**UML Reasoning**

Entity

This was made as an interface so that the methods are accessible in all classes required as well as their implementation according to their entities.

Robot

It was decided to have all functions of a robot into one class to increase cohesion and reduce coupling. The robot implements methods which are unique to its behaviour as well as getting the coordinates of each entity and enabling the path finding algorithm to be executed in its subclasses (which will be inherited).

Charging pods