```
Hardware ·· BBB
       + debounceTime
       # threadRunning
       # thread
       # callbackFunction
       + BBB()
       + ~BBB()
       # DirectoryExist()
       # CapeLoaded()
       # Read()
       # Write()
       # NumberToString()
       # StringToNumber()
        Hardware::eQEP
- path
+ eQEP()
+ set position()
+ get_position()
+ WaitForPositionChange()
+ WaitForPositionChangeCancel()
+ set_period()
+ get_period()
+ set mode()
+ get mode()
```