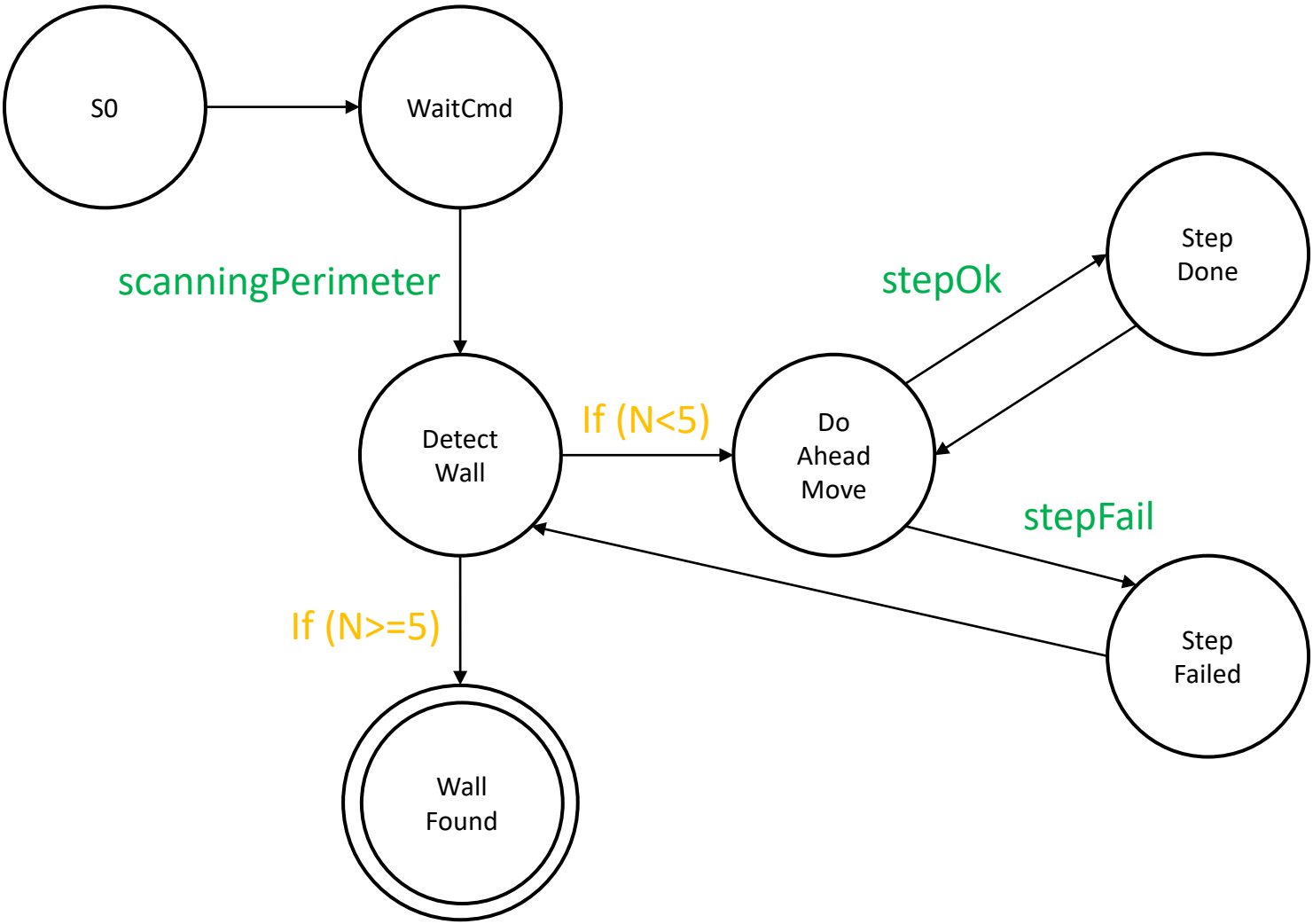


# SPRINT 8

Room Perimeter Explorer – sprint8



Timeout

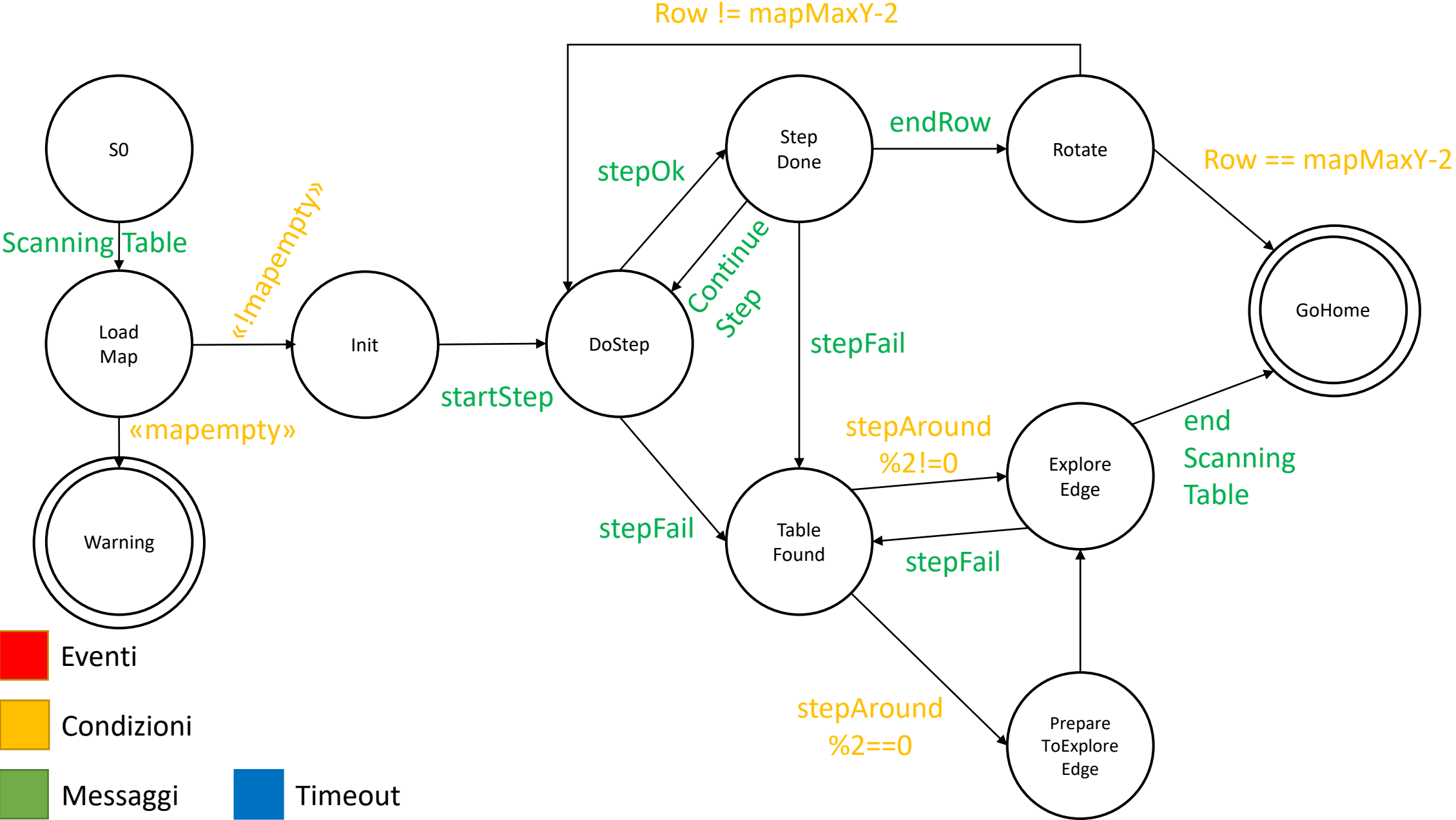
Eventi

Condizioni

Messaggi

N = NumWallsFound

Find Table – sprint8



**Navi - Sprint8**

```

stateDiagram-v2
    [*] --> waitCmd
    S0 --> waitCmd
    waitCmd --> updateRobotPos : robotPosition
    updateRobotPos --> waitCmd
    waitCmd --> StaticSetupRoom : staticStartTheSystem
    StaticSetupRoom --> Warning : «mapempty»
    waitCmd --> planPathToTable : reachTable
    waitCmd --> retronHome : goHome
    waitCmd --> planPathToAppliance : reachAppliance
    waitCmd --> savePos : sendInfoPos
    planPathToTable --> reachRequestedGoal
    retronHome --> reachRequestedGoal
    planPathToAppliance --> reachRequestedGoal : startGoal
    reachRequestedGoal --> makeThePlan
    makeThePlan --> executePlannedActions
    executePlannedActions --> goalOk : Curmove.length <= 0
    executePlannedActions --> checkAndDoAction : Curmove.length > 0
    checkAndDoAction --> doRotation : !curmoveIsForward
    checkAndDoAction --> doForwardMove : curmoveIsForward
    doRotation --> executePlannedActions
    doForwardMove --> handleStepFail : stepFail
    doForwardMove --> handleStepOk : stepOk
    handleStepOk --> executePlannedActions
    handleStepFail --> executePlannedActions
    goalOk --> [*]
    
```

**Legend:**

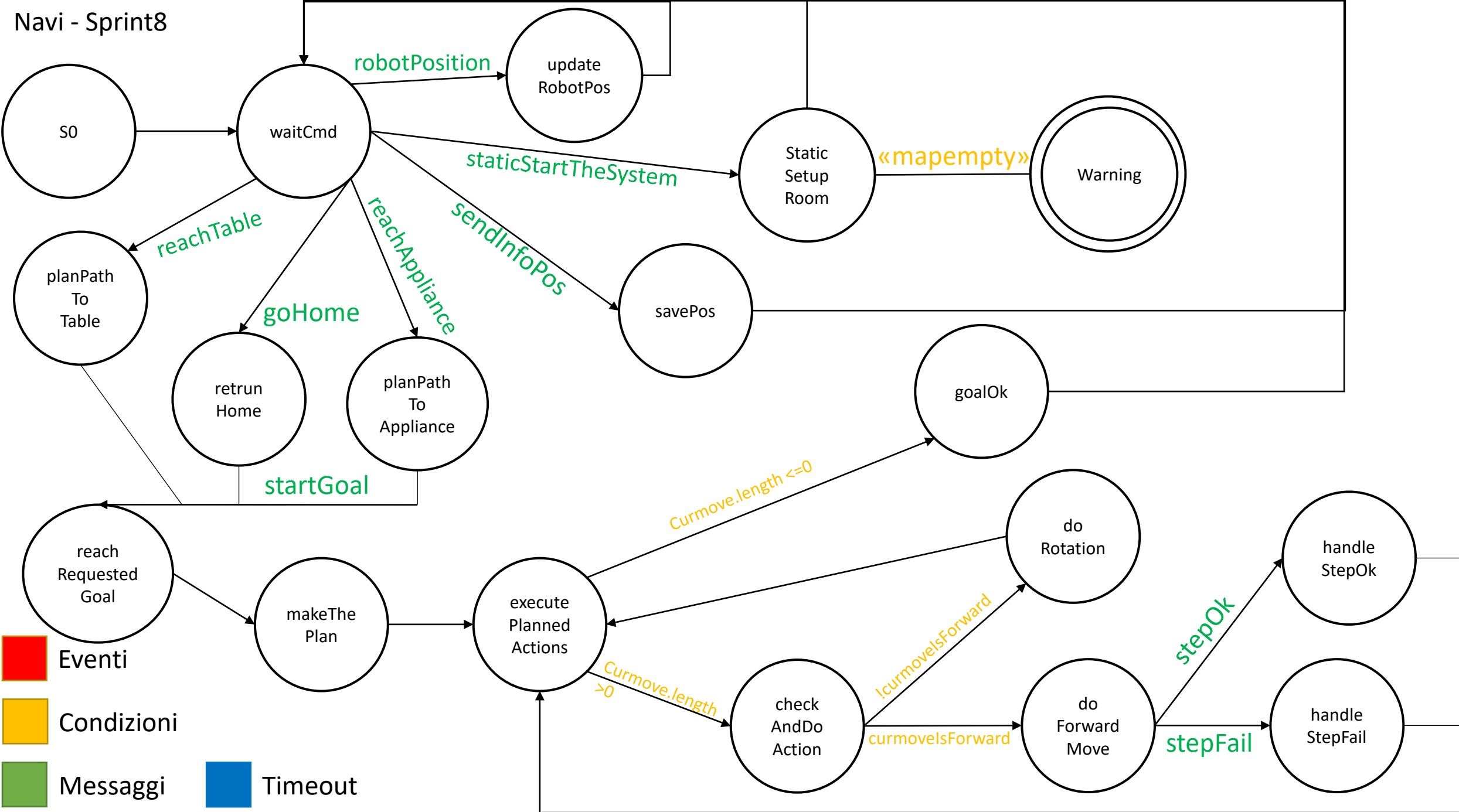
- Eventi
- Condizioni
- Messaggi
- Timeout



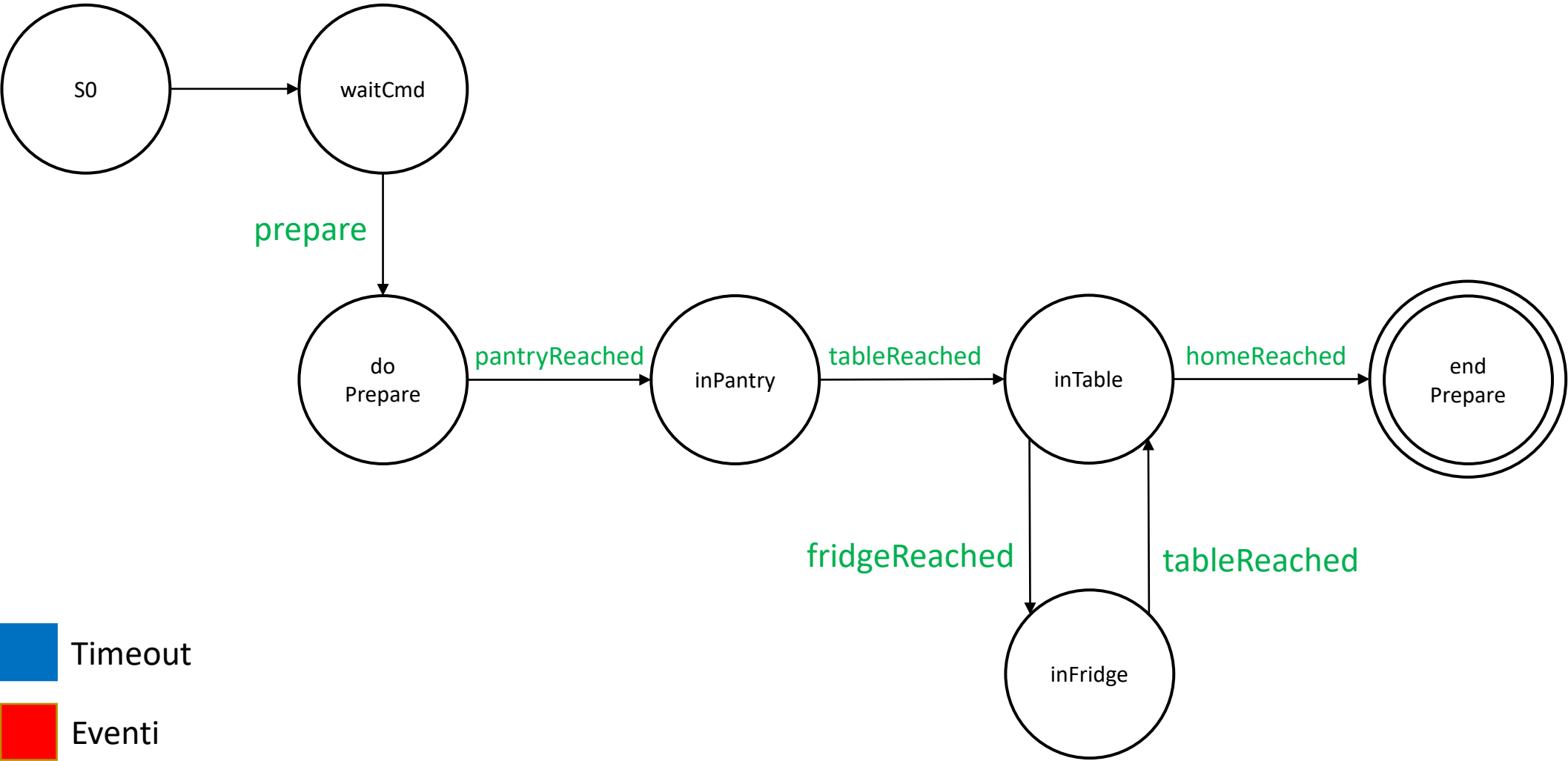
## Condizioni

## Messaggi

## Timeout

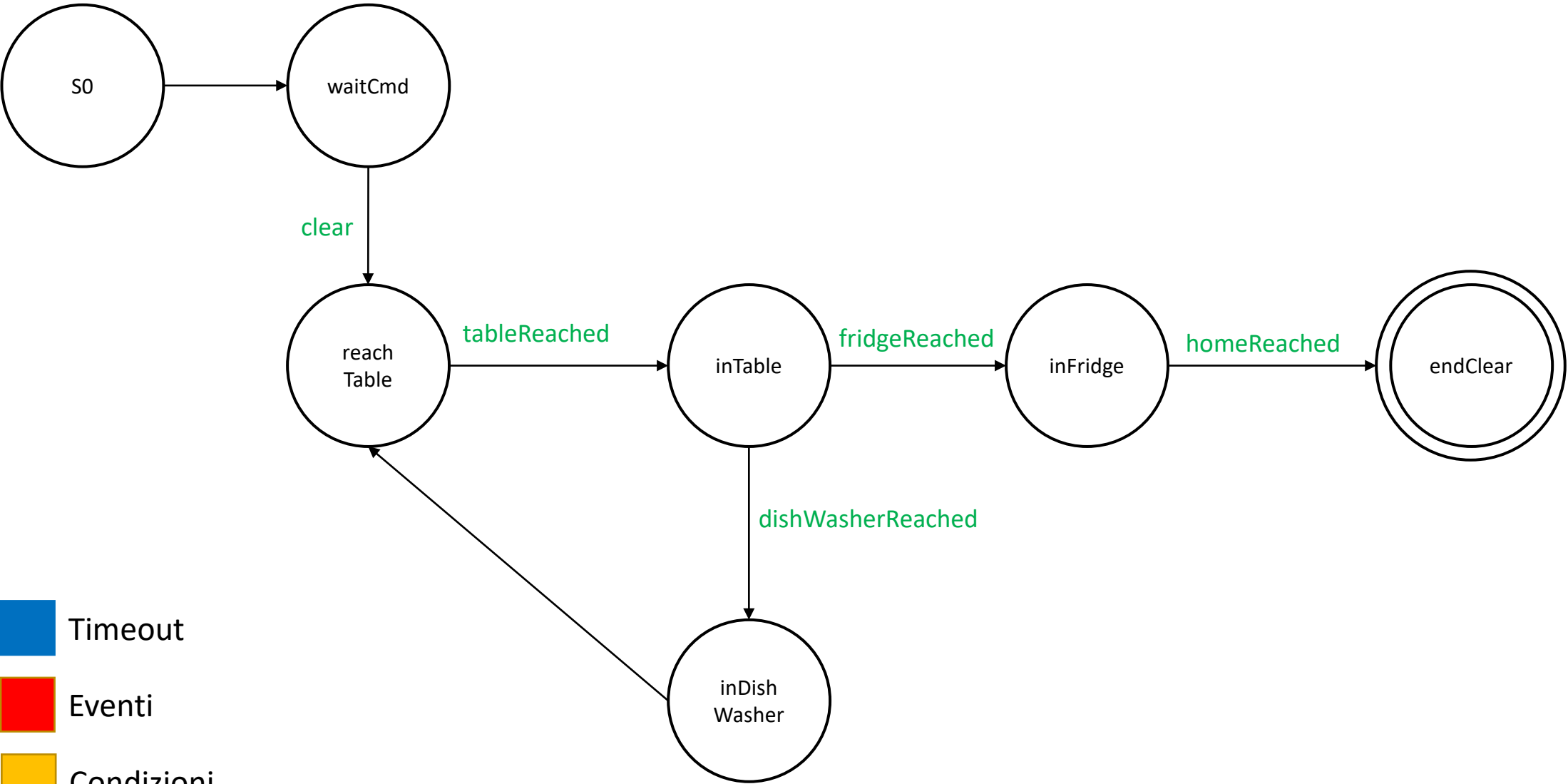


Prepare – SPRINT 8

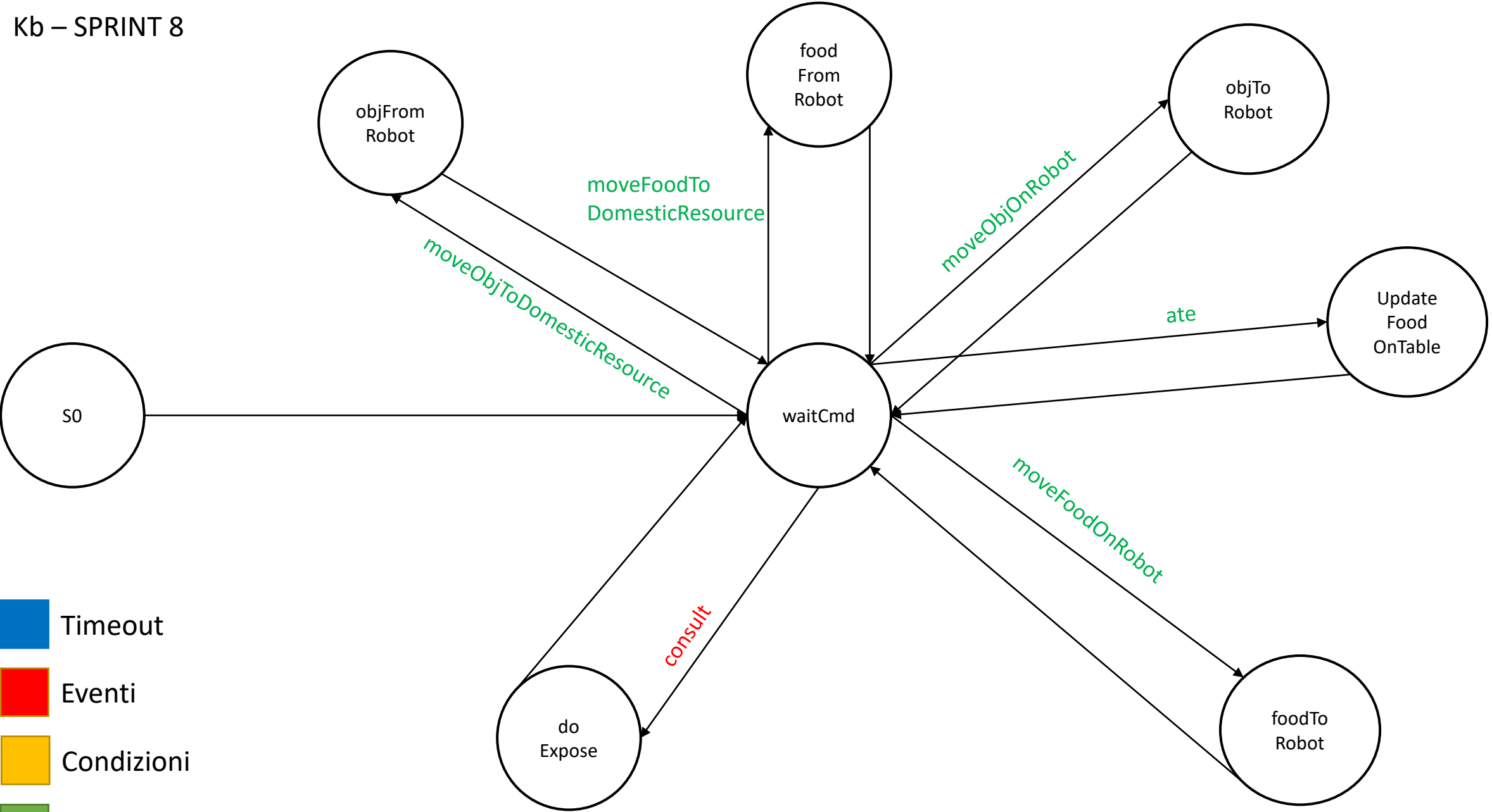


- Timeout
- Eventi
- Condizioni
- Messaggi

Clear – SPRINT 8



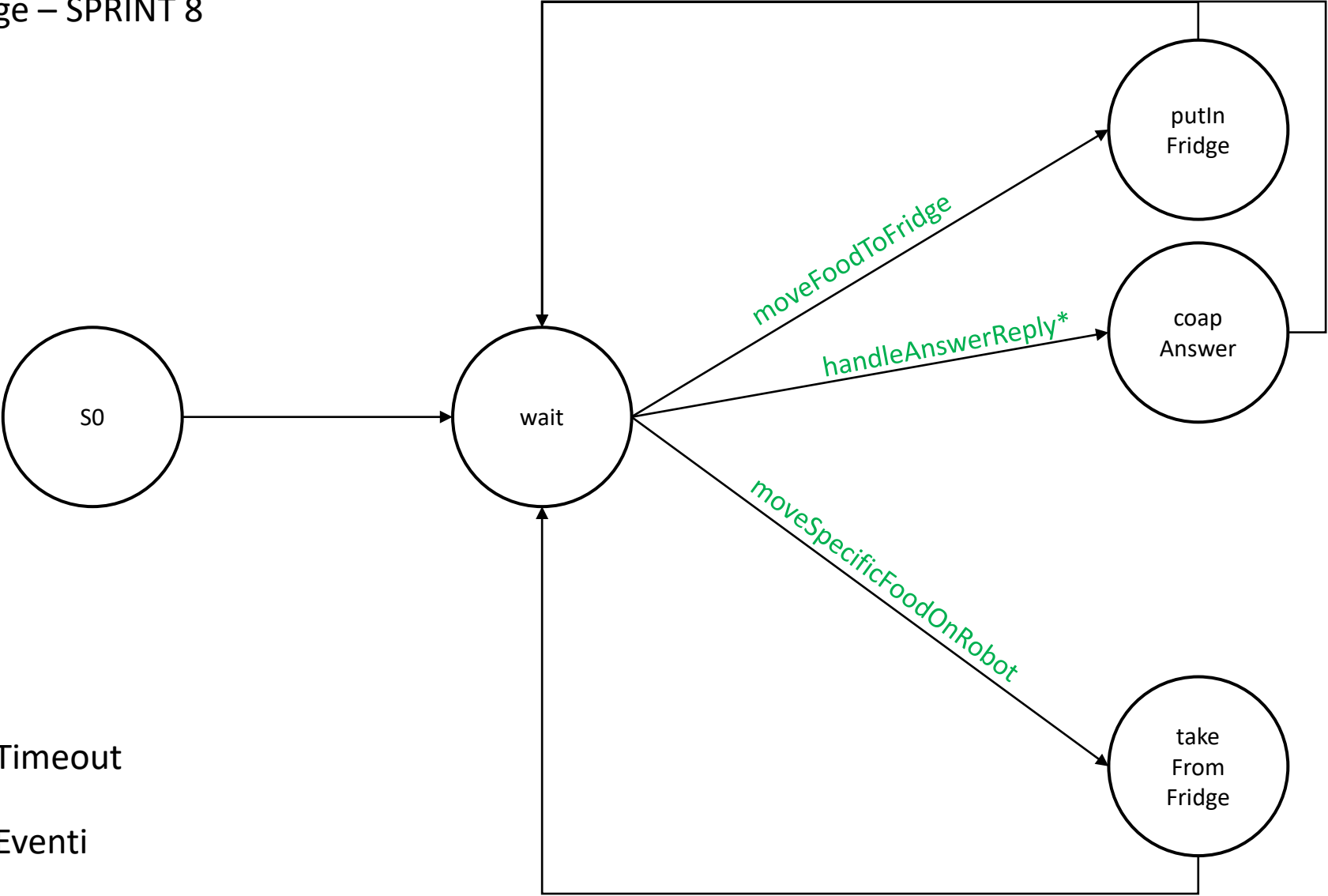
- Timeout
- Eventi
- Condizioni
- Messaggi



- Timeout
- Eventi
- Condizioni
- Messaggi

Fridge – SPRINT 8

- Timeout
- Eventi
- Condizioni
- Messaggi

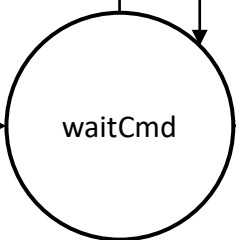
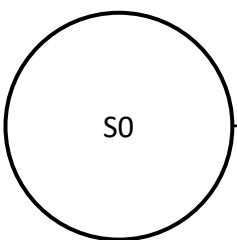


\* = da fridgeCoap.kt

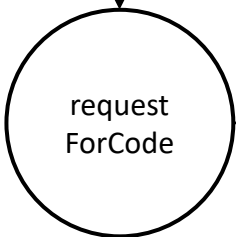


# AddFood – sprint8

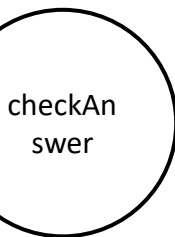
answerFromFridgeCoap



addFood

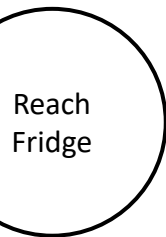
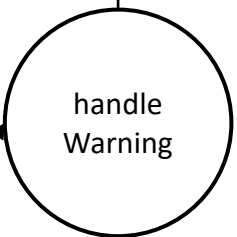


answerFromFridgeCoap

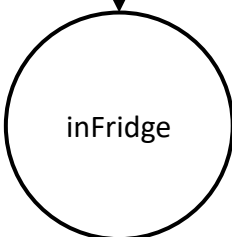


Answer = no

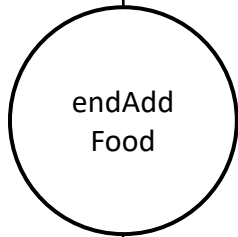
Answer = yes



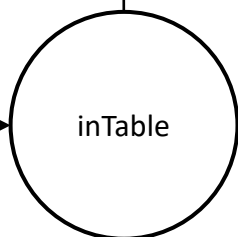
fridgeReached



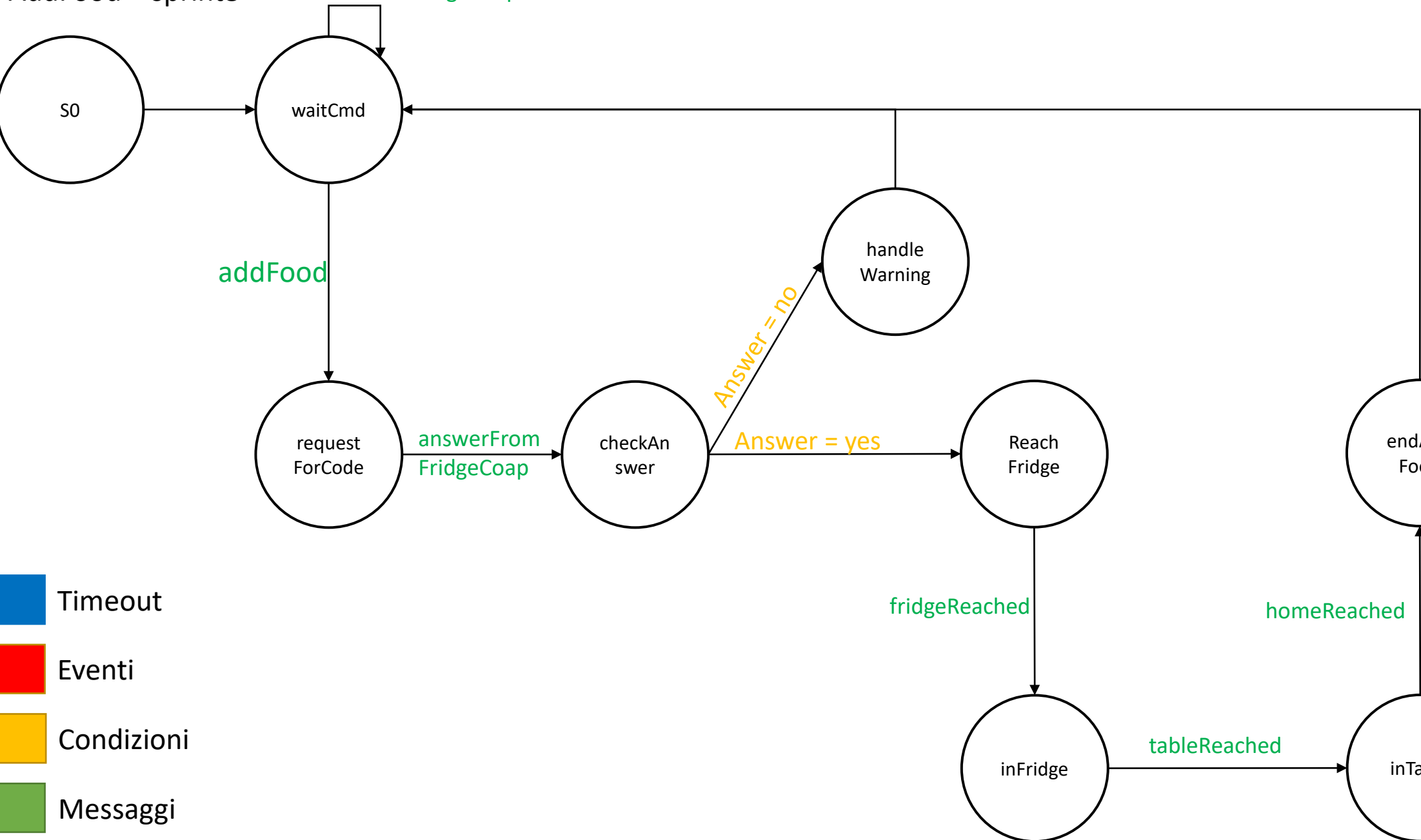
tableReached

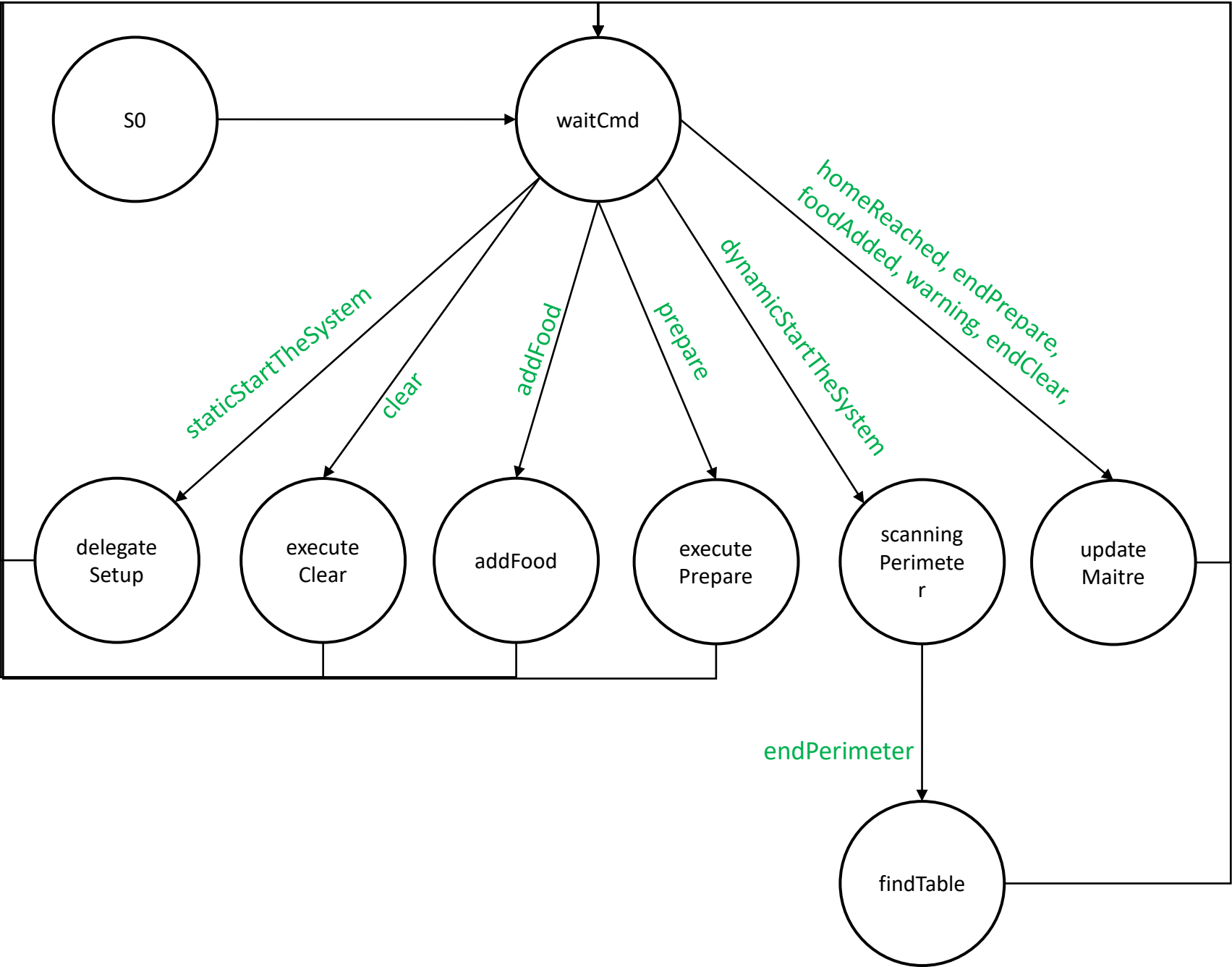


homeReached

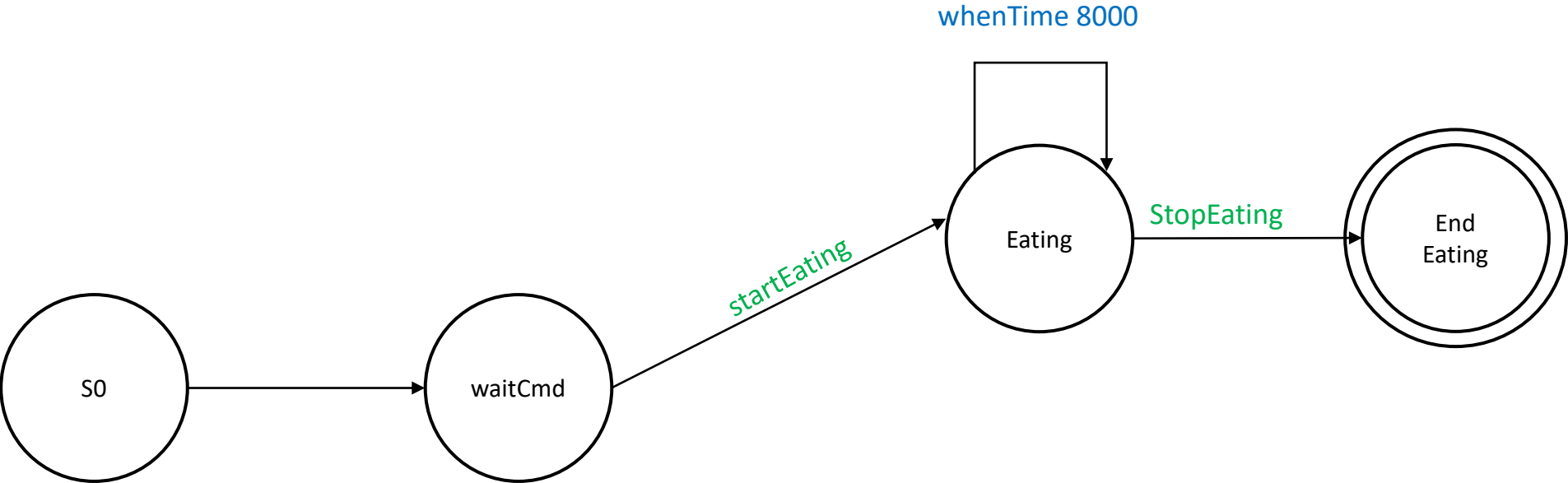


- Timeout
- Eventi
- Condizioni
- Messaggi





Greedy – sprint8



- Timeout
- Eventi
- Condizioni
- Messaggi