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TableControllerInterface
# cc
# tc
# ballStatus
# currentBallStaus
# keeperControl
# defenseControl
# midfieldControl
# offenseControl
+ setBallPos()
+ ~TableControllerInterface()
+ motorByHand()
# pixelToMM()
    TableControllerMock
 # window
 + TableControllerMock()
```

+ ~TableControllerMock()

+ run() + stop() + setBallPos() + setKickerWindow() # pixelToMM()