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() Light Robot + food exists + Light() + Robot() + Reset() + Robot() + TimestepUpdate() + operator=() + HandleCollision() + Reset() + SetPoseRandomly() + TimestepUpdate() + get name() + HandleCollision() + get start time() + get name() + set_start_time() + SetPoseRandomly() + get march direction() + get_l_behavior() + set march direction() + set | behavior() + get_motion_handler() and 15 more... + get motion behavior()