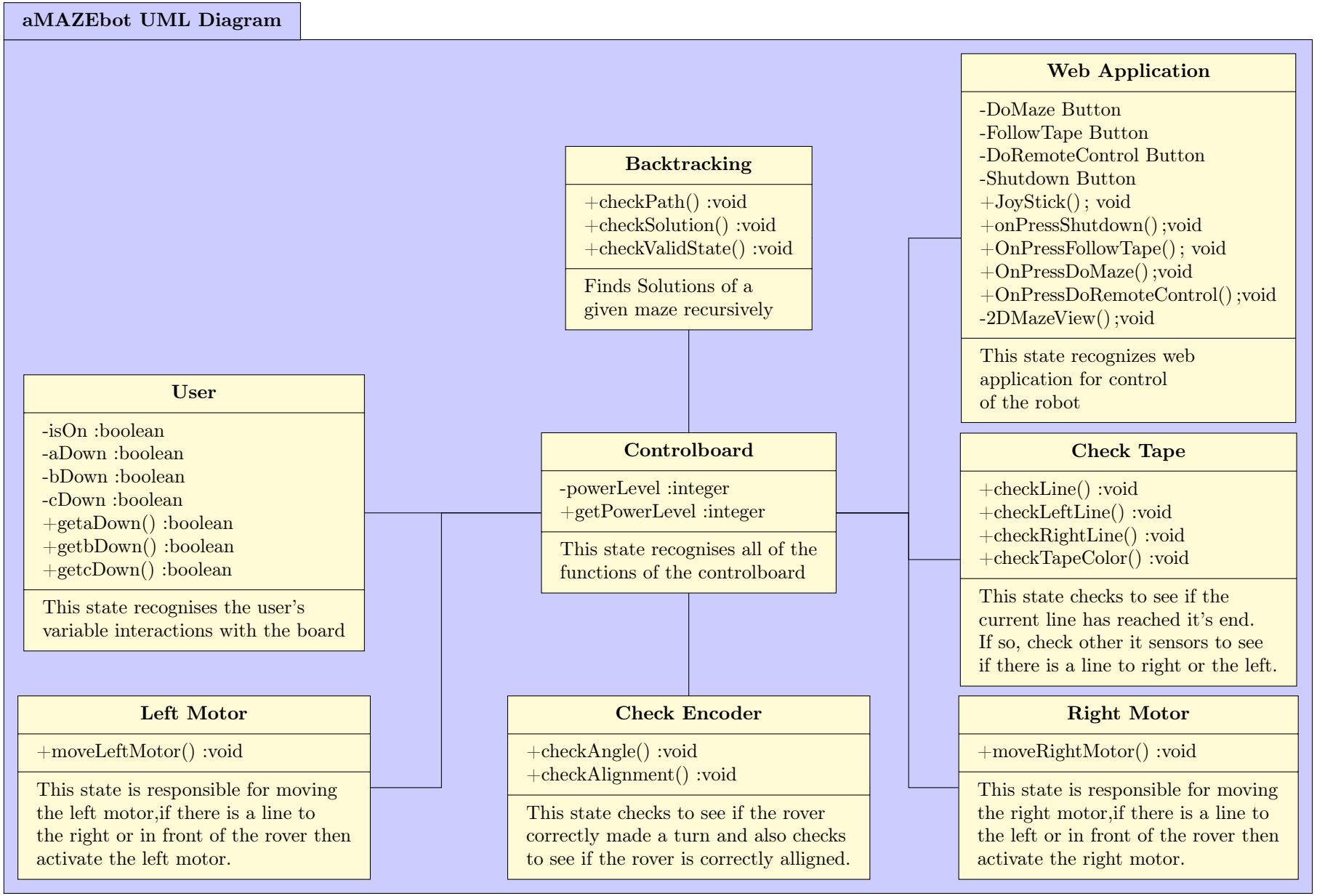
aMAZEbot UML Diagram
Web Application
-DoMaze Button
-FollowTape Button
-DoRemoteControl Button
-Shutdown Button
+JoyStick() ; void
+onPressShutdown() ;void
+OnPressFollowTape() ; void
+OnPressDoMaze() ;void
+OnPressDoRemoteControl() ;void
-2DMazeView() ;void
This state recognizes web application for control of the robot
Backtracking
+checkPath() :void
+checkSolution() :void
+checkValidState() :void
Finds Solutions of a given maze recursively
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
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.
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.