# Path Generation

## High-Level

Function documentation and explanations in .h file

A blue rectangular object with white text

Description automatically generated

## API



#include <vector>

class PathGenerator {

public:

    //calculates paths based on some physical road parameters (overtaken object size, for instance)

    //unclear at this point

    void CalculatePaths();

    std::vector<CandidatePath> GetPaths(){ return paths};

private:

    std::vector<CandidatePath> paths;

};

class CandidatePath{

public:

    //sample path at points given by samples

    std::vector<Point2f> operator()(std::vector<float> samples) const;

private:

    //some path variables that define it, like controls for B spline

};