DataCollector

- DataCollector()
- clock: time_t
- eta: float
- numTrips: int
- distanceToDest: floatdroneSpeed: float
- batteryLevel: float
- droneX: floatdroneY: float
- droneZ: float
- <<destructor>>
- + ~DataCollector()
- <<misc>>
- + getInstance(): DataCollector&
- + operator=(const DataCollector& other)
- + collectData(drone: const Drone&): void
- + collectBatteryLevel(battery: const BatteryDecorator&): void
- + writeDataToCSV(filename: string) const: void