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com.\_604robotics.robot2012.machine

Interface StrangeMachine

All Known Implementing Classes:

ElevatorMachine, PickupMachine, ShooterMachine, TurretMachine

public interface StrangeMachine

State manager for various components of the robot. Used for coordinating switches between states involving multiple steps and components.

Author:

Michael Smith

Method Summary

Methods

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

Method Detail

test

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

Tests if the Machine has yet attained the target state.

**Parameters:**

state - The target state.

**Returns:**

Whether or not the Machine has attained the target state.

crank

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

Causes the Machine to strive for the target state.

**Parameters:**

state - The state to strive for.

**Returns:**

Whether or not the target state has been reached.

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