aMAZEbot UML Diagram

Backtracking

+checkPath() :void
+checkSolution() :void
+checkValidState() :void

Finds Solutions of a
given maze recursively

Check Tape

+checkLine() :void
+checkLeftLine() :void
+checkRightLine() :void
+checkTapeColor() :void

This state checks to see if the
current line has reached it's end.
If so, check other it sensors to see
if there is a line to right or the left.

User

-isOn :boolean
-aDown :boolean
-bDown :boolean
-cDown :boolean
+getaDown() :boolean
+getbDown() :boolean
+getcDown() :boolean

This state recognises the user's
variable interactions with the board

Controlboard

-powerLevel :integer
+getPowerLevel :integer

This state recognises all of the
functions of the controlboard

Left Motor

+moveLeftMotor() :void

This state is responsible for moving
the left motor,if there is a line to
the right or in front of the rover then
activate the left motor.

Check Encoder

+checkAngle() :void
+checkAlignment() :void

This state checks to see if the rover
correctly made a turn and also checks
to see if the rover is correctly alligned.

Right Motor

+moveRightMotor() :void

This state is responsible for moving
the right motor,if there is a line to
the left or in front of the rover then
activate the right motor.