```
streets vehicles::status
       intent processor
 + process status intent()
 + from ison()
 + get_vehicle id()
 + get_timeout()
 + set timeout()
 + ~status_intent_processor()
streets vehicles::all
 stop status intent processor

    stopping distance

_stopping_speed
timeout
+ all stop status intent
processor()
+ set stopping distance()
+ set stopping speed()
+ from json()
+ get timeout()
+ set_timeout()
+ ~all stop status intent
processor()
# read metadata()
# read payload()
# read est path()
# update vehicle state()
- is vehicle stopped()
 streets vehicles::signalized
   status intent processor
 + signalized status intent
 processor()
 + ~signalized status
  intent processor()
 # update vehicle state()
```