

```
int A; //angle
int B; //displacement;
int velocity;
int theta;
char M;
char ch;
boolean ts1;
boolean ts2;
boolean ts3;
boolean flag;
int maxdelay;
int mindelay;
int mtrA;
int mtrB;
int mtrC;
int ServeOn=7;
int ServeOff=6; //Numatic Pin No to activate and deactivate -- DigitalPins
int mtrAPin=11;
int mtrBPin=9;
int mtrCPin=10;
int mtrAPin_Direc=3;
int mtrBPin_Direc=4;
int mtrCPin_Direc=2;
boolean direcA;
boolean direcB;
boolean direcC;
int hitdelay;
char st[25];
int len;

void setup()
{
    ts1=ts2=ts3=true; //set as true becoz at startup all toggle switches are called and initialized
    flag=false;
```

```

mindelay=275;
maxdelay=305;
direcA=0;
direcB=0;
direcC=0;
thetha=0;
velocity=0;
mtrA=0;
mtrB=0;
mtrC=0;
hitdelay=285;
pinMode(mtrAPin,OUTPUT);
pinMode(mtrBPin,OUTPUT);
pinMode(mtrCPin,OUTPUT);
pinMode(mtrAPin_Direc,OUTPUT);
pinMode(mtrBPin_Direc,OUTPUT);
pinMode(mtrCPin_Direc,OUTPUT);
pinMode(ServeOn,OUTPUT);
pinMode(ServeOff,OUTPUT);
digitalWrite(ServeOn,LOW);
digitalWrite(ServeOff,LOW);
// Gripper and arm Pin Definition
Serial.begin(57600);
}

```

```

void runBaseMotors()
{
    digitalWrite(mtrAPin_Direc,direcA);
    digitalWrite(mtrBPin_Direc,direcB);
    digitalWrite(mtrCPin_Direc,direcC);
    analogWrite(mtrAPin,mtrA);
    analogWrite(mtrBPin,mtrB);
    analogWrite(mtrCPin,mtrC);
    //delay(10);
}

```

```

}
void checkButton()
{
  if(M=='A' && flag)
  {
    //Serial.println("Racquet HIT");
    digitalWrite(ServeOn,HIGH);
    digitalWrite(ServeOff,LOW);
    delay(1000);
    digitalWrite(ServeOn,LOW);
    digitalWrite(ServeOff,HIGH);
    delay(500);
    digitalWrite(ServeOn,LOW);
    digitalWrite(ServeOff,LOW);
  }
  else if(M=='B')
  {
    mtrA=mtrB=mtrC=0;
    runBaseMotors();
  }
  else if(M=='C')
  {
    //Serial.println("Rotate ClockWise");
    direcA=direcB=direcC=true;
    mtrA=mtrB=mtrC=60;
    runBaseMotors();
  }
  else if(M=='D')
  {
    //Serial.println("Rotate Anti-ClockWise");
    direcA=direcB=direcC=false;
    mtrA=mtrB=mtrC=60;
    runBaseMotors();
  }
}

```

```
}
```

```
void setPower()
```

```
{
```

```
    double angle1,angle2,angle3;
```

```
    angle1=cos(radians(150-thetha-60));
```

```
    angle2=cos(radians(270-thetha-60));
```

```
    angle3=cos(radians(30-thetha-60));
```

```
    if(angle1<0.0)
```

```
        direcA=true;
```

```
    else
```

```
        direcA=false;
```

```
    if(angle2<0.0)
```

```
        direcB=true;
```

```
    else
```

```
        direcB=false;
```

```
    if(angle3<0.0)
```

```
        direcC=true;
```

```
    else
```

```
        direcC=false;
```

```
    mtrA=velocity*abs(angle1);
```

```
    mtrB=velocity*abs(angle2);
```

```
    mtrC=velocity*abs(angle3);
```

```
    if(M=='L')
```

```
        runBaseMotors();
```

```
}
```

```
void Print()
```

```
{
```

```
    Serial.print("Hit Delay=");
```

```
    Serial.println(hitdelay);
```

```
    Serial.print(" Speed MTR A= ");
```

```
    Serial.print(mtrA);
```

```
    Serial.print(" Speed MTR B= ");
```

```

Serial.print(mtrB);
Serial.print(" Speed MTR C= ");
Serial.print(mtrC);
Serial.print(" MTR_DIREC A= ");
Serial.print(direcA);
Serial.print(" MTR_DIREC B= ");
Serial.print(direcB);
Serial.print(" MTR_DIREC C= ");
Serial.println(direcC);
}

```

```

void execute()
{
    if(flag==false&&A>4)
        flag=true;
    velocity=B;
    theta=((theta+15)/30)*30;
    theta=A;

    setPower();
    //Print();
    checkButton();
    digitalWrite(ServeOn,LOW);
    digitalWrite(ServeOff,LOW);
    //delay(10);
}

```

```

void processString()
{
    A=B=0;
    M=' ';
    if(st[0]=='J')
    {
        if(st[9]=='L')

```

```

{
    A=(st[14]-'0')*100+(st[15]-'0')*10+(st[16]-'0');
    B=(st[18]-'0')*100+(st[19]-'0')*10+(st[20]-'0');
    M='L';
}
else if(st[9]=='R')
{
    A=(st[15]-'0')*100+(st[16]-'0')*10+(st[17]-'0');
    B=(st[19]-'0')*100+(st[20]-'0')*10+(st[21]-'0');
    M='R';
}
}
else if(st[0]=='B')
{
    if(st[7]!='S')
        M=st[7];
    else
        M=st[8];
}
else if(st[0]=='T')
{
    // A-> the toggle number B-> the toggle value(true,false)
    M='T';
    A=st[7]-'0';
    if(st[9]=='t')
        B=1;
    else if(st[9]=='f')
        B=0;
    if(A==1)
        ts1=B;
}
execute();
}

```

```
void loop()
{
  if(Serial.available()>0)
  {
    ch=Serial.read();
    if(ch=='<')
      len=0;
    else if(ch=='>')
      processString();
    else
      st[len++]=ch;
    // string of the form = Joystick:Right:090:098 :-no '>*<'
  }
}
```