```
protected =
public = +
private = =
    + Thing
                                  + Thing List
  * row : in+
                                  - head : Node
 + col : int
                                  + Count : int
                                                                          - Node
                                  + add.Thing (Thing): Void
                                                                       -data:Thing
 * dir: in+
 * time Since Last: int
                                  + move A 11 (Random): Void
                                                                       - next : Node
 * law: char
                                  + print All (): void
 * is Type B : boolean
 + left Turn (): roid
                                                                     + Dot Choser
 + right Turn (): roid
                                                                     N: int
                                                                    rand Random
 + Step (): void
                                                                    L: Thing List
                                                                     count : int
   + Type A
                                     4 Type B
                                                                     mainlargs: String (3): void
+maybeturn (Random): void
                                    + maybe Turn (Random): void
                  + Type C
                + may be Turn (Random): void
```