

Robotics practice 1

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1 Introduction

In our first practice we have learned some new aspects and technologies. Some of these are Git, Latex, CMake, new aspects of c++ and some part of Qt library.

2 First program

In the first program we have learned how to work with the signal and slot system of Qt library and we have practiced with QTimer library. We have programmed a counter with a QTimer object that sends a signal when it reaches the end of the period. Moreover we have implemented a button that stop and start the counter.

In addition, we have included a new signal that emits when the counter reached the number 10 and a new function slot that prints the number sent by the signal. This has helped us to expand our signal and slot knowledge.

3 Second program

In the second program we have learned some new c++ functionalities. We have implemented some methods for setting and getting the period and another one for getting the elapsed time. We have been careful with the access of variables and we have used atomic methods. To check this new functions we have used in the *cuenta* function.