

Wall
- Xaxis: Int
- Yaxis: Int

Map
- Xlenght: Int
- Ylenght: Int
- robot: Robot
- wall: Wall
+ addWall(Wall): void
+ addRobot(Robot): void
+ addBeepers(Beepers): void

Robot
- Xaxis: Int
- Yaxis: Int
- Direction: Int (mod 4)
-Beepers: Int
+ ROTATE ()
+ MOVE()
+ PICK()

Beepers
+ Amount: Int
- Xaxis: Int
- Yaxis: Int