## HARDWARE RELATED CLASSES

#### IWATER

IWATER is the interface class containing the virtual functions relating which is implemented in the hardware class.

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| IWATER | |
| Functions | Description |
| *virtual boolean GetWater1() = 0;* | The purpose of this function will be to check if the pin of the Water1 is set or not by reading its value. |
| *virtual boolean GetWater2() = 0;* | The purpose of this function will be to check if the pin of the Water2 is set or not by reading its value. |
| *virtual void OpenSink() = 0;* | The purpose of this function will be to open the Sink. |
| *virtual void CloseSink() = 0;* | The purpose of this function will be to close the Sink. |
| *virtual void OpenDrain() = 0;* | The purpose of this function will be to open the Drain. |
| *virtual void CloseDrain() = 0;* | The purpose of this function will be to close the Drain. |
| Remarks: This interface is complete. All the functions are implemented. | |

#### IMOTOR

IMOTOR is the interface class containing the virtual functions relating which is implemented in the hardware class.

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| IMOTOR | |
| Functions | Description |
| *virtual void TurnLeft() = 0;* | The purpose of this function will be to indicate the direction of the washing machine. In that function, it will turn to the left. |
| *virtual void TurnRight() = 0;* | The purpose of this function will be to indicate the direction of the washing machine. In that function, it will turn to the right. |
| *virtual void StartSpeed1() = 0;* | The purpose of this function will be to start the Speed1 of the motor. |
| *virtual void StartSpeed2() = 0;* | The purpose of this function will be to start the Speed2 of the motor. |
| *virtual void StopSpeed1() = 0;* | The purpose of this function will be to stop the Speed1 of the motor. |
| *virtual void StopSpeed2() = 0;* | The purpose of this function will be to stop the Speed2 of the motor. |
| Remarks: This interface is complete. All the functions are implemented. | |