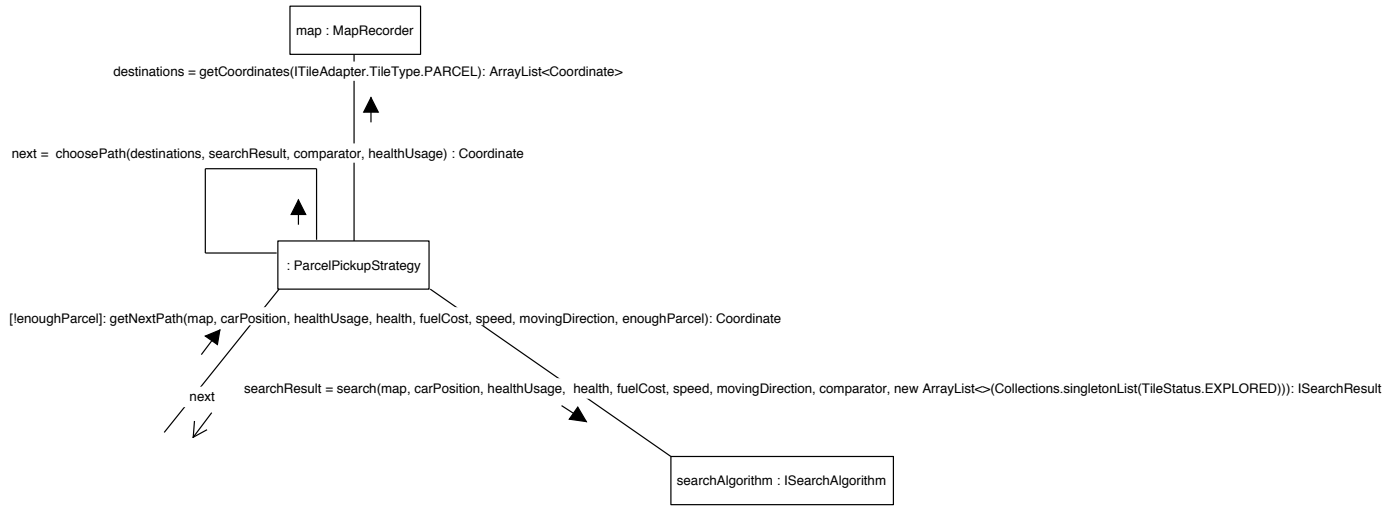
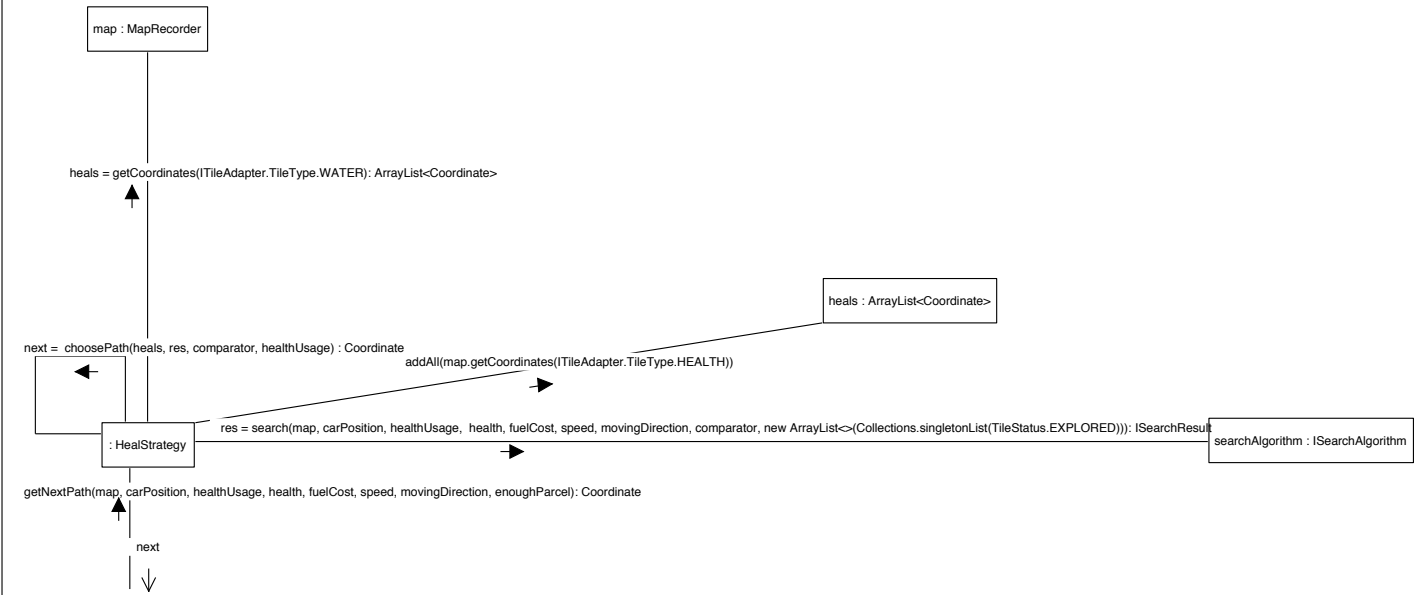


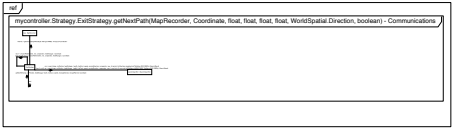
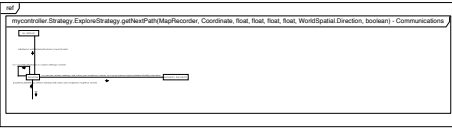
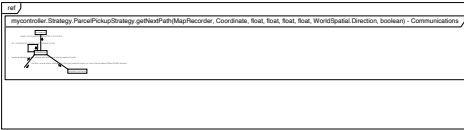
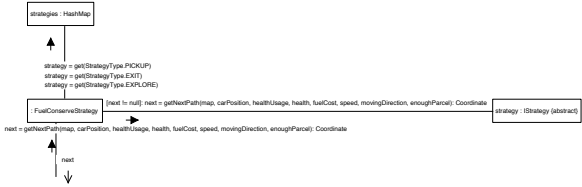
**sd** mycontroller.Strategy.ParcelPickupStrategy.getNextPath(MapRecorder, Coordinate, float, float, float, float, WorldSpatial.Direction, boolean) - Communications



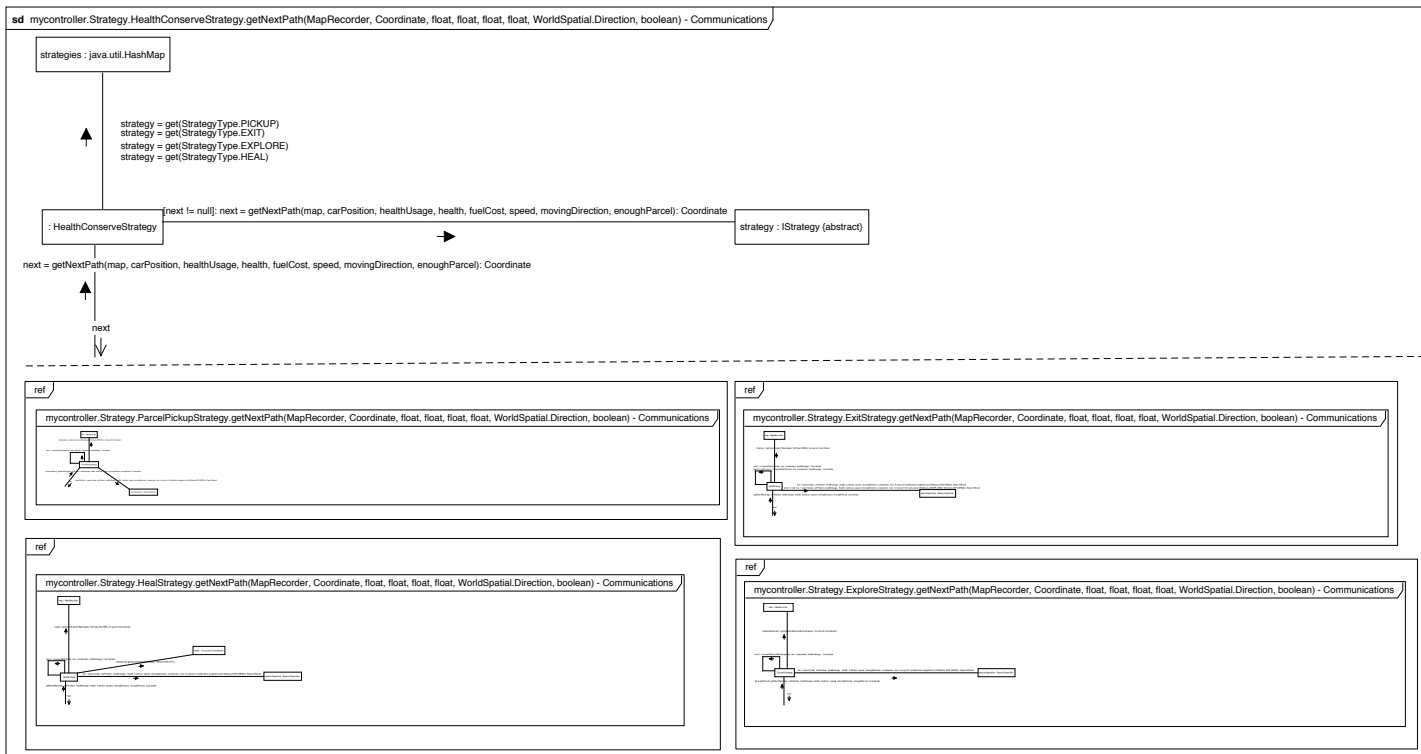
sd mycontroller.Strategy.HealStrategy.getNextPath(MapRecorder, Coordinate, float, float, float, float, WorldSpatial.Direction, boolean) - Communications



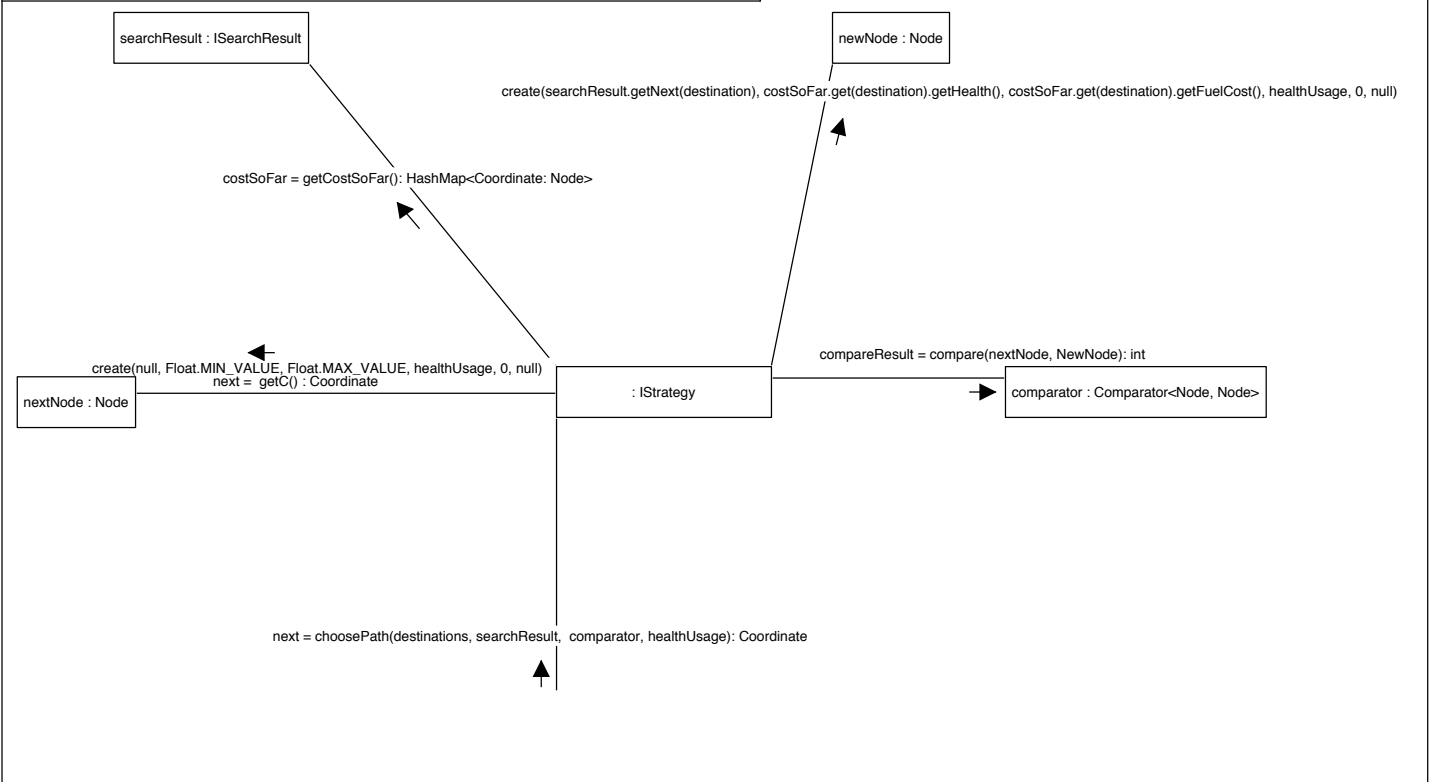
ad mycontroller.Strategy.FuelConserveStrategy.getNextPath(MapRecorder: Coordinate, float, float, float, WorldSpatial.Direction, boolean) - Communications

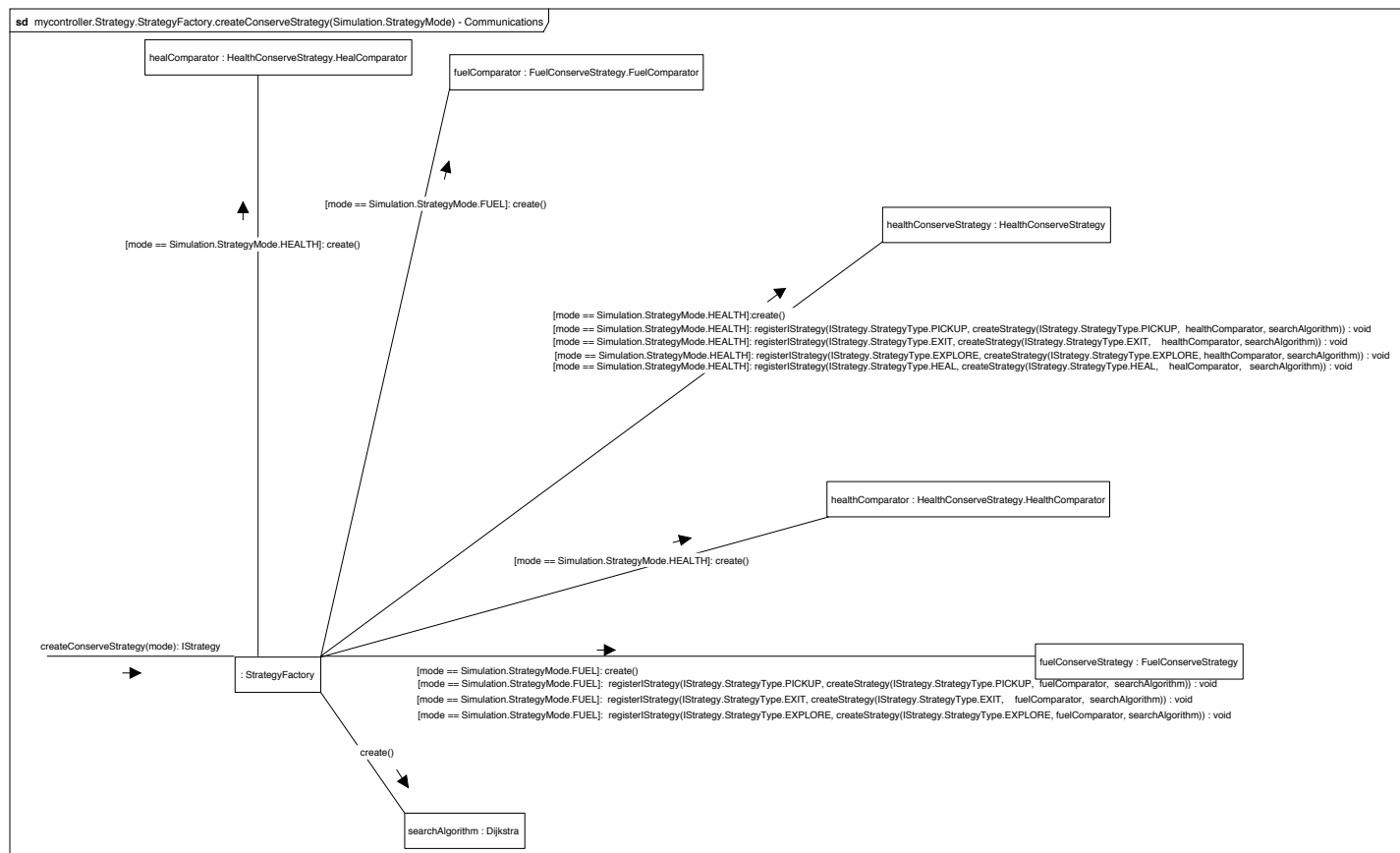




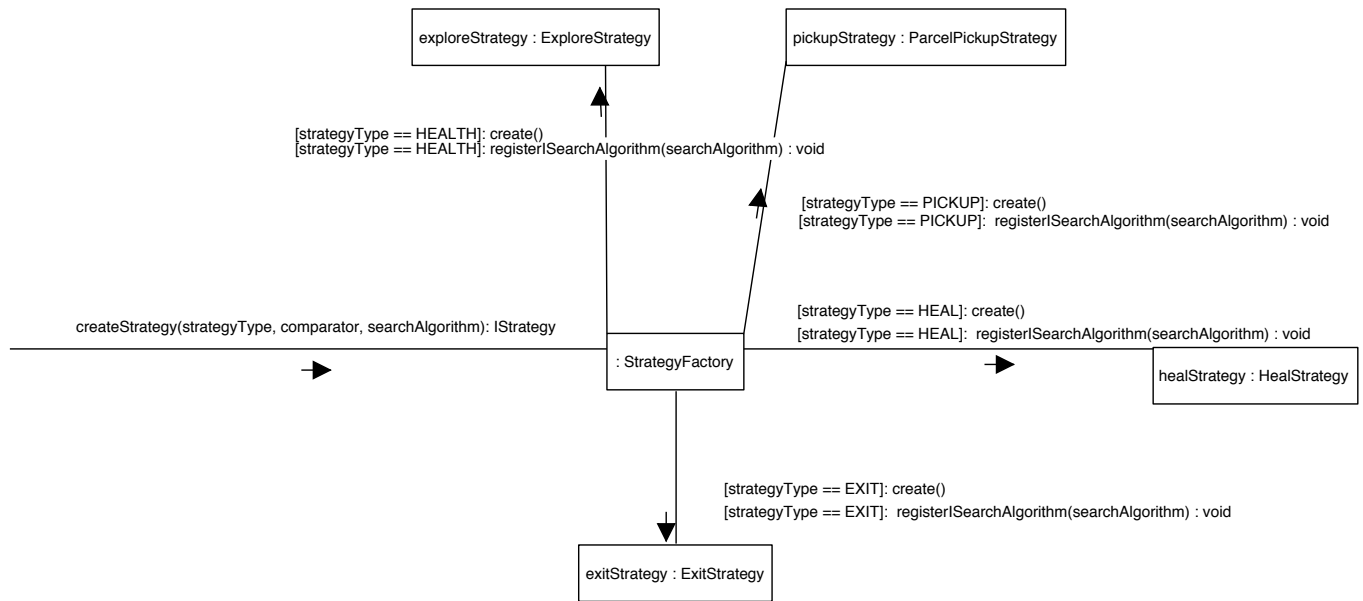


sd mycontroller.Strategy.IStrategy.choosePath(ArrayList, ISearchResult, Comparator, float) - Communications





sd mycontroller.Strategy.StrategyFactory.createStrategy(IStrategy.StrategyType, Comparator, ISearchAlgorithm) - Communications



sd mycontroller.TileAdapter.TileAdapterFactory.createTileAdapter(MapTile) - Communication

