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()

NoAlgorithm

+ NoAlgorithm()
+ ~NoAlgorithm()
+ void updateCmd()