

DriveSystem
+dataRefresh() +newTarget() +newUnloadingTarget() +newChargingTarget() +actionCompleted()

ActorsImpl
+startUnload() +driveForward() +driveBackward() +turnLeft() +turnRight()

TaskProcessing
+arrived()

DataSnapshot
+posX : int +posY : int +targetX : int +targetY : int
+posOrientation() : Orientation +posType() : PositionType +targetDirection() : Direction +isOnTarget() : boolean +canUnloadToTarget() : boolean +canChargeAtTarget() : boolean +blockedFront() : boolean +blockedLeft() : boolean +blockedRight() : boolean +blockedWaypointAhead() : boolean +blockedWaypointLeft() : boolean +blockedWaypointRight() : boolean +blockedCrossroadAhead() : boolean +blockedCrossroadRight() : boolean

<<enumeration>> Orientation
NORTH EAST SOUTH WEST

<<enumeration>> PositionType
WAYPOINT CROSSROAD STATION BLOCKED

<<enumeration>> Direction
LEFT AHEAD RIGHT BEHIND