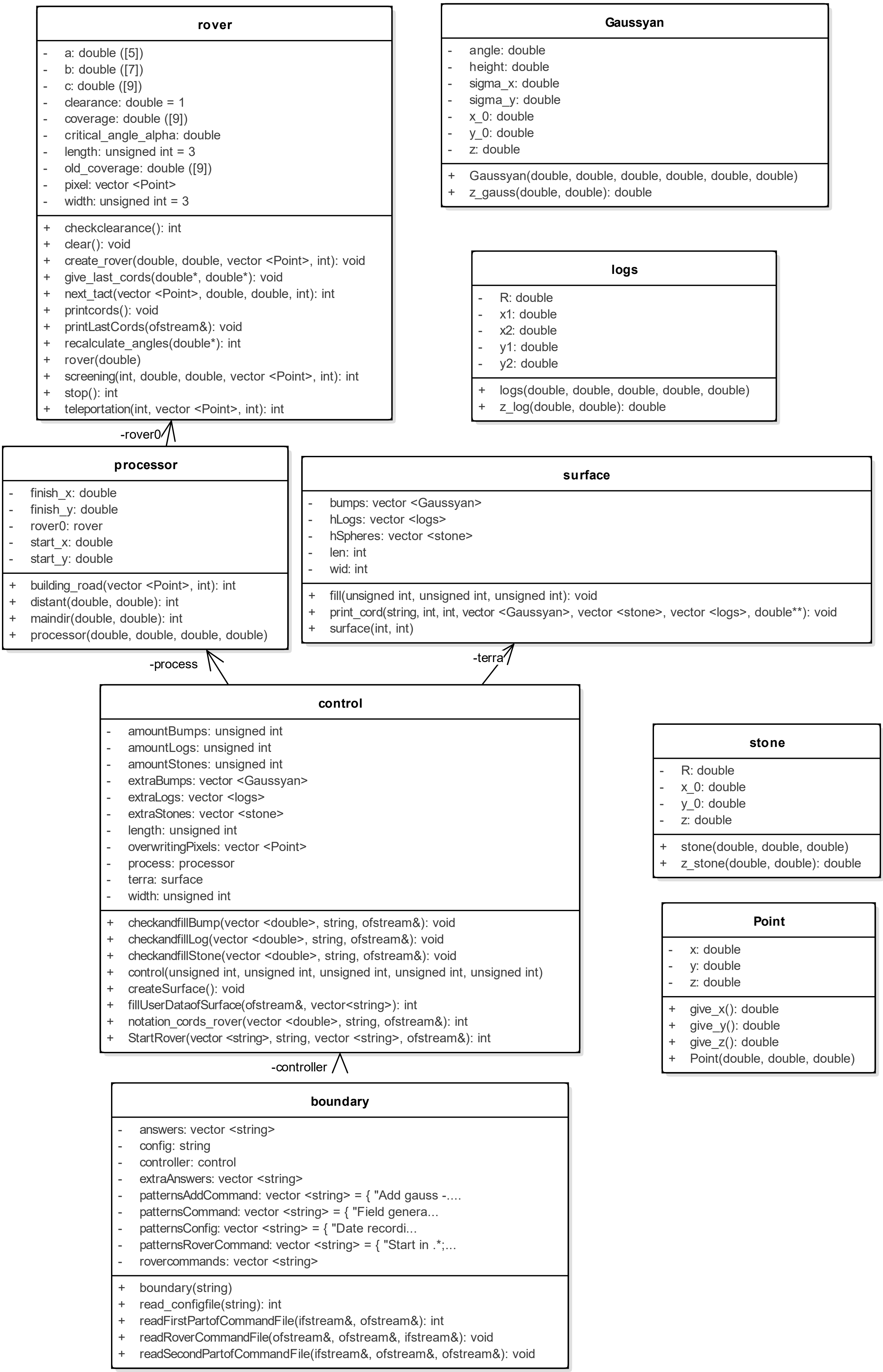

```
rover
-   a: double ([5])
-   b: double ([7])
-   c: double ([9])
-   clearance: double = 1
-   coverage: double ([9])
-   critical_angle_alpha: double
-   length: unsigned int = 3
-   old_coverage: double ([9])
-   pixel: vector <Point>
-   width: unsigned int = 3
+   checkclearance(): int
+   clear(): void
+   create_rover(double, double, vector <Point>, int): void
+   give_last_cords(double*, double*): void
+   next_tact(vector <Point>, double, double, int): int
+   printcords(): void
+   printLastCords(ofstream&): void
+   recalculate_angles(double*): int
+   rover(double)
+   screening(int, double, double, vector <Point>, int): int
+   stop(): int
+   teleportation(int, vector <Point>, int): int
```

```
Gaussyan
-   angle: double
-   height: double
-   sigma_x: double
-   sigma_y: double
-   x_0: double
-   y_0: double
-   z: double
+   Gaussyan(double, double, double, double, double, double)
+   z_gauss(double, double): double
```

```
logs
-   R: double
-   x1: double
-   x2: double
-   y1: double
-   y2: double
+   logs(double, double, double, double, double)
+   z_log(double, double): double
```

```
processor
-   finish_x: double
-   finish_y: double
-   rover0: rover
-   start_x: double
-   start_y: double
+   building_road(vector <Point>, int): int
+   distant(double, double): int
+   maindir(double, double): int
+   processor(double, double, double, double)
```

```
surface
-   bumps: vector <Gaussyan>
-   hLogs: vector <logs>
-   hSpheres: vector <stone>
-   len: int
-   wid: int
+   fill(unsigned int, unsigned int, unsigned int): void
+   print_cord(string, int, int, vector <Gaussyan>, vector <stone>, vector <logs>, double**): void
+   surface(int, int)
```

```
control
-   amountBumps: unsigned int
-   amountLogs: unsigned int
-   amountStones: unsigned int
-   extraBumps: vector <Gaussyan>
-   extraLogs: vector <logs>
-   extraStones: vector <stone>
-   length: unsigned int
-   overwritingPixels: vector <Point>
-   process: processor
-   terra: surface
-   width: unsigned int
+   checkandfillBump(vector <double>, string, ofstream&): void
+   checkandfillLog(vector <double>, string, ofstream&): void
+   checkandfillStone(vector <double>, string, ofstream&): void
+   control(unsigned int, unsigned int, unsigned int, unsigned int, unsigned int)
+   createSurface(): void
+   fillUserDataofSurface(ofstream&, vector<string>): int
+   notation_cords_rover(vector <double>, string, ofstream&): int
+   StartRover(vector <string>, string, vector <string>, ofstream&): int
```

```
stone
-   R: double
-   x_0: double
-   y_0: double
-   z: double
+   stone(double, double, double)
+   z_stone(double, double): double
```

```
Point
-   x: double
-   y: double
-   z: double
+   give_x(): double
+   give_y(): double
+   give_z(): double
+   Point(double, double, double)
```

```
boundary
-   answers: vector <string>
-   config: string
-   controller: control
-   extraAnswers: vector <string>
-   patternsAddCommand: vector <string> = { "Add gauss -....
-   patternsCommand: vector <string> = { "Field genera...
-   patternsConfig: vector <string> = { "Date recordi...
-   patternsRoverCommand: vector <string> = { "Start in .*;...
-   rovercommands: vector <string>
+   boundary(string)
+   read_configfile(string): int
+   readFirstPartofCommandFile(ifstream&, ofstream&): int
+   readRoverCommandFile(ofstream&, ofstream&, ifstream&): void
+   readSecondPartofCommandFile(ifstream&, ofstream&, ofstream&): void
```