```
PhysicalObjectClass
# objType
# shape
# strength
# color
# size
# location
# speed
# orientation
#id
+ PhysicalObjectClass()
+ PhysicalObjectClass()
+ ~PhysicalObjectClass()
+ setStrength()
+ setColor()
+ setScaledColor()
+ setSize()
+ setLocation()
+ setLocationOutside()
+ setSpeed()
+ setOrientation()
+ setID()
+ getObjectType()
+ getShapeType()
+ getColor()
+ getSize()
+ getXLocation()
+ getYLocation()
+ getSpeed()
+ getOrientation()
+ getID()
+ getStrength()
        RobotClass
# reactionType
# connectionType
# leftSpeed
# rightSpeed
+ RobotClass()
+ RobotClass()
+ RobotClass()
+ ~RobotClass()
+ randSensorSettings()
+ setStrength()
+ setScaledColor()
+ setInitLocation()
+ setLocation()
```

+ setLeftSpeed()
+ setRightSpeed()
+ getReactionType()
+ getConnectionType()
+ getLeftSpeed()
+ getRightSpeed()
+ getLeftSensorLocation()
+ getRightSensorLocation()