

sd mycontroller.MyAutoController.update() - Communications

```

getView() : HashMap<Coordinate, MapTile>
[maps.getExit().contains(currPos)] applyBrake() : void
updateState(parcelPos) : void
checkWallAhead(currPos, map) : boolean
makeAction(start, des) : void
changeState(newState) : void
    
```

```

maps : MyMap
    
```

```

updateMap(view) : void
getParcel() : ArrayList<Coordinate>
    
```

```

update()
    
```

```

: MyAutoController
    
```

```

currPos : Coordinate
    
```

```

[currState == CarState.COLLECTING && strategy.reachable(currState, currPos, maps)] getNextPosition(state, curr, map) : Coordinate
[currState == CarState.COLLECTING && not strategy.reachable(currState, currPos, maps)] getNextPosition(state, curr, map) : Coordinate
[currState != CarState.COLLECTING] getNextPosition(state, curr, map) : Coordinate
    
```

```

strategy : iControllerStrategy
    
```