

«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