IEntity + AddObserver() + RemoveObserver() + Notify() + ~IEntity() + GetEntityId() + SetEntityId() + GetType() + SetType() + GetId() + SetId() + UpdateDirection() + UpdatePosition() + GetPosition() + GetDirection() + GetData() **Entity** # observers # id # entity_id # type # position # direction # radius # cameras + Entity() + Entity() + ~Entity() + Entity() + operator=() + AddObserver() + RemoveObserver() + Notify() + GetRadius() + SetRadius() and 13 more... **IDrone** # velocity # lastPictureTime # time # robot_position_if_found # search # perform # locationsToVisit + IDrone() + IDrone() + UpdateManualMovement() + Update() + ResetPatrol() + GetVelocity() + UpdateVelocity() + GetPropellerSpeed() + SetJoystick() + GetSearchStatus() and 7 more... **Battery Decorator** Drone + BatteryDecorator() + Drone() + ~BatteryDecorator() + Drone() + Update() + ~Drone() + GetBatteryLevel() + UpdateManualMovement() + UpdateManualMovement() + Update() + ResetPatrol() + ResetPatrol() + GetVelocity() + GetVelocity() + UpdateVelocity() + UpdateVelocity() + GetPropellerSpeed() + GetPropellerSpeed() + SetJoystick() + SetJoystick() and 21 more... and 8 more...