stringgnu_surf_filename: string
- gru_surr_mename. stringis_counted: bool = false
- is_date: bool = false
- rover_command_file: ifstream
- rover_command_filename: string
- surface_command_filename: string
- + Boundary(string&)
- + fill_filename(string&, string&): bool
- + print_message_in_beam(string&): void
- + read_config(string&): bool
- + read_rover_config(): bool
- + read_surface_config(): bool