```
Pin
       # int pin
       # bool state
       + Pin(int pin=-1)
       + ~Pin()
           OutputPin
   + OutputPin(int pin=-1)
   + virtual void begin()
   + virtual void setState
   (bool state)
   + virtual bool getState()
               Δ
             Gate

    int gateOnDuration

    unsigned long triggeredTime

· int division
+ Gate(int pin=-1)
+ ~Gate()
+ void trigger(unsigned
long currentTime)
+ void update(unsigned
long currentTime)
  void setDivision(int
divition)
+ int getDivision()
+ void setGateOnDuration
(int duration)
                 -gateArray
             Gates
+ int numGates
+ int * gateCounters

    int selectedGate

+ Gates(std::vector
< int > pins, int numGates)
+ ~Gates()
+ void begin()
+ void setState(int gateIndex,
bool state)
+ bool getState(int gateIndex)+ void turnOnGate(int
index)
+ void turnOffGate(int
index)
  void setALLGates(bool
state)
  void update(unsigned
long currentTime)
+ void trigger(int index,
unsigned long currentTime)
  void setDivision(int
index, int division)
+ int getDivision(int
index)
+ void setSelectedGate
(int gate)
+ int getSelectedGate()

    void setGateOnDuration

(int index, int duration)
```