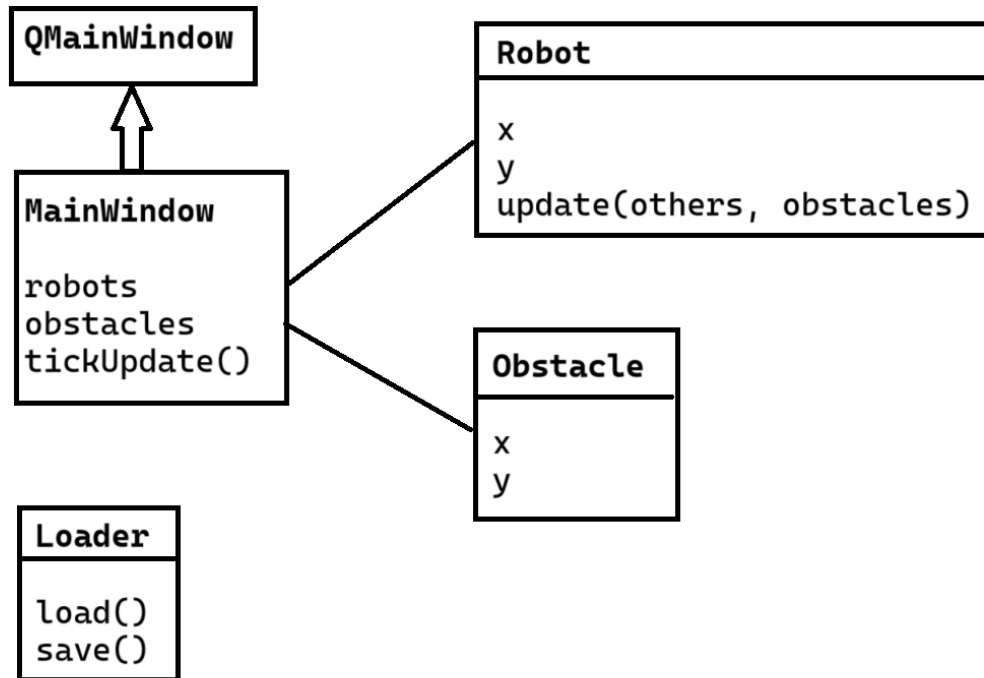


Conceptual model for ICP 2023/2024

Here is a class diagram containing all the implemented classes.



Note that class **MainWindow** also contains a lot of methods for processing the keyboard and mouse input and drawing robots + obstacles on the screen, but, for simplicity, they are omitted from the diagram.

On every tick, which is by default 70 times per second, **MainWindow::tickUpdate** is called, so every robot updates itself (this is done via **Robot::update()**) and everything is redrawn.