



RobotPositionManager.Robot  
PositionManager

- + config\_positions
- + nome\_de\_config\_selecionada
- + FIELD\_WIDTH
- + FIELD\_HEIGHT
- + GRID\_SCALE
- + MAX\_JOGADORES
- + X\_MIN
- + X\_MAX
- + Y\_MIN
- + Y\_MAX
- + posicoes\_atuais
- + marcadores\_jogadores
- + tv\_configs
- + canvas
- + canvas\_height
- + canvas\_width
- + on\_double\_click\_in\_configs
- + click\_on\_grid
- + str CONFIG\_POSITION\_PATH

- + \_\_init\_\_(self)
- + criar\_widgets(self)
- + None draw\_player(self, field\_x, field\_y)
- + click\_on\_grid(self, tk.Event event)
- + None on\_double\_click\_in\_configs(self, tk.Event event)
- + None salvar\_config(self)
- + None clear\_grid(self)
- + None nova\_config(self)
- + None apagar\_config(self)
- + None update\_table\_config(self)
- + destroy(self)
- + dict[str, list[tuple]] get\_config\_positions()
- + None save\_config\_positions(dict[str, list[tuple]] dados)
- # tuple field\_to\_canvas(self, float fx\_, float fy\_)
- # tuple canvas\_to\_field(self, int cx, int cy)