

com.\_604robotics.robot2012.machine

# Class ShooterMachine

java.lang.Object  
com.\_604robotics.robot2012.machine.ShooterMachine

## All Implemented Interfaces:

StrangeMachine

```
public class ShooterMachine
extends Object
implements StrangeMachine
```

Machine to control the shooter/hopper system during firing.

## Author:

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## Nested Class Summary

### Nested Classes

Modifier and Type	Class and Description
static interface	<a href="#">ShooterMachine.ShooterState</a> The possible states the shooter could be in.

## Constructor Summary

### Constructors

Constructor and Description
<a href="#">ShooterMachine</a> ( <a href="#">DualVictor</a> shooter, <a href="#">Victor</a> hopper) Initializes a new ShooterMachine.

## Method Summary

### Methods

Modifier and Type	Method and Description
boolean	<a href="#">crank</a> (int state) Causes the Machine to strive for the target state.
void	<a href="#">setShooterSpeed</a> (double speed) Sets the shooter speed to use when, well, shooting.
boolean	<a href="#">test</a> (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

### ShooterMachine

```
public ShooterMachine(DualVictor shooter,
                     Victor hopper)
```

Initializes a new ShooterMachine.

#### Parameters:

shooter - The motors of the shooter to control.

hopper - The motor of the hopper to control.

## Method Detail

### setShooterSpeed

```
public void setShooterSpeed(double speed)
```

Sets the shooter speed to use when, well, shooting.

**Parameters:**

speed - The shooter speed to use when, well, shooting.

### 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.