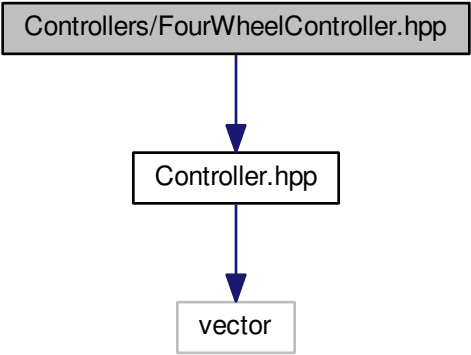


Controllers/FourWheelController.hpp



```
graph TD; A[Controllers/FourWheelController.hpp] --> B[Controller.hpp]; B --> C[vector];
```

Controller.hpp

vector