```
Tracker< Tlmg. TObi >
  # m_lostTrack
  + Tracker()
  + getLastTrack()
  + lostTrack()
  + update()
  + ~Tracker()
  # lostTrack()
AbstractParticleFiltering
  Tracker< Tlmg, TObj >
```

```
# m randEngine
+ ~AbstractParticleFiltering
Tracker()
+ getLastTrack()
+ update()
+ reset()
# AbstractParticleFiltering
Tracker()
```