**Purpose:** Handle teleop stuff. Should discuss and determine about how teleop class(es) should be organized.

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| --- | --- |
| **Priority:** High | **Reason:** We want to have a teleop mode at least before the first competition. |

**Primary Programmers:**

* Luke

**Public Constants (public static final):**

* + None

**Constructors (called when an object instance is created):**

* + None

**Interface Instance Methods (used on an instance of this class):**

* public void init(0 arguments)
  + Purpose: Method required by the class it extends (base class). Should perform basic setup operations, including any initial variable values, servo positions, etc.
  + Priority: High (Robot may be disqualified if not initialized properly)
* public void start(0 arguments)
  + Purpose: Does any setup immediately before the robot starts running teleop (right after the start button is pressed). This could include initializing servos to values outside the 18” cube, etc.
  + Priority: Medium (Not necessary for robot in the competition, but could save time or be helpful)
* public synchronized void loop(0 arguments)
  + Purpose: WIP
  + Priority: Very High (WIP)