## <u>c:Clock</u> now=UInteger(1524199495,0.1)

## d:Drone

width=UReal(0.5,0.01) angle=UReal(0.78,0.02) speed=UReal(20.0,0.1)

> object currentPosition

c1:Coordinate

x=UReal(0.0,0.01) y=UReal(0.0,0.01)

## o:UnidentifiedObject

confidence=0.98 width=UReal(0.7,0.1) angle=UReal(3.92,0.07) speed=UReal(15.0,0.2)

> object currentPosition

c2:Coordinate

x=UReal(150.0,0.1) v=UReal(0.0,0.01)