

1. Previous method name – Transform()

New method name – ChangeToSuperbot()

- Classes defined in:
  - robot.h – line 221
  - robot.cc – 87
- Classes that use this method:
  - arena.cc – line 261
- Explanation
  - The previous method name of “Transform” was too vague in communicating what the robot was “transforming” to. Consequently, the name of “ChangeToSuperbot” provides more accurate information in stating the function of the method, which is to convert a robot into a superbot once it collides with homebase.

2. Previous method name – getter method output() and setter method output(int s)

New method name – getter method activated() and setter method activated(int s)

- Class defined in:
  - sensor\_distress.h – lines 59 and 61
- Classes that use these methods:
  - arena.cc – lines 199, 231 and 252
  - motion\_handler\_robot.cc – lines 63 and 66
- Explanation
  - The previous methods of name “output” didn’t convey their actual functions in respect to the sensor. The methods are meant to return or modify the activation status of the distress sensor. Thus, a better setter and getter method name that communicates this function is “activated”, which is also consistent with the names of activation-status getters and setters of all the other sensor.