

## Hardware::IActuator

- + ~IActuator()
- + begin()
- + sync()
- + update()
- + getState()
- + emergencyStop()
- + getMirrorValue()
- + verifyAction()
- + getName()



## Hardware::RelayActuator

- + RelayActuator()
- + begin()
- + update()
- + getState()
- + getName()
- + emergencyStop()