**Test Case – Joystick Activity:**

Case 1: Left stick touch

Result: When a user touches the left circle joystick, a smaller circle that tracks where the user is touching on the joystick along with giving the correct X (servo1) and Y (servo2) coordinate for the left stick.

Case 2: Right stick touch

Result: When a user touches the right joystick, a smaller circle that tracks where the user is touching on the joystick and get the correct X (servo3) and Y (servo4) coordinate for the right stick.

Case 3: Claw switch

Result: When the activity first starts, the claw with will be in a close (Claw Close) state and when a user switches the claw on, the claw should be in a Claw Open state.

Case 4: Joystick database:

Result: When either left or right joysticks are touched, the X and Y coordinates should go into a local database that have 4 columns of servo 1, servo 2, servo 3, and servo 4.