## dataHandler

- scans:vector<double>

- + dataHandler():void + virtual ~dataHandler():void + importData(string file):void + genXMat():vector<double>
- + genYMat():vector<double>
- + genRMat():vector<double>

## objectDetector

- centroids: vector<double>
- centroidPos: vector<int>
- maxDetects: int
- helper : dataHandler
- + explicit objectDetector(dataHandler &dh):void
- + virtual ~objectDetector():void
- + findCluster():void
- + getLoss(double &v1):vector<double>
  + findClusterLocX():vector<double>
- + findClusterLocY():vector<double>