

Today you will be looking through some code from last year's game that has been rewritten for teaching purposes.

This code was active on Team 5333's Robot and was used throughout competition, and as such, is being used to give you an idea about what coding a robot is like for FRC.

You can start browsing the code at <https://github.com/FRC5333/2015-Edu>. (*src/main/java/...*)

Start by looking at the `RobotModule` class. This is the entrypoint to your FRC Program.

From there, move on to the `Mappings` class. This is where your Robot's IO is setup for use.

Next, open the `TeleopController` class. This will give you an idea of how Iterative (periodic) code works.

`DriveController` is your next target. This class shows how you can manipulate driver input.

Everything under the `data` package is used for recording Robot data and statistics during the duration of the match. During the 2016 season, each team will be recording data throughout matches to be analysed at the conclusion of the season. Really, the only purpose of this is that I love pretty graphs.

Have fun,

~ Jaci R

BlackBox Sample Data

This is some data that was recorded by BlackBox and shows how the Throttle Scale interacts with Driver Input and effective Throttle to the motors.

The **ORANGE** line represents the current Throttle Scale

The **BLUE** line represents the Throttle the driver is applying on the Joystick

The **GREEN** line represents the effective throttle to the motors

(green and blue lines have been mirrored to make visualization easier)

