

```
//Locomotion.h
#ifndef Locomotion_H
#define Locomotion_H

#include <inttypes.h>
#include "ComInterface.h"

class Locomotion: public ComInterface
{
private:
    uint16_t speed;
    bool isForward;

public:
    void sendData(NewSoftSerial *_Serial, uint8_t *ptr, uint8_t length);
    Locomotion(uint16_t velocity, bool forward);
    ~Locomotion();
    void setSpeed(uint16_t velocity);
    void setDirectionForward(bool forward);
    uint16_t* addressSpeed();
    bool* addressIsForward();
    bool isDirectionForward();
    uint16_t getSpeed();

};
#endif
```