

User's Manual _ 21700165 Joowhan Kim

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(base) kimjoowhan@gimjuhwan-ui-MacBookPro Chain_Respon_quiz % javac *.java
(base) kimjoowhan@gimjuhwan-ui-MacBookPro Chain_Respon_quiz % java Main.java
Terrain Sensor : Sand and Soft Road.
.....Driving Mode changed to Sand/Soft Mode
Sand/Soft Terrain : Low Speed & Inflated Tire Driving
=====
Terrain Sensor : Pebble or Uneven Road.
.....Driving Mode changed to Pebble or Uneven Mode
Pebble Terrain : High Powered and Raised Vehicle Driving
=====
Terrain Sensor : Sand and Soft Road.
.....Driving Mode changed to Sand/Soft Mode
Sand/Soft Terrain : Low Speed & Inflated Tire Driving
=====
Terrain Sensor : Slippery Road.
.....Driving Mode changed to Friction Mode
Snow or Icy Terrain : Friction Mode with Spike Wheel Driving
=====
Terrain Sensor : Pebble or Uneven Road.
.....Driving Mode changed to Pebble or Uneven Mode
Pebble Terrain : High Powered and Raised Vehicle Driving
=====
Terrain Sensor : Pebble or Uneven Road.
No Mode Change --- Keep pebble/Unenven Road Mode: High Powered and Raised Vehicle Driving
=====
Terrain Sensor : Pebble or Uneven Road.
No Mode Change --- Keep pebble/Unenven Road Mode: High Powered and Raised Vehicle Driving
=====
Terrain Sensor : Pebble or Uneven Road.
No Mode Change --- Keep pebble/Unenven Road Mode: High Powered and Raised Vehicle Driving
=====
Terrain Sensor : Slippery Road.
.....Driving Mode changed to Friction Mode
Snow or Icy Terrain : Friction Mode with Spike Wheel Driving
=====
Terrain Sensor : Slippery Road.
No Mode Change --- Keep Friction Mode with Spike Wheel Driving
=====
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Terrain Sensor : Slippery Road.
.....Driving Mode changed to Friction Mode
Snow or Icy Terrain : Friction Mode with Spike Wheel Driving
=====
Terrain Sensor : Slippery Road.
No Mode Change --- Keep Friction Mode with Spike Wheel Driving
=====
Terrain Sensor : Slippery Road.
No Mode Change --- Keep Friction Mode with Spike Wheel Driving
=====
Terrain Sensor : Pebble or Uneven Road.
.....Driving Mode changed to Pebble or Uneven Mode
Pebble Terrain : High Powered and Raised Vehicle Driving
=====
Terrain Sensor : Slippery Road.
.....Driving Mode changed to Friction Mode
Snow or Icy Terrain : Friction Mode with Spike Wheel Driving
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Terrain Sensor : Sand and Soft Road.
.....Driving Mode changed to Sand/Soft Mode
Sand/Soft Terrain : Low Speed & Inflated Tire Driving
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Terrain Sensor : Pebble or Uneven Road.
.....Driving Mode changed to Pebble or Uneven Mode
Pebble Terrain : High Powered and Raised Vehicle Driving
=====
Terrain Sensor : Slippery Road.
.....Driving Mode changed to Friction Mode
Snow or Icy Terrain : Friction Mode with Spike Wheel Driving
=====
Terrain Sensor : Pebble or Uneven Road.
.....Driving Mode changed to Pebble or Uneven Mode
Pebble Terrain : High Powered and Raised Vehicle Driving
=====
Terrain Sensor : Pebble or Uneven Road.
No Mode Change --- Keep pebble/Unenven Road Mode: High Powered and Raised Vehicle Driving
=====
```

```
(base) kimjoowhan@gimjuhwan-ui-MacBookPro Chain_Respon_quiz % java Main.java
Terrain Sensor : Sand and Soft Road.
.....Driving Mode changed to Sand/Soft Mode
Sand/Soft Terrain : Low Speed & Inflated Tire Driving
=====
Terrain Sensor : Slippery Road.
.....Driving Mode changed to Friction Mode
Snow or Icy Terrain : Friction Mode with Spike Wheel Driving
=====
Terrain Sensor : Sand and Soft Road.
.....Driving Mode changed to Sand/Soft Mode
Sand/Soft Terrain : Low Speed & Inflated Tire Driving
=====
Terrain Sensor : Sand and Soft Road.
No Mode Change --- Keep Sand/Soft Terrain Mode Driving
=====
Terrain Sensor : Slippery Road.
.....Driving Mode changed to Friction Mode
Snow or Icy Terrain : Friction Mode with Spike Wheel Driving
=====
Terrain Sensor : Pebble or Uneven Road.
.....Driving Mode changed to Pebble or Uneven Mode
Pebble Terrain : High Powered and Raised Vehicle Driving
=====
Terrain Sensor : Slippery Road.
.....Driving Mode changed to Friction Mode
Snow or Icy Terrain : Friction Mode with Spike Wheel Driving
=====
Terrain Sensor : Slippery Road.
No Mode Change --- Keep Friction Mode with Spike Wheel Driving
=====
Terrain Sensor : Pebble or Uneven Road.
.....Driving Mode changed to Pebble or Uneven Mode
Pebble Terrain : High Powered and Raised Vehicle Driving
=====
Terrain Sensor : Slippery Road.
.....Driving Mode changed to Friction Mode
Snow or Icy Terrain : Friction Mode with Spike Wheel Driving
=====
```