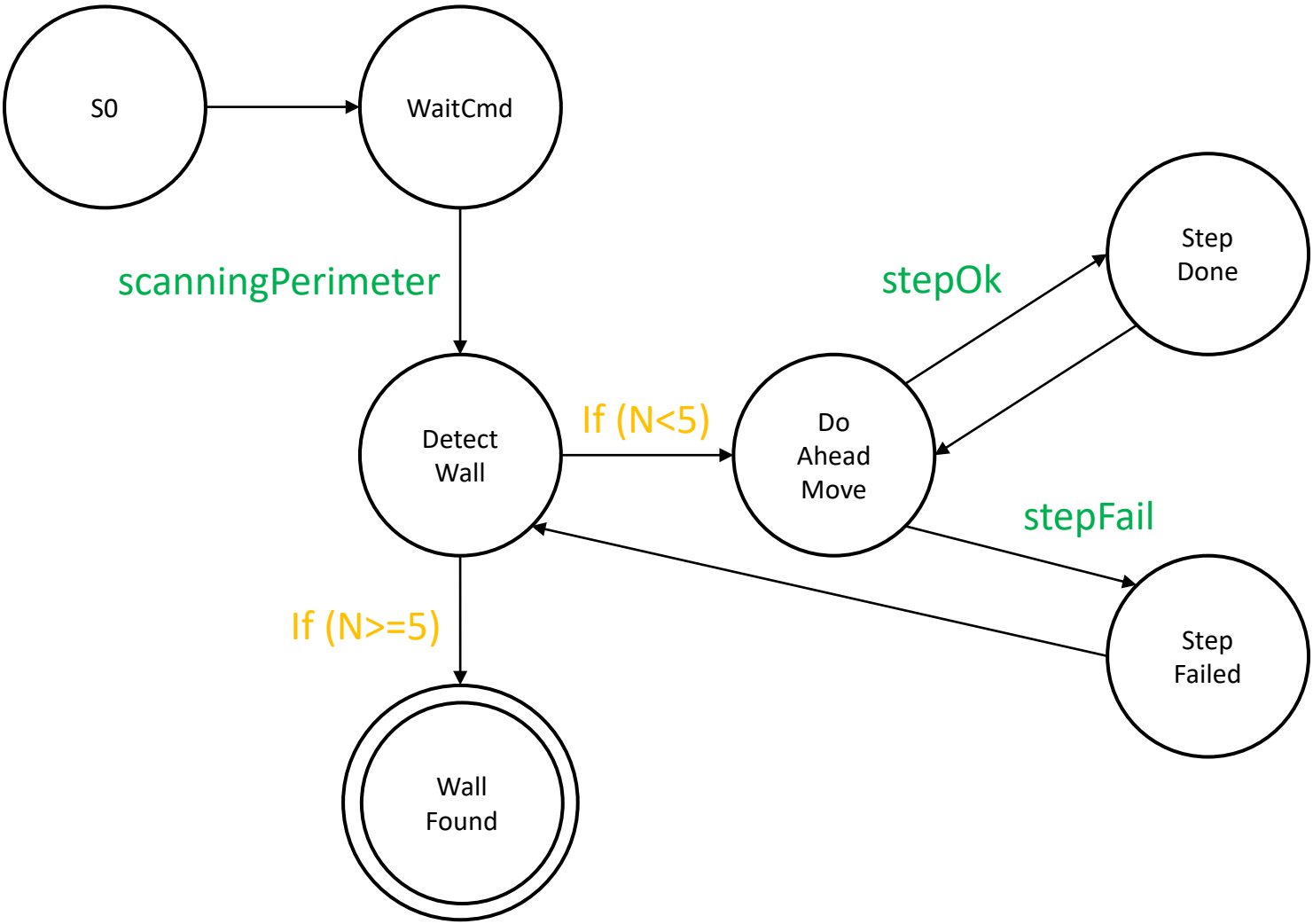


SPRINT 10

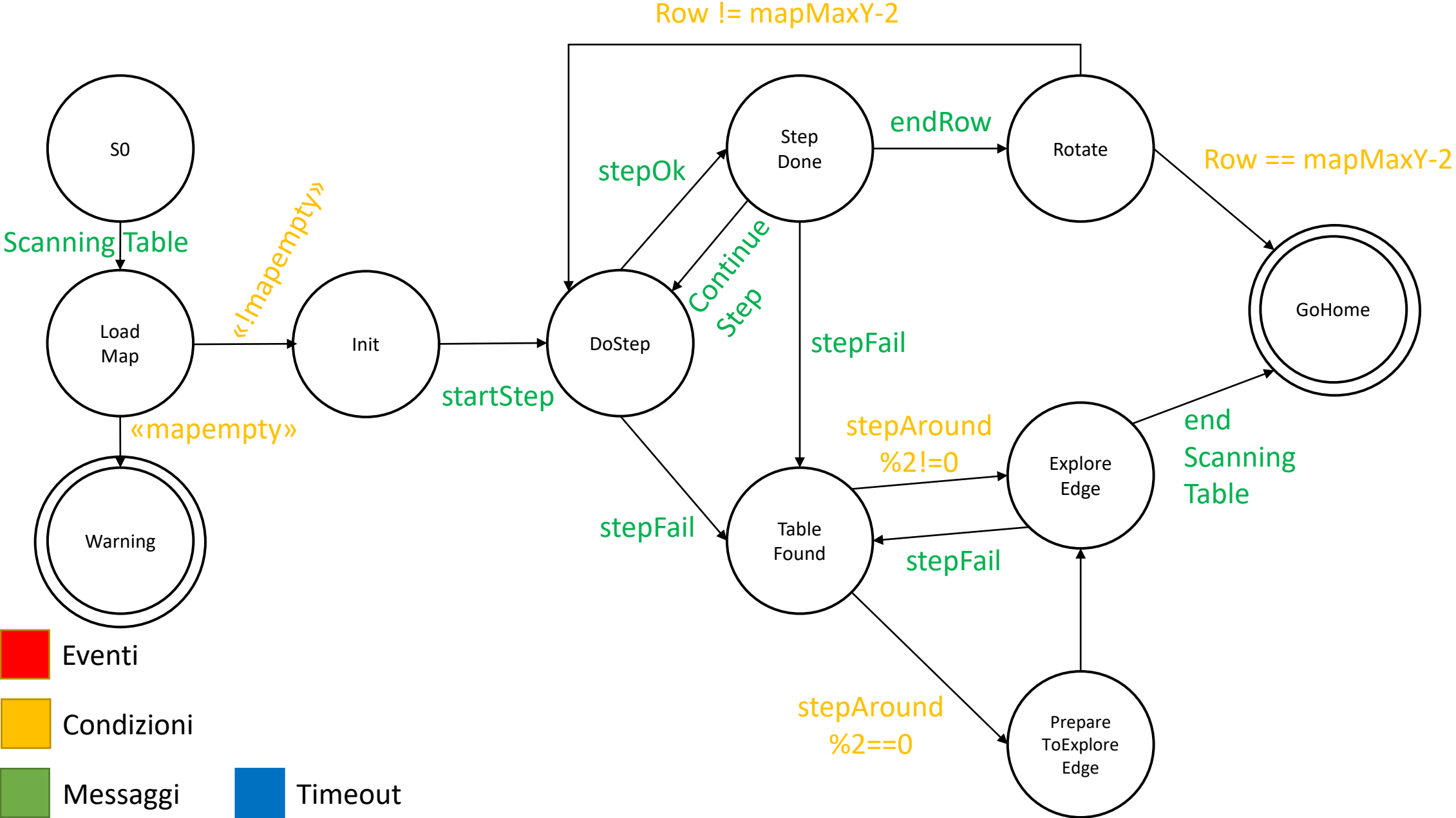
Room Perimeter Explorer

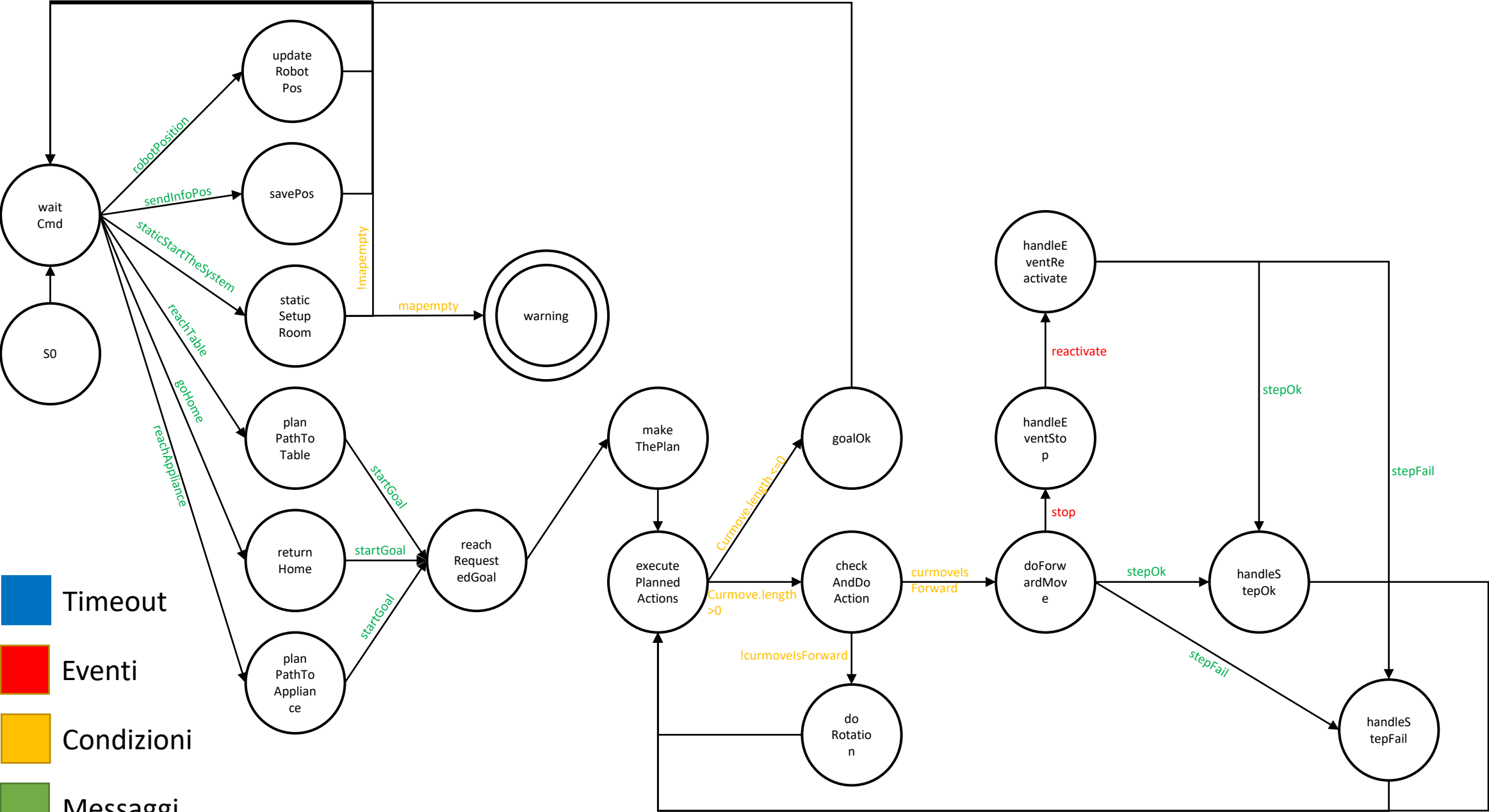


- Timeout
- Eventi
- Condizioni
- Messaggi

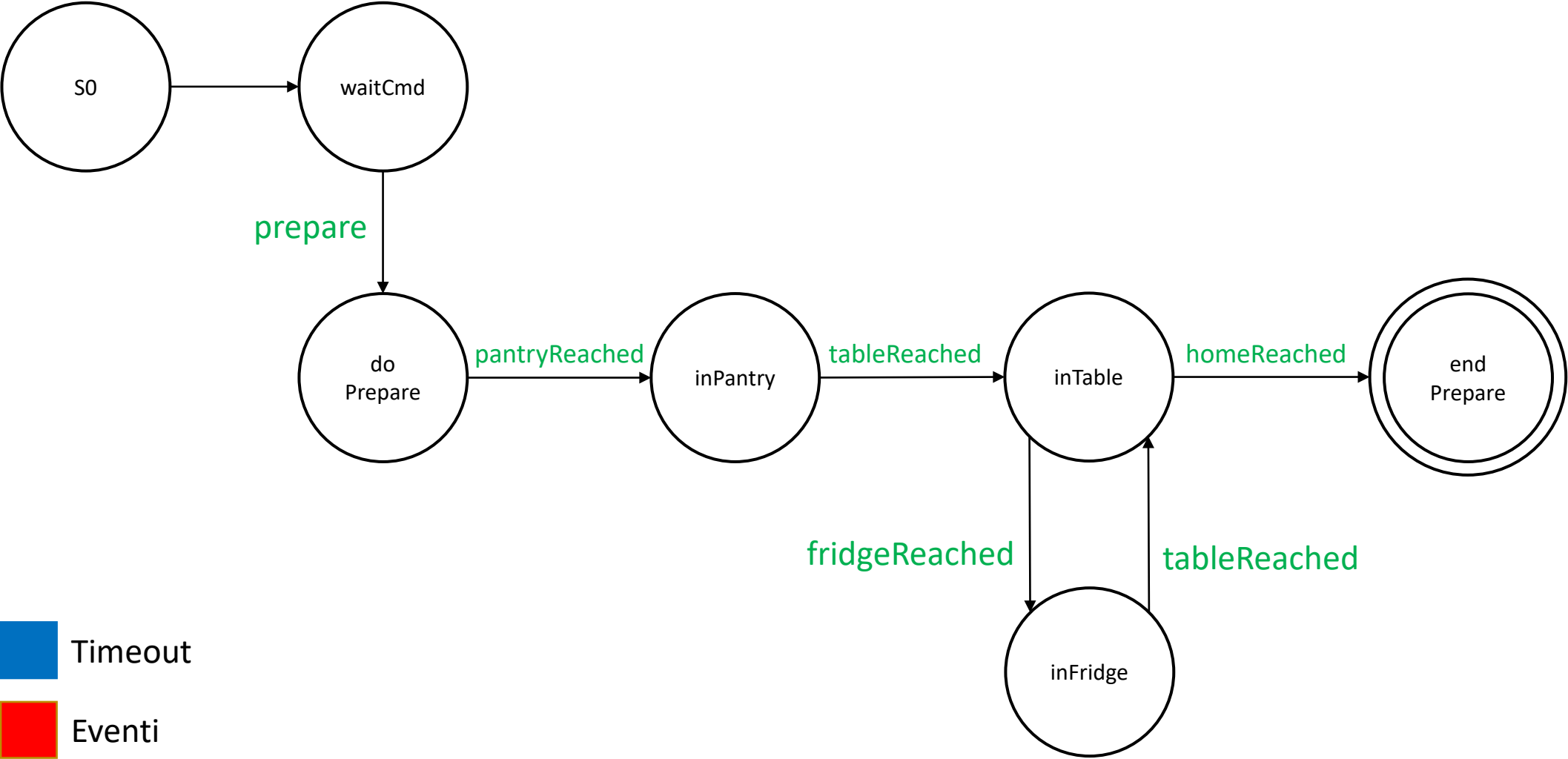
N = NumWallsFound

Find Table



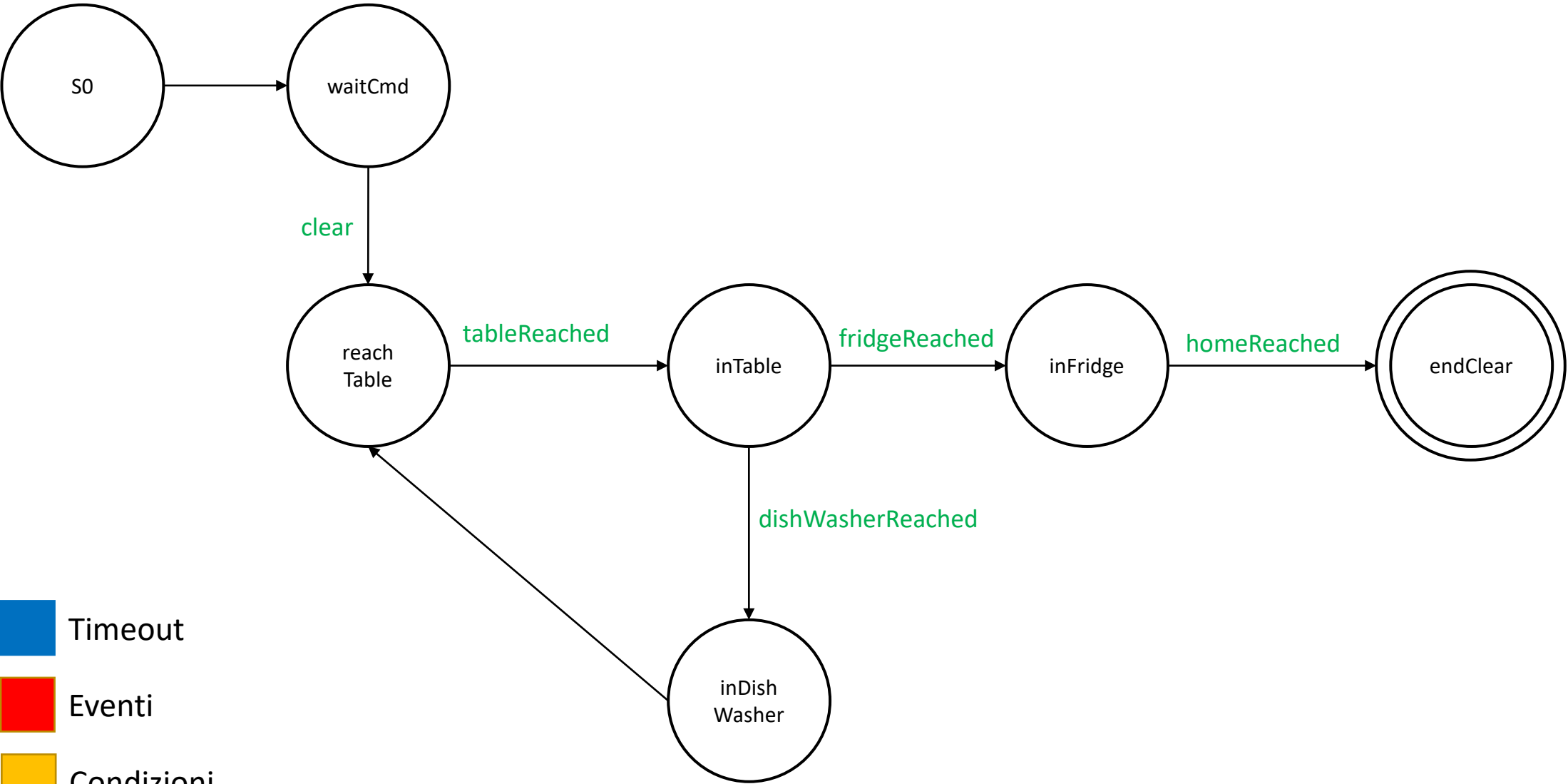


Prepare



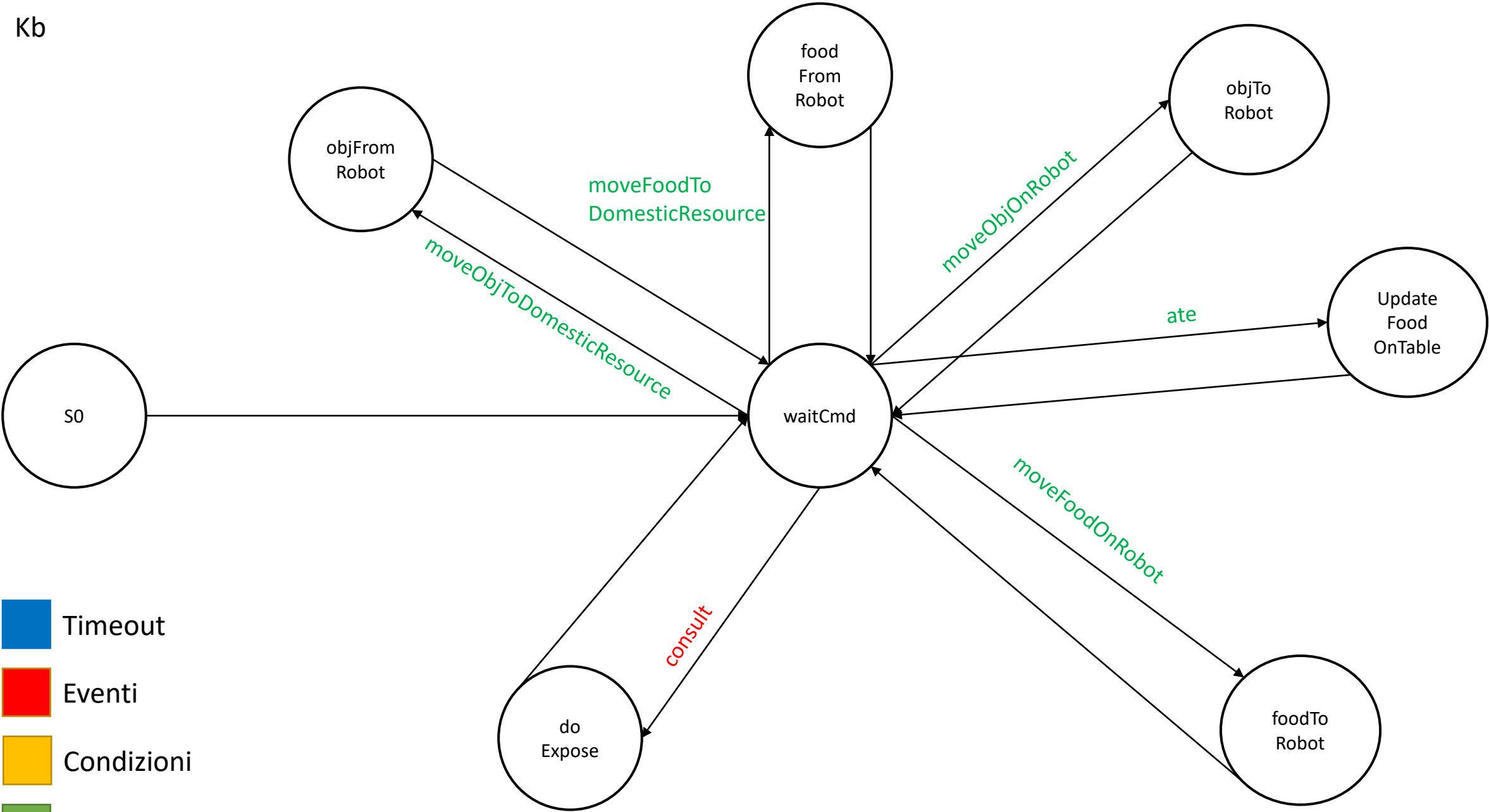
- Timeout
- Eventi
- Condizioni
- Messaggi

Clear



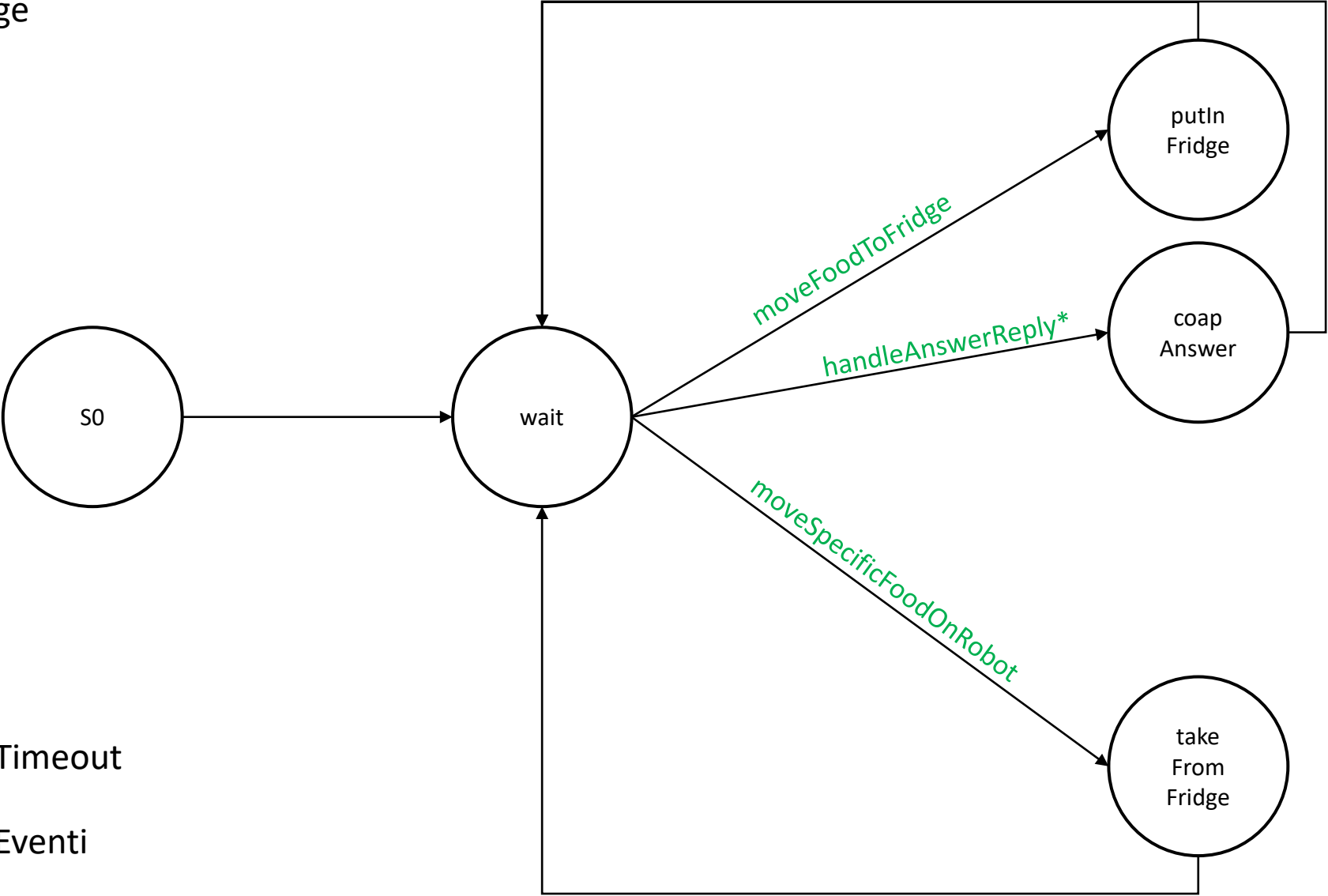
- Timeout
- Eventi
- Condizioni
- Messaggi





Kb



- Timeout
- Eventi
- Condizioni
- Messaggi

Fridge

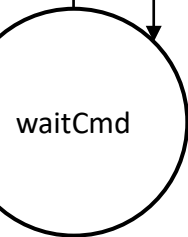
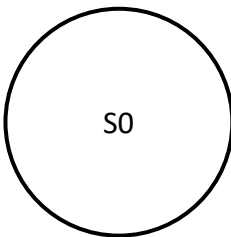


-  Timeout
-  Eventi
-  Condizioni
-  Messaggi

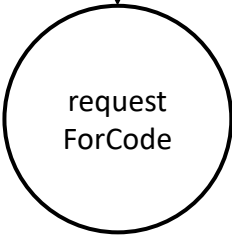
* = da fridgeCoap.kt

AddFood

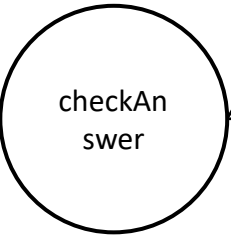
answerFromFridgeCoap



addFood

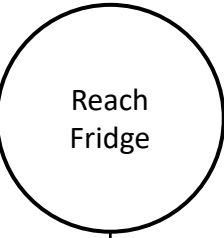
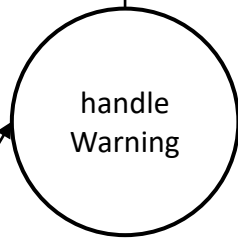


answerFrom
FridgeCoap

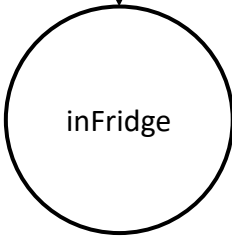


Answer = no

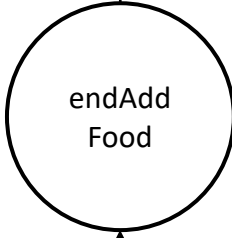
Answer = yes



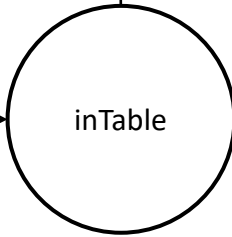
fridgeReached



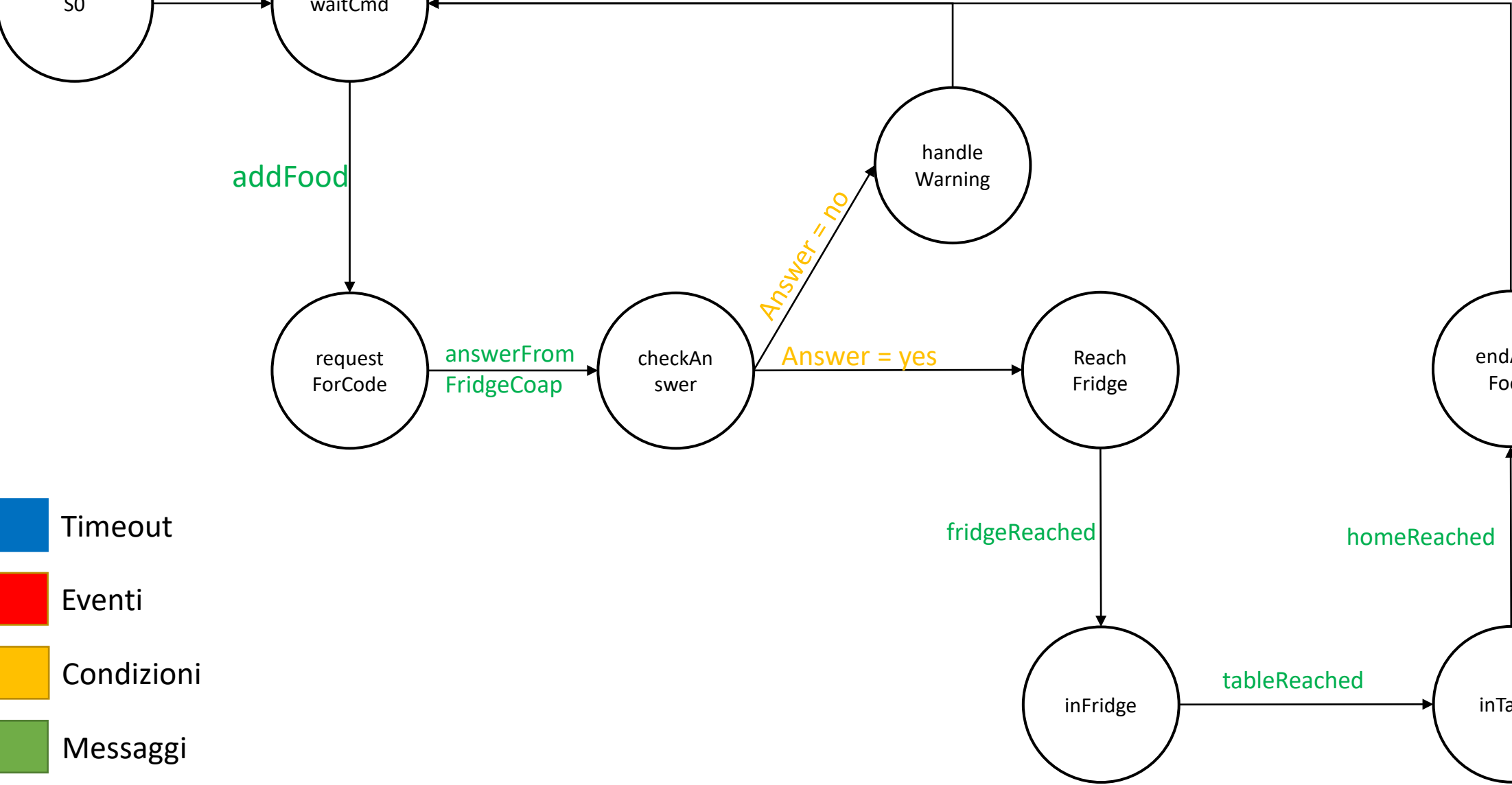
tableReached

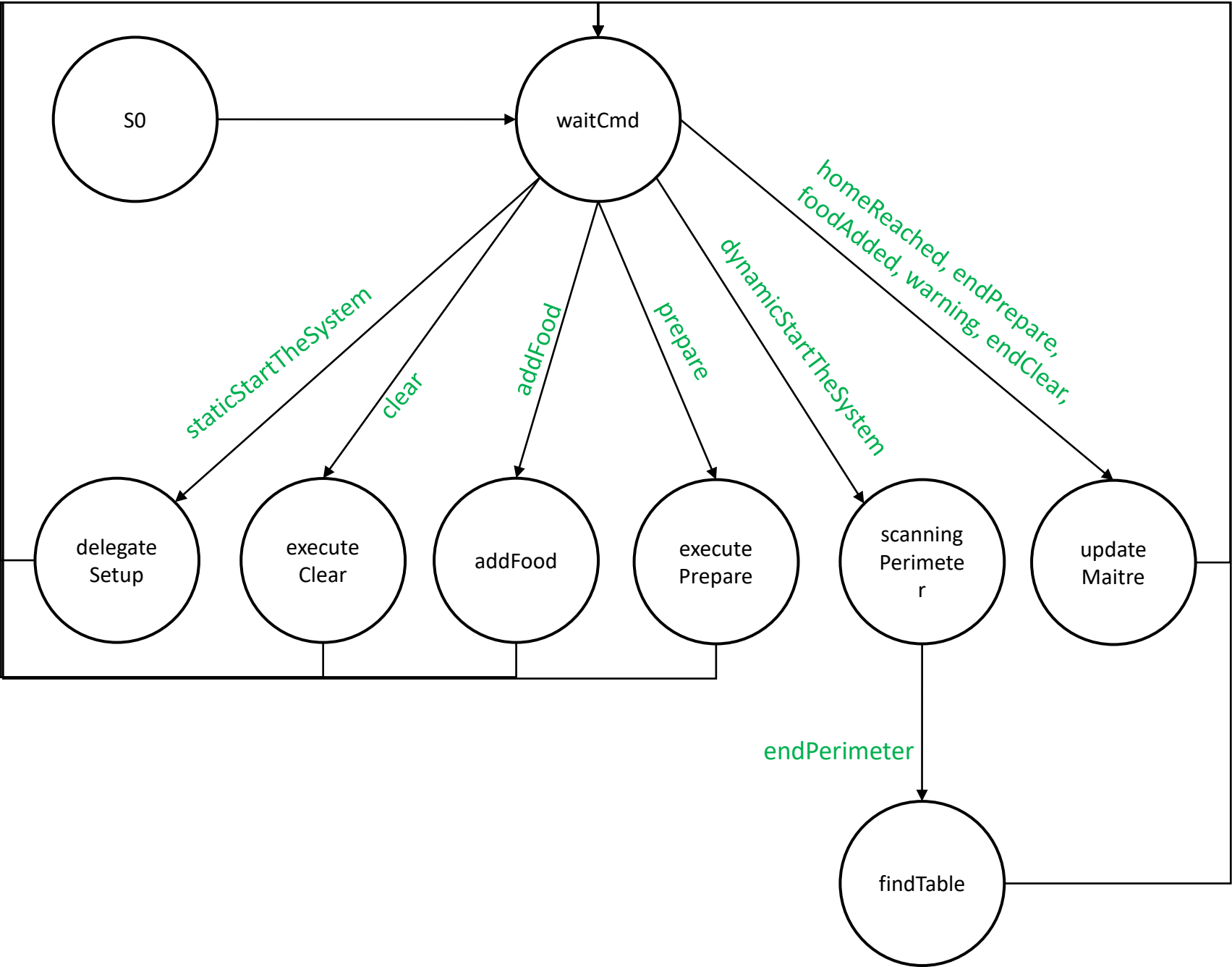


homeReached



- Timeout
- Eventi
- Condizioni
- Messaggi





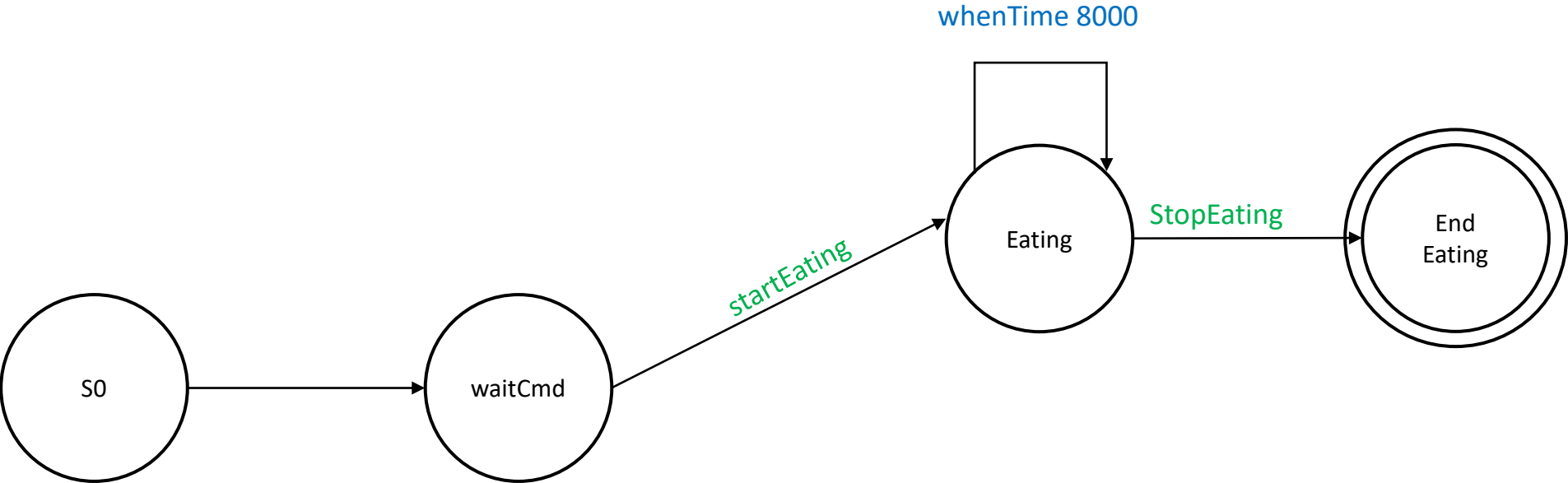
Timeout

Eventi

Condizioni

Messaggi

Greedy



- Timeout
- Eventi
- Condizioni
- Messaggi