Team Cerebral - Version Description
Cycle 1 - 3/1/18

Current Version

We have a shapes demo, where a drawn shape moves based on keypress inputs. This spike is useful for future graphics work, where we can have our drawn shapes (robots) moved based on ATRobots commands and functions, instead of keypresses, but also use the information we learned about keypresses in Qt Creator to implement the toggles found in the original ATRobots (+/- for speed, G for graphics toggle, etc).

Our ATRLock GUI is done being coded, final testing will be completed during Cycle 2. There is a browse button to browse for robot files, and LOCK and UNLOCK buttons to encode and decode the specified robot file.

For ATRobots, we have most of the non-graphical functions ported, and we set aside all functions having to do with graphics.

Our completed non-graphical functions are:
Operand, mnemonic, log_error, max_shown, update_heat, prog_error, print_code, parse1, check_plen, compile, robot_config, reset_software, reset_hardware, init_rfobot, create_robot, shutdown, delete_compile_report, write_compile_report, parse_param, init, get_from_ram, get_val, put_val, push, pop, find_label, init_mine, count_missiles, init_missile, damage, in_port, jump, gameover, invalid_microcode, execute_instruction, do_robot, victor_string, show_statistics, init_bout, bout

Functions ported from atr2func include:
Hex, valuer, value, cstrr, cstr, zero_pad, zero_pads, addfront, addrear, ucase, lcase, space, ltrim, rtrim, btrim, lstr, rstr, make_tables, hex2int, str2int, distance

Functions ported from filelib include:
Exist, base_name, no_path