

## LaneHandler

+ waypoints\_lane\_  
+ autoware\_lane\_

+ LaneHandler()  
+ LaneHandler()  
+ LaneHandler()  
+ setLane()  
+ setLane()  
+ getAutowareLane()  
+ getWaypointsLane()  
+ getClosestWaypoint()  
# convertFromLaneToWaypoints()  
# ConvertFromWaypointsToLane()