

Range

- + minDistance: double {readOnly}
- + targetDistance: double {readOnly}
- + maxDistance: double {readOnly}
- + Range (minDistance : double, targetDistance :
- double, maxDistance : double)
- + ValueInRange (value : double): bool

Peter

«enumeration»

Direction

---⇒North

East

South

West

- + LastScanEvent: ScannedRobotEvent
- + Direction: Direction
- + Run (): void
- + OnScannedRobot (evt : ScannedRobotEvent): void
- + OnWin (evt : WinEvent): void
- + ClearData (): void
- BuildBehaviorTree (): BTNode

«static»

Utils

+ RandInRange (min : double, max : double): double