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

LineFollowing - CoordXY m_a - CoordXY m_b - int m_q + LineFollowing()

+ ~LineFollowing()

+ void updateCmd()+ void setLine(CoordLatLon a, CoordLatLon b)