Class Map

* Data
  + Name
  + Window (GPS coordinate of 4 squares)
  + Const square size - tbc
  + Set of squares [0..n, 0..n]
  + Square (class?)
    - x, y center (avec +/- dim/2 – (A0, B0, C0, D0)
    - Mowned / not mowned
    - Obstacle (no, temporary, permanent)
* methods
  + Number of unmowned squares(heading)
  + Place obstacle
  + Remove obstacle
  + Route around obstacles (A->B)