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

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:

Michael Smith

Nested Class Summary

Nested Classes

Modifier and Type	Class and Description
static interface	**ShooterMachine.ShooterState** The possible states the shooter could be in.

Constructor Summary

Constructors

Constructor and Description
ShooterMachine(**DualVictor** shooter, **Victor** hopper) Initializes a new ShooterMachine.

Method Summary

Methods

Modifier and Type	Method and Description
boolean	**crank**(int state) Causes the Machine to strive for the target state.
void	**setShooterSpeed**(double speed) Sets the shooter speed to use when, well, shooting.
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

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.