

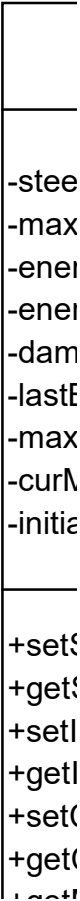
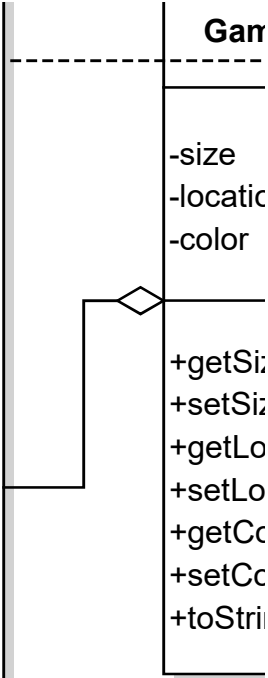
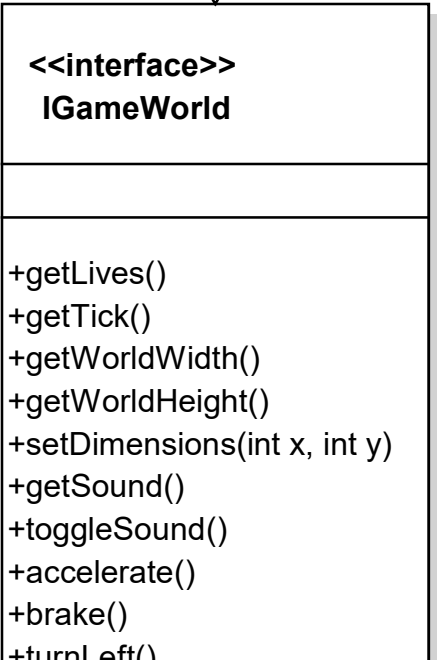


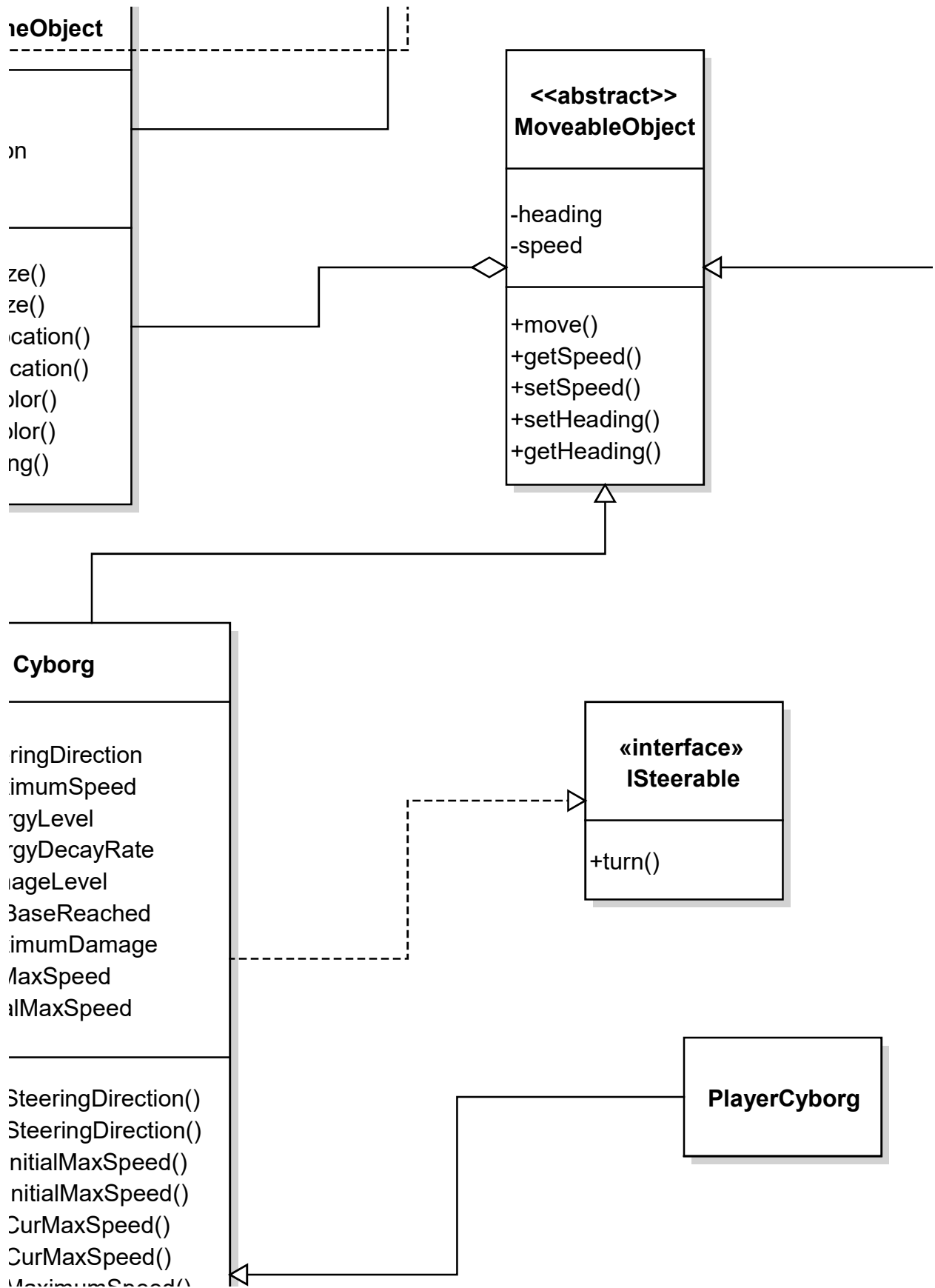
All commands are
implemented identically

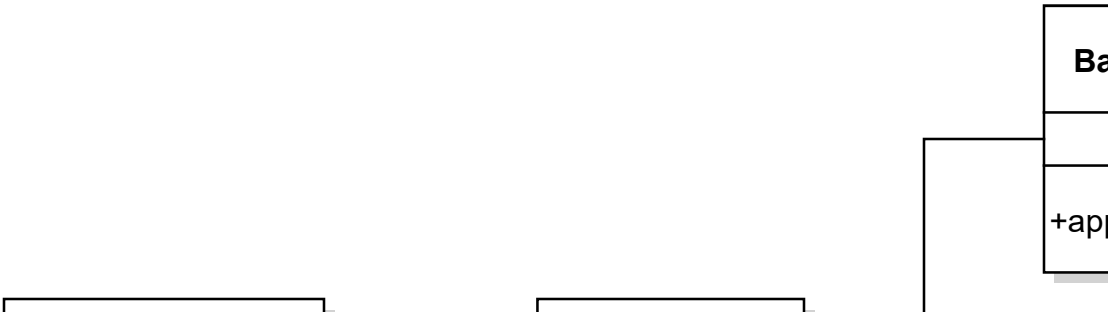
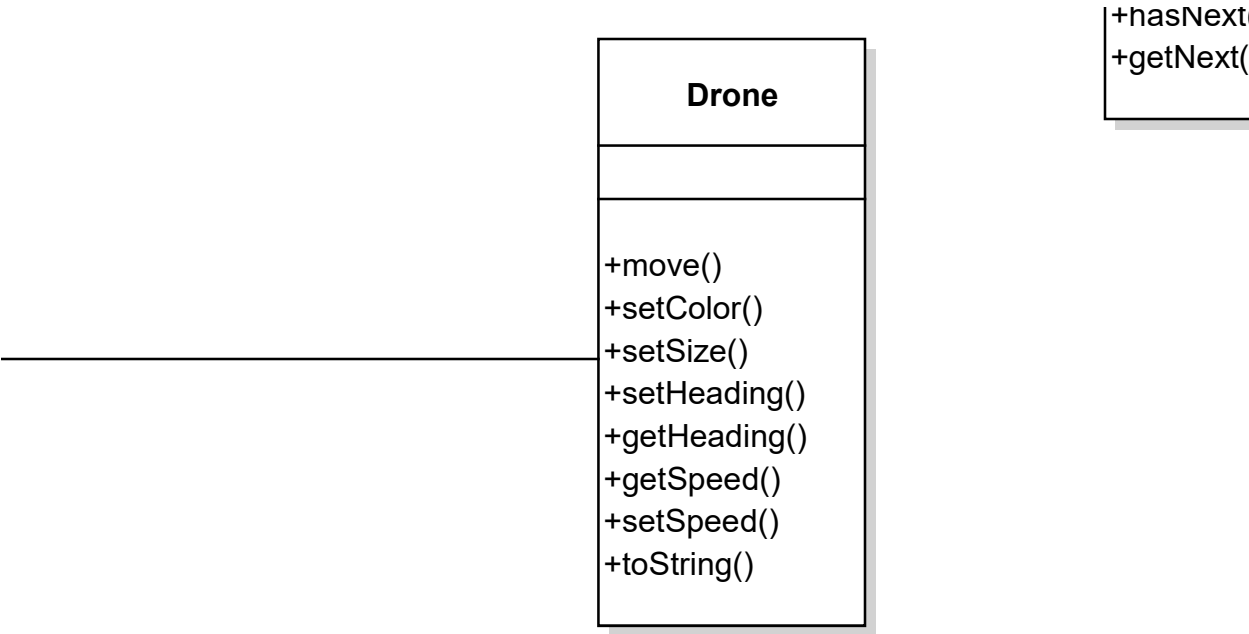
jectIterator
ementIndex
jectIterator() ..



+init()
+setLives()
+getLives()
+setTick()
+getTick()
+accelerate()
+brake()
+turnLeft()
+turnRight()
+cyborgCollision()
+baseCollision()
+stationCollision()
+droneCollision()
+clockTick()
+display()
+map()
+exitGame()
+reinitialize()
+findStation()







()

)

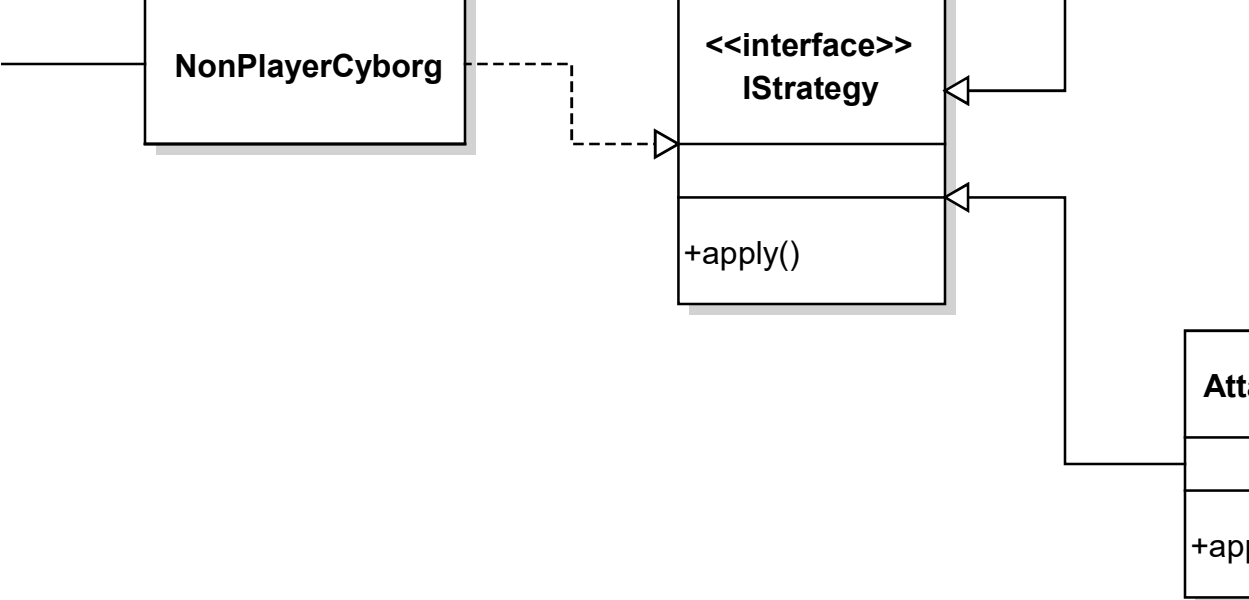
iseStrategy
ply()


```
+turnLeft()  
+turnRight()  
+cyborgCollision()  
+baseCollision()  
+stationCollision()  
+droneCollision()  
+clockTick()  
+exitGame()  
+getLastBaseReached()  
+getEnergyLevel()  
+getDamageLevel()  
+printMap()
```

+getl
+setf
+setf
+getf
+setf
+getf
+mov
+turn
+setf
+setf
+getf
+getf
+setf
+getf
+setf
+getf
+setf
+setf
+setf
+setf
+setf

maximumSpeed()
MaximumSpeed()
EnergyLevel()
EnergyLevel()
EnergyDecayRate()
EnergyDecayRate()
ve()
i()
Heading()
Speed()
Speed()
DamageLevel()
DamageLevel()
_astBaseReached()
_astBaseReached()
MaximumDamage()
MaximumDamage()
Color()
Size()
_ocation()





ackStrategy
ply()