## 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 getCmdRudder() + float getCmdSail()



## LineFollowing

- CoordXY m\_aCoordXY m\_b
- int m\_q
- + LineFollowing()
- + ~LineFollowing() + void updateCmd()
  - + void setLine(CoordLatLon a, CoordLatLon b)