

My intersections handler. Note how the switch statement is on the state and the guard conditions show up as conditionals (ifs) in each case. A portion of the state machine is included for reference.

```
void Robot::HandleIntersection(void)
{
    switch(state)
    {
        case DRIVING_TO_ROW:
            rowCounter++;
            if(rowCounter == targetRow)
            {
                TurnLeft();
                state = TURNING_LEFT;
            }
            break;
        case DRIVING_TO_BIN:
            binCounter++;
            if(binCounter == targetBin)
            {
                GrabItem();
                state = GRABBING;
            }
            break;
        case DRIVING_TO_ENDLINE:
            binCounter++;
            if(binCounter == binsInRow[rowCounter])
            {
                TurnRight();
                state = TURNING_RIGHT;
            }
            break;
        case DRIVING_TO_END:
            rowCounter++;
            if(rowCounter == rowCount + 1)
            {
                Stop();
                state = DONE;
            }
            break;
    }
}
```

