

1. Robot (Abstrata)

1.1. Unmanned Aerial Vehicle

1.2. Unmanned Ground Vehicle

1.3. Unmanned Marine Vehicle



1. Unmanned Aerial Vehicle

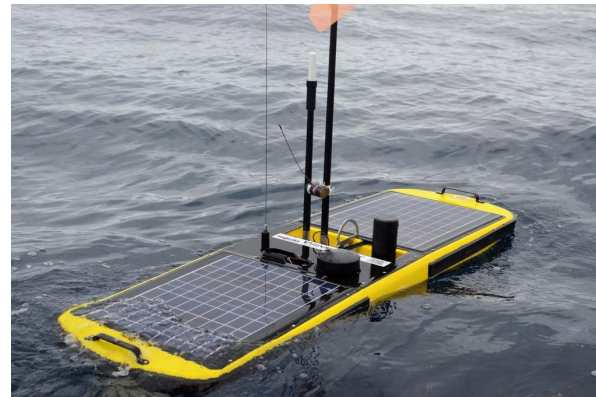
a. Efficiency = 2

2. Unmanned Ground Vehicle

a. Efficiency = 3

3. Unmanned Marine Vehicle

a. Efficiency = 4



- Class
 - Sub/Superclass
 - Virtual Class

- Struct

- Dynamic Arrays
 - Foreach

- Queue
 - Sort
 - Sort with
 - RSort

- Function Overload
- Function Overwrite

- Write
- Display

- Program
- Scripts for automation
 - Compiling
 - Simulating