Type A	4	Thi	ng	4	. Node	
+ move (): void	41	- rand: Random			+ data : Thing	
	I	# row : int			+next: Node	
Type B	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	# col : inf			+ Node (Thing)	
# timeSinceLast: int	,	#dir:int			Δ	
+TypeB()	4	# timesinceLast:	int		ThingList	
+ move(): void	(# lab: char		,	- head: Node	
	, i	# isType: boolean	n		+ Thinglist()	
Type C		+ move (): vo:d			+add (Thing): vold	
-rand: Random		+ Step (): void			+ moveAli (): void	
# chosenDirection : int	1	+ rightTurn (Thing)): void		+printAll (): Void	
# Change : int		+ leftTurn (Thing);	void		Δ	
# totalSteps: int		+ maybeTurn (Thing)):voiq		DotChaser	
# leftOverSteps: int	4 '-				. +Main (String CD): Void	
+ move (): void						