

# Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

c <b>BallPositionTask</b>	Implements a task to determine the ball position
c <b>BaseShare</b>	Base class for classes that share data in a thread-safe manner between tasks
c <b>CommunicationTask</b>	Implements a task to communicate with serial devices
c <b>ControllerTask</b>	Implements a task to control the system
c <b>deviceParams_t</b>	Device Parameters Structure Type
c <b>emstream</b>	Base class for serial devices which print using a << operator
c <b>EncoderTask</b>	Implements a task to determine the beam angle
c <b>float_with_bits_t</b>	Single precision float accessed as a float or a set of 32 bits
c <b>L6206_InitTypeDef</b>	
c <b>LimitSwitchTask</b>	Implements a task to determine whether or not the system is safe
c <b>MotorDriveTask</b>	Implements a task to control the motor
c <b>motorDrv_t</b>	Motor driver structure definition
c <b>TaskBase</b>	Base class for implementations of tasks in task/state based programs
c <b>TaskQueue</b>	Implements a queue to transmit data from one RTOS task to another
c <b>TaskShare</b>	Class for data to be shared in a thread-safe manner between tasks
c <b>TextQueue</b>	Converts data to characters with << and puts them into a FreeRTOS queue
c <b>UserInputTask</b>	Implements a task to determine the set-point of the ball on the beam