ControllerInterface # ServoMotor * m mr # ServoMotor * m ms #AlgorithmInterface * m algo + ControllerInterface() + ~ControllerInterface() + virtual void init()=0 + virtual void updateServos()=0 + ServoMotor * mr() + ServoMotor * ms() + AlgorithmInterface * algo() Controller F + ControllerLF() + ~ControllerLF()

+ void init()

+ void updateServos()