## HARDWARE RELATED CLASSES

#### ILOCK

ILock is the interface class containing virtual functions which are implemented in the hardware class.

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| ILOCK | |
| Functions | Description |
| *virtual boolean GetLockStatus() = 0;* | This is used for getting the status of the switch belonging to the Door Lock on the simulator board. It returns a true if switch is turned on else it returns a false. It will only yield meaningful return values when keyselect is low. |
| Remarks:  (Please describe here any problems, remarks, current states of your functions) | |

#### ISOAP

ISoap is the interface class containing virtual functions which are implemented in the hardware class.

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| ILOCK | |
| Functions | Description |
| *virtual boolean GetSoap1() = 0;* | This is used for getting the status of the switch belonging to the Soap 1 on the simulator board. It returns a true if switch is turned on else it returns a false. It will only yield meaningful return values when keyselect is low. |
| *virtual boolean GetSoap2() = 0;* | This is used for getting the status of the switch belonging to the Soap 2 on the simulator board. It returns a true if switch is turned on else it returns a false. It will only yield meaningful return values when keyselect is low. |
| *virtual void SetSoap1(boolean On) = 0;* | Will turn on the LED labelled Soap 1 on the simulation board if given argument true. Otherwise it will turn off LED for Soap 1 if given argument false. |
| *virtual void SetSoap2(boolean On) = 0;* | Will turn on the LED labelled Soap 2 on the simulation board if given argument true. Otherwise it will turn off LED for Soap 2 if given argument false. |
| Remarks: Function SetSoap2 still has some glitches because it is intended to be turned on by setting particular bits for Data and Group. However it seems to not be working despite using the prescribed method of deactivating and activating strobe in order to turn on or off the Soap 2 LED in question.  (Please describe here any problems, remarks, current states of your functions) | |