```
PhysicalObjectClass
                      # objType
                      # shape
                      # color
                      # size
                      # location
                      # speed
                      # orientation
                      # id
                      # shouldBeDrawn
                      + PhysicalObjectClass()
                      + PhysicalObjectClass()
                      + PhysicalObjectClass()
                      + ~PhysicalObjectClass()
                      + setColor()
                      + setSize()
                      + setLocation()
                      + setLocationOutside()
                      + setSpeed()
                      + setOrientation()
                      + setID()
                      + setShouldBeDrawn()
                      + getObjectType()
                      + getShapeType()
                      + getColor()
                      + getSize()
                      + getXLocation()
                      + getYLocation()
                      + getSpeed()
                      + getOrientation()
                      + getID()
                      + getShouldBeDrawn()
                             RobotClass
                          # targetPair
                          + RobotClass()
 ObstacleClass
                          + RobotClass()
                                                      TargetClass
                          + ~RobotClass()
                          + setInitLocation()
+ ObstacleClass()
                          + setLocation()
                          + setTargetPair()
+ ObstacleClass()
                                                     + TargetClass()
+ ObstacleClass()
                          + getTargetPair()
                                                     + TargetClass()
                          + getTarget()
+ setInitLocation()
                                                     + setLocation()
+ setLocation()
                          + rotate()
                          + translate()
                          + updateLocation()
                          + pointTo()
                          + updatePosition()
```