

«Boundary»
Psoc

- distanceFL_: int
- distanceFR_: int
- distanceRL_: int
- distanceRR_: int
- Tacho_: int
- logPtr_: Log*
- psocMut: mutex
- psocThread_: thread

- + getDistance(string name): int
- + getVelocity(): int
- update(): int
- psocRead(): void