

com._604robotics.robot2012.machine

Class PickupMachine

java.lang.Object
com._604robotics.robot2012.machine.PickupMachine

All Implemented Interfaces:

StrangeMachine

```
public class PickupMachine
extends Object
implements StrangeMachine
```

Machine to control the pneumatic pickup.

Author:

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Nested Class Summary

Nested Classes

Modifier and Type	Class and Description
static interface	PickupMachine.PickupState Possible states the pickup could be in.

Constructor Summary

Constructors

Constructor and Description
PickupMachine (DoubleSolenoid pickup) Initializes a new PickupMachine.

Method Summary

Methods

Modifier and Type	Method and Description
boolean	crank (int state) Causes the Machine to strive for the target state.
boolean	test (int state) Tests if the Machine has yet attained the target state.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

PickupMachine

```
public PickupMachine(DoubleSolenoid pickup)
```

Initializes a new PickupMachine.

Parameters:

pickup - The solenoid of the pickup to control.

Method Detail

test

```
public boolean test(int state)
```

Description copied from interface: [StrangeMachine](#)

Tests if the Machine has yet attained the target state.

Specified by:

`test` in interface [StrangeMachine](#)

Parameters:

`state` - The target state.

Returns:

Whether or not the Machine has attained the target state.

crank

```
public boolean crank(int state)
```

Description copied from interface: [StrangeMachine](#)

Causes the Machine to strive for the target state.

Specified by:

`crank` in interface [StrangeMachine](#)

Parameters:

`state` - The state to strive for.

Returns:

Whether or not the target state has been reached.

[Overview](#) [Package](#) **[Class](#)** [Tree](#) [Deprecated](#) [Index](#) [Help](#)

[Prev Class](#) [Next Class](#) [Frames](#) [No Frames](#) [All Classes](#)

[Summary: Nested](#) | [Field](#) | [Constr](#) | [Method](#) [Detail: Field](#) | [Constr](#) | [Method](#)