

## PidController

- Kp:float
- Kd:float
- Ki:float
- delta time:const float
- clipper\_max\_value:const float
- total\_error:float
- current\_state:float
- + compute(float, float):void
- + compute\_step(void):float
- + clipper(float):float
- + Pid\_controller(void):None
- + get\_current\_state(void):float