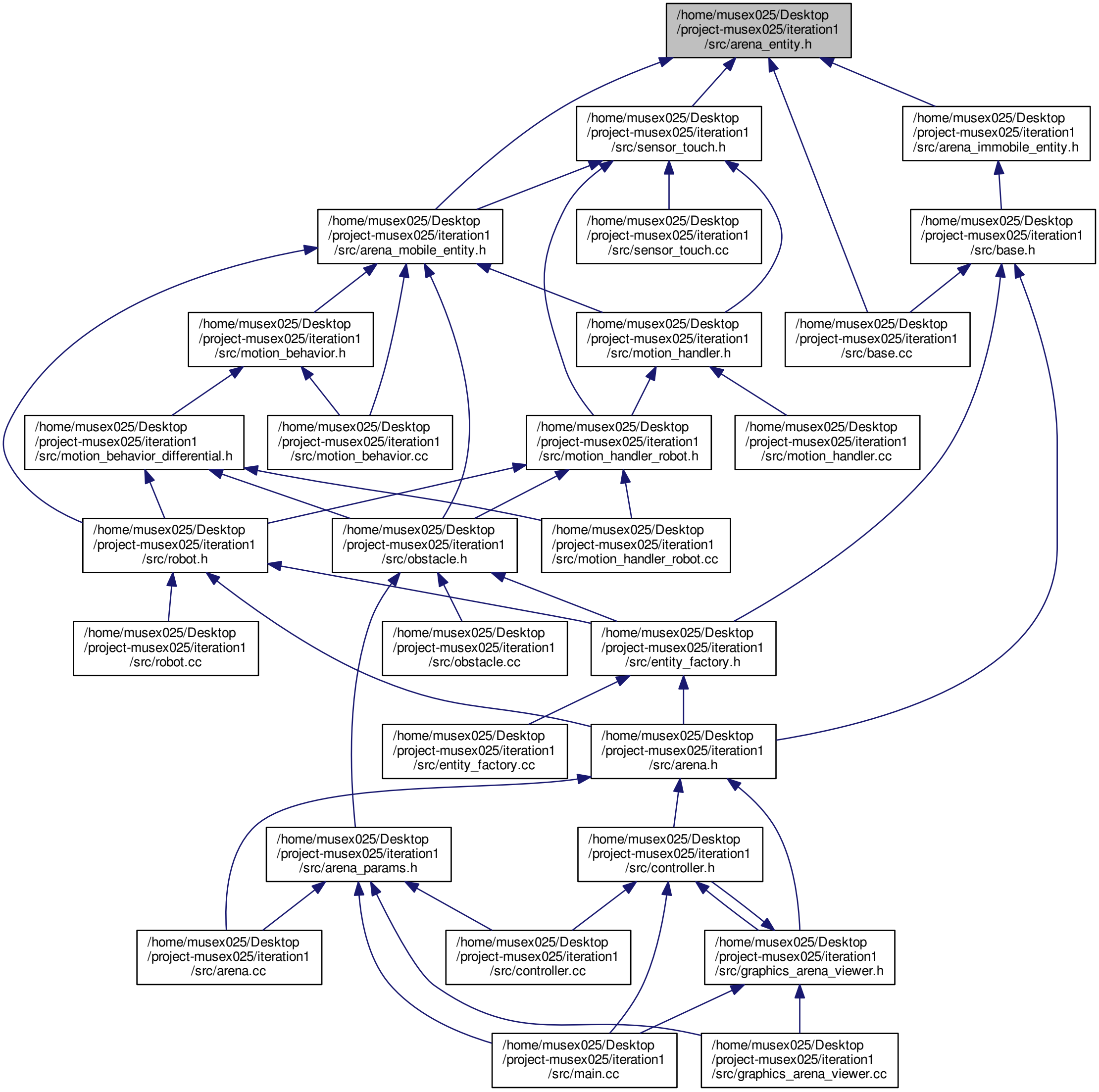
/home/musex025/Desktop /project-musex025/iteration1 /src/arena_entity.h
/home/musex025/Desktop /project-musex025/iteration1 /src/sensor_touch.h
/home/musex025/Desktop /project-musex025/iteration1 /src/arena_immobile_entity.h
/home/musex025/Desktop /project-musex025/iteration1 /src/arena_mobile_entity.h
/home/musex025/Desktop /project-musex025/iteration1 /src/sensor_touch.cc
/home/musex025/Desktop /project-musex025/iteration1 /src/base.h
/home/musex025/Desktop /project-musex025/iteration1 /src/motion_behavior.h
/home/musex025/Desktop /project-musex025/iteration1 /src/motion_handler.h
/home/musex025/Desktop /project-musex025/iteration1 /src/base.cc
/home/musex025/Desktop /project-musex025/iteration1 /src/motion_behavior_differential.h
/home/musex025/Desktop /project-musex025/iteration1 /src/motion_behavior.cc
/home/musex025/Desktop /project-musex025/iteration1 /src/motion_handler_robot.h
/home/musex025/Desktop /project-musex025/iteration1 /src/motion_handler.cc
/home/musex025/Desktop /project-musex025/iteration1 /src/robot.h
/home/musex025/Desktop /project-musex025/iteration1 /src/obstacle.h
/home/musex025/Desktop /project-musex025/iteration1 /src/motion_handler_robot.cc
/home/musex025/Desktop /project-musex025/iteration1 /src/robot.cc
/home/musex025/Desktop /project-musex025/iteration1 /src/obstacle.cc
/home/musex025/Desktop /project-musex025/iteration1 /src/entity_factory.h
/home/musex025/Desktop /project-musex025/iteration1 /src/entity_factory.cc
/home/musex025/Desktop /project-musex025/iteration1 /src/arena.h
/home/musex025/Desktop /project-musex025/iteration1 /src/arena_params.h
/home/musex025/Desktop /project-musex025/iteration1 /src/controller.h
/home/musex025/Desktop /project-musex025/iteration1 /src/arena.cc
/home/musex025/Desktop /project-musex025/iteration1 /src/controller.cc
/home/musex025/Desktop /project-musex025/iteration1 /src/graphics_arena_viewer.h
/home/musex025/Desktop /project-musex025/iteration1 /src/main.cc
/home/musex025/Desktop /project-musex025/iteration1 /src/graphics_arena_viewer.cc