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UML Class Diagram- Navigation

	Environment
Navigate	-xc : float -yc : float +stuck : float +currentroom : int
+xc : float +yc : float	
+Navigate() : void +getGoal() : void +sendGoal(float, float) : void	+Environment(): void +findCurrentRoom(): int +isRobotStuck(): bool +checkForGoal(): geometry_msg::Pose