```
1 package com.app.robot.fragments;
 3 import android.os.Bundle;
4
 5 import androidx.fragment.app.Fragment;
6
7 import android.view.LayoutInflater;
8 import android.view.MotionEvent;
9 import android.view.View;
10 import android.view.ViewGroup;
11 import android.widget.Button;
12 import android.widget.SeekBar;
13 import android.widget.TextView;
14
15 import com.app.robot.R;
16 import com.google.android.material.snackbar.Snackbar;
17 import com.google.firebase.database.DatabaseReference;
18 import com.google.firebase.database.FirebaseDatabase;
19
20 public class MotorsControlFragment extends Fragment implements View.
   OnTouchListener{
       /**
21
        * The class implements the layout fragment motors control.
22
23
24
       private TextView speedView;
25
       private final DatabaseReference motorNode = FirebaseDatabase.getInstance().
   getReference("Movement");
26
27
       public MotorsControlFragment() {
28
29
       @Override
30
31
       public View onCreateView(LayoutInflater inflater, ViewGroup container,
32
                                 Bundle savedInstanceState) {
33
           View rootView = inflater.inflate(R.layout.fragment_motors_control,
   container, false);
34
35
           //Initialize Widgets
36
           final Button forward = rootView.findViewById(R.id.buttonForward);
37
           final Button backward = rootView.findViewById(R.id.buttonBackwards);
38
           final Button right = rootView.findViewById(R.id.buttonRight);
39
           final Button left = rootView.findViewById(R.id.buttonLeft);
40
           final SeekBar speedBar = rootView.findViewById(R.id.seekBar);
41
           speedView = (TextView) rootView.findViewById(R.id.textViewSpeed);
42
43
           //Adding listeners to the widgets
           forward.setOnTouchListener(this);
44
45
           backward.setOnTouchListener(this);
           right.setOnTouchListener(this);
46
           left.setOnTouchListener(this);
47
48
           speedBar.setOnSeekBarChangeListener(new SeekBar.OnSeekBarChangeListener
   () {
49
               // Called when the value of the seek bar is changing.
```

```
50
                @Override
                public void onProgressChanged(SeekBar seekBar, int progress,
51
    boolean fromUser) {
                    speedView.setText(progress +"%");
52
53
                    motorNode.child("DC").setValue(progress);
54
                }
55
                @Override
56
57
                public void onStartTrackingTouch(SeekBar seekBar) {
58
59
                }
60
61
                @Override
62
                public void onStopTrackingTouch(SeekBar seekBar) {
63
64
                }
65
            });
            speedView.setText(speedBar.getProgress()+"%");
66
67
            motorNode.child("DC").setValue(speedBar.getProgress());
            return rootView;
68
69
        @Override
70
71
        public boolean onTouch(View v, MotionEvent event) {
72
            switch (event.getAction())
73
            {
74
                case MotionEvent.ACTION DOWN: // if button was pressed
75
                    switch (v.getId())
76
                    {
77
                         case R.id.buttonForward:
78
                             writeToMotors(false,false,true, false);
79
                             break;
80
81
                        case R.id.buttonBackwards:
82
                             writeToMotors(false, false, false, true);
83
                             break;
84
85
                        case R.id.buttonRight:
                             writeToMotors(true, false, false);
86
87
                             break;
88
89
                         case R.id.buttonLeft:
                             writeToMotors(false, true, false, false);
90
91
                             break;
                        default:
92
93
                             Snackbar.make(v.getRootView() , "ERROR", Snackbar.
    LENGTH_LONG);
94
                             break;
95
                    }
96
                   break;
97
                case MotionEvent.ACTION UP:
98
                    writeToMotors(false, false, false);
99
                    break;
100
                default:
```

```
101
                    break;
102
103
            return false;
        }
104
105
        /**
106
         * The function changes the driving direction
107
         * @param right turns robot right
108
         * @param left turns robot left
109
         * @param forward moves robot forward
110
         * @param backward moves robot backwards
111
         */
112
        private void writeToMotors(boolean right, boolean left, boolean forward,
113
    boolean backward)
114
        {
            motorNode.child("Forward").setValue(forward);
115
            motorNode.child("Backward").setValue(backward);
116
117
            motorNode.child("Right").setValue(right);
            motorNode.child("Left").setValue(left);
118
        }
119
120
121 }
122
```