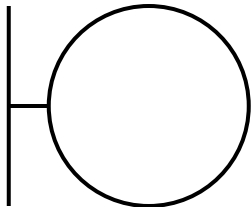
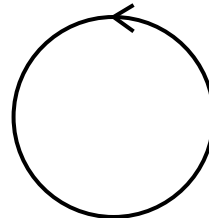


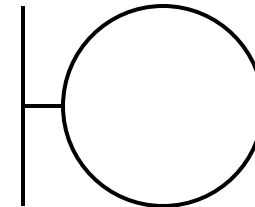
User : actor



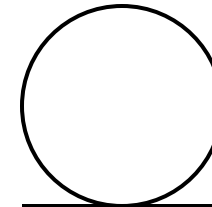
Web interface : boundary



Controller : control



Motor(s) : boundry



GPS : entity

