

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
- +et_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