

## 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()
- + 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()