package frc.robot;

import edu.wpi.first.wpilibj.DoubleSolenoid;

import edu.wpi.first.wpilibj.Joystick;

import edu.wpi.first.wpilibj.PneumaticsModuleType;

import edu.wpi.first.wpilibj.TimedRobot;

/\*\*

 \* This is a sample program showing the use of the solenoid classes during operator control. Three

 \* buttons from a joystick will be used to control two solenoids: One button to control the position

 \* of a single solenoid and the other two buttons to control a double solenoid. Single solenoids can

 \* either be on or off, such that the air diverted through them goes through either one channel or

 \* the other. Double solenoids have three states: Off, Forward, and Reverse. Forward and Reverse

 \* divert the air through the two channels and correspond to the on and off of a single solenoid,

 \* but a double solenoid can also be "off", where the solenoid will remain in its default power off

 \* state. Additionally, double solenoids take up two channels on your PCM whereas single solenoids

 \* only take a single channel.

 \*/

public class Robot extends TimedRobot {

  private final Joystick m\_stick = new Joystick(0);

  // DoubleSolenoid corresponds to a double solenoid.

  private final DoubleSolenoid m\_doubleSolenoid =

      new DoubleSolenoid(PneumaticsModuleType.CTREPCM, 0, 1);

  int a=1;

  private static final int kDoubleSolenoidForward = 2;

  private static final int kDoubleSolenoidReverse = 3;

  @Override

  public void teleopPeriodic() {

    /\*

     \* The output of GetRawButton is true/false depending on whether

     \* the button is pressed; Set takes a boolean for whether

     \* to use the default (false) channel or the other (true).

     \*/

    /\*

     \* In order to set the double solenoid, if just one button

     \* is pressed, set the solenoid to correspond to that button.

     \* If both are pressed, set the solenoid will be set to Forwards.

     \*/

    if(a==1){

    if (m\_stick.getRawButton(kDoubleSolenoidForward)) {

      m\_doubleSolenoid.set(DoubleSolenoid.Value.kForward);

      try{

      Thread.sleep(5);

      }

      catch(InterruptedException e){

        e.printStackTrace();

      }

      a=0;

    }

    }

    else if(a==0){

       if (m\_stick.getRawButton(kDoubleSolenoidForward)) {

      m\_doubleSolenoid.set(DoubleSolenoid.Value.kReverse);

      try{

        Thread.sleep(5);

        }

        catch(InterruptedException e){

          e.printStackTrace();

        }

      a=1;

    }

  }

  }

}