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rnk14
Ps4

In this submission you will find a pdf of this writeup as a separate item as well as a zip folder that includes: another copy of this pdf, my source code, and a video of my results.

For this assignment we had to create an action server and an action client.
I started out by cloning Dr. Newman's examples from learning ros and heavily based my work of off this. I then looked back at my path services from ps3 on how to solve the assignment. I began with the client. For the client I altered and added the code for information transition between the client and server and added all of my path poses. For the server, I also altered and added the code necessary for information transition and I then added code to perform the poses. For this I calculated the total number of poses as my total number of routes to take for navigation. I then copied code over from my ps3 path_service2.cpp file into my action server to actually run the robot in simulation.

My code is not perfect (the robot does not make it to the top left corner), but my robot does drive around and move based on lidar triggers as well as information passed from the server and client.

Below is a link to my youtube video for my result:
https://youtu.be/U-oIVgiS5xY

Below is a link to my github repository for my code:
https://github.com/RossKasal/EECS476