```
ConfigReader
 # filename
 # valueChanged
 # values
 # strings
 + ConfigReader()
 + getStringValue()
 + getIntValue()
 + setStringValue()
 + setIntValue()
 + writeOut()
 # readFile()
           #cr
    TableConfig
+ tableHeight
+ tableWidth
+ isKeeperActive

    + isDefenseActive

    isMidfieldActive

+ isOffenseActive
+ playerGapDefense
+ playerGapMidfield
+ playerGapOffense
```

+ distGoalToKeeper and 12 more... + TableConfig() + loadConfig() + saveConfig() + printConfig()