

## Controller - kP: double - kI: double - kD: double - error: double - controlOutput: double - output: double - initialized: bool -prevError: double -intgError: double -currentState: 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 +returnState(double):void