ArenaEntity + ArenaEntity() + ~ArenaEntity() + TimestepUpdate() + Reset() + get_name() + get_pose() + set pose() + set position() + set heading() + RelativeChangeHeading() and 12 more... ArenaMobileEntity 4 6 1 # sensor touch + ArenaMobileEntity() + ArenaMobileEntity() + operator=() + get_speed() + set speed() + get touch sensor() Light + Light() + Reset() + TimestepUpdate() + HandleCollision() + SetPoseRandomly() + get name() + get start time() + set_start_time() + get march direction() + set march direction() + get_motion_handler() + get motion behavior()