```
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()
                                      TargetClass
+ RobotClass()
+ RobotClass()
+ ~RobotClass()
                                   + TargetClass()
+ randSensorSettings()
                                   + TargetClass()
+ setStrength()
                                   + TargetClass()
+ setScaledColor()
                                   + randColor()
+ setInitLocation()
                                   + setScaledColor()
+ setLocation()
                                   + setLocation()
+ setLeftSpeed()
                                   + setStrength()
+ setRightSpeed()
+ getReactionType()
+ getConnectionType()
+ getLeftSpeed()
+ getRightSpeed()
+ getLeftSensorLocation()
+ getRightSensorLocation()
```