This document contains examples for the touch and color sensors: An example for the touch sensor, how to fetch the data and check if it is pressed: All sensors in leJOS will use this format, the sample size and composition may differ however. Code :

```
//Import libraries
import lejos.hardware.port.SensorPort;
import lejos.hardware.sensor.EV3TouchSensor;

//Make A Class To Hold Our Example Method.
class TouchSampleExample {
	/*
	 * The example method,returns true if ontime of calling the touch sensor connected
	 * to.
	 * port 1 is pressed.
	 */
	EV3TouchSensor touch;
	float[] sample;
	public TouchSampleExample(){
		// Assign the touch sensor to class variable.
		touch = new EV3TouchSensor(SensorPort.S1);
		/*
		 * Assigns pace to hold the data from the touch sample.
		 * We want the space(length of the array off foats) to be the size of the
		sample
		 * our sensors will give us.
		 * We want to use a float because the sample can be a decimal number.
		 * For more information on sample sizes and composition see the API(a link
		is
		 * provided in practical aid 1).
		 */
		sample = new float[touch.sampleSize()];
	}

	public boolean checkTouched() {

		/*
		 * Get the actual sample from the sensor.
		 * When you call this method the sensor data
		 * will be stored in the previously created float[].
		 */
		touch.fetchSample(sample, 0);
		/*
		 * Check if the data has a particular value.
		 * For the touch sensor this is the first value of the sample array.
		 */
		if (sample[0] == 1) {
			return true;
		}
		return false;
	}
}
```

Example for the color sensor :

```
//Import libraries
import lejos.hardware.port.SensorPort;
import lejos.hardware.sensor.EV3ColorSensor;
import lejos.robotics.SampleProvider;

class ColorSampleExample {
	/*
	 * Initialize class variables.
	 */
	EV3ColorSensor colorSensor;
	SampleProvider redProvider;
	SampleProvider rgbProvider;
	float[] redSample;
	float[] rgbSample;

	public ColorSampleExample(){
		/*
		 * The color sensor has multiple methods of retrieving information
		 * We can get the red mode, this is how much light reflects from a red
		spotlight.
		 * We can get the rgb mode, this is the rgb value of whatever the sensor is
		looking at.
		 * Here we assign these modes and the sensor to the class variables.
		 * We want to use a float because the sample can be a decimal number.
		 * For more information on sample sizes and composition see the API(a link
		is
		 * provided in practical aid 1).
		 * Note that the color ID we use later is retrieved directly from the
		sensor.
		 */
		colorSensor = new EV3ColorSensor(SensorPort.S2);
		redProvider = colorSensor.getRedMode();
		rgbProvider = colorSensor.getRGBMode();
		redSample = new float[redProvider.sampleSize()];
		rgbSample = new float[rgbProvider.sampleSize()];
	}
	public int colorID() {
		//Get the color ID from the sensor and return it to the caller.
		return colorSensor.getColorID();
	}
	public float[] redSample(){
		//Get the red mode sample and return it to the caller.
		redProvider.fetchSample(redSample, 0);
		return redSample;
	}
	public float[] rgbSample(){
		 //Get the RGB sample and return it to the caller.
		redProvider.fetchSample(rgbSample, 0);
		return rgbSample;
	}
}
```