Coder Journal

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# Planned -

1. Utilities
   1. Terminal Logger
   2. Geometry
      1. Points
      2. Rectangles
      3. Circles
      4. Triangles?
2. Drivetrain
   1. Ramping Forward / Backward
   2. PID/FF Turns
   3. PID/FF Movement
3. Puncher
   1. Fire Control
4. Collection
   1. Possession Control
5. Climbing Arm
6. Brain Screen
   1. Autonomous selector
   2. Grapher
   3. Tuner
   4. Layout
7. Driver Control
   1. Ramping
8. Autonomous
   1. Right side
   2. Left side.
   3. Skills

# Utilities -

The Utilities section includes all the “way of life improvements.” For example, something such as a point or vector type or structure.

## Terminal Logger -

The main goal of the terminal logger is to make it easy to print to the Vex terminal. Printing to the Vex terminal as of currently consists of a really long “std::cout << “MESSAGE” << std::end;” like the one below.



## Geometry –

# Drivetrain –

## Ramping –

## PID / Forward Feed Turning –

## PID / Forward Feed Movement –

# Puncher –

## Fire Control –

# Collection –

## Possession Control –

# Climbing Arm -

# Brain Screen –

## Layout –

## Autonomous selector –

## Grapher –

## Tuner –

# Driver Control –

## Drive Ramping –

# Autonomous –

## Left Side –

## Right Side –

## Skills –