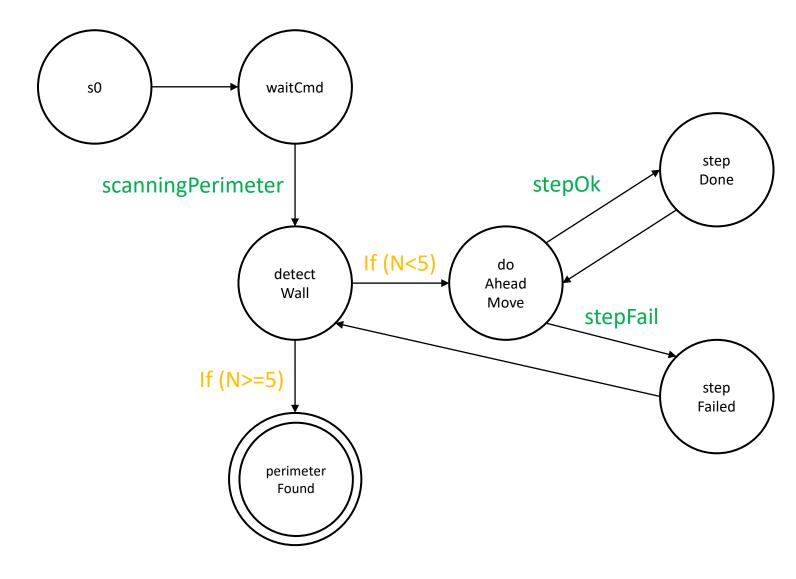
# SPRINT 11

### Room Perimeter Explorer



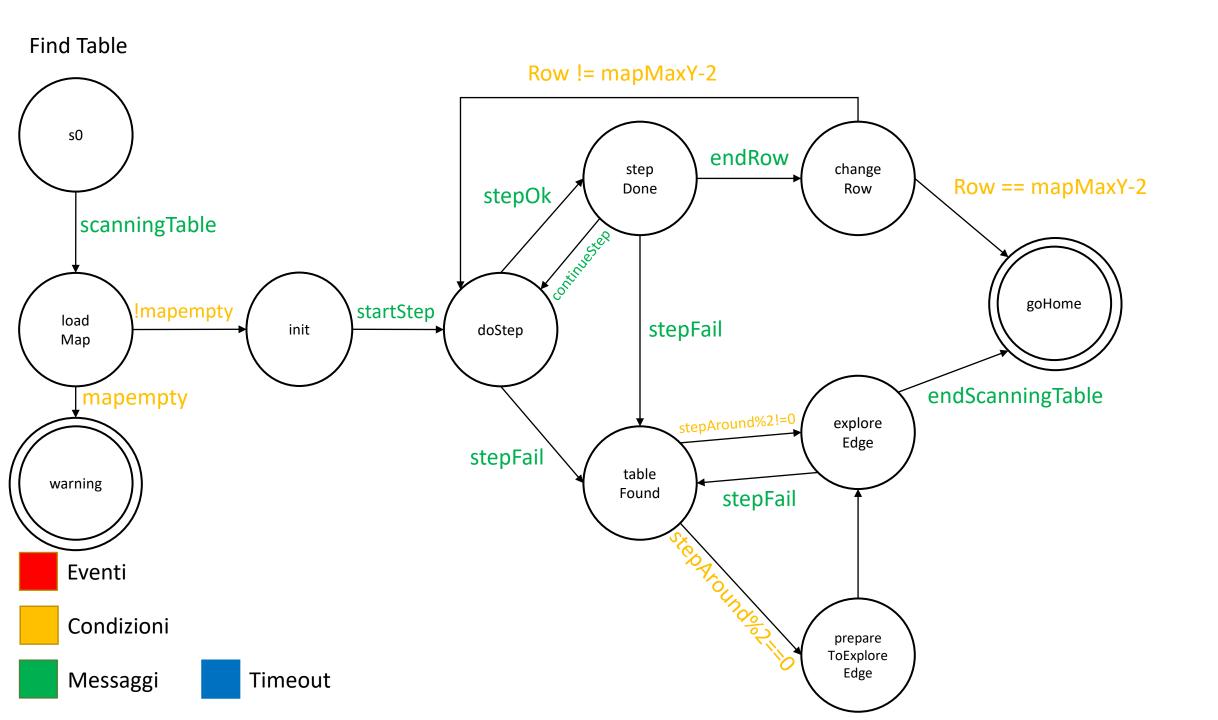
Timeout

Eventi

Condizioni

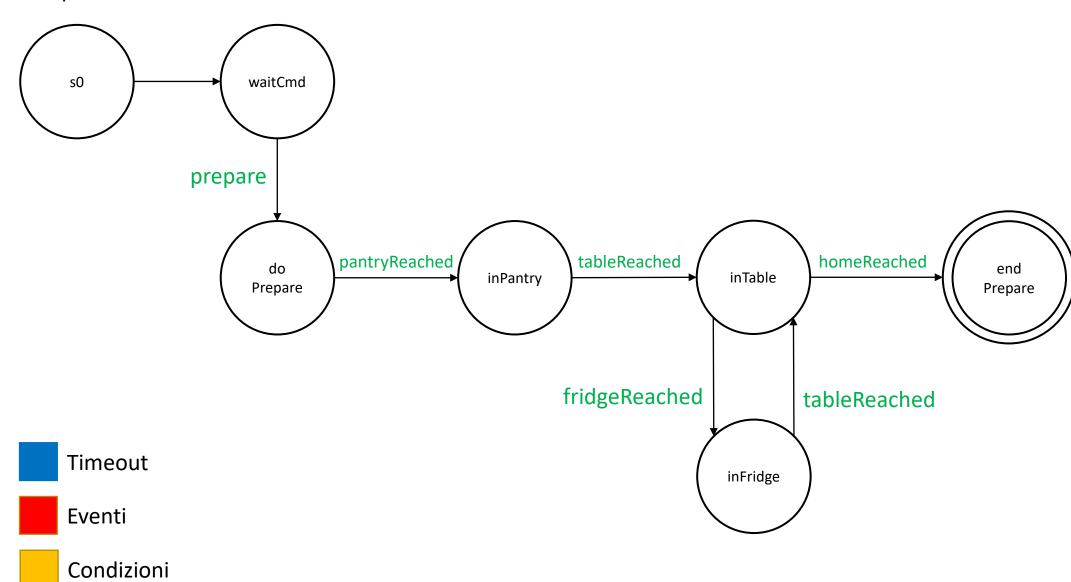
Messaggi

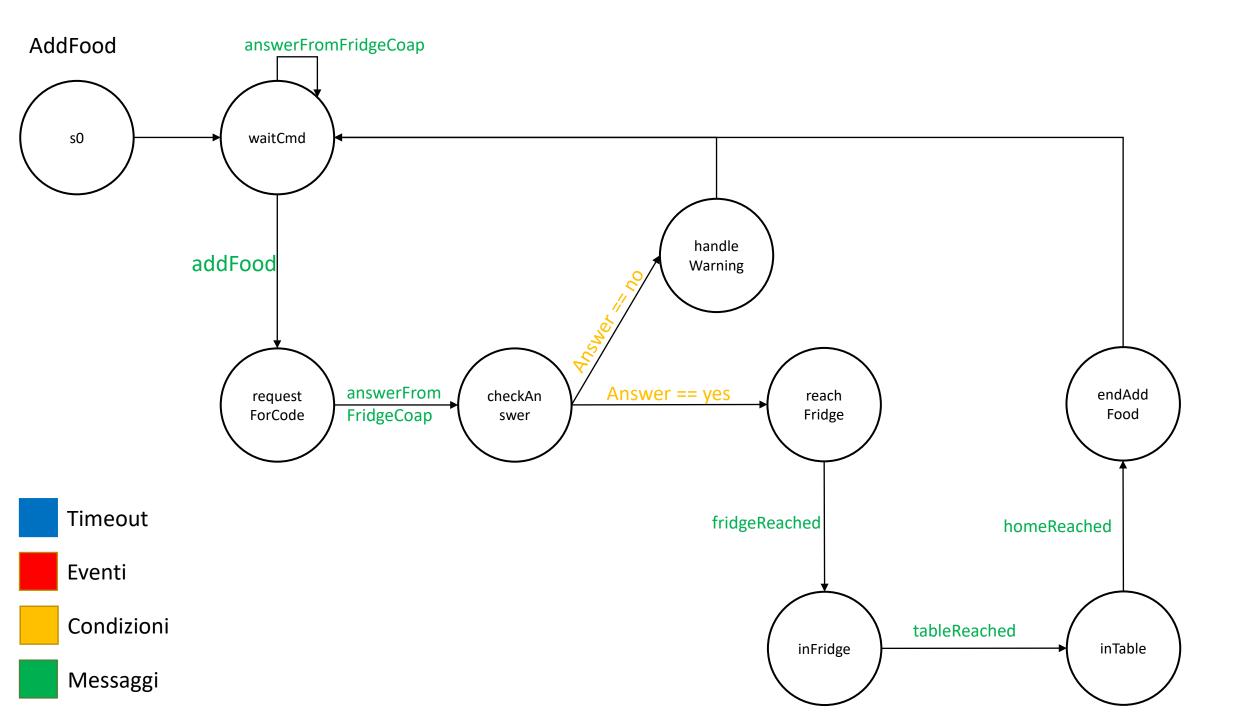
N = NumWallsFound



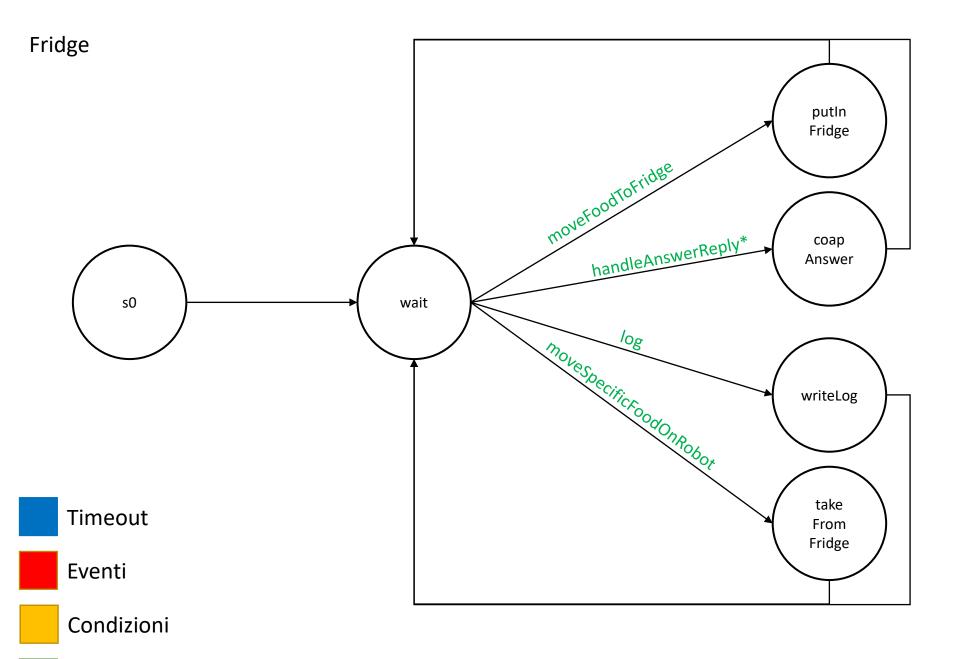
#### Navi update Robot Pos savePos wait Cmd handleE ventRe activate static mapempty Setup warning Room S0 reactivate stepOk plan make handleEv PathTo goalOk ThePlan entStop Table stepFail reach startGoal return Request execute check Home stepOk handleS edGoal doForwa Planned AndDo rdMove tepOk Timeout Actions Action stepfail !curmovelsForward plan Eventi . PathTo Applian handleS avoidObs Condizioni tacle tepFail Rotation Messaggi

#### Prepare



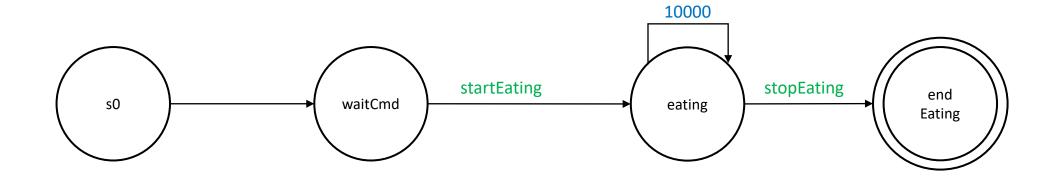


## Clear s0 waitCmd clear tableReached fridgeReached homeReached reach inTable inFridge end ClearTable dishWasherReachedTimeout inDish Eventi Washer Condizioni



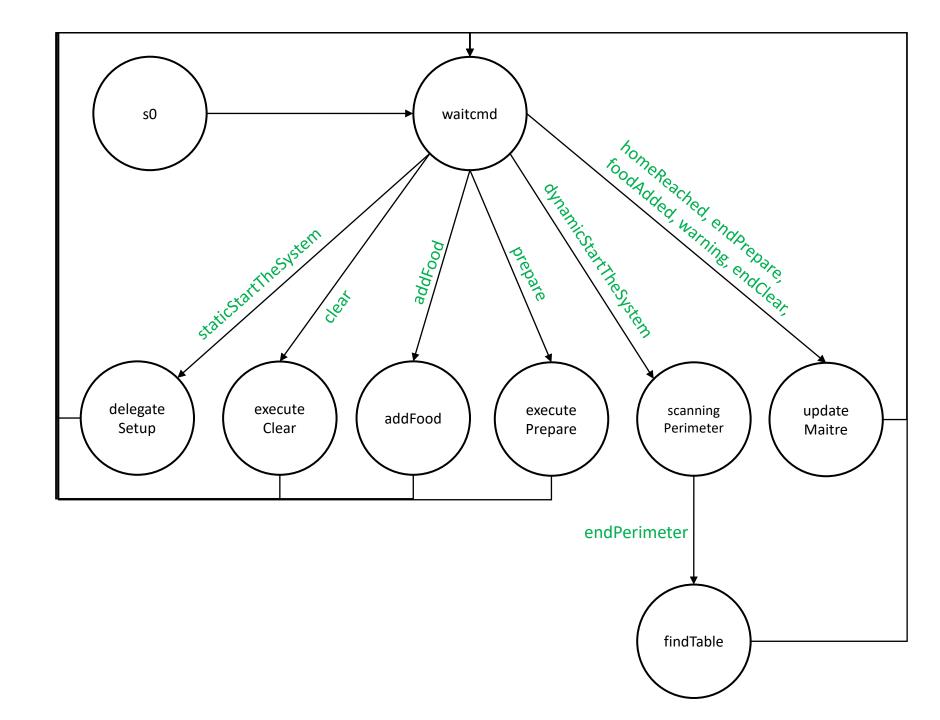
<sup>\* =</sup> da fridgeCoap.kt

### Greedy



- Timeout
- Eventi
- Condizioni
- Messaggi

#### RoomButler



Timeout

Eventi

Condizioni