AlgorithmInterface

Observer * m_obs
float m_cmd_rudder
float m_cmd_sail

+ AlgorithmInterface()
+ ~AlgorithmInterface()
+ void init(Observer
 *obs)
+ virtual void updateCmd()=0
+ void updateWaypoint
(CoordLatLon a, CoordLatLon b)
+ float getCmdRudder()
+ float getCmdSail()

LineFollowing

- CoordXY m_a
- CoordXY m_b
- int m_q

+ LineFollowing()
+ ~LineFollowing()
+ void updateCmd()
+ void updateWaypoint
(CoordLatLon a, CoordLatLon b)
- void setLine(CoordLatLon
 a, CoordLatLon b)