1..n

*Plateau*

#rovers:HashMap<Integer,Rover>

#plateau:HashMap<Integer,HashMap<PlateauPoint>>

*+moveAllowed(x: int,y: int, header: String):boolean*

*+moveRover(RoverID: int):void*

+getRoversPositions():String

*PlateauPoint*

#positionOccupied:boolean

+PlateauPoint(positionOccupied:boolean)

+setPositionOccupied(occupied:boolean):void

SquarePlateauPoint

#positionX:int

#positionY:int

+SquarePlateauPoint (posX:int, posY:int, occupied:boolean)

1..n

*Rover*

#RoverID:int

#header:String

#movements:String

+Rover(RoverID:int,header:String,movements:String)

+*getPositionSring():String*

+setMovements(movements:String):void

+getRoverID():int

+getHeader():String

+getMovements():String

+setRoverID(RoveID:int):void

+setHeader(header:String):void

RoverSQ

#positionX:int

#positionY:int

+RoverSQ(RoverID:int, header:String, movements:String, positionX:int, positionY:int)

+getPositionX():int

+getPositionY():int

+setPositionX(int positionX):void

+setPositionY(int positionY):void

+getPositionSring():String

SquarePlateau

#int maxSizeX

#int maxSizeY

+SquarePlateau(maxX:int, maxY:int)

+moveAllowed(y:int, x:int, header:String):boolean

+moveAllowed(RoverID:int):boolean

+processMoveRover(RoverID:int):void

+getNewHeader(actualHeader:String, move:String):String

+moveRover(RoverID:int):void

+createSQPlateau():void

+addRover(id:int, header:String, positionY:int, positionX:int):void

+addRover(rover:Rover):void