Object

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Object

+ virtual getPose() : Pose
+ virtual getXYZ() : vector<double>
+ virtual checkCollect() : bool

<<Struct>>
Pose

+ x: double
+ y: double
+ z: double
+ roll : double
+ pitch : double
+ yaw : double

GoodObject

- location: Pose
- collect : bool

+ GoodObject(Pose)
+ getPose() : Pose
+ getXYZ() : vector<double>
+ checkCollect() : bool

BadObject

- location: Pose
- collect : bool

+ BadObject(Pose)
+ getPose() : Pose
+ getXYZ() : vector<double>
+ checkCollect() : bool