```
godspeed::framework
    ::DataSource
+ value
+ subscribe
+ DataSource()
+ DataSource()
+ maxValue()
+ minValue()
+ rescale()
+ toBool()
           #source
godspeed::framework
     ::DataSink
+ parentUpdate
+ DataSink()
+ DataSink()
+ connect()
godspeed::framework
    ::DataSinkD
+ desiredMin
+ desiredMax
+ DataSinkD()
+ DataSinkD()
+ value()
           +collectorVelocity
godspeed::outputs::
    BallCollector
```