

«Boundary»  
**Psoc**

- update(): int
- psocRead(): void
- distanceFL\_: int
- distanceFR\_: int
- distanceRL\_: int
- distanceRR\_: int
- Tacho\_: int
- logPtr\_: Log\*
- psocMut: mutex
- psocThread\_: thread

- + getDistance(string name): int
- + getVelocity(): int