@startuml

Camera o-- Robot

Camera o-- Graffity

Server \*-- Camera

Control <-- Robot

Server --> Control

class Robot {

int x

int y

void start()

void stop()

void clean()

}

class Graffity {

int x1

int y1

}

class Camera {

void Rob(Robot \*p)

void Graf(Graffity \*q)

}

class Control {

void right()

void left()

void back()

void straight()

}

class Server {

void Rob()

void Graf()

void Marshrut()

}

@enduml