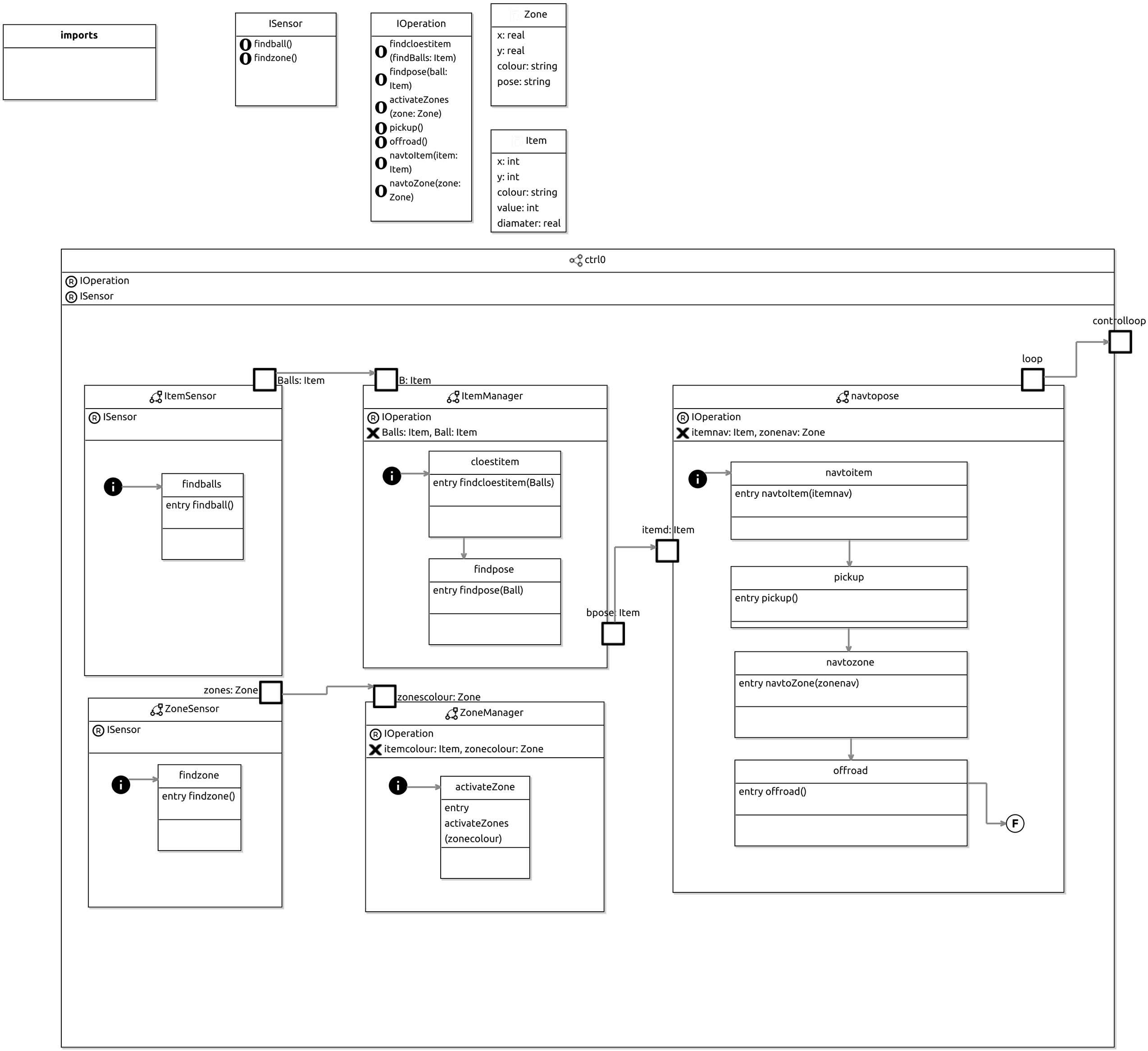
imports
ISensor
findball()
findzone()
IOperation
findcloestitem (findBalls: Item)
findpose(ball: Item)
activateZones (zone: Zone)
pickup()
offroad()
navtoItem(item: Item)
navtoZone(zone: Zone)
Zone
x: real
y: real
colour: string
pose: string
Item
x: int
y: int
colour: string
value: int
diamater: real
ctrl0
IOperation
ISensor
controlloop
loop
Balls: Item
B: Item
ItemSensor
ISensor
findballs
entry findball()
ItemManager
IOperation
Balls: Item, Ball: Item
cloestitem
entry findcloestitem(Balls)
findpose
entry findpose(Ball)
itemd: Item
bpose: Item
navtopose
IOperation
itemnav: Item, zonenav: Zone
navtoitem
entry navtoItem(itemnav)
pickup
entry pickup()
navtozone
entry navtoZone(zonenav)
offroad
entry offroad()
F
zones: Zone
ZoneSensor
ISensor
findzone
entry findzone()
zonescolour: Zone
ZoneManager
IOperation
itemcolour: Item, zonecolour: Zone
activateZone
entry activateZones (zonecolour)