

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.

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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.

Method Detail

test
<pre>boolean test(int state)</pre> <p>Tests if the Machine has yet attained the target state.</p> <p>Parameters:</p> <p>state - The target state.</p> <p>Returns:</p> <p>Whether or not the Machine has attained the target state.</p>
crank
<pre>boolean crank(int state)</pre> <p>Causes the Machine to strive for the target state.</p> <p>Parameters:</p> <p>state - The state to strive for.</p> <p>Returns:</p> <p>Whether or not the target state has been reached.</p>