

## Bfs

- + start\_point\_:pair<int, int>
- + end\_point\_:pair<int, int>
- + occupancy\_matrix\_:vector<pair<int,int>>
- + width\_:int
- + height\_:int

- Bfs(int,int,pair<int,int>,pair<int,int>):none
- set\_occmat(vector<pair<int,int>> &):none
- set\_width(int &):none
- set\_height(int &):none
- set\_startpoint(pair<int,int> &):none
- set\_goalpoint(pair<int,int> &):none
- get\_next\_point(pair<int,int> &):vector<pair<int,int>>
- startBfs():vector<pair<int,int>>

## sdl\_wrapper

- width:int
- height:int
- renderer:SDL\_Renderer
- window:SDL\_Window

- + set\_width(int):none
- + set\_height(int):none
- + event\_handler(void):none
- + update\_screen(void):none
- + clean(void):none
- + call\_delay(int):none
- + draw\_point(pair<int,int> &):none