Prelab 2

1. CreateDir.sh  
   **#!/bin/bash**mkdir $1 *# using 0 uses the script name*
2. ShowDate.sh  
   **#!/bin/bash**echo -n **"The current date is $(date)"**
3. **class** WiimoteBtns {  
   **private**:  
    **int** fd;  
   **public**:  
    WiimoteBtns() {  
    *// Open Wiimote event file* fd = open(**"/dev/input/event2"**, O\_RDONLY);  
    **if** (fd == -1) {  
    std::cerr << **"Error: Could not open event file - forgot sudo?\n"**;  
    exit(1);  
    }  
    }  
     
    *// Close Wiimote event file* ~WiimoteBtns() {  
    close(fd);  
    **return** 0;  
    }  
     
    **void** Listen() {  
    **while** (**true**) {  
    *// Read a packet of 32 bytes from Wiimote* **char** buffer[32];  
    read(fd, buffer, 32);  
     
    *// Extract code (byte 10) and value (byte 12) from packet* ButtonEvent(buffer[10], buffer[12]);  
    }  
    }  
     
    **void** ButtonEvent(**int** code, **int** value) {  
    *// Print them* std::cout << **"Code = "** << code << **", value = "** << value << **'\n'**;  
    }  
   };
4. **class** WiimoteAcell {  
   **private**:  
    **int** fd; *// Wiimote event file***public**:  
    WiimoteAcell() {  
    *// Open Wiimote event file* fd = open(**"/dev/input/event0"**, O\_RDONLY);  
    **if** (fd == -1)  
    {  
    std::cerr << **"Error: Could not open event file - forgot sudo?\n"**;  
    exit(1);  
    }  
    }  
     
    ~WiimoteAcell() {  
    *// Close Wiimote event file* close(fd);  
    **return** 0;  
    }  
     
    **void** Listen() {  
    *// Read a packet of 16 bytes from Wiimote* **char** buffer[16];  
    read(fd, buffer, 16);  
     
    *// Extract code (byte 10) and value (byte 12) from packet* **int** code = buffer[10];  
    **short** acceleration = \* (**short** \*) (buffer + 12);  
     
    AccelerationEvent(code, acceleration);  
    }  
     
    **virtual void** AccelerationEvent(**int** code, **short** acceleration) {  
    *// Print them* std::cout << **"Code = "** << code << **", acceleration = "** << acceleration << **'\n'**;  
    }  
   };