boundary

- cmd: string
- logb: string
- server: control

+ body(): void
+ boundary(string, string, string)

control

- bug: rover*
- logc: string
- proc: processor*
- swamp: field*

+ body(double, double, int, int, int, int, int, double, double, int, int, int, int): void
+ control()
+ control(string)

-server

field

+ B: vector <Log>
+ G: vector <Hill>
+ K: vector <Stone>
+ Pixel: int ([128][128])
- x: double
- y: double

+ calculate(): void
+ field()
+ field(double, double)
+ generate(int, int, int): void

-swamp

processor

- A1: int
- A2: int
- B1: int
- B2: int
- turtle: rover

+ processor(int, int, int, int, rover&)
+ processor()
+ route(): void

-proc

rover

- alpha: double
- beta: double
- clearance: int
- hight: int
+ swamp: field

+ angles(int, int, int, int): int
+ rover(int, int, double, double, field&)
+ rover()
+ sensor(int, int, int, int): int

+swamp

-bug

-bug

Log

- R: double
- x1: double
- x2: double
- y1: double
- y2: double

+ cylinder(double, double): double
+ Log()
+ Log(double, double, double, double, double)

Hill

- dispx: double
- dispxy: double
- dispy: double
- h: double
- x: double
- y: double

+ gauss(double, double): double
+ Hill()
+ Hill(double, double, double, double, double)

Stone

- R: double
- x: double
- y: double

+ sphere(double, double): double
+ Stone()
+ Stone(double, double, double)