## dataHandler

+ scans:vector<double>

- + dataHandler():void
- + ~dataHandler():void + importData():void

- + genXMat:vector<double>
  + genYMat:vector<double>
  + genRMat:vector<double>

## objectDetector

- + centroids: vector<double>
- + centroidPos: vector<int>
- + maxDetects: int
- + objectDetector():void
- + ~objectDetector():void + findCluster():void

- + getLoss():vector<double>
  + findClusterLoc():vector<double>