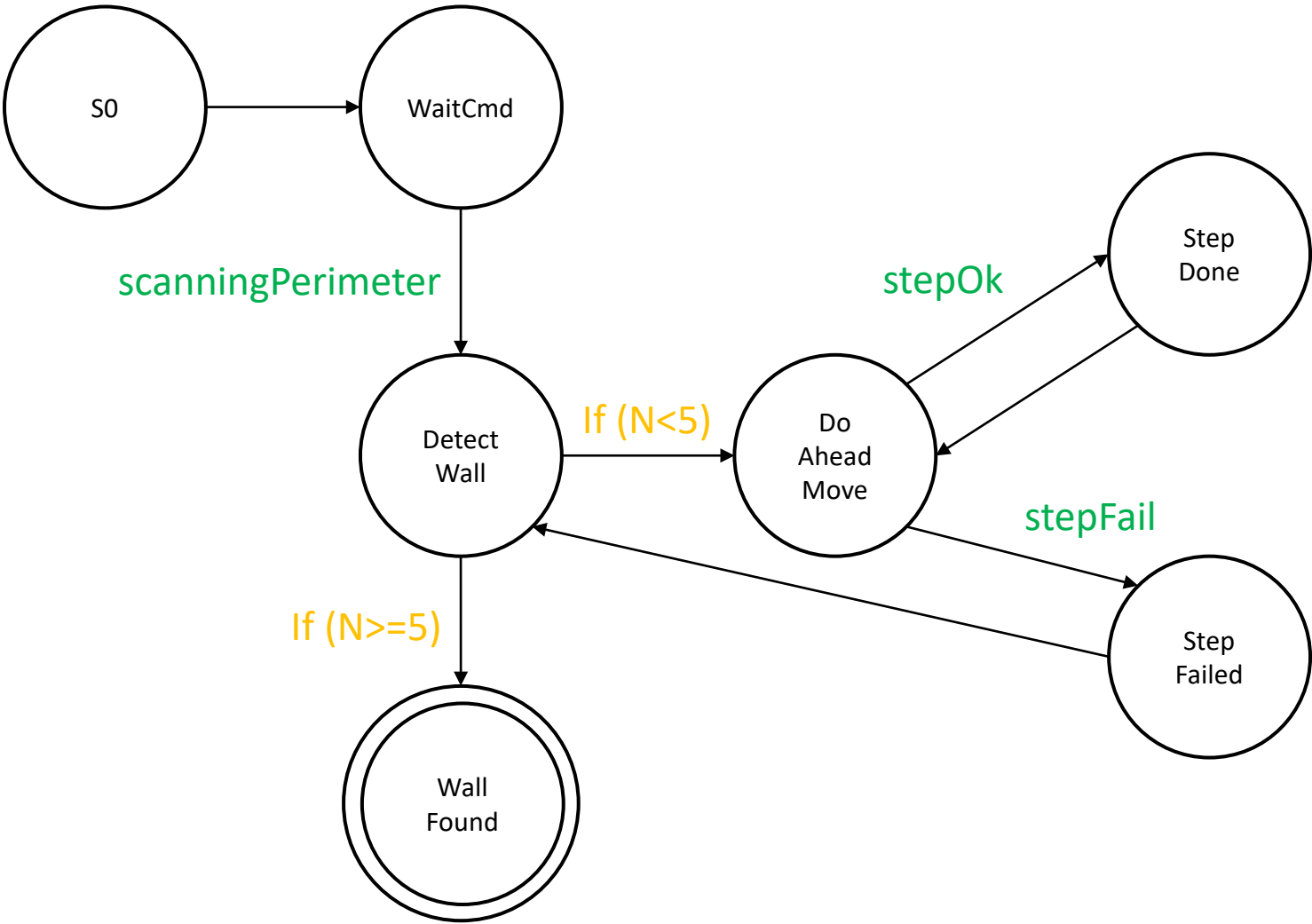


SPRINT 6

Room Perimeter Explorer



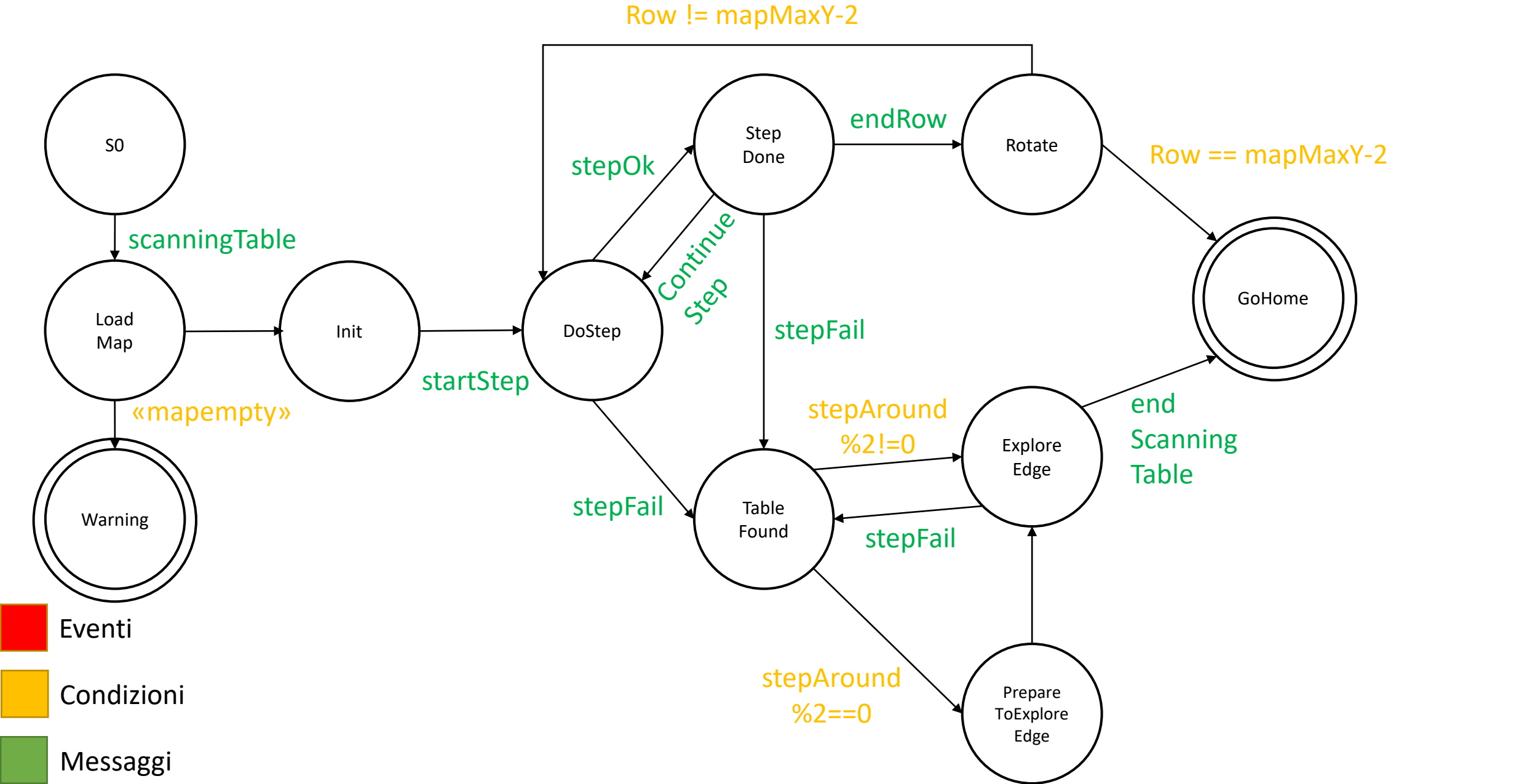
Eventi

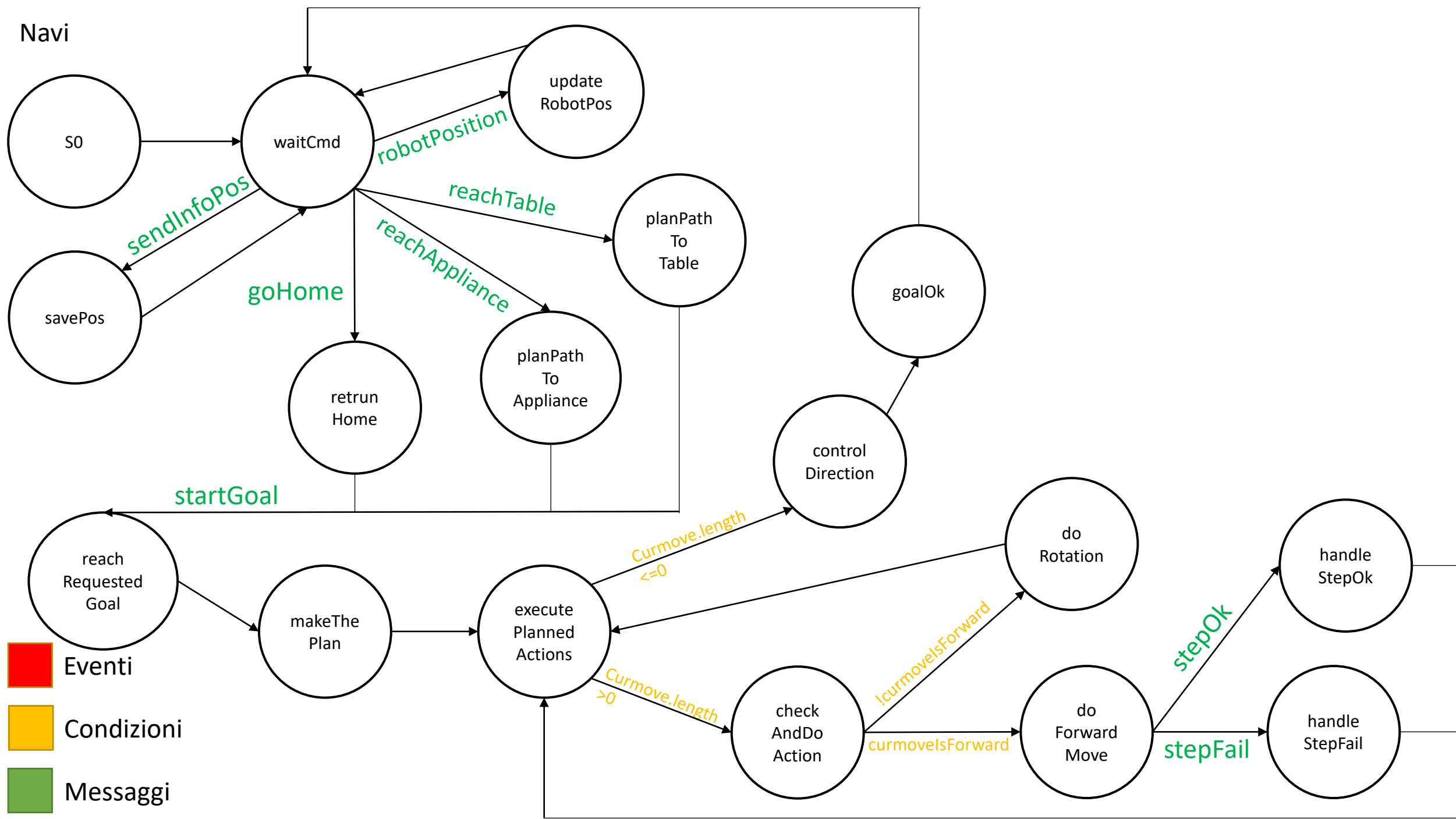
Condizioni

Messaggi

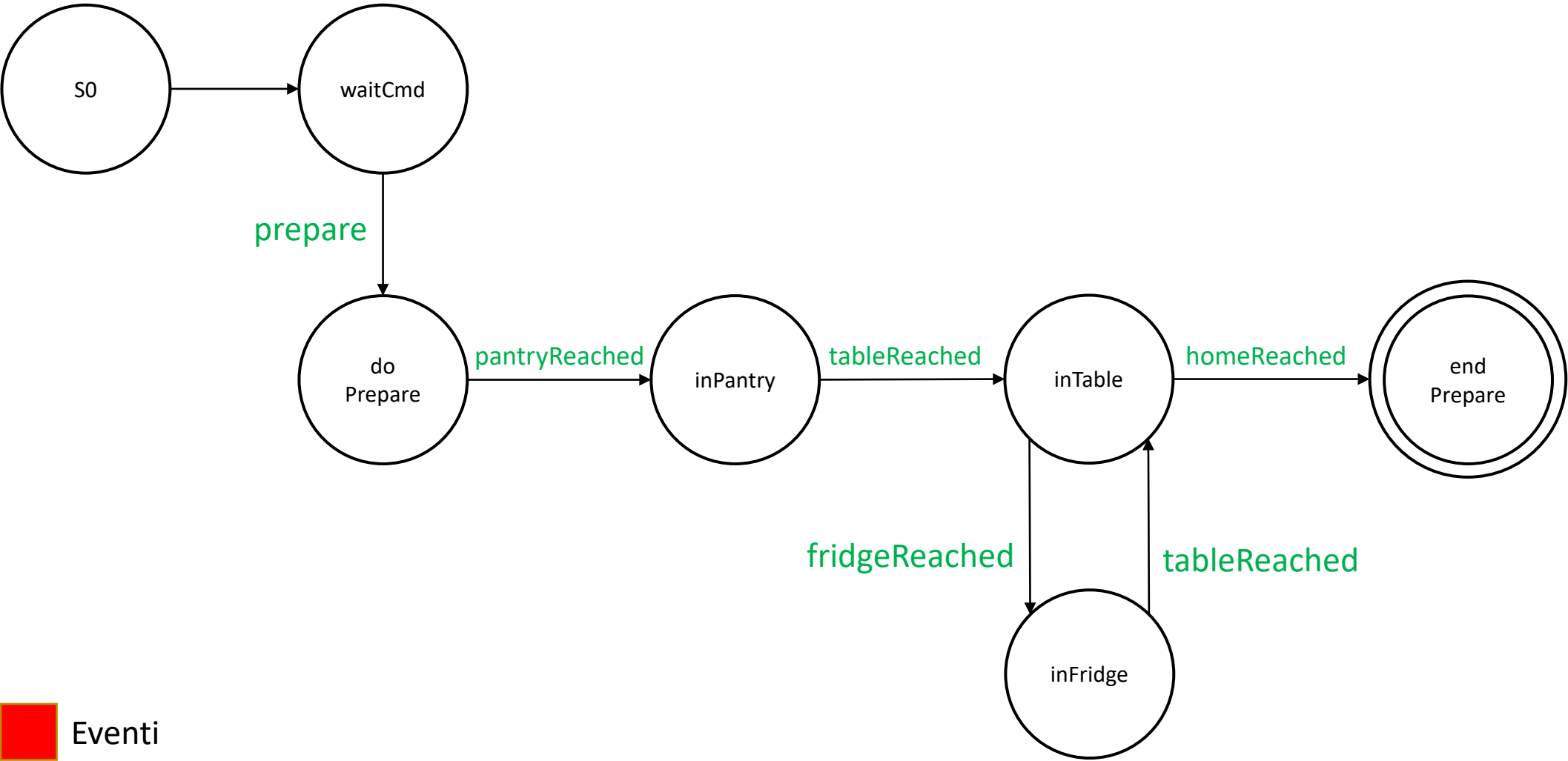
N = NumWallsFound

Find Table



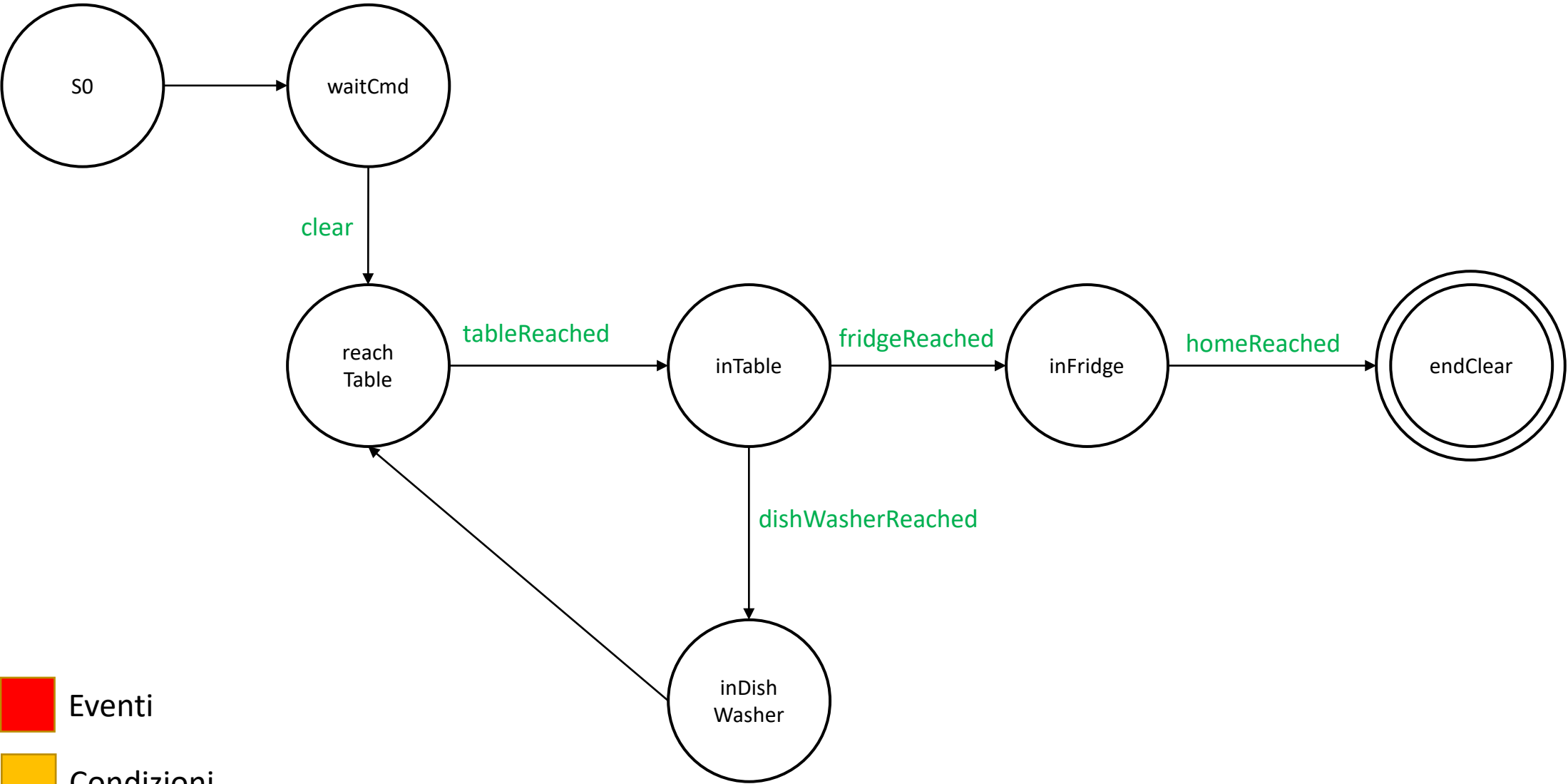


Prepare – SPRINT 6

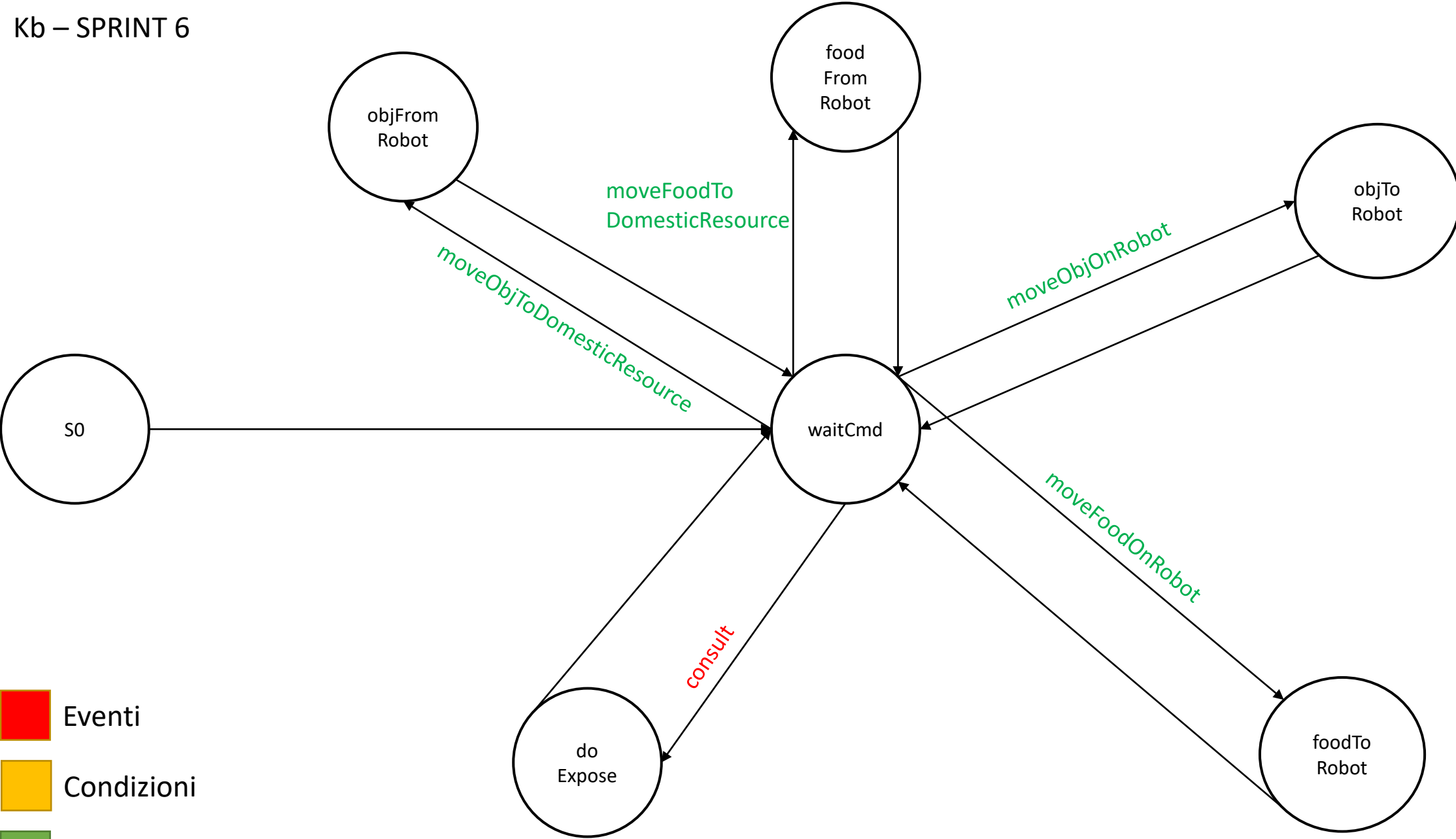


- Eventi
- Condizioni
- Messaggi

Clear – SPRINT 6



- Eventi
- Condizioni
- Messaggi

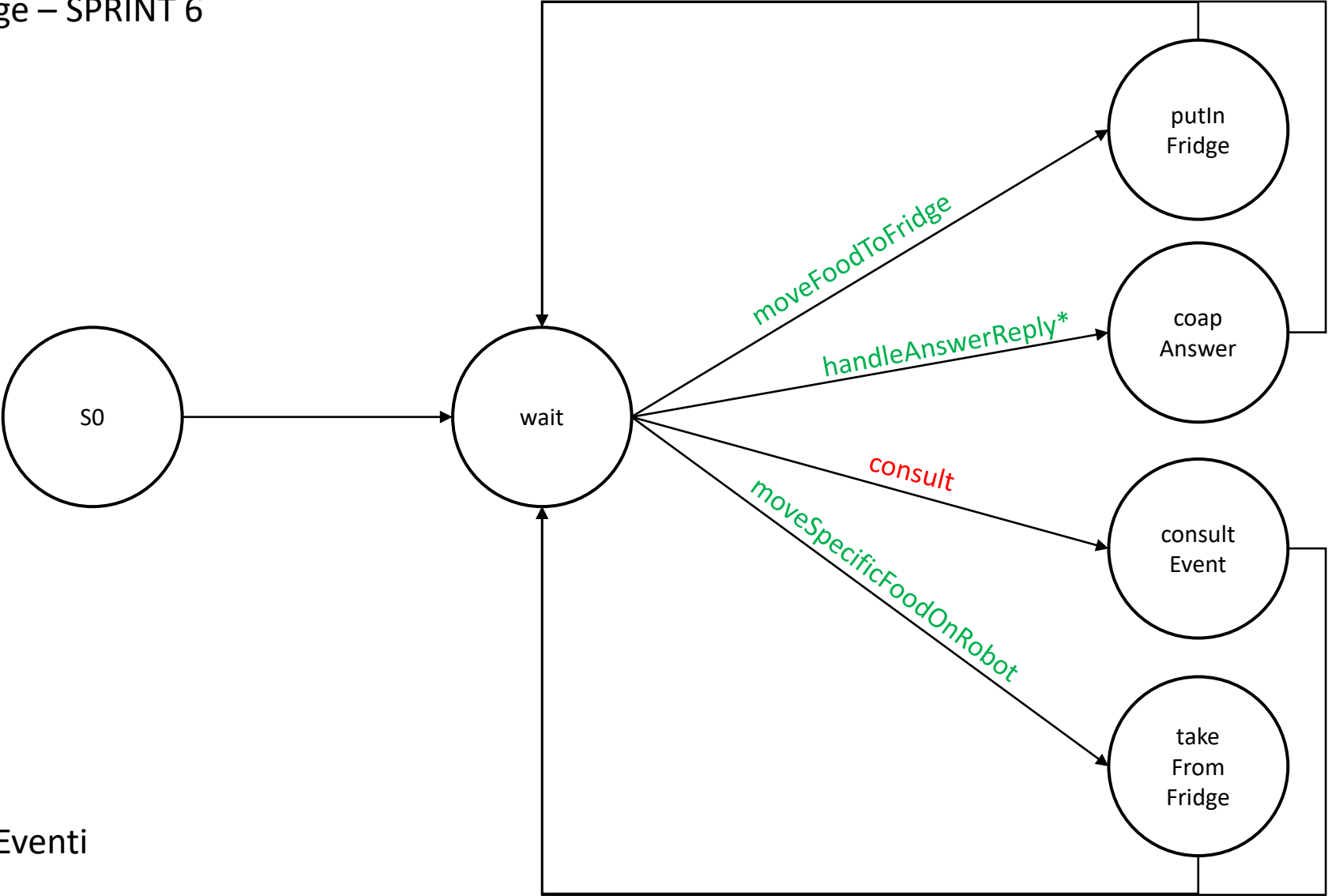


Eventi

Condizioni

Messaggi

Fridge – SPRINT 6



Eventi

Condizioni

Messaggi

* = da fridgeCoap.kt

AddFood

