```
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()
```