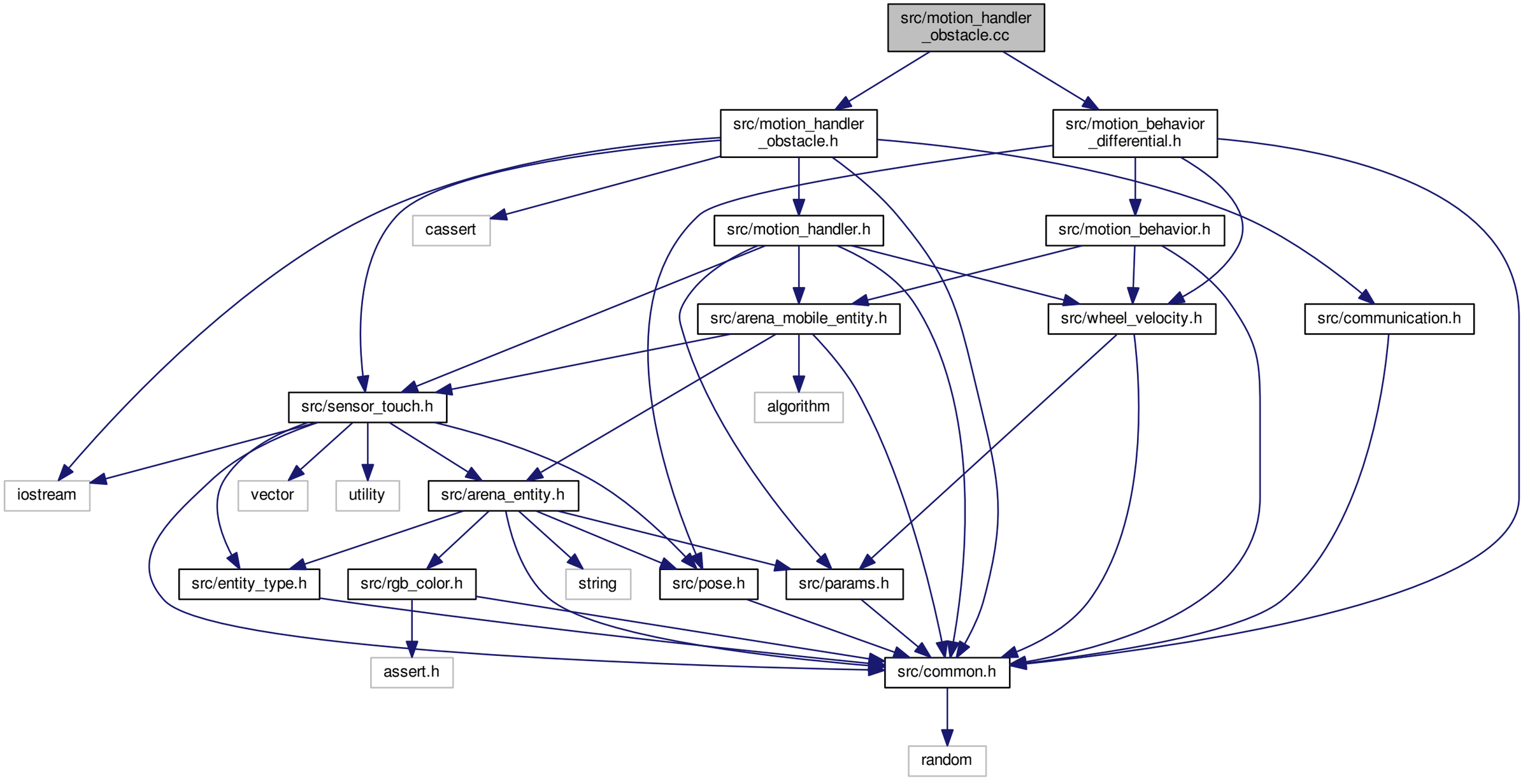
src/motion_handler
_obstacle.cc
src/motion_handler
_obstacle.h
src/motion_behavior
_differential.h
cassert
src/motion_handler.h
src/motion_behavior.h
src/arena_mobile_entity.h
src/wheel_velocity.h
src/communication.h
algorithm
src/sensor_touch.h
iostream
vector
utility
src/arena_entity.h
src/entity_type.h
src/rgb_color.h
string
src/pose.h
src/params.h
assert.h
src/common.h
random