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Distance

- calNumber(int)
- pulseNumbers(int)
- pulseTimer(int)

+ print(void):void

- + setCalNumber(int):void
- + driveCalNumber(void):void
- + resetDistance(void):void
- + getDistance(void):float
- + incrementDistance(void):void
- + incrementPulseTimer(void):void
- + resetPulseTimer(void):void

Preset

- relay:vector<Relay>
- + setRelay(int el, float dist):void
- + getRelay(int el):relay

Relay

- distance:float
- + isTripped:bool
- + pin:int
- + setDistance(float):void
- + getDistance(void):int

Pull

- relayTripPoints(Preset)
- + setRelay(int el, float dist):void
- + getRelay(int el):relay

