```
ConfigReader
          # filename
          # valueChanged
          # values
          # strings
          + ConfigReader()
          + getStringValue()
          + getIntValue()
          + setStringValue()
          + setIntValue()
          + writeOut()
          # readFile()
                            #cr
                #cr
                              MotorConfig

    homingRequired

                   + port
                   + keeperAccelerationTranslational
                   + keeperDecelerationTranslational
                   + keeperSpeedTranslational
                   + keeperSleepAfterReset
                   + keeperSleepAfterHoming
                   + keeperBoundaryInwards
                   + keeperBoundaryOutwards

    + defenseAccelerationTranslational

                   and 9 more..
                   + MotorConfig()
                   + loadConfig()
                   + saveConfig()
    TableConfig
+ tableHeight
+ tableWidth
+ isKeeperActive
+ isDefenseActive
+ isMidfieldActive
+ isOffenseActive
+ playerGapDefense
                                     #mc
+ playerGapMidfield
+ playerGapOffense
+ distGoalToKeeper
and 12 more..
+ TableConfig()
+ loadConfig()
+ saveConfig()
+ printConfig()
                      MotorCommunicatorInterface
                    # port
                    # socketId
                    # nibbleTranslational
                    # nibbleRotary
                    + linearMovement()
                    + rotate()
             #tc
                    + ~MotorCommunicatorInterface()
                    # driverInit()
                    # switchedNibbleT()
                    # switchedNibbleR()
                    # openPort()
                    # frameInit()
                    # sendPort()
                    # closePort()
                        #mcomm
  RowControllerInterface
# isUp
# isShooting
+ moveTo()
+ up()
+ down()
+ kick()
+ ~RowControllerInterface()
   RowControllerOffense
 + RowControllerOffense()
 + moveTo()
```