

ARX

- + ARX(std::vector< double
 > &&a, std::vector< double
 > &&b, uint16_t k=1, double
 standard_deviation=0.0)
- + double tick(double u)
- + void setK(uint16_t k)
- + double getK()
- + const std::vector<
 double > getA()
- + const std::vector<
 double > getB()
- + void setAB(std::vector
 < double > a, std::vector
 < double > b)
- + void reset()
- + void disableLimits()
- + void enableLimits()
- + bool getLimitsActive()
- + void setInputLimits
 (double low, double high)
- + void setOutputLimits
 (double low, double high)
- + const std::pair< double,
 double > & getInputLimits()
- + const std::pair< double,
 double > & getOutputLimits()
- + void setStandardDeviation
 (double standard_deviation)
- + double getStandardDeviation()