Drone DroneLogger +Drone(JsonObject& obj) +~Drone() -JsonObject details -DroneLogger* pinstance -Vector3 pos -Vector3 dir -string color = "none" -float jumpHeight = 0 +Static DroneLogger* GetInstance() -bool goUp= true +void LogDrone(IEntity* drone) -Vector3 destination #DroneLogger() -float speed -bool availability #DroneLogger(const DroneLogger&) = delete -bool pickedUp #DroneLogger& operator =(const DroneLogger&) = delete -IEntity* nearestEntity = NULL -IStrategy* toRobot = NULL -IStrategy* toFinalDesitnation = NULL +int GetSpeed() +Vector3 GetPosition() +Vector3 GetDirection() +Vector3 GetDestination() +string GetColor() +JsonObject GetDetails() +bool GetAvailability() +IEntity* GetNearestEntity() +void Update(double d, vector<IEntity*> s) +void setPosition(Vector3 p) +void SetDirection(Vector3 des) +void SetColor(string s) Simulation Model +void Rotate(double a) +void Jump(double h) +SimulationModel(Icontroller& c) +IStrategy* getToRobot() #IController& c +void IStrategy* GetFinalDestination() #vector<IEntity*> entities #vector<IEntity*> scheduler #IGraph* graph #CompositeFactory* c +void SetGraph(IGraph* g) **IEntity** +void CreateEntity(JsonObject& e) +void ScheduleTrip(JsonObject& d) +int CurrentID = 0 +void Update(double d) +~IEntity() +void AddFactory(IEntityFactory* f) #int id #IGraph* graph +virtual int GetID()=0 +virtual Vector3 GetPosition()=0 +virtual Vector3 GetDirection()=0 +virtual Vector3 GetDestination()=0 +virtual fString GetColor()=0 +virtual float GetSpeed() =0 +virtual bool GetAvailability() =0 +virtual void SetAvailability(bool c) = 0 +virtual void Update(double d, vector<IEntity*> s) = 0 +void SetGraph(IGraph* g) +virtual void SetPosition(Vector3 pos) = 0 +virtual void SetDirection(Vector3 pos) = 0 +virtual void SetDestination(Vector3 des) = 0 +virtual void SetColor(string col) = 0 +virtual void Rotate(double angle) = 0 +virtual void Jump(double h) = 0