```
Arm
      + baseTransform
      + links
      + nLinks
      + nJoints
      + nFrames
      + ~Arm()
      + updatePose()
      + getPose()
      + getPose()
               +arm
           Monitor
+ obstacles
+ obstaclesToDelete
+ distanceToObjects()
+ distanceBetweenArmLinks()
+ addObstacle()
+ addObstacle()
+ addObstacle()
+ addObstacle()
+ Monitor()
+ ~Monitor()
```