LawnMower

- goal_position : vector<double>
- current_position : vector<double>
- home_location : vector<double>
- success_status : bool
- emergency_stop : bool
- trajectory_waypoints : vector<double>

+ getCurrentLocation(): vector<double>
+ setDesiredPose(vector<double>) : void
+ getToNextPose() : bool
+ checkGoalReach(): bool
+ comeBackHome() : bool
+ emergencyStop() : void
+ mowLawn() : void