

RobotFootballCore::Interfaces::IPositionedObject

```
classDiagram
    class IPositionedObject {
    }
    class Ball {
        +BallSize
        +DrawToField()
        +Ball()
    }
    IPositionedObject <|-- Ball
```

The diagram shows a class hierarchy. At the top is the interface `RobotFootballCore::Interfaces::IPositionedObject`, represented by a white box with three empty compartments. Below it is the class `RobotFootballCore::Objects::Ball`, represented by a grey box with three compartments. A blue arrow with an open triangle head points from the `Ball` class to the `IPositionedObject` interface, indicating that `Ball` implements `IPositionedObject`.

RobotFootballCore::Objects::Ball

+ BallSize

+ DrawToField()

+ Ball()