ICameraController

+ ~ICameraController()
+ TakePicture()
+ AddObserver()
+ RemoveObserver()

WebApp

- simulation
- start
- time
- cameraObservers
- imageQueue
- imageProcessThread
- imageProcessMutex
- updateMutex
- imageProcessCond
- running

+ WebApp()
+ ~WebApp()
+ CreateEntity()
+ Update()
+ FinishUpdate()
+ receiveJSON()
+ ReceiveCommand()
+ KeyUp()
+ KeyDown()
+ IsKeyDown()
+ TakePicture()
+ AddObserver()
+ RemoveObserver()
+ ProcessImageQueue()