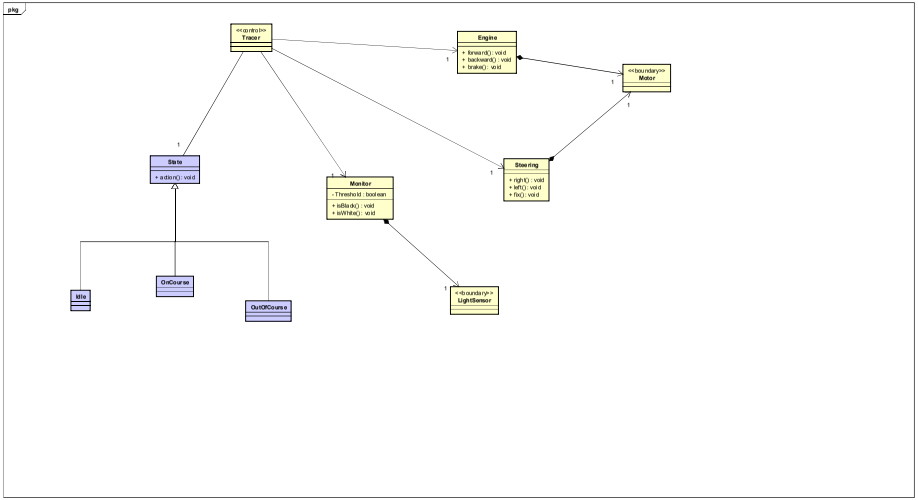
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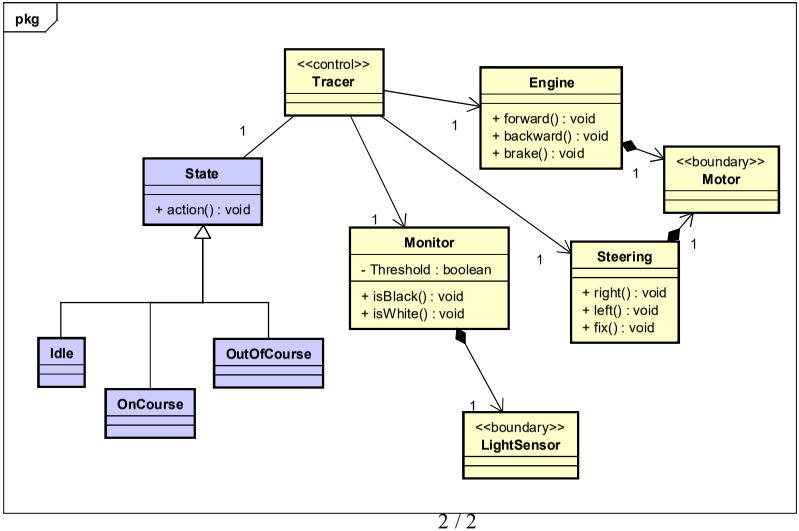
Tracer
Engine
+ forward() : void
+ backward() : void
+ brake() : void
<<boundary>>
Motor
State
+ action() : void
Monitor
- Threshold : boolean
+ isBlack() : void
+ isWhite() : void
Steering
+ right() : void
+ left() : void
+ fix() : void
Idle
OnCourse
OutOfCourse
<<boundary>>
LightSensor
1
1
1
1
1
1
1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LightSensor
1