QuadFace is an API that anyone can use to fly their quadcopter. It is both a hardware and software interface for developers who simply want to work on the specific aspects of a quadcopter rather than worrying about assembling it and making it fly.

There are ten methods right now for the QuadFace library.

Constructor Summary:

QuadFace()

blank constructor that takes no parameters;

Methods:

Modifier and types Methods and Description

Void turnLeft - It takes no arguments. It also returns nothing. Instead of turning directly right, this method calls the turnRight method three times to make a 270 degree turn.

Void turnAround - It makes to calls to turnRight, twice. It’ll turn around 180 degrees, turning right.

Void turnRight - It sets the pin number x to High, which then rotates the quadcopter. Then after 1 second, it sets the voltage back to low.

Void land - It sets the pin number x to High, which then lands the quadcopter. Then after 1 second, it sets the voltage back to low.

Void takeOff- It sets the pin number x to High, which then allow the quadcopter to take off. Then after 1 second, it sets the voltage back to low.

Void moveForward - It moves the quadcopter forward for one second, constantly checking the time, then ends.

Void moveForward2 - It moves the quadcopter forward for two second, constantly checking the time, then ends.

Void moveForward5 - It moves the quadcopter forward for five second, constantly checking the time, then ends.

Void moveForward10 - It moves the quadcopter forward for ten second, constantly checking the time, then ends.

Void moveForwardx - The method takes one int argument, x. It returns nothing. It moves the quadcopter forward for x seconds, constantly checking the time, then ends.

An example code would look like this

#include <QuadFace.h>

QuadFace Quad;

void setup() {

}

void loop() {

Quad.takeOff(); Quad.moveForward10(); Quad.turnLeft(); Quad.moveForward5();Quad.turnRight(); Quad.land();

}