<< Enum >>	
Direction	
NORTH	
EAST	
SOUTH	
WEST	<

<<Inter Mov

+ move(): void + turnLeft(): void + rurnRight(): voi

</nterface>>
IController

+ onGasActivated(): void
+ onSpinnerChanged(int): void

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VehicleController

+ gasAmount: int

- model: VehicleModel

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