```
ArenaEntity
+ ArenaEntity()
+ ~ArenaEntity()
+ TimestepUpdate()
+ Reset()
+ get name()
+ get pose()
+ set pose()
+ set position()
+ set heading()
+ RelativeChangeHeading()
and 12 more...
    ArenaMobileEntity
  # sensor touch
  + ArenaMobileEntity()
  + ArenaMobileEntity()
  + operator=()
  + get speed()
  + set_speed()
   + get touch sensor()
          Robot
  + food exists
  + Robot()
  + Robot()
  + operator=()
  + Reset()
  + TimestepUpdate()
  + HandleCollision()
  + get_name()
  + SetPoseRandomly()
  + get I behavior()
  + set | behavior()
  and 15 more...
```