

# Understanding the WPI Library

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## 1 Introduction

The WPI Library is a Java API that FIRST developed with the help of WPI (Worcester Polytechnic Institute) to help students write readable code for the robot. Despite being very high level code, the WPI Library allows users to have nearly full control over every aspect of the robot. The purpose of this document is to introduce you to the big ideas from WPI Lib and explain important concepts required for programming the robot. Rather than being a document detailing exactly what to type, this document outlines how the WPI Lib actually works, what type of code goes where, and the coding styles/methodologies required by the MidKnight Inventors.

## 2 Command Based Code

There are various ‘ways’ to write code for the robot. The standard for the MidKnight Inventors is to use the **Command Based** coding style. The main reason that we choose to write our code in a command based way is because it keeps the code modular, clean, and easy to debug. Also, command based code is the most flexible and allows users to easily create additional functionality that isn’t already a part of the WPI Lib. That being said, the command based style of writing code is the most conceptually complex and requires a thorough understanding of what the code is doing at exactly every point.

## 3 The Master Classes

When you first make a new command based robot program, there are three default classes present in the `org.usfirst.teamXXXX.robot`. I refer to these three classes as the **master classes** since they directly control what the robot is doing. All the other code ‘plugs’ into one of the three master classes.

### 3.1 `Robot.java`

`Robot.java` is both the simplest and most of the three master classes. `Robot.java` contains instructions for what the robot should be doing during every state that it could be in. Since we

are using a command based system, all of our subsystems will be initialized in this class. You can think of the entire robot being in a constant state machine controlled by the **Field Management System** (FMS). `Robot.java` contains methods for all the different states that the robot could be in.

Let's break down `Robot.java` to understand what it's doing at every point. Here's the code that you would see in `Robot.java` if you made a new project:

```
package org.usfirst.frc.team1923.robot;
...

public class Robot extends IterativeRobot {

    public static final ExampleSubsystem exampleSubsystem = new ExampleSubsystem();
    public static OI oi;

    Command autonomousCommand;
    SendableChooser chooser;

    public void robotInit() {
        oi = new OI();
        chooser = new SendableChooser();
        chooser.addDefault("Default Auto", new ExampleCommand());
        //    chooser.addObject("My Auto", new MyAutoCommand());
        SmartDashboard.putData("Auto mode", chooser);
    }

    public void disabledInit(){

    }

    public void disabledPeriodic() {
        Scheduler.getInstance().run();
    }

    public void autonomousInit() {
        autonomousCommand = (Command) chooser.getSelected();

        /* String autoSelected = SmartDashboard.getString("Auto Selector", "Default");
        switch(autoSelected) {
            case "My Auto":
```

```

        autonomousCommand = new MyAutoCommand();
        break;
    case "Default Auto":
    default:
        autonomousCommand = new ExampleCommand();
        break;
    } */

    // schedule the autonomous command (example)
    if (autonomousCommand != null) autonomousCommand.start();
}

public void autonomousPeriodic() {
    Scheduler.getInstance().run();
}

public void teleopInit() {

}

public void teleopPeriodic() {
    Scheduler.getInstance().run();
}

public void testPeriodic() {
    LiveWindow.run();
}
}

```

Let's start by breaking down each method to see what it does.

### 3.1.1

```
public void robotInit()
```

When the robot is first turned on and enabled, it will run this set of instructions. `robotInit ()` is where you should declare all of your defaults and initialize and logging. The most important thing to remember is that `robotInit()` contains anything that you want the robot to do every

time it's placed on the field. Let's say you wanted an intake to always start in the down position, then you would call that code here in `robotInit()`.

### 3.1.2

```
public void disabledInit()
```

Whenever the robot is disabled, this method is called. Although it's not used as often as `robotInit()`, `disabledInit()` can have some important use cases. Occasionally, when the robot is disabled, a command may be in the middle of running or there might be an over-arching command that runs asynchronously that needs to be stopped. Stopping such a command would be done in `disabledInit()`. Additionally, when the robot is disabled there are sometimes changes that we want to make to the robot without actually pressing any buttons, this can be in the code fairly easily. Examples of such functionality would be making sure an arm is retracted all the way so that the drive team can easily move the robot from the field to the cart.

### 3.1.3

```
public void autonomousInit()
```