p2p path is from Use case 7, where the path was calculated and stored in the Web interface Controller : control User: actor Web interface : boundary Motor(s) : boundry GPS: entity Run() Run(p2p\_path) Loop GetGPSData() [Destination reached] gps\_data SetThrust(thrust) DisplayShip(gps\_data) CalculateETE(gps\_data) <sup>I</sup> ete DiplayETE(ete)