Robert.DrivingEngine

- DrivingEngine(String location_query)
- Frame nextFrame(Larry.UserInput)
- Location getLocation()
- Direction getDirection()

The driving engine maintains state about the simulation (such as direction, location (and as an implementation detail, things like the next junction). Additionally, it continuously executes an image find/fetch/process loop, which may be cached/multithreaded in future.

Larry : Application

- s : screensContainer

 This will be the entry point for the simulator

LarrySettings
(Singleton)
- Location getLocation()
- ImageParams getParams()
- void setLocation(double lat, double lon)
- void setParams(double a, double b...)

ScreensContainer

- List<ScreenController> screens

- void setScreen(ScreenController)
- void loadScreen(ScreenController)
- void unloadScreen(ScreenController)

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<<interface>>
ScreenController

- void setScreenParent(ScreensContainers)
- void setupScreen()

RunningScreenController

- void handleNextAction(ActionEvent e)

ParameterScreenController

- void handleNextAction(ActionEvent e)

LocationScreenController

- void handleNextAction(ActionEvent e)

StartScreenController

- void handleNextAction(ActionEvent e)