Planner

- nh: ros::NodeHandle
- subReachedFlag : ros::Subscriber
- subArPos : ros::Subscriber
- pubGoal: ros::Publisher
- wayPointCount : int
- targetQueue: queue<geometry msgs::Pose2D>
- detectedtargets: set<int>
- curPose: geometry_msgs::PoseStamped
- listener: tf:TransformListener
- robotPosition: geometry msgs::Point
- waypoints: queue<geometry msgs::Pose2D>
- missionComplete: bool
- useVision: bool
- numTargers:bool
- + Planner(const ros::NodeHandle&, bool): void
- + ~Planner(): void
- + aRCallback(msg: const ar track alvar msgs::AlvarMarkers::ConstPtr &): voic
- + threatCallback(data: const geometry_msgs::Pose2D::ConstPtr &): void
- + run(void): void
- + flagCallBack(data: const nav_msgs::Odometry::ConstPtr &): void



ThreatGen

- nh: ros::NodeHandle
- subPos: ros::Subscriber
- n: int
- threshold: double
- useDetector: bool
- threats: vector<vector<double>>
- + ThreatGen(n: int, threshold: double, useDetector: bool): void
- + ~ThreatGen(): void
- + generateTargets(): void
- + poseCallback(data: const nav msgs::Odometry::ConstPtr &): void

Controller

- nh: ros::NodeHandle
- subGoal : ros::Subscriber
- subPos : ros::Subscriber
- pubCmdVel: ros::Publisher
- pubGoalAck: ros::Publisher
- setPointReceived: ros::Publisher
- pose: geometry_msgs::Pose2D
- setPoint: geometry msgs::Pose2D
- pidX: PID
- pidYaw: PID
- + Controller(n: ros::NodeHandle)
- + ~Controller()
- + PoseCallback(data: const nav msgs::Odometry::ConstPtr &): void
- + GoalCallback(msg: const geometry msgs::Pose2D::ConstPtr&): void
- + euclideanDistance(goalPose: geometry msgs::Pose2D): double
- + steeringAngle(goalPose: geometry msgs::Pose2D): double
- + angularController(goalPose: geometry msgs::Pose2D): double
- + distanceController(goalPose: geometry msgs::Pose2D): double
- + moveBot(): void



PID

- kp: float
- kd: float
- ki: float
- prevErr: float
- pTerm:float
- dTerm:float
- iTerm:float
- integrator:int
- derivator:int
- integratorMax:int
- integratorMin:int
- + PID(kp:float, ki:float, kd:float): void
- + ~PID()
- + clearPID()
- + control(input: float,): float