Ball and Plate

1.0

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# **Chapter 1**

# **Class Index**

## 1.1 Class List

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

PidBp																																				
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## **Chapter 2**

## **Class Documentation**

### 2.1 PidBp Class Reference

Classe desenvolvida para implementação do controle do Ball and Plate por meio do emprego do PID.

```
#include <PidBp.h>
```

#### **Public Member Functions**

· void setup ()

Função setup() para implementação do controle PID (2 DOF).

• void loop ()

Função loop() para implementação do controle PID (2 DOF).

#### 2.1.1 Detailed Description

Classe desenvolvida para implementação do controle do Ball and Plate por meio do emprego do PID.

The documentation for this class was generated from the following files:

- /home/iasbeck/Área de Trabalho/ballPlate/ballPlate/include/PidBp.h
- /home/iasbeck/Área de Trabalho/ballPlate/ballPlate/src/PidBp.cpp

#### 2.2 Touch Class Reference

#### **Public Member Functions**

- int getRawX ()
- int getRawY ()

The documentation for this class was generated from the following files:

- /home/iasbeck/Área de Trabalho/ballPlate/ballPlate/include/Touch.h
- /home/iasbeck/Área de Trabalho/ballPlate/ballPlate/src/Touch.cpp

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### 2.3 TouchTest Class Reference

#### **Public Member Functions**

- void setup ()
- void loop ()
- void getRawValues ()

The documentation for this class was generated from the following files:

- /home/iasbeck/Área de Trabalho/ballPlate/ballPlate/test/TouchTest.h
- /home/iasbeck/Área de Trabalho/ballPlate/ballPlate/test/TouchTest.cpp

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