## Captain::DMode::DriveModel

- # m leaderVehicle
- # m elapsedCycle
- # m active
- + DriveModel()
- + ~DriveModel()
- + DriveModel()
- + DriveModel()
- + operator=()
- + operator=()
- + operator()()
- + IsActivated()
- + Activate()
- + Deactivate() and 7 more...
- # m\_getSafetyDistance()
- # m evaluateLCPosition()
- # m getMinimumConstraint()
- # m getMaximumConstraint()

## Captain::DMode::IAutomatically Deactivated

- + IAutomaticallyDeactivated()
- + ~IAutomaticallyDeactivated()
- + IAutomaticallyDeactivated()
- + IAutomaticallyDeactivated()
- + operator=()
- + operator=()
- # m deactivatelfDone()

Captain::DMode::Approach Station

- + ApproachStation()
- + operator()()
  - + SetTargetPosition()