## EditRobotView

### CRC

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| EditRobotView | |
| Responsibilities: to display to the user an Interface to be used for Editing robots | Collaborators: AbstractView to control the users input on the Interface. LibMaster to access robots and their code. |

### Description / Overview

A User Interface that contains a list of robots. The selected robot’s information is displayed in the boxes of information that is editable and can be save or unchanged. There is a selection box with the list of robots to be edited and text boxes to edit the robots name, team, and code. 4 buttons are available to save changes, cancel changes, create a new robot, or go back to the main menu.

### Instance Variables

#### libMaster

Data Type:LibMaster

Contains a private reference to the libMaster that contains the librarian to help access the robots and their code

### Method Overview

*public EditRobotView(LibMaster libMaster)*

### Method Writeups

#### public EditRobotView(LibMaster libMaster)

constructs a new EditRobotView using a LibMaster that will be used to get and set the robot’s information.