

## Maze

- + Cells
- CellSize\_cm
- IsManual
- IsTextEnabled
- PixSize\_px
- Robot
- RobotRot\_deg
- RobotSize\_cm
- RobotX\_cm
- RobotY\_cm
- Size

- + DrawMaze()
- + FindPath()
- + GetPathMov()
- + GetPathRot()
- + Init()
- + IsReady()
- + ManualEnable()
- + Maze()
- + MovResult()
- + Reset()
- and 7 more...
- DrawCenteredText()
- GetVal()
- SetVal()