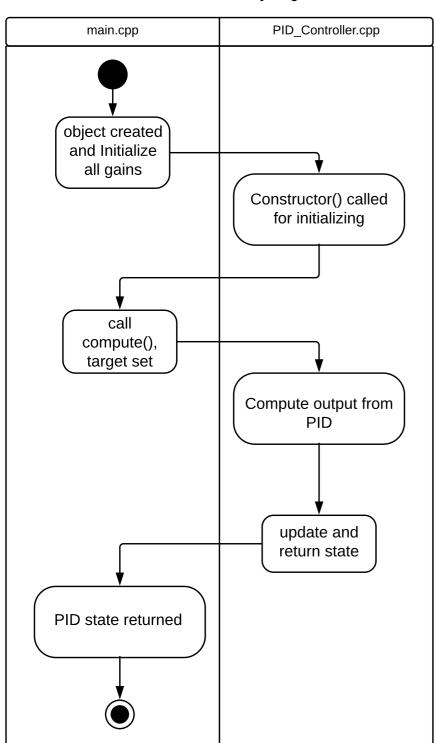
Controller



- kP: double - kI: double - kD: double

controlOutput: double
output: double
initialized: bool
prevError: double
intgError: double
currentState: double

- error: double

- +Controller(void):void
- +isInitialized(void):bool
- +Controller(double,double,double):void
- +compute(double,double):void
- +getkP(void):double
- +setkP(double):void
- +getkI(void):double
- +setkI(double):void
- +getkD(void):double
- +setkD(double):void
- +setState(double):void
- +returnState(double):void