

## «Controller» Psoc

- sendBuffer[9]: uint8
- FLwrite: uint8
- FRwrite: uint8
- RLwrite: uint8
- RRwrite: uint8
- FLread: uint8
- FRread: uint8
- RLread: uint8
- RRread: uint8
- FLbuf[2]: uint8
- FRbuf[2]: uint8
- RLbuf[2]: uint8
- RRbuf[2]: uint8
- primaryTimer: volatile double
- secondaryTimer: volatile double
- calcVelocity: volatile double
- checkWriteComplete(void): void
- checkReadComplete(void): void
- init(void): void

- + getDistance(void): void
- + getVelocity(void): void