AlgorithmInterface # Observer * m obs # float m cmd rudder # float m cmd sail + AlgorithmInterface() + ~AlgorithmInterface() + void init(Observer *obs) + virtual void updateCmd()=0 + void updateWavpoint (CoordLatLon a, CoordLatLon b) + float getCmdRudder() + float getCmdSail() StationKeeping + StationKeeping() + ~StationKeeping() + void updateCmd()