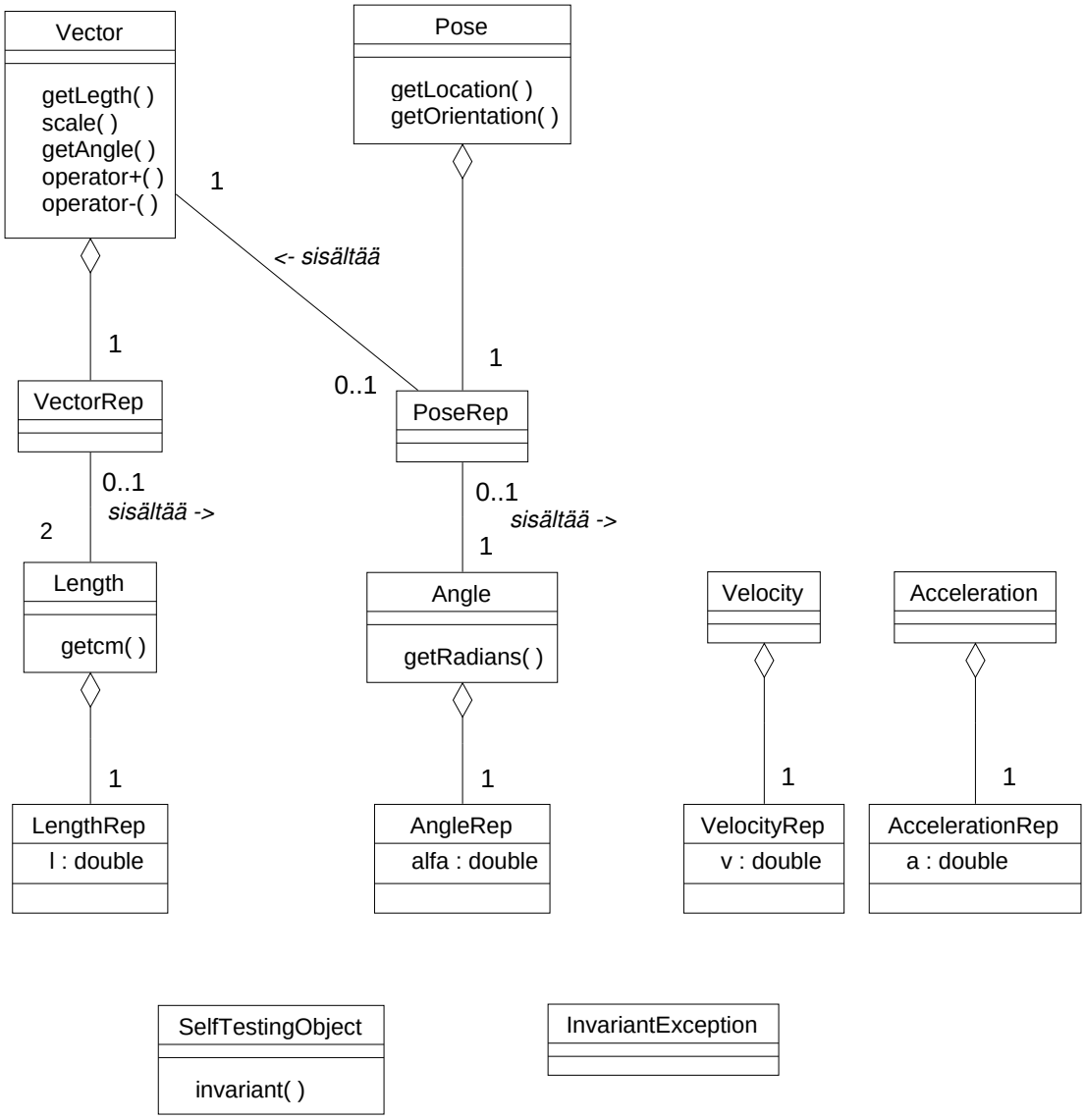
Vector
getLegth( )
scale( )
getAngle( )
operator+( )
operator-( )
Pose
getLocation( )
getOrientation( )
1
<- sisältää
1
1
0..1
VectorRep
PoseRep
0..1
sisältää ->
2
0..1
sisältää ->
1
Length
getcm( )
Angle
getRadians( )
Velocity
Acceleration
1
1
1
1
LengthRep
l : double
AngleRep
alfa : double
VelocityRep
v : double
AccelerationRep
a : double
SelfTestingObject
invariant( )
InvariantException