Data

- double x
- double y
- double z
- int o

+ Data()
+ Data(Data &)
+ Data(double, double,
 double, int)
+ double getX(void)
+ double getY(void)
+ double getZ(void)
+ int getO(void)
+ void setX(double)
+ void setY(double)
+ void setZ(double)
+ void setO(int)
+ double getDistanceFrom
(Data)
+ std::string getOrientation
(void)
+ Data operator=(Data)

Classifier

+ virtual void trainOrientation
(std::string)=0
+ virtual void predictOrientation
(double, double, double)=0
+ virtual void predictOrientation
(std::string)=0

-dataPoints
-testingPoints

NNClassifier

+ void trainOrientation
(std::string) override
+ void testingOrientation
(std::string)
+ void predictOrientation
(double, double, double)
 override
+ void predictOrientation
(std::string) override
+ Data & nearestNeighbour
(Data)