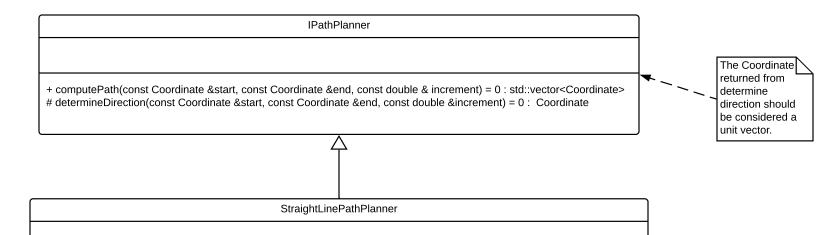
## **Path Planner Class**

Corbyn Yhap | October 12, 2019



- + <<StraightLinePathPlanner()>>
- + <<~StraightLinePathPlanner()>>
- + computePath(const Coordinate &start, const Coordinate &end, const double & increment) : std::vector<Coordinate> # determineDirection(const Coordinate &start, const Coordinate &end, const double &increment) : Coordinate