Field

- fileId<Wheat>[][]:int

<<Interface>>
IHarvester

+ engineOn(): boolean
+ engineOff(): boolean
+ leftTurn(): boolean
+ rightTurn(): boolean
+ forward(): boolean
+ reverse(): boolean
+ cuttingOn(): boolean
+ cuttingOff(): boolean

1

1000000000

Wheat

- numberOfGrain: int

1

1

Position

- x: int

- y: int

<<interface>>
IDrone

+ scanField(field: Field)

Drone

Harvester

- engine: Engine
- cutting: CuttingName
- storage: int
- lights: LightName
- numberOfWheel: int
- typeOfWheel: WheelType
- numberOfSeats: int

1

1

Engine

- numberOfZylinders: int

- type: String

- power: int

<<enumeration>>
CuttingName

Weizen

Raps

Mais

<<enumeration>>
LightName

Breaklight

Warninglight

Normallight

<<enumeration>>
WheelType

Chain

Wheel